

# [Youtube video and comic pages summary](https://assignbuster.com/youtube-video-and-comic-pages-summary/)

[Art & Culture](https://assignbuster.com/essay-subjects/art-n-culture/), [Artists](https://assignbuster.com/essay-subjects/art-n-culture/artists/)

150-word summary of McCloud chapter Chapter two of Scott McClouds Understanding Comics talks in general terms about the vocabulary used to describe comics and how to draw them. A lot of the discussion tries to explain the importance of icons in comics and real life, and how, as McCloud says, we " assign identities and emotions where none exist, and make the world over in our image" (33). By this, McCloud means that humans tend to see faces where there are none, and this is why we are so successful at seeing emotion in simplified faces like those used in comics. One thing that is particularly interesting about this is McCloud puts our understanding on a sort of triangle, where comics creators can use a combination of “ reality, language and the picture plane” to have readers make sense of an icon (51). In other words, we need to be able to look at something and see two of the three: a word, a reasonable image of reality, or a picture of some sort.
150-word summary of Youtube video
The video from Center for Media & Social Impact titled " Fair Use is Your Friend - Remix Culture," talks about when its okay to use something that belongs to someone else in your own creation. Specifically, the video talks about Fair Use, which " protects the ability to create and provides a safeguard against censorship" in the form of someone saying you cannot use their work to make a point of your own about something (1: 14). What is particularly interesting is that this legal idea is not very well understood, and that it actually differs depending on the community they are creating inside of. For instance, there is a code of best practices for online video creators " which will help you figure out how to respond ... if you get a take-down notice" from someone who thinks you should not be able to use their content in your video (2: 41). Being able to make fair use of someone elses material for your own artistic material seems very freeing, and nice for creators.