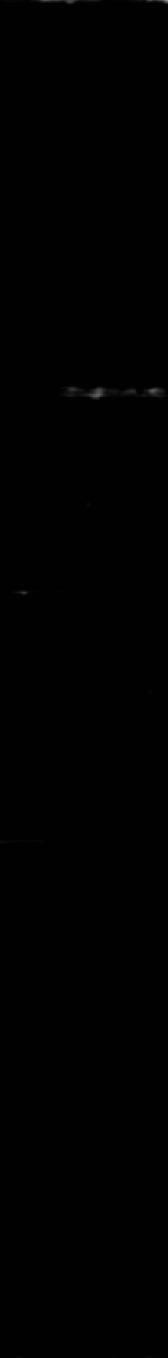
SPRING 2021

### THESIS II

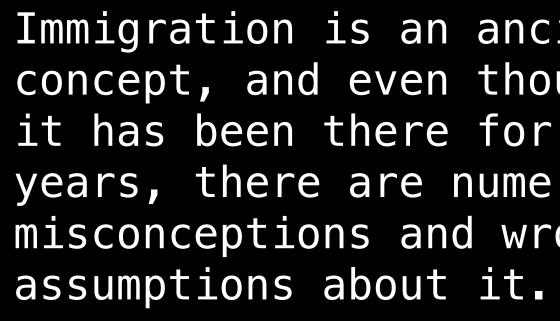


#### FINAL PRESENTATION

MARIA WEHDEKING









Immigration is an ancient concept, and even though it has been there for years, there are numerous misconceptions and wrong



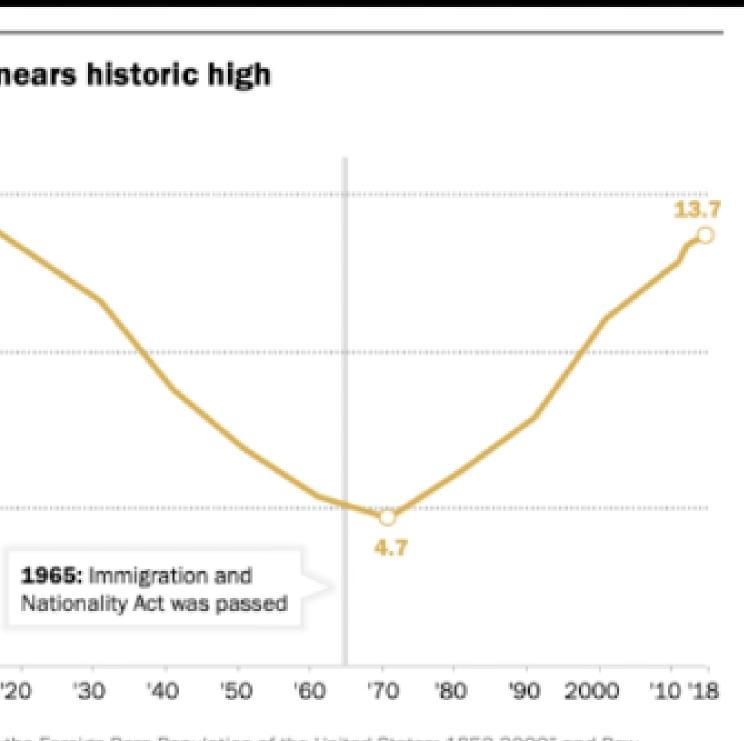
# Every generation of immigrants has a different background, conflicts, and ideals.

## Immigrant share of U.S. population nears historic high % of U.S. population that is foreign born 14.8 15 % 9.7 5 1965: Immigration and Nationality Act was passed 0 1850 '60 '70 '80 '90 1900 '10 '20 '30 '40 '50

Source: U.S. Census Bureau, "Historical Census Statistics on the Foreign-Born Population of the United States: 1850-2000" and Pew Research Center tabulations of 2010-2018 American Community Survey (IPUMS).

PEW RESEARCH CENTER

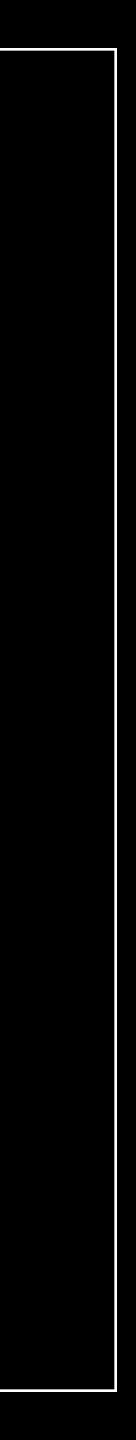
## Immigration numbers keep rising every year



# ALIENATION









#### PRIMARY

Millennial Latin American Immigrants, who are living in the United States with a student or permanent visa.



#### SECONDAY

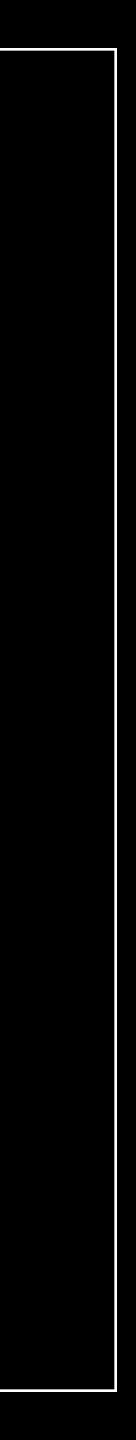
Baby Boomer generation, or the previous generation of Latin American immigrants, who are living in the United States.



#### TERTIARY

Immigrants from both
generations, that are
living in the United
States, came from
another country with a
high degree of cultural
literacy.





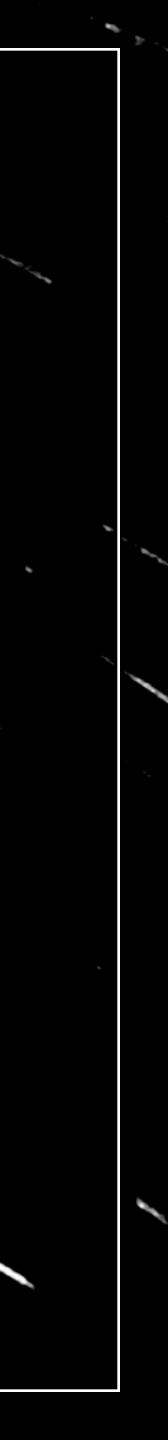


As an illustrator and graphic designer, I used a visual resource in the shape of comic strips to create a darker and terrifying story involving two characters representing two generations of immigrants.

How can storytelling and visual graphics help to amplify minority voices and highlight social issues inside a community?



Storytelling is a powerful tool that could help to send a message in an optimal way.

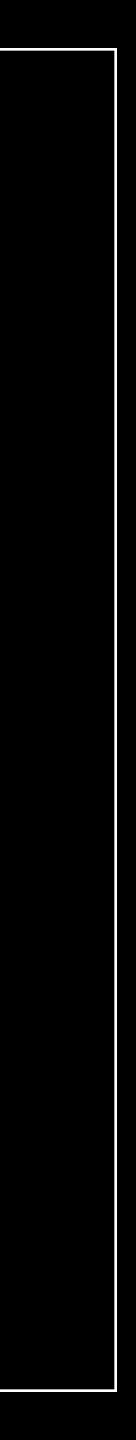




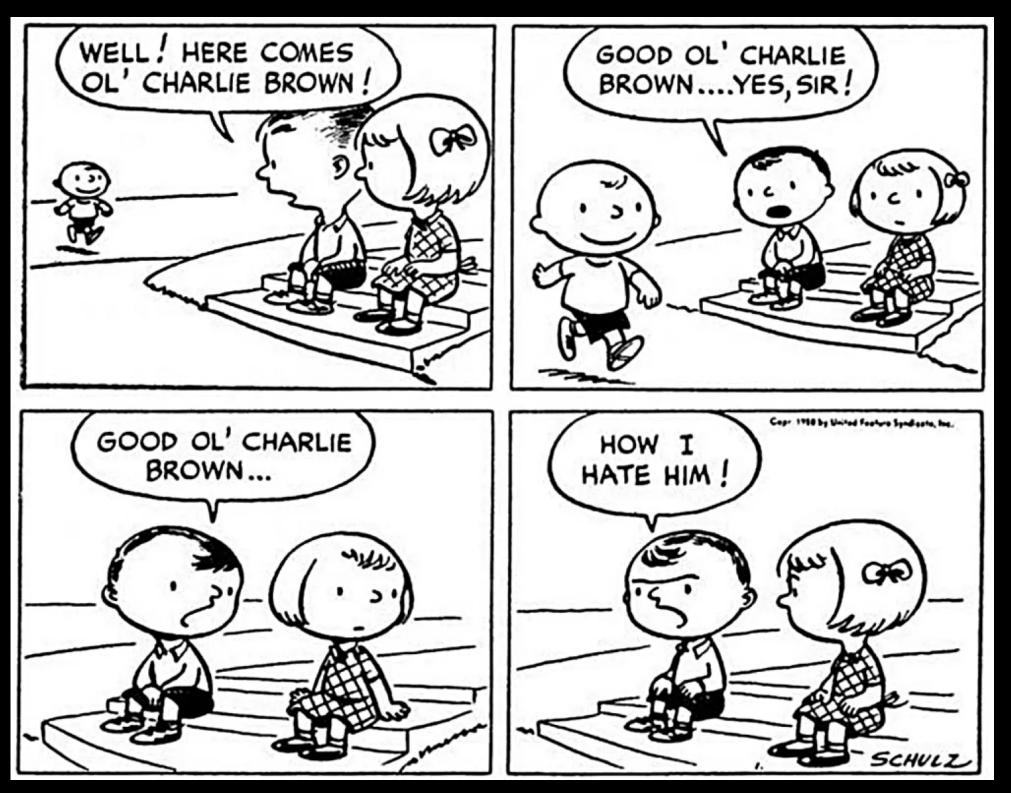
## Some of my references are Mafalda by the Argentine cartoonist Quino and Maus by Art Spiegelman





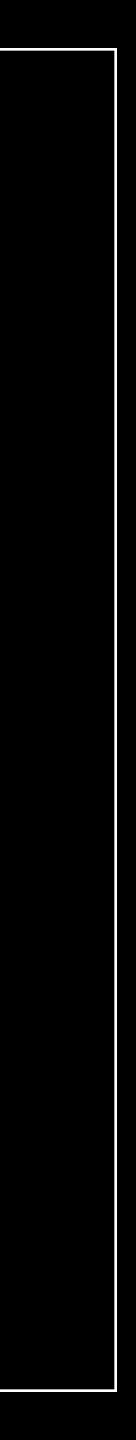


Peanut – Comic Strip



#### GRAPHIC NOVEL VS COMIC STRIPS

The idea of comic strips for this project instead of a graphic novel is taking into account the main audience.

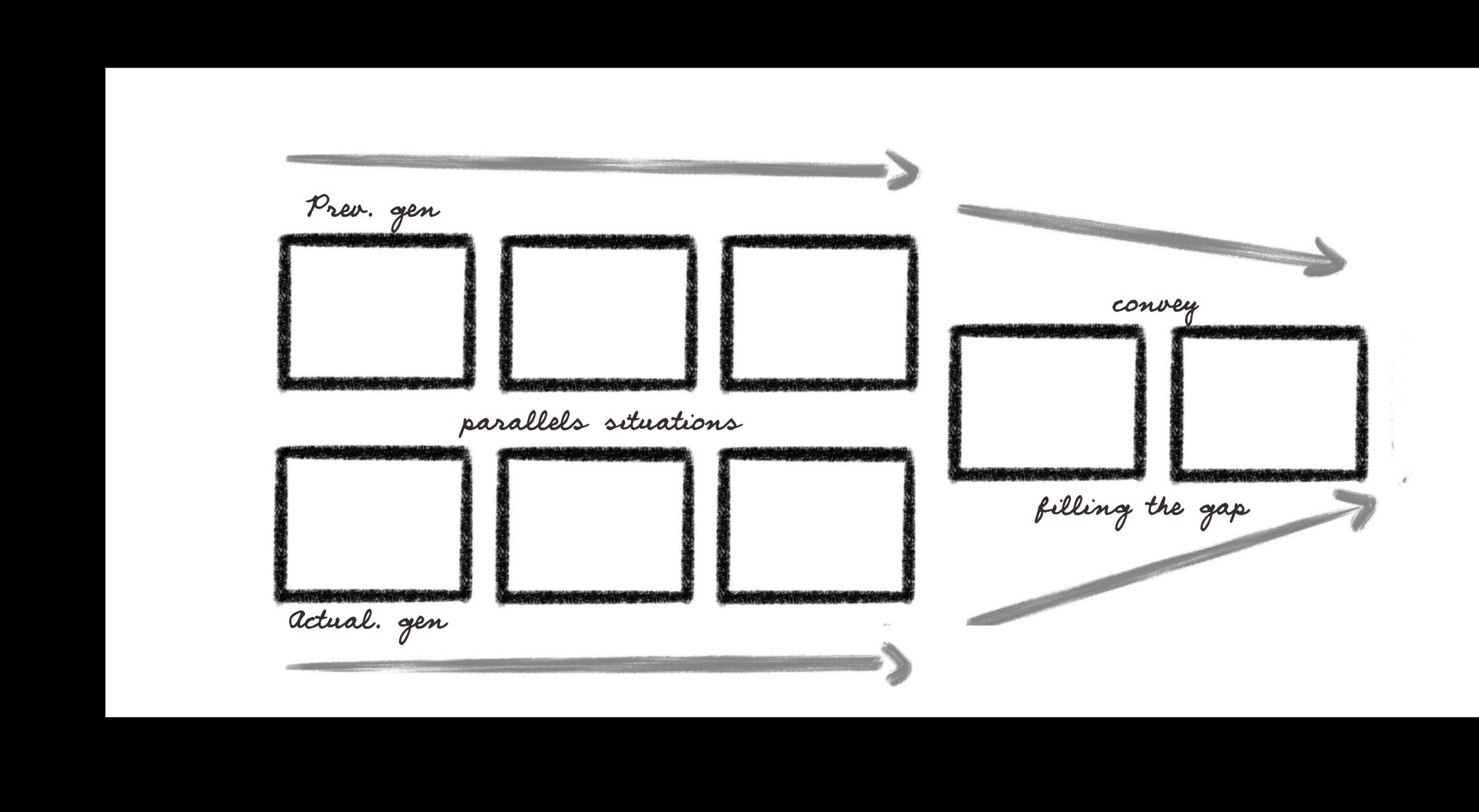


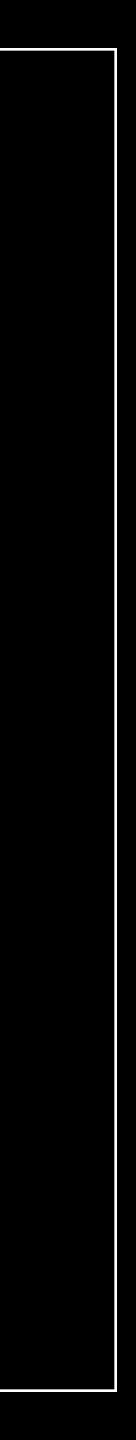






This story is based on the immigrant thoughts, fears, complexity, and sometimes loneliest brought by immigration.







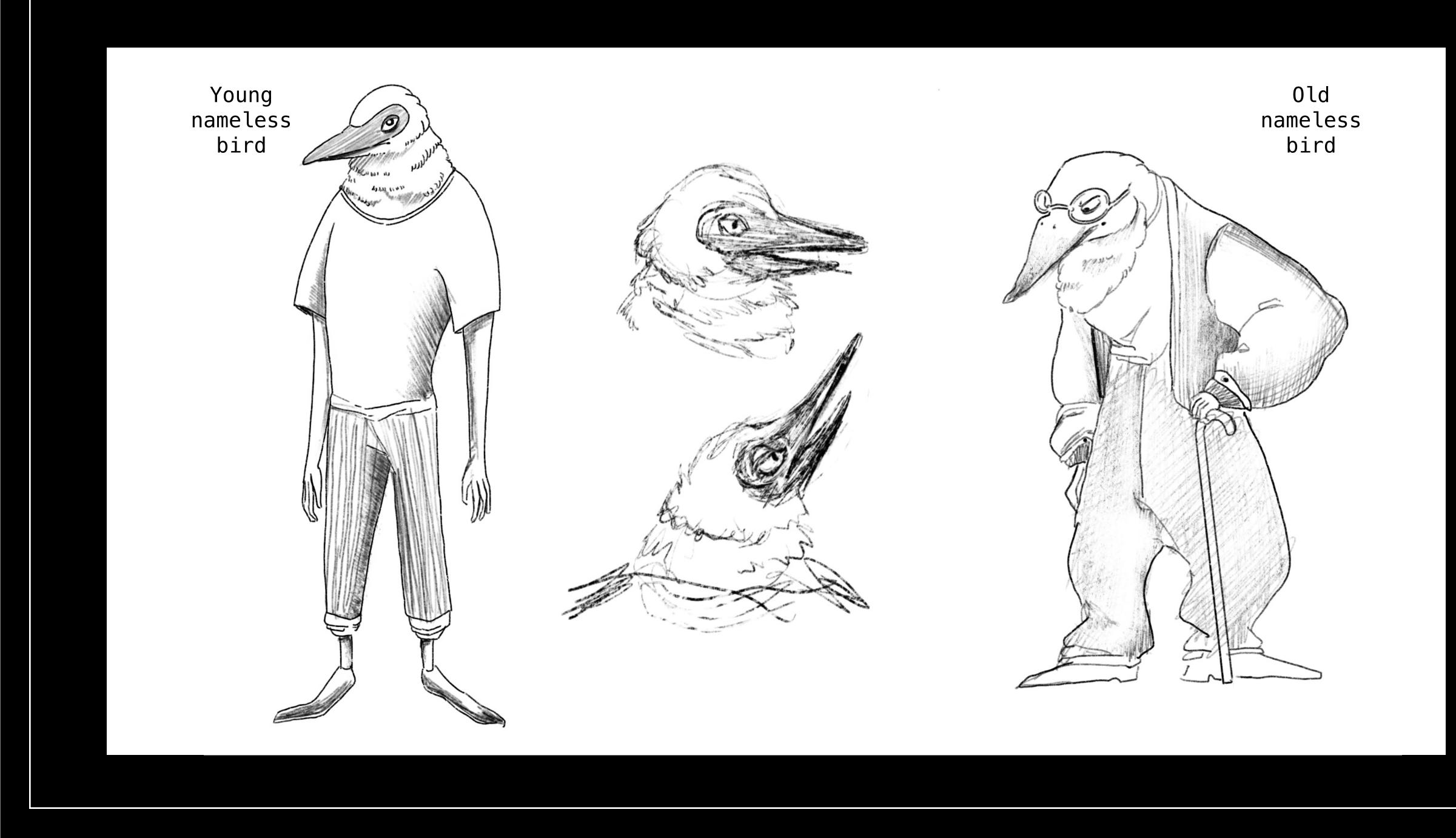
Plot-line ~ The plotline is about two characters that experiment on the same day with a plethora of situations and emotions, this metaphor of the immigrant fear and how society sometimes looks at them.

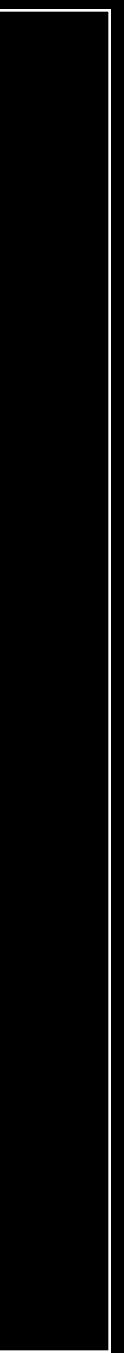


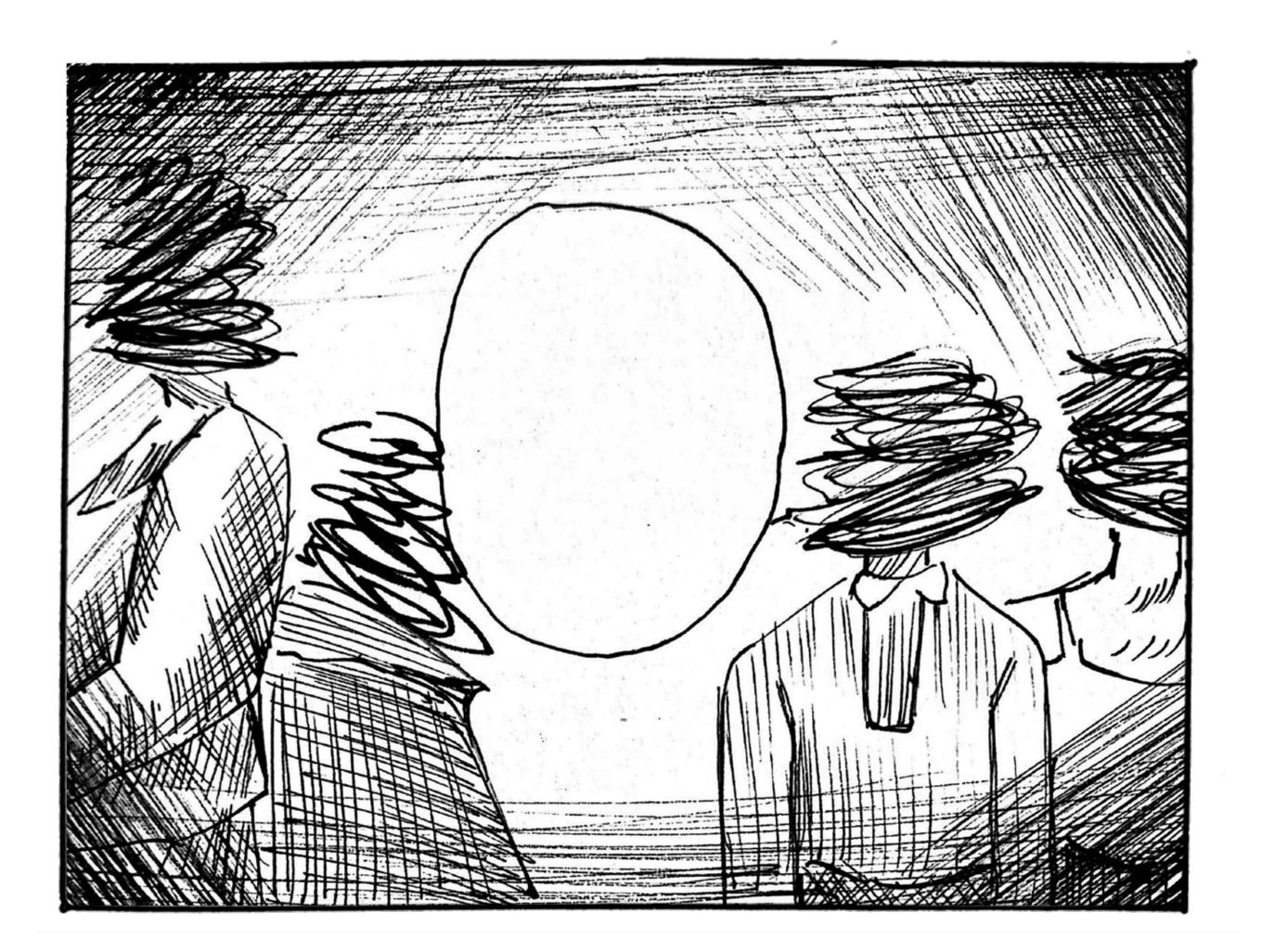


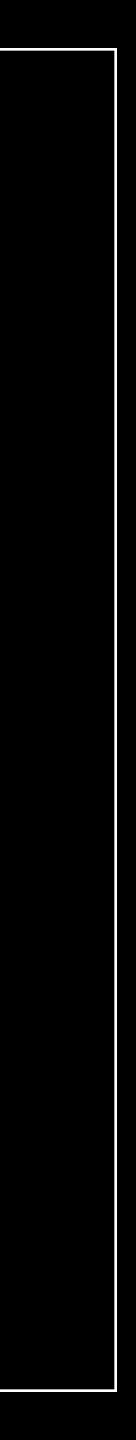


The design of both characters is based on anthropomorphic birds. I didn't want to fall into the common tropes or immigrant stereotypes



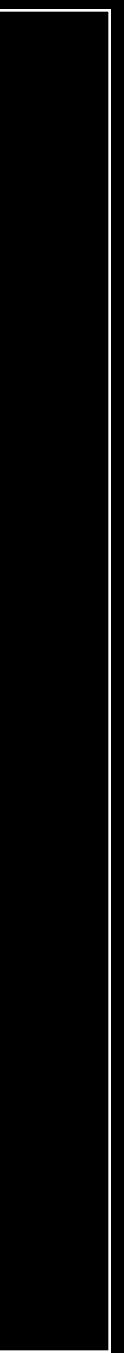












Given our situation with the pandemic, and taking into account the sharable attribute of digital content, I decided to make the project a video, with each panel digitalized.

