Everyone has read a book that was eventually turned into a movie, the Harry

Potter series or Lord of the Rings and my personal favorite book Swiss Family Robinson.

It is much more rare that a book is turned into a graphic novel.   I am willing to be most

people have not read a graphic novel since they were kids reading comic books about

Superman or Batman.   Its is not often that at book is turned into both a graphic novel and

a movie. *Coraline* is one such book. We were able to explore *Coraline* in three

perspectives, fantasy novel, graphic novel and film. As expected there were some

differences between each medium, but with all three mediums the main messages stayed

the same.

In my opinion and experience after reading and viewing *Coarline* in all three

mediums that the message of *Coraline* does not change with the medium changes.

Instead each medium is a different way to express the same messages. The novel and the

graphic novel follow the exact same sequence of events almost word or word or scene for

scene. The only real difference is the way they are written, one purely text, the other in

comic or picture and text. The movie version does make subtle changes to fit the format

of a motion picture, some parts are cut out, some added. With a movie there is not the

need to use as much a space from describing because the viewer can pick up on the

scenery as they way.   I don't think that it in any way effects the experience of the viewer

who has not previously read the novel. If the viewer watches the movie without any

previous knowledge about the subject or plot they will in no way lose anything from

either book. All of the main elements and plot events are in the movie that were in the

books. If a viewer had previously read the books they might ask questions about why the movie added an extra character or added the part where Coraline's Other Mother changes into a spider, but I don't think or believe that will in anyway effect the movie viewing experience or make them lose any message.

What I do like is the idea of using graphic models for struggling readers. Graphic novels provide so much more for the struggling readers then just the words like regular novels. With graphic novels students who struggle to read can actually see what the author is trying to convey with the story, though the pictures. Using graphic novels also takes away the stress or anxiety that many struggling readers feel when they have to read a book. Often times they will feel completely overwhelmed by a 200 page book, they know they will struggle and will give up and not read the book. Part of the problem is that for many struggling readers they are not able to visualize the story in their minds. They can read the words but often times those words do not equate to mental images which help the reader make sense of what is taking place in the story. The graphic novels can give the readers visuals of what the characters might looks like or what the scenery looks like. With graphic novels readers who struggle with a "just text" format allows those readers to follow along with the pictures where they might have not been able to follow along with the text version. Many of the cartoons do not have words, as the old saying goes, "a picture tells a thousand words." For those struggling readers, a picture might do more then a thousand words. I know that since I read the novel first I had a mental picture of what I thought Coarline and her parents looked like, then when I read the graphic novel I realize that my mental image was completely different then the

authors because my Coraline looked nothing like the one in the book. The same thing

happened when I saw the movie. The characters looked completely different then those

in either the graphic novel or the my own mental images from reading.

Another example of imagery differences between the books and movie was the

size of the door that led to the other world. While reading the book, I had the image of a

normal sized door in my head. This was backed up by the graphic novel where again the

door was normal sized. But with the movie we were thrown a curveball. In the movie the

door is not only extremely small, almost like a crawl space door, but it was also hidden

behind a layer of wallpaper that had to be cut in order for Coraline's mother to open it the

first time. I think the change in size from book to movie was to create a layer of

forbearing, intrigue and danger for the movie viewers. Where texts are mental, in that

their jobs are to create mental images, movies are visual and those visual images are

meant to make connections to events and life experiences. The use of a small cellar door

is meant to make the connections to seldom used or off limit type doors. In this case the

door is a symbol or for coming dome for Coraline if she enters it. Once Caroline enters

the door she enters a tunnel-ish pathway between the real and other worlds. Again an

example of Caroline traveling to somewhere she doesn't belong, with the tunnel passage.

In both the novel and the graphic novel it was simply the door that separated the two

worlds, there was no tunnel passage way.

One of the major differences between the novel, graphic novel and movie was the

introduction of a brand new character Wybie in the movie. Usually one would think and expect a new character to change or effect the story or the plot, that was not the case all with Wybie. I actually thought that Wybie helped make the movie better. In both the book and the graphic novel a large portion of the plot takes place with what Coraline is thinking. That is fine in a text setting where the author can simply write what the character is thinking, and it is also easy to show in the graphic novel medium with bubbles but for movies it is nearly impossible to show that and keep the movie interesting. What the director decided to do was to create Wybie who Coraline could then have a conversation with that the viewers could follow, unlike the self conversations Coraline had in the books. I think this is important because in the movie setting, viewers are looking to be entertained and part of that entertainment is understanding what the characters are thinking. The only way for the views to know what they are thinking is by having a conversation with someone else, which is why Wybie is in the movie but not the books.