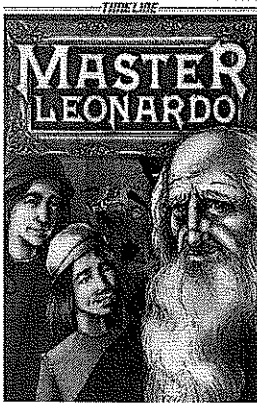


Graphic Novel Renaissance Study

MASTER LEONARDO

Name: _____ Block: _____ Date: _____



In this graphic novel we travel back in time to meet Leonardo Da Vinci, Raphael, Michelangelo, three of the most renowned artists in the world, then and now. We see their world through the eyes of Matteo, who is an apprentice to Raphael. The three artists happen to meet up in the year 1513 in the city of Rome. Leonardo is disappointed at his lack of popularity, but Matteo is determined to prove just how much Leonardo Da Vinci has given to his master Raphael and to all the artists...

Assignment: Please complete the following questions as we read through this novel:

Introducing the Graphic Novel:

1. What is the difference between a Novel and a Graphic Novel (if any)? Explain.
2. How is it the same as a Novel?
3. How is it the same as a comic book?

Introduction (p.2-5)

1. Who are three real people from history in this novel?
2. Who are four fictional (not real) people in this novel?

Chapter 1- The Dark Figure (p.6-13)

1. Please define the following terms:

a. Apprentice-

b. Frescoes-



2. Predict who the 'Dark Figure' will be and give a reason why you think this.

3. Does Raphael respect Master Da Vinci's work? What clues tell you this?

Chapter 2- Master Leonardo (p.14-21)

1. Please define the following terms:

a. Quicksilver-

b. Architect-

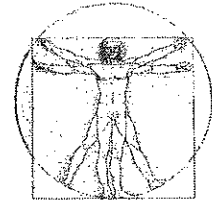
c. Portraying-

2. What do you think Niccolo and his two friends were going to do before they were frightened by the lizard?

3. How did Leonardo feel when his horse could not be cast in bronze?

Chapter 3- Studio of a Genius (p.22-29)

1. Why did Leonardo handwrite backwards?



2. Why do you think people in the past were so wary of people who were left-handed?

Chapter 4- The Master's Legacy (p.30-37)

1. Leonardo da Vinci was often called a *Renaissance Man* because of the many interests and talents he had. How does the work he did many centuries ago help us today? Explain...

2. How does Matteo try to cheer da Vinci up?

Chapter 5- The Flames of Inspiration (p.38-45)

1. Please define the following terms:

a. Rival-

b. Ignorant-

c. Masterpiece-

2. Would Da Vinci's paintings have been easier if he was painting today? Explain why or why not.

