Illustrating Truyen Ky Man Luc for Young Readers

Trần Kim Ngân
Thai Nguyen University of Information and Communication Technology
Thai Nguyen University, Thai Nguyen, Vietnam
dtc225310269@ictu.edu.vn

***Abstract*—This undergraduate design project develops an illustrated adaptation of Truyen Ky Man Luc, a classic collection of Vietnamese fantastic tales. The thesis focuses on Tu Thuc Lay Vo Tien and uses narrative analysis, historical-cultural reference gathering, character sketches, color studies, and composition to build a coherent visual world. Its documented outputs include illustrated story pages, covers, a poster, bookmark, and badge. The student describes balancing a dreamlike atmosphere with recognizable period settings, costumes, and character emotion. The manuscript supplies process evidence and final graphic materials, but does not report testing with young readers, specialist verification of historical detail, or print-run outcomes. This summary presents the work as a completed design project rather than evidence that the adaptation increased readership of the original literary text.**

***Index Terms*—Truyen Ky Man Luc, Vietnamese literature, comic illustration, character design, visual narrative**

I. Introduction

Truyen Ky Man Luc offers fantastic settings and layered characters that invite visual adaptation. The student asks how selected narrative material, especially Tu Thuc Lay Vo Tien, can be represented in a picture-story form accessible to younger audiences. The design task requires a consistent relationship among story, historical cues, color, and visual sequence [1]. Earlier ICTU undergraduate theses on related topics provide context [8], [9], [10], [11]. These works were selected for this English summary and are not attributed to the source thesis bibliography.

II. Methods

The student reads the original work, selects story elements, gathers visual references, compares illustration approaches, and develops character and environment sketches. The source describes choices of palette, tonal contrast, perspective, costume, and page composition. It records the progression from initial ideas to illustration pages and related printed-material mockups. No controlled audience test or externally validated historical reconstruction is described [1].

III. Results

The manuscript contains illustrated pages for the selected narrative, a cover and inner cover, and companion poster, bookmark, and badge designs. It describes a fantasy visual atmosphere with consistent character and setting treatment. The author reports completing the planned comic product and gaining practical design experience. These are documented design outputs; the report does not quantify reader understanding, preference, or distribution [1].

IV. Discussion

Illustration can introduce a literary work to new readers, but fidelity to narrative and period context must be assessed separately from visual polish. The project's sketches and finished layouts support an account of design development. A later review could assess story comprehension with intended readers, consult literary and cultural experts, and test print reproduction. Earlier ICTU identity and interface projects offer local visual-system precedents [1].

V. Conclusion

The thesis completes an illustrated interpretation of Truyen Ky Man Luc centered on a selected fantastic tale. It provides narrative research, character and composition work, finished pages, and supporting graphics. Evidence of reader reception, cultural accuracy, and publication remains outside the reported project [1].

Supervisor: Trịnh Ngọc Hà, Thai Nguyen University of Information and Communication Technology (tnha@ictu.edu.vn).

References

[1] Trần Kim Ngân, "Illustrating Truyen Ky Man Luc for Young Readers," internal undergraduate thesis (original in Vietnamese), Thai Nguyen University of Information and Communication Technology, 2026.
[2] P. B. Meggs and A. W. Purvis, Meggs' History of Graphic Design, 6th ed. Wiley, 2016.
[3] D. Dabner, S. Stewart, and A. Vickress, Graphic Design School: The Principles and Practice of Graphic Design, 8th ed. Wiley, 2023.
[4] R. Landa, Advertising by Design: Generating and Designing Creative Ideas Across Media, 4th ed. Wiley, 2021.
[5] L. Holtzschue, Understanding Color: An Introduction for Designers, 6th ed. Wiley, 2025.
[6] A. Wheeler and R. Meyerson, Designing Brand Identity: A Comprehensive Guide to the World of Brands and Branding, 6th ed. Wiley, 2024.
[7] M. R. Klimchuk and S. A. Krasovec, Packaging Design: Successful Product Branding from Concept to Shelf. Wiley, 2012.
[8] Nguyễn Đức Cường, "Design of the Website Interface for the Veloura Perfume Brand," internal undergraduate thesis, ICTU, 2026.
[9] Nguyễn Công Hiển, "Design of a Brand Identity System for Thien Phu Agarwood," internal undergraduate thesis, ICTU, 2026.
[10] Nguyễn Thị Gấm, "Design of Website Interface for Lumino-G Creative Agency," internal undergraduate thesis, ICTU, 2026.
[11] Phạm Minh Thông, "Design of 2D Game Interface for 'Our Life: The Shadows of War'," internal undergraduate thesis, ICTU, 2022.