

Intro To Comics

Recommended Reading:

- *The Cartoonists Club* - Raina Telgemeier & Scott McCloud
- *Let's Make History! Create Your Own Comics* - Nathan Hale
- *Draw Out The Story: Ten Secrets To Creating Your Own Comics* - Brian McLachlan
- *Understanding Comics* - Scott McCloud

WHAT ARE COMICS?

Comics are visual images in sequence, often with text, that tell a story, give information, or express ideas. They can range anywhere from two panel comic strips to over 200 pages of a graphic novel. There is no one right way to make a comic; as long as you can draw a picture and tell a story, you can make a comic!

WHAT ARE WE GONNA DO?

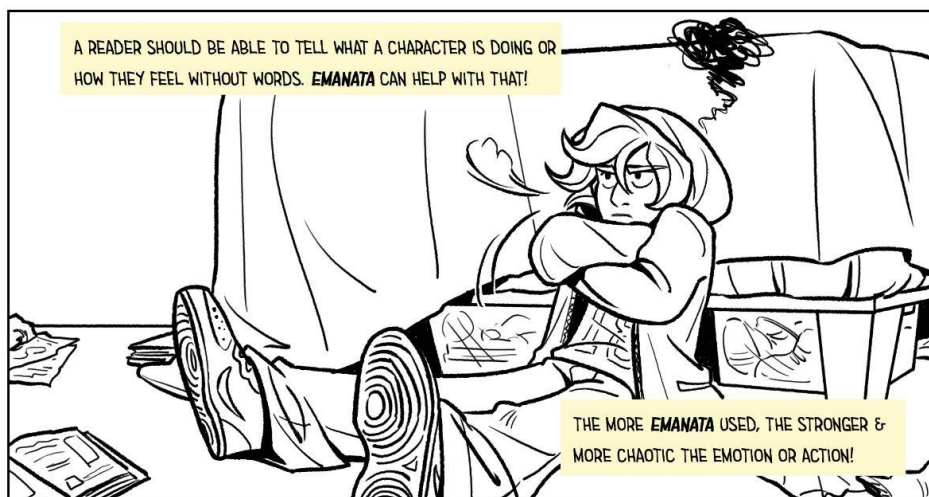
Each week's class will focus on a different skill towards making a finished comic page or zine by the end of the course:

- **DAY 1: ASSESS KNOWLEDGE & SKILL**
 - This is all about seeing how much everyone knows about comics so far and seeing what skills to focus on.
- **DAY 2: CHARACTER CREATION**
 - Every story begins with its characters! We'll learn how to create characters from scratch and how their design can help tell their story.
- **DAY 3: STORYBOARDING**
 - Once a script is written, a storyboard is made to help figure out major story beats, panel placement, and page count.
- **DAY 4: INKING & LETTERING**
 - We will explore different inking techniques and materials comic artists use, as well as finding our "lettering language".
- **DAY 5: EDITING**
 - As we finalize our comics, we will learn different ways artists edit the art and lettering to correct mistakes or redo panels.
- **DAY 6: GROUP SHARE**
 - After six weeks of creating a comic from scratch, we'll share our final work with each other and reflect on what we've learned, what we would have done differently, and where we want to grow next in our artistic journey!

BASIC COMIC VOCAB AT WORK:



(art by Ronnie Vazquez)



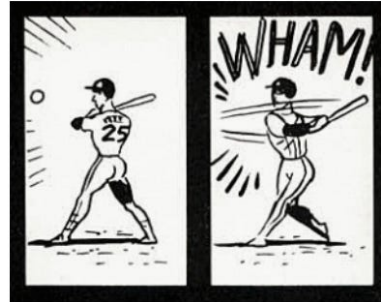


Panel transitions can be used to convey changes in emotions, time, and space:

1. Moment-to-moment



2. Action-to-action



3. Subject-to-subject



4. Scene-to-scene



5. Aspect-to-aspect



6. Non-sequitur



(art by Scott McCloud)

Much like animation, the “story” of comics happens in the transition— the moments between one panel and the next.

The **larger** the panel, the more **important and scenic** things feel; typically used to **establish locations** or **large crowds/moments**.

When panels are **smaller**, they help **draw focus** to **small details, character emotions, or action sequences**.