Educational Level:
Higher Education

Subject Area(s)
Humanities

Time required
22 hours

Adobe Skill Level:
Intermediate - Advanced

Create a Comic

Overview

Comics are an accessible and everyday form of communication used for everything from spectacular storytelling to basic education. Despite the complex dynamic of text and image, the comics industry has a strong do-it-yourself ethos. For this project, you will create a 4-12 page comic for web or print.

By creating a comic, you will be learning how to communicate by integrating text and images. This project allows you to develop your ability to tell compelling stories and convey complex information in straightforward ways, which is a skill required for creative roles and positions throughout different media industries.

Adobe Photoshop, Illustrator, and InDesign will support your work as they enable you to combine different media formats with varying degrees of complexity. You can use these to create a comic from scratch; mock up layouts to print, illustrate, and scan in; and to polish a scanned project after drawing it by hand. Using these programs will enhance your digital literacy, and by working through your creative process, strengthen your critical digital fluency in applying those tools.

Your comic does not need to be publication-ready, but the feedback provided by your instructor will suggest how to finalise it for either web or hard-copy publishing. Many students from this unit go on to publish and sell their own work!

Please note that your comic submitted via the Learning Management System (LMS) will only be able to be viewed for grading purposes by your instructor.

Supporting tools and resources

- Guides for [formatting](#), [scripts](#), [panels](#)
- Adobe Photoshop, Illustrator, InDesign

- [Photoshop](#), [Illustrator](#), [InDesign](#) tutorials
- Tutorials for making comics with Adobe software: [InDesign,](#) [Indesign speech balloons,](#) [Illustrator,](#) [Photoshop scanning,](#) [Photoshop layouts](#)

Student steps

1   [2 hours] Story workshopping: format, genre, concept, key devices, plot, designs:

- Plan out what kind of story you want to tell, and how you will tell it within the limitations of time, format, and your strengths.
- Identify conventions you want to follow and ones you want to experiment with, and refine it into a narrative you can easily communicate in 4-12pages.

2   [4 hours] Scripting and thumbnailing

- Write out how much story you want to convey, and how many panels it will take to get each part of the plot across.
- Plan what to draw on each page and in each panel.
- Draw some rough thumbnails to get a sense of layout, pace, and spacing. Make sure you have enough space to fit the text you've scripted.

3   [8 hours] Drawing

Fill the panels with your scripted detail, considering which moments are most important to encapsulate. You will likely find you need less background detail, letting characters fill the space.

4   [4 hours] Colouring, inking, lettering

These steps can be carried out digitally, manually, or a combination of both. Ensure the work is clear, sharp, and simple.

5   [4 hours] Cleanup, proofreading, formatting

Check your pages are correctly laid out and formatted, and easy to read in PDF form. The project doesn't have to be perfectly polished, but make sure it's legible.

6   Upload your comic as a pdf document to the learning management system.