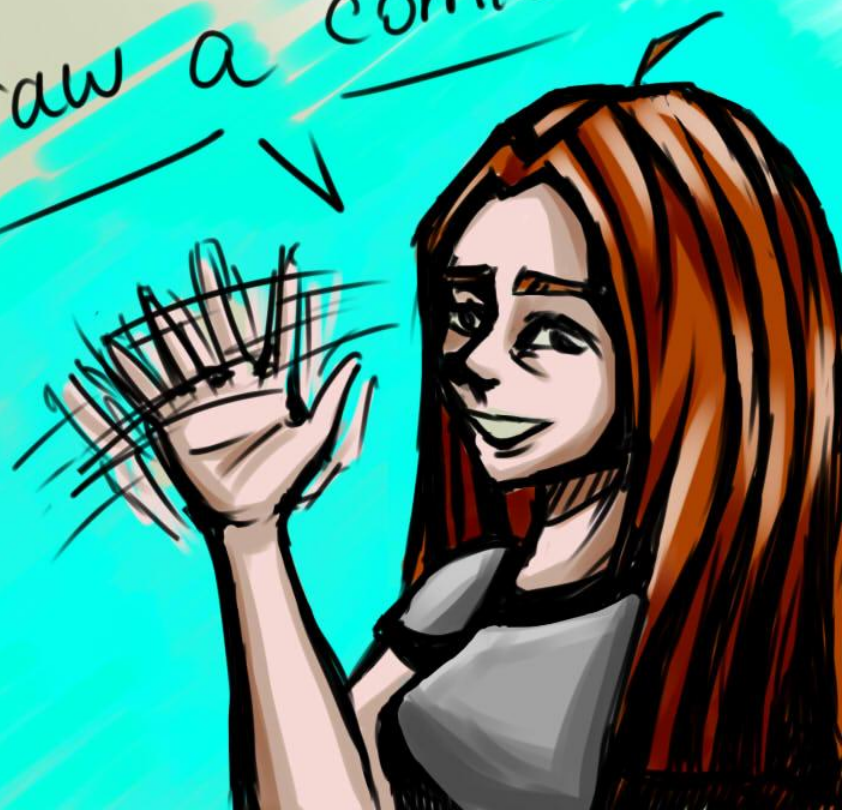




Hello!  
My name is Lisa  
and today I will tell you  
how to draw a comic book!



So, where to start?  
Of course, with the idea!

Look for inspiration,  
take a walk,  
do what you love,

communicate with people  
of your interests,

and sooner or  
later the idea  
will appear.



A fragment from a comic book.

First frame

Silva touches the confused Fey on the shoulder: Stop. Stay back.

Faye asks, looking at Fry: What's wrong with her?

Second frame

Fry stands and stares into space, and Faye calls out to her.

Outline the text of what the characters will say and what actions they will perform.

This is very similar to writing books, but in a comic book, the emphasis is on visually showing the emotions and actions of the characters, their surroundings, rather than telling about them.

Third frame

Silva stands next to Faye and looks at Fry with her: It's no use, she won't hear you.

Fourth frame

Fry with a blank stare, her hair developing blue and black: She's with the dead now.

The reader does not need to imagine it himself, he sees everything with his own eyes and he can only follow the development of events, as in the film.



Amulet with an eye



Develop a design  
(appearance, clothing,  
a few emotions) and a  
brief description of the characters.

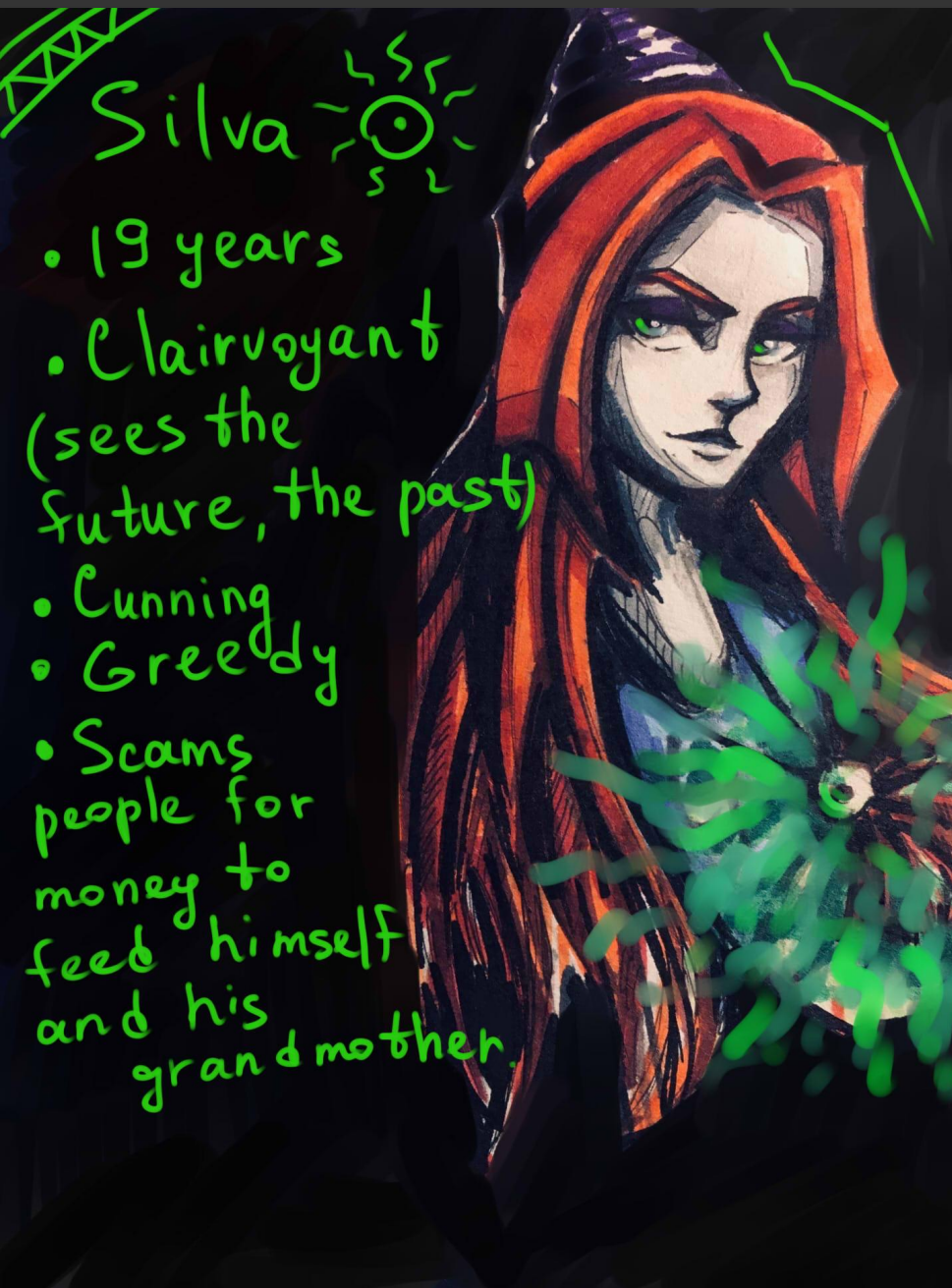
Who are they?

What do they like and dislike?

Come up with their background,  
motives and goals, what they live  
for and what they strive for.

Make your heroes live!






Silva



- 19 years
- Clairvoyant (sees the future, the past)
- Cunning
- Greedy
- Scams people for money to feed himself and his grandmother.



Fry

- 17 years 
- Medium (communicates with the dead)
- Calm, reasonable
- There is a younger sister Faye.

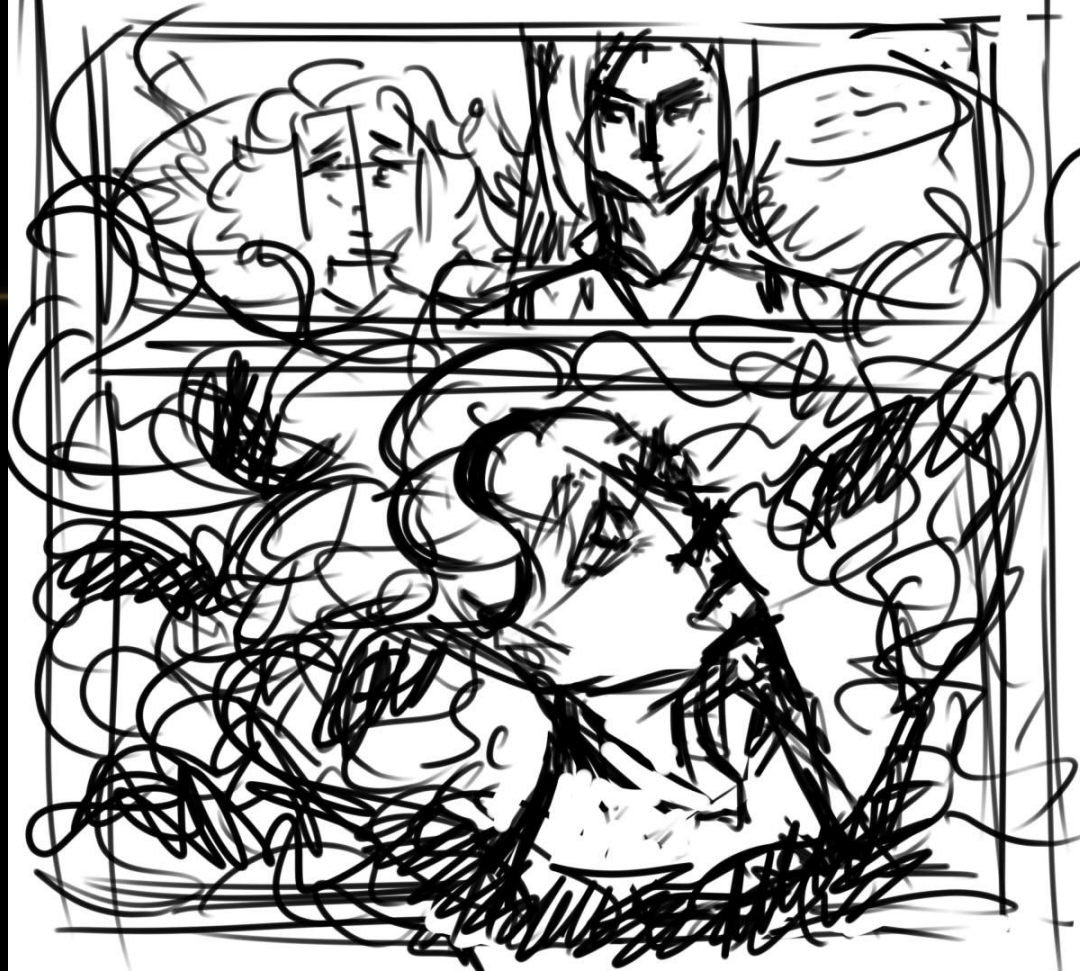
Then the main stage of the work begins - **The storyboard of sketch.**

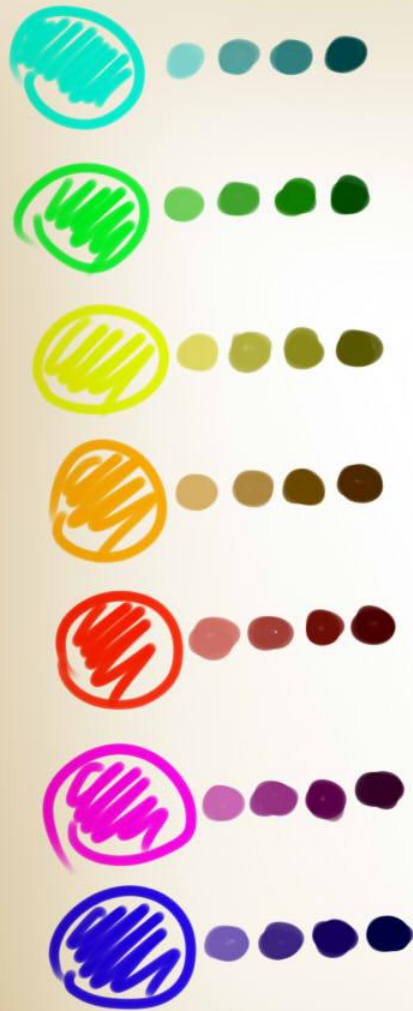
Before proceeding to this stage, it is worth looking at how the frames are placed in the comic, where it is worth going beyond the boundaries of the frames, and where it is not.

You should go beyond the frame (one square) in events that are significant for the plot, where the focus should be on a specific character or moment.



Sketch





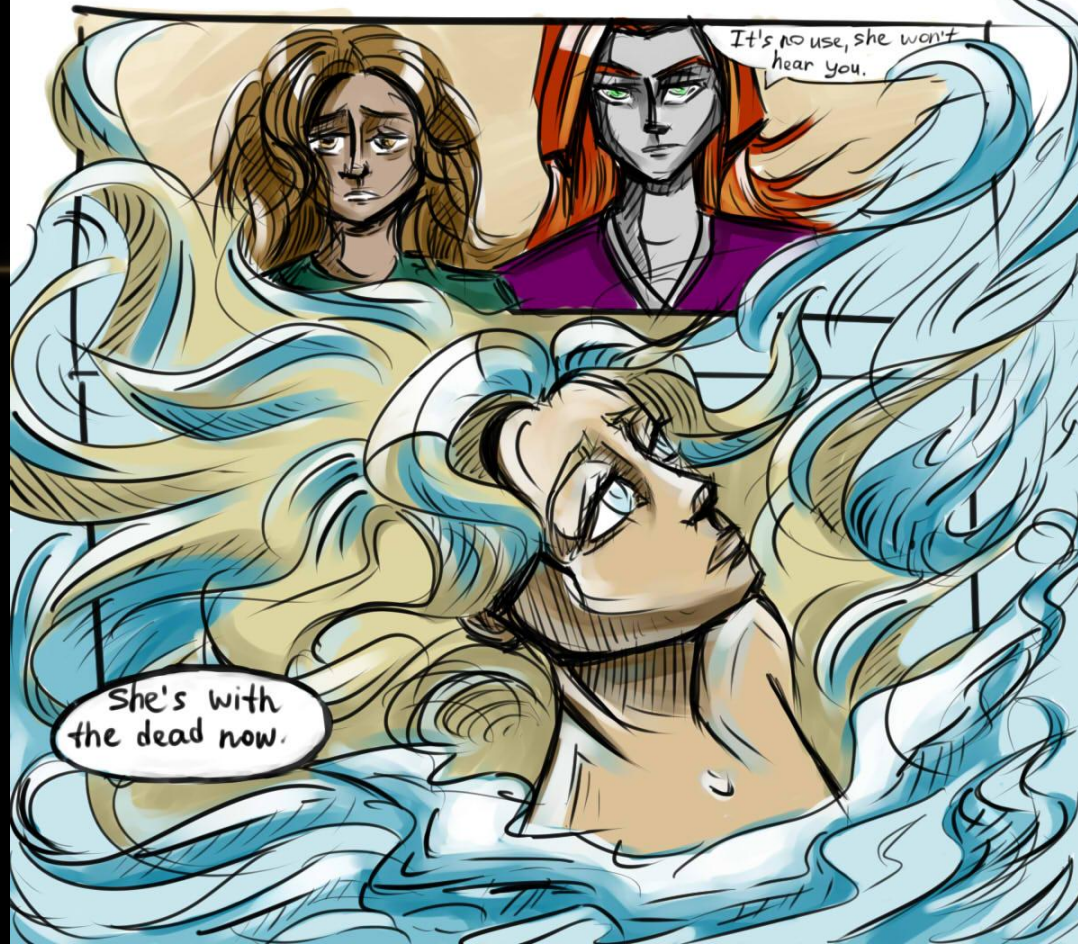
After the storyboard, you can start drawing-line and painting.

A line is a contour of lines. Its thickness depends on the details you want to focus on. Paint is at your discretion (in manga - Japanese comics - do not use paint at all, and in some comics it is very simplified).





# Final version



Our comic book is ready!

Now you can put it on one of the sites with comics and it will be seen and appreciated by other people.

Thanks for your attention!

