

R095 Characters and Comics - TA1 - Plan Characters and Comics

Keywords		1: Comic Strips	2: Types of Characters and Colour		
Characteristics	The defining qualities of something. They can be physical, such as the size, shape, or color of an object. They can also be abstract, such as the personality traits of a person or the qualities of a work of art.	Comic Strips have been around for decades and contain some of the most popular characters you know such as Superman, Batman and Captain America. A comic strip is essentially a series of images that is sometimes accompanied with text to form a story.	Comics represent characters in different styles, some examples are: • Cartoon (Appeal to a young audience) • Doodle (Quick simple sketches) • Photorealistic (3D designed, more realistic, appeals to adults) • Geometric (Combining shapes to form a character, used when the message is more important.) Colour is used quite often to identify traits about a character: • Red: Love, passion • Green: Nature, Growth • Blue: Calm, Sad • Purple: Royalty, Wealth Most protagonists in a story use primary colours whereas antagonists use secondary colours.		
Proportion	The relationship between the size of different parts of something.	3: Physical/Non Physical Characteristics		4: Panels and Flow	
Tropes	A significant or recurrent theme.	Comic book characters usually have distinctive physical and non physical features: Physical characteristics are what they look like & what their special powers might be. Non-physical characteristics are what they are wearing, why they might be wearing it, their personality, their special props/weapons, the colours they wear, any symbols they has. Example of Captain America: Physical: Strength, Endurance, Agility, Speed, Reflexes, Durability, Speed. Non Physical: Clothing made to represent the US flag, Tolerant of others, patient, patriotic, uses a shield as a weapon, inspirational, clothing is bulletproof, fireproof and lightweight.		When reading a Comic you may have noticed they are usually laid out in a similar way. They tend to use something called a "panel" for each shot. A scene may be made up of a number of panels. A longer panel may represent a large amount of time and slow down the story where as a shorter panel represents a shorter amount of time. Comics are often read in a very similar way, experienced readers know which panel to move onto next. They are usually read in a Z like pattern. However Manga works slightly differently, this is read from right to left.	
Plot	is the sequence of events in a story. It is what drives the story forward and keeps the reader engaged.				
Aesthetics	How the character may look and how suitable it is for the story.				
Concept Sketch	A rough drawing that captures the basic idea of something. It is often used in the early stages of design to explore different possibilities.				
		Creative Media Spec	Further Reading	Video Links	Sample Assignment
					
					How to Revise
					 LINK
					

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Keywords		5: Proportion and Facial Characteristics	7: Comic Contents				
Characteristics	The defining qualities of something. They can be physical, such as the size, shape, or color of an object. They can also be abstract, such as the personality traits of a person or the qualities of a work of art.	Characters are often designed with some body parts purposely out of proportion to others. An example would be in a fairytale story where a witch may has a disproportionately large nose. 	When reading a comic you may find similar elements in each one, some of them are listed below: Speech Bubbles: Used to express a character's voice Thought Bubbles: Used to express a character's thoughts Communication Bubbles: Used to indicate a loud tone or sound from something else like a radio.  Narration: Used to inform the audience of what the current panel is showing.  Onomatopoeia: Used to show words that sound like how they are read, usually used in action scenes. 				
Proportion	The relationship between the size of different parts of something.	8: Tropes					
Tropes	A significant or recurrent theme.	Many characters come with certain tropes is comic stories. An example would be that a villain would be dressed all in black or the hero may wear a cape. Following these tropes helps the reader to identify the characters part in the story.  					
Plot	is the sequence of events in a story. It is what drives the story forward and keeps the reader engaged.	9: Script and Storyline and Plot Structure					
Aesthetics	How the character may look and how suitable it is for the story.	Even though Comic Strips are made of mostly images you will still need a script to go alongside the storyline. The Storyline: The easiest way to plan out your storyline is to come up with a beginning, middle and an end. A story typically follows the following plot structure: Exposition, Rising Action, Climax, Falling Action, Resolution. The script should be written in a way so it is easy to put the script into the panels of the Comic Strip. Example: Panel 3: character one running next to character two in a pair of LD's Shot: Two Shot Character two: "out of breath a little." Character one: "keep up lets go faster."					
Concept Sketch	A rough drawing that captures the basic idea of something. It is often used in the early stages of design to explore different possibilities.	Creative Media Spec	Further Reading	Video Links	Sample Assignment	How to Revise	
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Keywords

10: Character Design

11: Character Profile

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Proportion

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Tropes

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Plot

is the sequence of events in a story. It is what drives the story forward and keeps the reader engaged.

Aesthetics

How the character may look and how suitable it is for the story.

Concept Sketch

A rough drawing that captures the basic idea of something. It is often used in the early stages of design to explore different possibilities.

When planning your characters you will need to consider the aesthetics of your character, how your character will look. Below are some techniques to consider:

- Create multiple concept sketches first
- Create a detailed version of your chosen concept
- Annotate your detailed version
- Create a digital version of your character

12: Storyboard

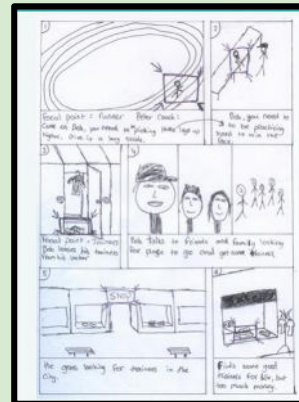
Once you have wrote a script and storyline then you can sketch out what each panel will contain in a **storyboard**.

Purpose of a storyboard:

- Provide a visual representation of how a media project will look along a timeline
- Provide a graphical illustration of the sequence of movements
- Provide guidance on what scenes to film or create

Content of a storyboard:

- Images
- Locations
- Camera shot types and angles
- Camera movement
- Shot length and timings
- Lighting
- Sound



Comic Characters usually come with a backstory, this can help to show the audience the characters personality and behaviour.

When planning your character you should try to create a short biography of the character you intend to create.

To do this successfully include:

- The characters personality
- The backstory of the character
- Design features of the character that reflect their back story



Creative Media Spec



Further Reading



Video Links



Sample Assignment



How to Revise



[LINK](#)