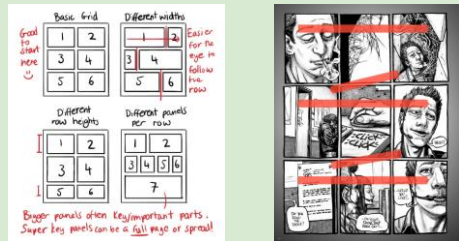
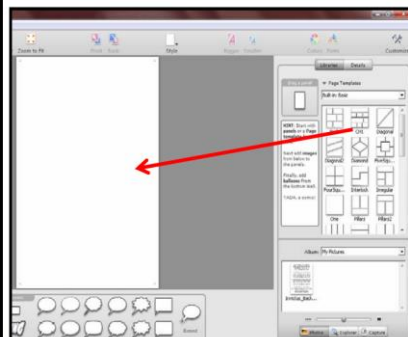
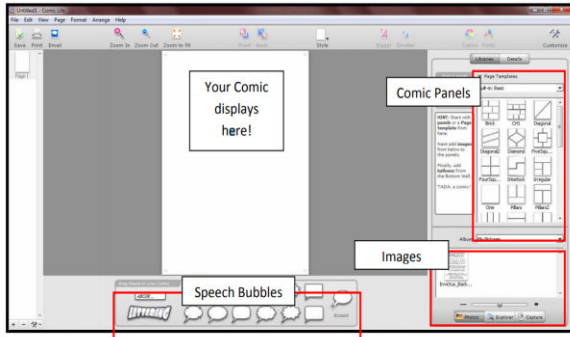


R095 Characters and Comics - TA2 - Create Characters and Comics

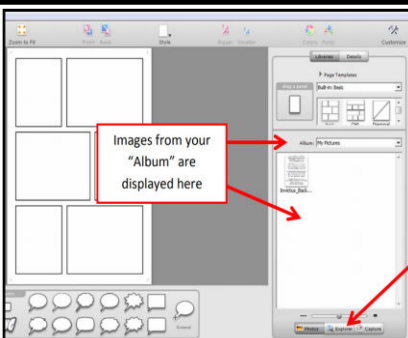
Keywords		1: Software		2: Assets and Resources												
Software	The programs used by a computer.	Comics were originally hand drawn and then duplicated thousands of times. Now we have software that can assist in the creation of Comics and tools that can support us, some examples are: Comic Life, Pixton, Publisher, iStudio Publisher, Adobe Photoshop, Adobe Illustrator All of these examples are capable of creating Comic Strips however some are better than others. Examples of tools that may help with comic creation are pre made templates, panel placement, built in fonts, built in characters etc.		When planning any of your work you should always keep a list of the assets you will use and what you will use them for, Save the assets in a separate folder and complete the assets table stating what type of asset it is, where the assets has come from, what is will be used for, any copyright issues with the assets and a link to the original location. <table border="1"><thead><tr><th>Asset</th><th>Properties</th><th>Source</th><th>Legal issues</th><th>Use</th></tr></thead><tbody><tr><td></td><td>2048x2048 pixels JPG Bitmap</td><td>https://upload.wikimedia.org/wikipedia/commons/c/cf/Planet_collage_to_sale.jpg</td><td>Creative Commons License. can use and adapt but must credit the original creator.</td><td>This will be used on my front cover of my book. I will adapt it so I only use Jupiter.</td></tr></tbody></table>			Asset	Properties	Source	Legal issues	Use		2048x2048 pixels JPG Bitmap	https://upload.wikimedia.org/wikipedia/commons/c/cf/Planet_collage_to_sale.jpg	Creative Commons License. can use and adapt but must credit the original creator.	This will be used on my front cover of my book. I will adapt it so I only use Jupiter.
Asset	Properties			Source	Legal issues	Use										
	2048x2048 pixels JPG Bitmap			https://upload.wikimedia.org/wikipedia/commons/c/cf/Planet_collage_to_sale.jpg	Creative Commons License. can use and adapt but must credit the original creator.	This will be used on my front cover of my book. I will adapt it so I only use Jupiter.										
Asset	An item owned by a person or company.															
Copyright	Copyright is a legal right that protects the original works of the creator.															
Typography	Typography is the art and technique of arranging type to create visually pleasing and readable text.	3: Copyright		4: Typography		5: Editing Assets										
Vector	Vectors are used to represent points, lines, shapes, and other objects in graphics.	When searching for assets you would like to use in your comic you must consider copyright restrictions that may be in place. Typically there are four variations of the copyright law: - Copyright protected (Can not use without permission) - Creative Commons (Can use but must follow guidelines set out by creator) - Fair Use (Can be used when reviewing a product) - Royalty Free (Can be used and adapted, no permission required)		You may want to use a particular font throughout the whole of your comic strip. Most software options will have a rang of fonts to choose from. ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789!/?# %&\$@*~(\/\)=		When you find an asset it may not look exactly how you want it to and may need to be edited. To do this you should edit the asset first in a graphics editor like Photoshop and evidence any changes you make in a document. Save the edited asset and then place it into your comic.   										
Communication Bubbles	Communication bubbles are a visual representation of communication.	Creative Media Spec	Further Reading	Video Links	Sample Assignment	How to Revise										
						 LINK										
																

R095 Characters and Comics - TA2 - Create Characters and Comics

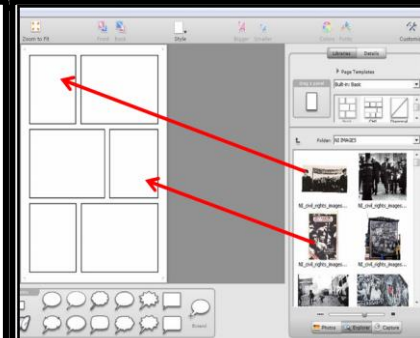
Keywords		6: Creating Assets		7: Panel Layout		
Software	The programs used by a computer.	Often you might find that the asset you are looking for does not currently exist. In this case you would then need to create the asset yourself. A good formula to follow for comics is to create assets that are vector graphics with bold blocks of colour and crisp lines. Once your asset is created, save it in an appropriate format before inserting into your comic. 		Your panel layout will determining how the reader enjoys your story. Most comics will use around 6-9 panels per page. These panels may vary in size. You may use a short panel to represent a short amount of time and long panel for a longer amount of time. You could even use panels that aren't perfect rectangles to add some edge to the comic. 		
Asset	An item owned by a person or company.					
Copyright	Copyright is a legal right that protects the original works of the creator.					
Typography	Typography is the art and technique of arranging type to create visually pleasing and readable text.	8: Focal Points		9: Integrating the Script		10: Saving and Exporting
		Focal Points allow the reader to follow the story from one panel to the next. It usually indicates where you want the reader to look in each panel. Focal point usually follow the action like an explosion, a facial feature, like if someone was crying or zooming in on an object to emphasise the importance. 		Before creating the comic you should have already created the script. To integrate the script you would usually add communication bubbles and narration.  Be sure not to obstruct any key action or focal points when adding them in and ensure dialogue is clear in reads in the correct order. 		The brief that you read through and analysed will have stated how it wanted to the final version of the Comic Strip to be saved. This could be in a version suitable for the web or a version suitable for printing or both. You must consider: File Size: If the Comic Strip needs to be emailed or used on the web then you probably want a low file size to ensure it loads or sends quickly. Image Quality: If the Comic Strip is going to be printed then you want to choose a file type suitable for the best quality. Product Format: The brief may state a specific format that it wants the Comic Strip to be in and you must meet those requirements.
Vector	Vectors are used to represent points, lines, shapes, and other objects in graphics.					
Communication Bubbles	Communication bubbles are a visual representation of communication.	Creative Media Spec	Further Reading	Video Links	Sample Assignment	How to Revise
						 LINK
						



Choose a panel layout for your comic by clicking on it and **dragging** it to your page



Comic Life will automatically look for images from your "My Pictures" folder. To choose images from a different location, click on the "Explorer" button



Drag images to the panels in your Comic

Changing the Style



To change the **Style** of a panel, title, caption, image or speech/thought bubble click on the item and then click the "Style" button on the toolbar

Each individual item has its own set of styles



ATTENTION!! To change the style of an **image** you must double click on the **panel** the image is in. The same rule applies to **text** and **speech bubbles/captions**

Adding Lettering, Captions and Speech Bubbles



Choose lettering, captions and speech bubbles for your Comic by clicking on them and **dragging** them onto your Comic



Lettering can be used for titles

Captions can be used for narration

Speech/Thought Bubbles can be used to show what a character is thinking/feeling

ATTENTION!!

Lettering and Captions can be resized, rotated and moved. Click on them once to activate these features (much like images and panels).

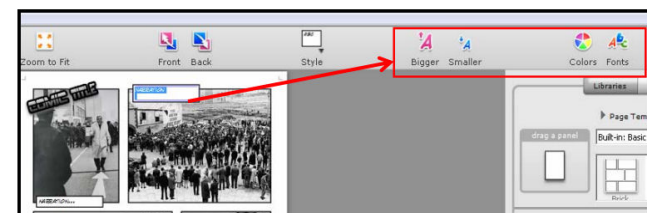
Lettering can also be stretched – hover over your lettering to activate the blue stretching circles

Exporting

When you have finished creating your comic, it must be exported. Exporting your comic allows it to be viewed as an image. To do this click **File >> Export >> Export to Image(s)**.



Changing the Font Style



Double clicking on a caption or speech/thought bubble will activate the "Bigger", "Smaller", "Colors" and "Fonts" buttons on the toolbar. These buttons will only affect the font within the caption or bubble.

Adding Styles

Styles can be added to pages, titles, panels, captions, bubbles and images.

Click on the element you want to change the style of once and then click on the "Style" button on the toolbar at the top of the program. **Note: Click once for a panel, twice for the image inside the panel.**

