

## Every Panel Transition Comic

**Directions:** To help you improve the story-telling of your first comic, you are going to use these tips to finish your 1<sup>st</sup> draft of roughs or to revise the rough thumbnails of your 1-page comic. Remember: we are working on roughs, not polished comics – roughs allow you to easily revise your comics and produce more work during limited time frames. If you really like one of your roughs, you can complete a polished version for our class comic.

1. Identify the motive of your characters
  - a. Answer: what does your character want?
  - b. Answer: what is in your character's way?
  - c. Keep motives simplistic and realistic
2. Identify basic, simplistic plot of your story
  - a. Summarize story in 1 sentence
  - b. Break down story into step by step outline of actions
3. Identify the setting
  - a. Figure out how to represent the setting in an establishing shot
  - b. Show setting changes through background details in later panels
4. Create plot roughs with basic panels and words summarizing action
  - a. Determine the number of panels (1 panel per action)
  - b. Draw out rough panels and write down the plot in each panel (words before art)
5. Outline panel setup with second draft of roughs
  - a. Determine the number of panels per page
  - b. Identify the mood of your comic
  - c. Change the panel shape and gutters to reflect the mood
6. Check the plot, pacing, and mood of story
  - a. Make sure that your actions flow smoothly and that you aren't missing an action – don't leave too much plot in the gutters for closure – it makes a comic difficult to read
  - b. Use longer panels to show longer moments
  - c. Break action down into moment to moment transitions to slow down action
  - d. Zoom in with aspect to aspect to show character's emotional response
  - e. Use subject to subject to emphasize conflict and focus of story
  - f. Use action to action to progress the plot of your story
  - g. Incorporate a variety of panel transitions to break up dullness of showing the same action, subject, angle, or panel transition throughout the entire comic
7. Draw final roughs, keeping them rough while reflecting all of your writing and art changes
8. Explain your paneling choices, specifically how the choices contribute to the story and themes