

Create and Design a Comic Book



OBJECTIVE:

To create a comic book



PROJECT OVERVIEW:

For over 70 years, comic books have entertained readers with their format of combining words and pictures into storytelling. Comic books feature everything from superheroes, funny animals, and goofy teenagers. Due to their popularity, newspapers frequently run smaller versions of comic books called comic strips. In this project, you will use your desktop publishing software to create a small version of a comic book that will tell a short story.



GET TO KNOW WHAT YOU'RE DESIGNING:

Comic book designers use a unique combination of text and graphics that blend together to tell a story. One format is the "mini-comic," which features a short story in a limited number of pages, the type that you will be creating in this assignment. In this project, you'll become familiar with the mechanics of creating a small comic book, as well as devising a story about yourself that will put your creative juices to the test.



STRATEGIES AND DESIGN TIPS TO FOLLOW:

1. Your comic book should tell a story from your point of view, so you have some options in the approach. You can choose to tell a story about yourself, an event you participated in, or a situation you observed. The story can be humorous or serious. It's important to note that you will be the narrator and (as applicable) the host in the story. The possibilities are endless, so give your story a good deal of thought to start.
2. Spend a considerable amount of time creating an eye-catching cover for your comic book. Remember, people do judge a book by its cover.
3. You will be required to include six different scenes in your comic book, so plan out your story carefully. Be sure to include a beginning (introduction) and an ending (conclusion) to your story.
4. Consider using word balloons or "bubble thoughts" to tell the textual parts of your story.
5. Select graphic images to use in each scene that contain a similar look and design.
6. Carefully follow the page setup instructions and illustrations provided so that you set up your document properly.
7. Carefully read through all parts included in this project. Then, use a blank sheet of paper and fold it in half (as illustrated in diagram 27-1 on page 107) to plan your comic book on paper first.

Project #27: Create and Design a Comic Book (continued)



INSTRUCTIONS:

1. Using your desktop publishing software, create a new document.
2. Save the file as "**Comic Book**" to the "Publish It!" folder.
3. Set up your document using the "Page Setup Instructions" provided on the next page.
4. Complete the "Content and Design Steps to Follow" provided below.
5. Proofread your work carefully for accuracy, design, and format.
6. Resave the file.
7. Print a copy of the document. Refer to the "Suggested Printing and Finishing Instructions" provided below.



CONTENT AND DESIGN STEPS TO FOLLOW:

1. Prior to starting this project on the computer, you should have the title and story of your comic book prepared.
Note: Obtain instructor approval before continuing.
2. Carefully review the "Page Setup Instructions" to ensure that your document has been set up properly.
3. Include the following on page 1 in the right-hand panel (the cover) of your comic book:
 - A title including one or more supporting graphic image(s)
 - The text "Written and Illustrated by <your name>"
4. Include the following in each of the six scene boxes:
 - The story you have prepared
 - Graphic images that strongly help to illustrate the story
5. Add additional graphic elements, such as a framed border to each page (optional).
6. Format the size, style, and placement of the text and other elements on the document so that it projects a professional design.
7. Go to Step 5 in the "Instructions" provided above.



SUGGESTED PRINTING AND FINISHING INSTRUCTIONS:

1. Print both pages of the document back-to-back.
2. Fold the pages in half to create the booklet format of the comic book.

Project #27: Create and Design a Comic Book *(continued)*

PAGE SETUP INSTRUCTIONS:

# of pages:	2
Dimensions:	11 x 8.5 inches
Margins:	.25 inches on all sides
Orientation:	Landscape
Other:	

1. Be sure that you have created a two-page document.
2. On the master page (or each individual page), place vertical guides at 5.25, 5.5, and 5.75 inches. These guides divide each page into two equal panels, which represent two "mini-pages." You should now have two panels per page, for a total of four panels. The left and right page numbers of the mini-pages of the comic book are labeled accordingly in the page setup illustrations provided on page 108. When the pages are folded, they will take the form of the comic book (as illustrated in Diagram 27-1 below).
3. Go to page 1 of your document. Using the rectangle tool, draw a rectangle that measures 4.5 inches wide by 3.5 inches tall, giving it a 1 pt. border. Place this rectangle centered in the top half of the left panel on page 1 of your document as shown in the page illustration on page 108. This rectangle represents scene 5 of your comic book. Copy and paste the rectangle and place it below the one you just drew, making sure the boxes do not overlap. This box now represents scene 6 of your comic book.
4. Go to page 2 of your document and copy and paste the same rectangle four more times. Place each rectangle according to the page illustration provided on page 108. These rectangles represent scenes 1, 2, 3, and 4 respectively.

Diagram 27-1

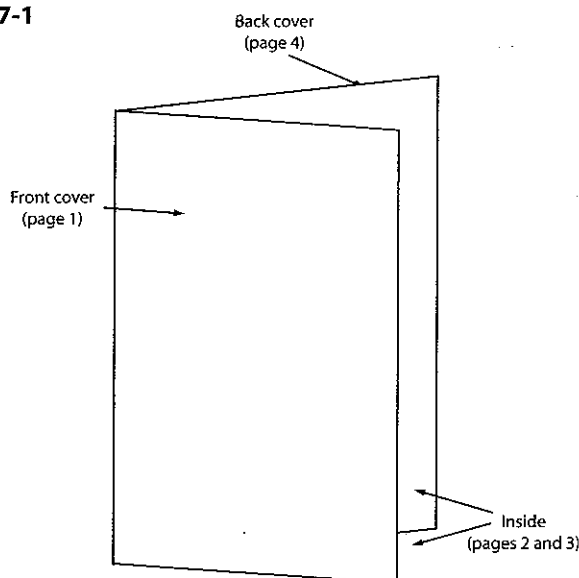
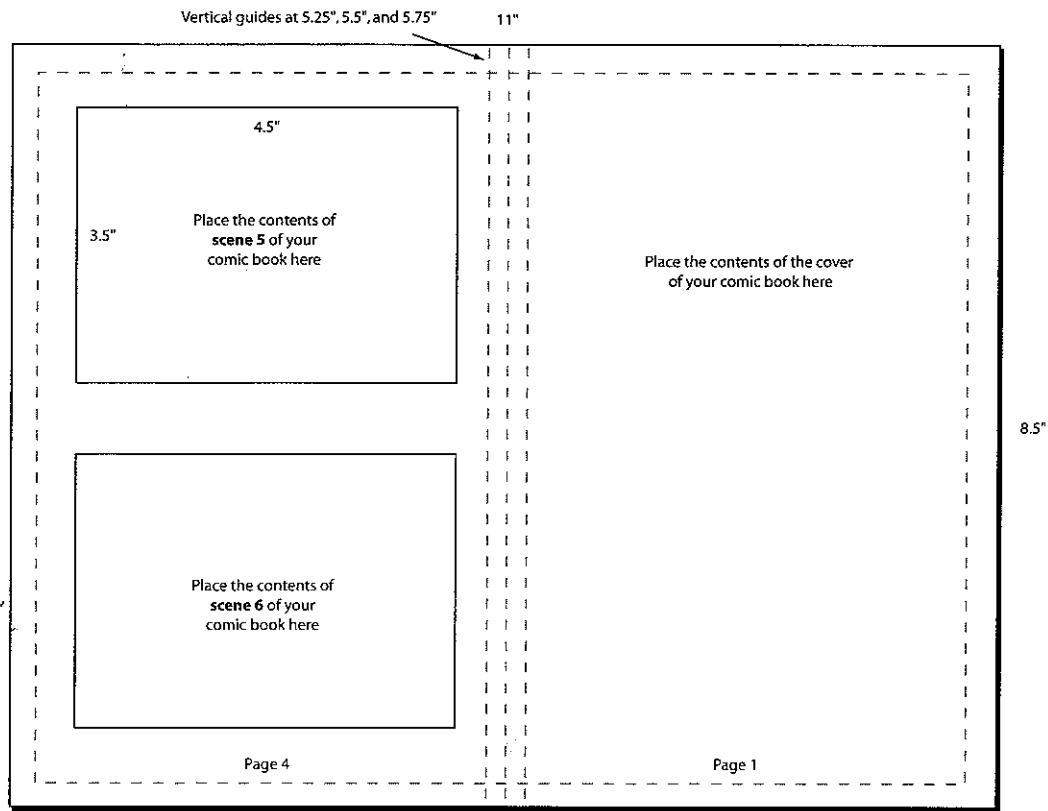
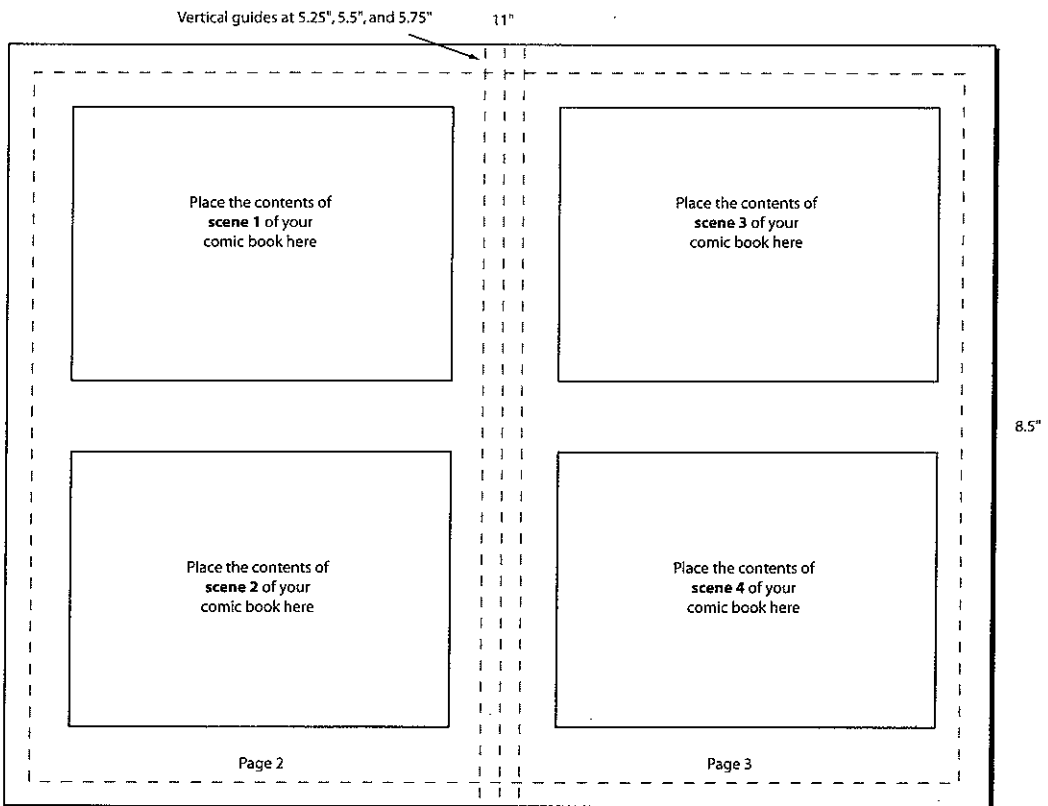


Illustration of what the comic book should look like when folded

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