



**CREATE YOUR OWN COMIC BOOK!**  
**WITH CAPTAIN COMIC BOOK'S**  
**COMPANION GUIDE**



# WELCOME TO COMIC BOOK ACADEMY!

## LET'S GET STARTED!

Comic books can be magical. Inside a comic book, you can tell a funny joke, or re-tell an experience. You can go on adventures, or watch as regular people discover super powers inside them. You can get to know a hero, and even become a super hero yourself. Inside a comic book, we can ALL become Captain Comic Book!



## WHAT IS A COMIC BOOK?

If you're reading this, then chances are you've read a chapter book before.

However, comic books and strips are different in HOW they tell stories. Chapter books TELL the readers what's happening with words. Comics will SHOW and TELL the readers what's happening using images.

Comic books and strips tell stories through:  
Sequential Art Story Telling.

Here is a sample page of sequential art telling a story.

Okay, cadets! Let's get started making a comic!

# ***THE BASIC ART OF COMIC BOOKS:***

Feeling nervous that you're not a good enough artist to make a comic? Rest assured, anyone can draw because comics are made of two simple things: LINES and SHAPES. If you can draw a line; if you can draw a shape, then YOU can make a comic! Use these boxes below to begin:

## ***CAN YOU DRAW A LINE?***

In the space provided, draw four lines: a straight line, a wavy line, a slanted line and a line that loops. How can you make the lines thicker?

## ***CAN YOU DRAW A SHAPE?***

In the space provided, draw four different shapes: a square, a triangle, a rectangle and a circle.

## ***DRAW 2 LARGE CIRCLES (SIDE BY SIDE)***

In circle #1 - draw the most unhappy face  
In circle #2 - turn the frown upside down and draw a happy face. Notice how changing line direction changes the mood.

## ***CONVERT YOUR SHAPES INTO OBJECTS:***

Turn a rectangle into a building, a circle into a baseball, a triangle into a pizza slice, etc.

## ***USE SYMBOLS TO SHOW THE READER EMOTIONS, ACTIONS, IDEAS AND SOUNDS:***

In comics, we need to show the reader what is happening. In the space below, draw a symbol for:

***EMOTION:***

***ACTION:***

***IDEA:***

***SOUND:***

# ***STORY TELLING TIME! WHAT IS YOUR STORY ABOUT?***

On this paper, summarize your story in 20 words or less. Keep it simple! A compic doesn't have to be super long. Just press pause on this video to give yourself some time.

Sample: Person reads magic comic book. Gets super powers from the hero. When done reading, powers go away.

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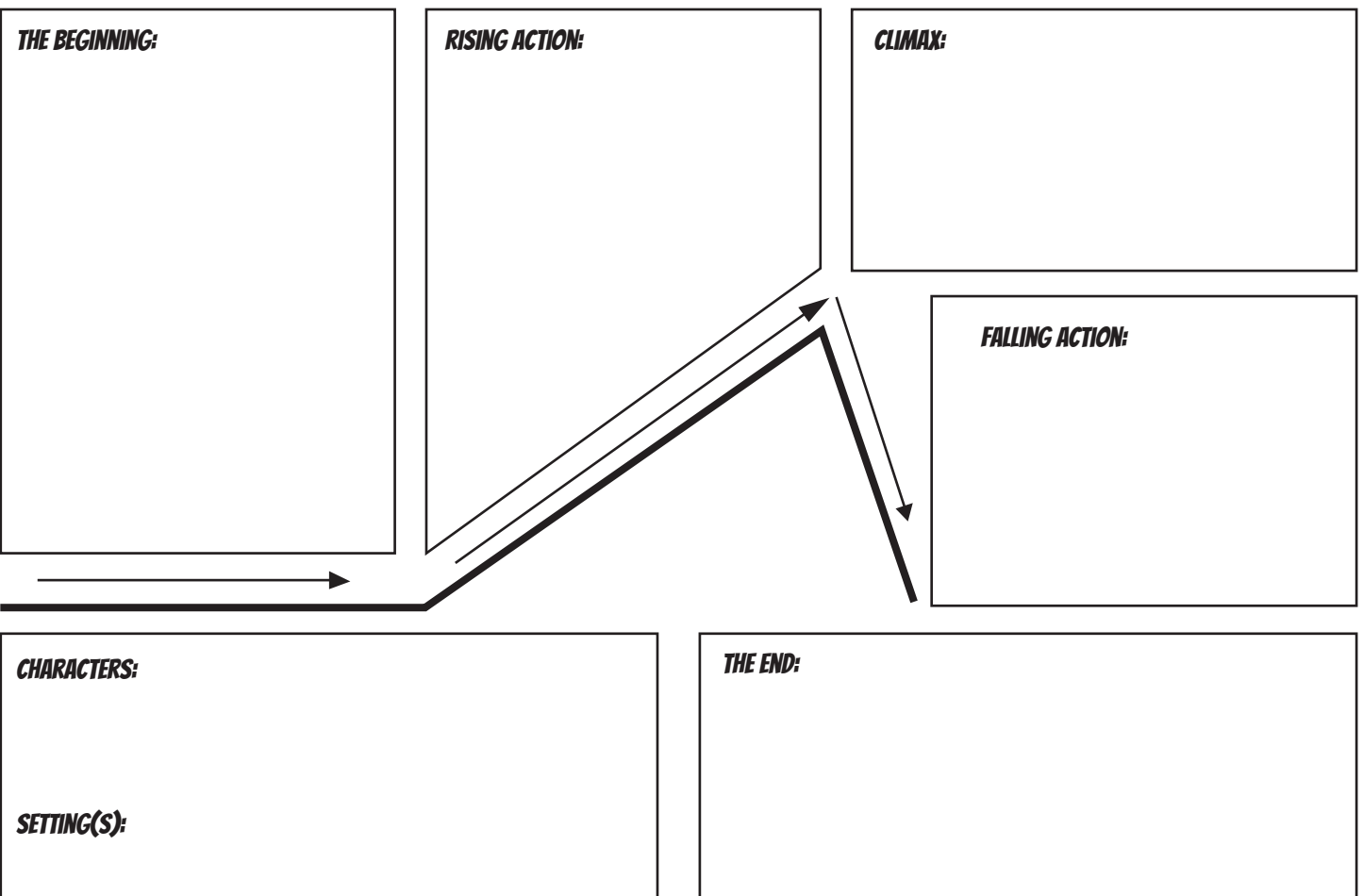
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# ***STORY MAPPING TIME!***

Focus on our foundation—the beginning, the middle and end of your story. We will divide the story into the five parts below:

<b><i>THE BEGINNING:</i></b>	<b><i>RISING ACTION:</i></b>	<b><i>CLIMAX:</i></b>
<b><i>CHARACTERS:</i></b>  <b><i>SETTING(S):</i></b>	<b><i>FALLING ACTION:</i></b>	
<b><i>THE END:</i></b>		



# MATCHING STORY TO IMAGES WITH OUR THUMB(NAILS)!

Our next step is to match-up images to the element of the story we are working on. Let's start with a thumbnail sketch. We like to think of it as a mental "post-it note" of the image you eventually want to draw. Simply, this is a very quick sketch, usually stick-figure drawn, which shouldn't take more than five seconds. It's a VITAL PREPATORY step and a great planning tool.

## HERE IS AN EXAMPLE OF A STORY YOU WANT TO TELL & DRAW:

Panel 1 - Hey kids, Captain comic Book here. (no cape) Ever Wonder how a superhero flies?

Panel 2 - It's simple. Point your arm toward the sky and say "blast off!"

Panel 3 - Picture of nothing happening. Surprised.

Panel 4 - Wait a second. (Surprised look and show snapping fingers)

Panel 5 - Putting cape on

Panel 6 - Flying away - happy flying. Remember when flying with a cape, always fly responsibly!



**#1 - PENCIL THUMBNAIL**



**#2 - PENCIL SKETCH WITH DETAIL**



**#3 - INKED LAYER**

### HINTS:

Work in pencil! Why is it important to work in pencil? Everyone makes mistakes. Working in pencil enables you to fix your mistakes without having to start over. Don't press very hard. It will make it difficult to erase.

### HINTS:

Work on your FOREGROUNDS first and then complete your BACKGROUNDS.

Make sure your characters have a consistent look (color, clothes, facial expressions and size).

Don't forget to leave room for speech and through bubbles.

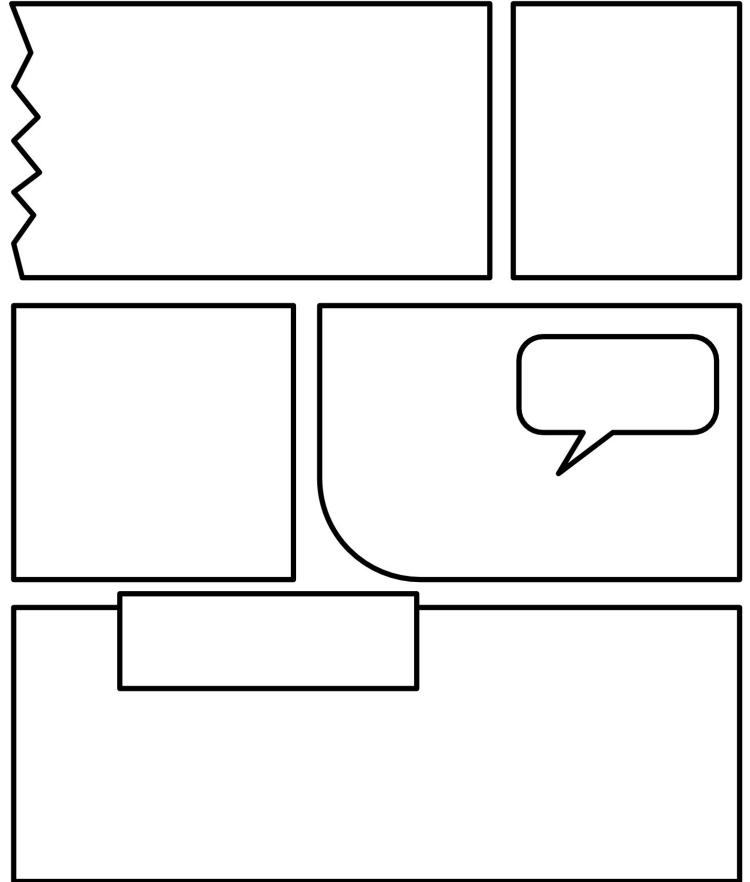
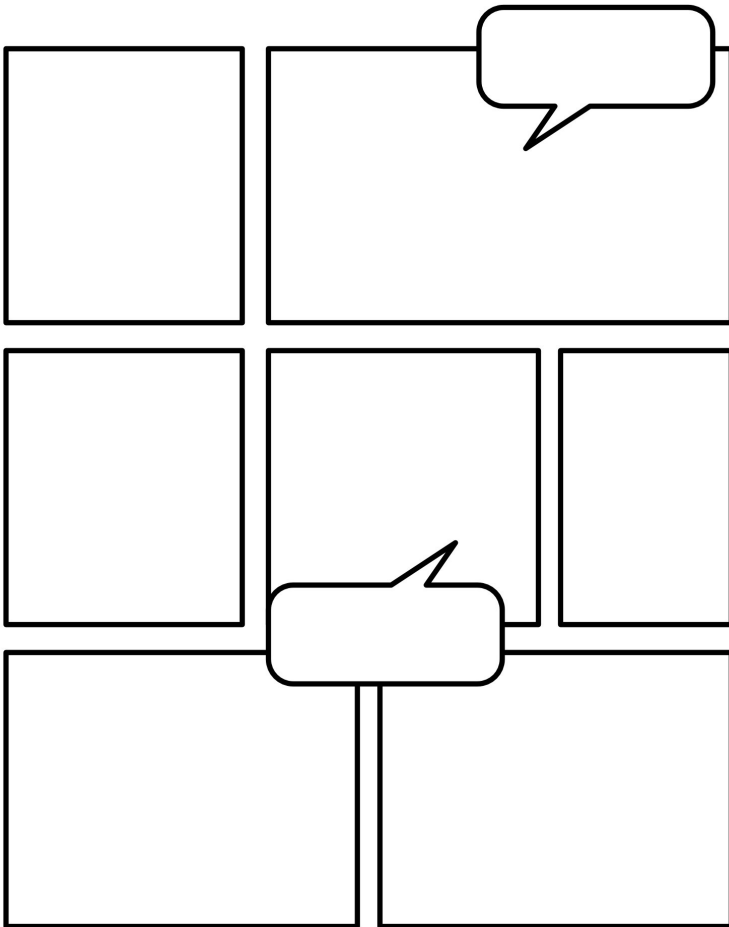
### HINTS:

Your finished work should be free of smudges and completely inked.

Inking will accentuate your best lines and make them stand out to the reader. Plus, as your work is scanned, the lines will represent fully.

# CONGRATULATIONS! YOU'VE GRADUATED!

Now it's time for you to go out on your own and start turning your stories and adventures into comics. Here are a few sample set of blocks you can play with. Or create your own! It's all up to YOUR imagination because now YOU can be Captain Comic Book too!



## SEND US YOUR COMIC!

Remember - we need you to make more comics! When you are done, scan your comic or take a photo of it and send it to us for our Operation Comic Book gallery. Just visit us online at:

**[WWW.OPERATIONCOMICBOOK.ORG](http://WWW.OPERATIONCOMICBOOK.ORG)**

Operation Comic Book is generously supported by The Rotary Club of Cleveland.

