



CREATE YOUR OWN COMIC

With Graphic Novel Duo Metaphrog

Some people say there are only two basic stories: a good one and a bad one. But stories can be about lots of things such as: overcoming a difficult character; a transformation; a quest; going somewhere and coming back; a comedy; or a tragedy. Stories tell us about ourselves and tell us about others. Perhaps most importantly stories and storytelling bring us together and even shape the way we live.

Our style of storytelling is called a comic or a graphic novel. Use our ideas and templates to create a story.

Here are 7 easy steps to follow to make your own comic story.

STEP 1: Think about the journey

You're going on a journey and you're taking your favourite object. By the end of the story you will have shared:

- Where the story takes place
- Who the characters are
- What happens to them
- How it all ends

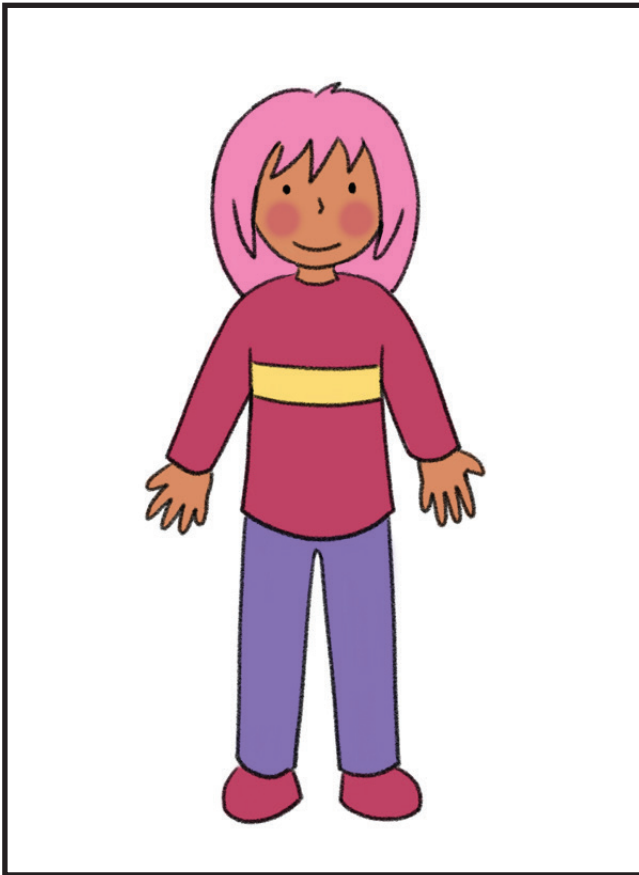
Spend some time thinking about your character, what object you take with you, and what happens, before you start drawing. You can come up with more ideas while you draw your character and object.

If you want some help, use the templates and tip sheets below.

STEP 2: Create a character

You are the main character in the story. You can be real or transform yourself into something else. You could be an animal, like a bird, or a superhero. Draw your character with simple shapes: circles, ovals, squares, rectangles, triangles. Remember to draw lightly.

Here are our characters. You can either copy our characters or create your own. You can download Tip Sheet 1 to help you draw. For those of you with more advanced drawing skills, you can also download Tip Sheet 2.



HOW TO DRAW A CHARACTER

Start by drawing some lines to guide you. Use a vertical line and 7 horizontal lines at equal distance from each other. These 8 lines will help you to draw the body. The 8 lines will guide the body. Begin your drawing with simple shapes. If you draw first in blue (another colour is fine) or if you don't have coloured pencils, then sketch VERY lightly.

Now that you've drawn a basic body outline you can think of it as a sort of skeleton. You are ready to work on the details. Do this using a normal pencil or a different colour. Start the one you would like first.

Take your time and be careful to make sure that if you make a mistake it is supported by you.

Remember: if you make mistakes, it's totally normal. Try again and you succeed. Practice makes perfect.

Now that your body is finished, try colouring it in. If you're using different pencils, use different colours.

© Metaphrog Art

@metaphrog @metaphrog_art

← Tip Sheet 1

HOW TO DRAW A BODY (1)

Start by drawing some lines to guide you. Use a vertical line and 7 horizontal lines at equal distance from each other. These 8 lines will help you to draw the body. The 8 lines will guide the body. Begin your drawing with simple shapes. If you draw first in blue (another colour is fine) or if you don't have coloured pencils, then sketch VERY lightly.

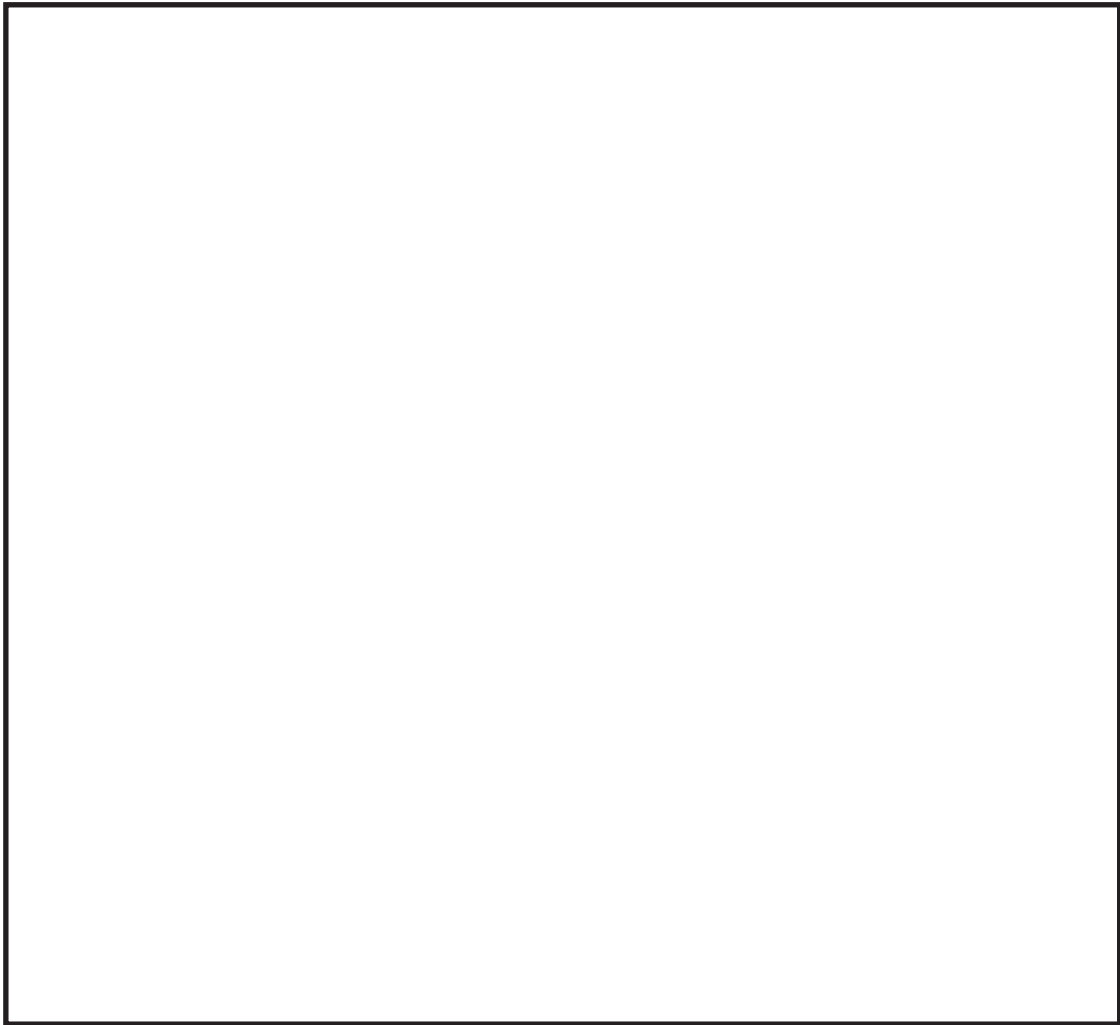
HOW TO DRAW A BODY (2)

Now that your body is finished, try colouring it in. If you're using different pencils, use different colours.

© Metaphrog Art

↑ Tip Sheet 2

Now draw your character:



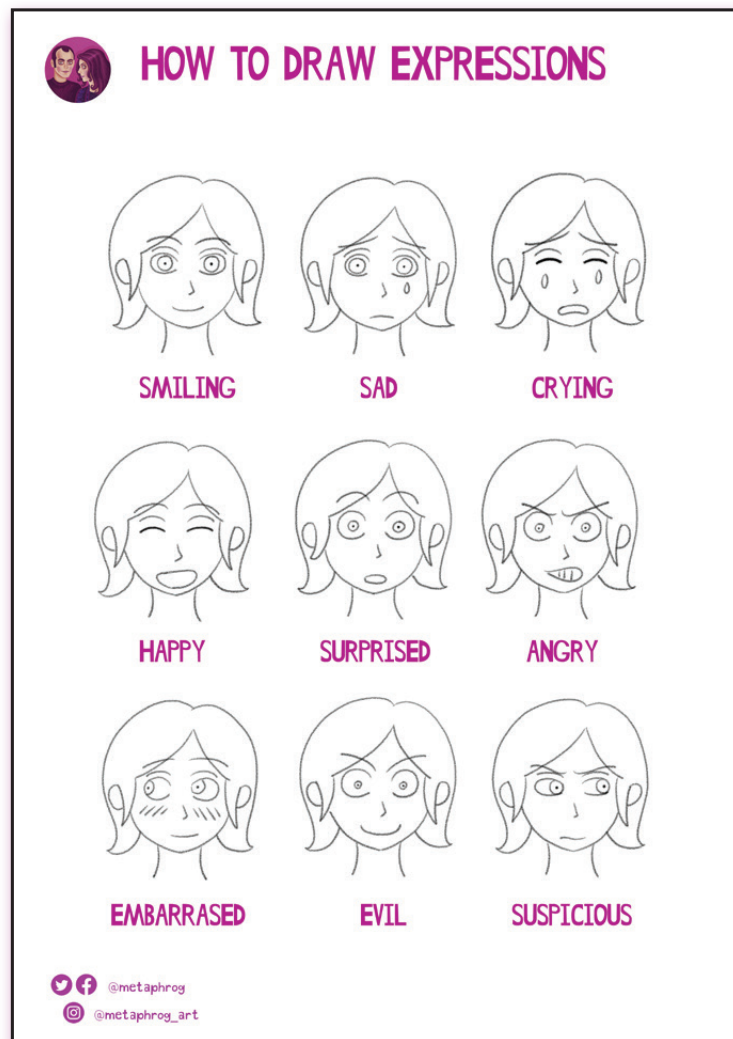
Think of five words to describe your character. Is your character strong, tall, small, happy, frightening or friendly? What do they fear? Write them down in the box below. They might even give you ideas for the story or for the title of your story.

Now describe your character with five words:



You can use the tricks of cartooning to make your character show emotions. It's easy to make them happy, sad or angry, for example:

Tip Sheet 3 →



USEFUL TIPS:

You can use body language and the language of cartooning to show when your character is feeling under the weather.



Or you can show that your character has a sunny disposition.

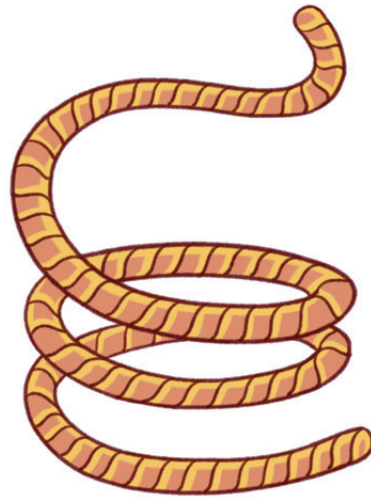
STEP 3: Create an object

What shall we take on our journey? Begin by thinking of or finding an object. This could be an imaginary object or something you see around the trailer or house. You could look outside to see if there are any objects that inspire your story.

A magic wand



A rope



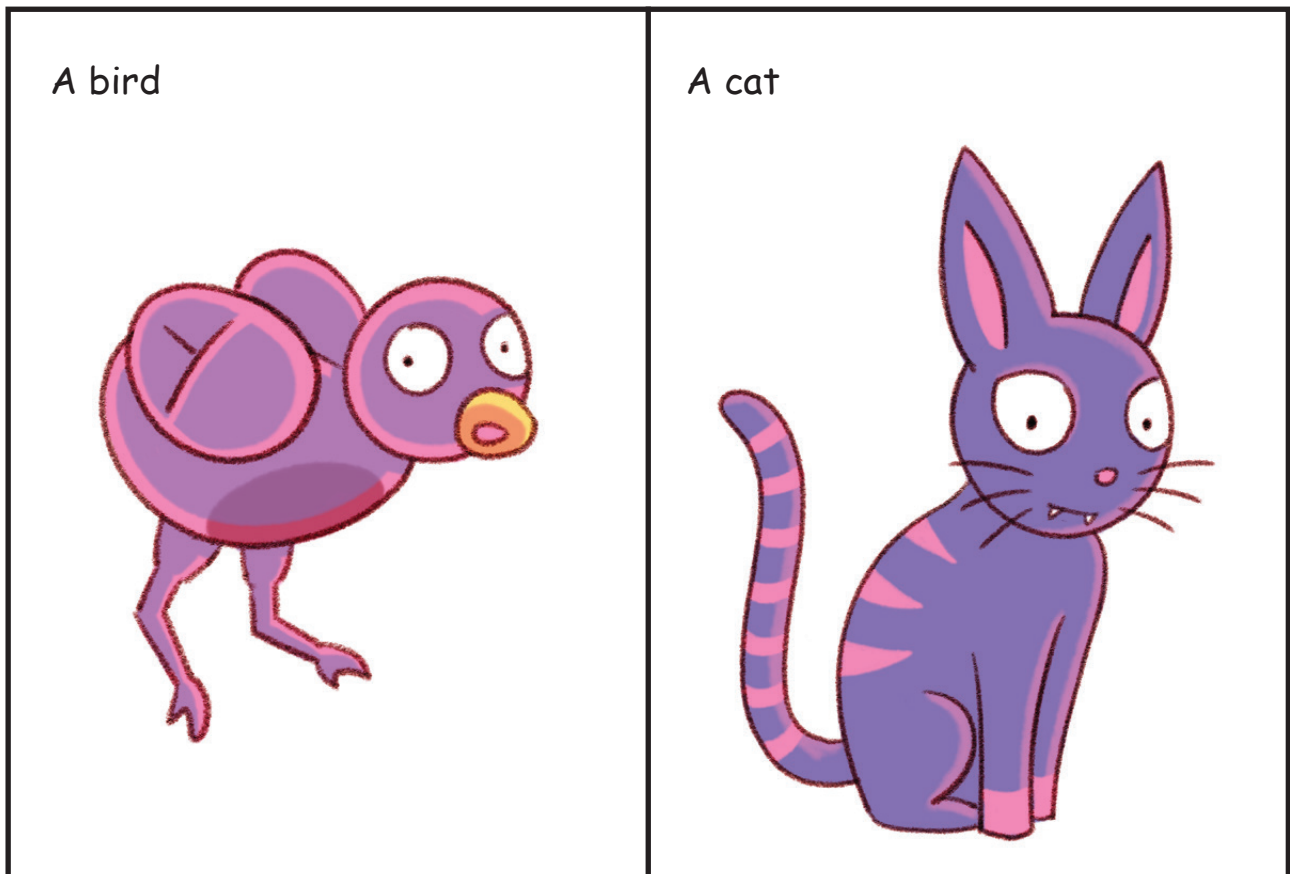
Now draw your object:

Now describe your object
with five words:

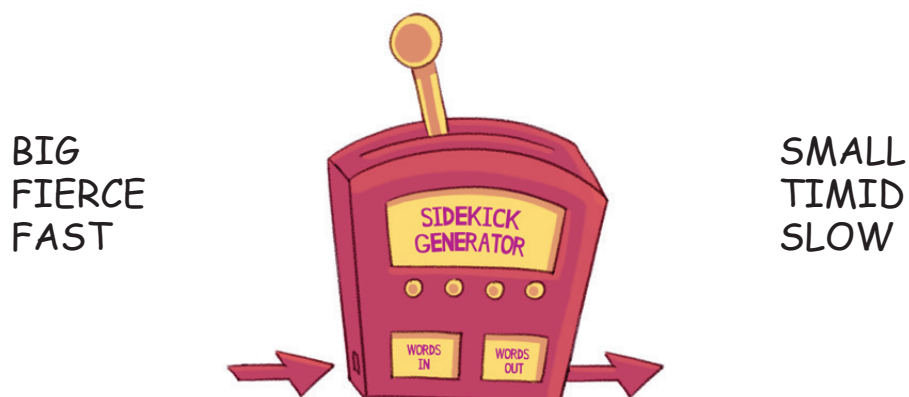
--	--

STEP 4: Create a sidekick

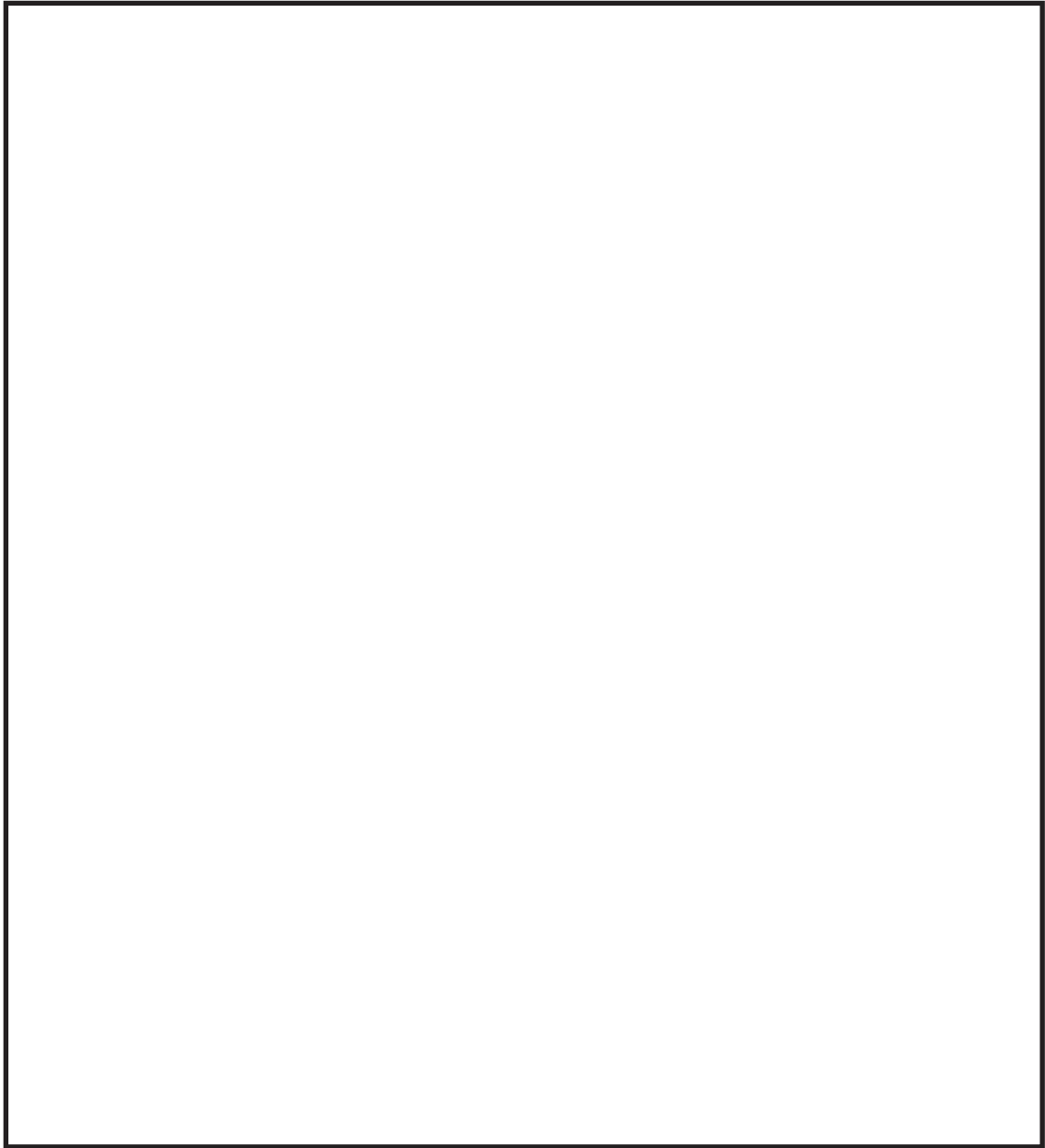
Will your character be travelling alone? Or will they have a sidekick? They could be an animal, a friend, a pet or a family member. Start thinking about your sidekick, and make sure your character and sidekick complement each other. A larger animal like a tall bird with a friendly, tiny bird could be a good example.



You can use our Instant Sidekick Generator. Use the words you have written to describe your first character - then write down or look up their opposites. These new words will help to describe your sidekick.



Now draw your sidekick:



Now describe your sidekick with five words:



STEP 5: How will your characters be travelling?

What will they travel in? Will they journey by land or sea? Or will they travel on foot, by boat or in a trailer?

A trailer



Welly boots



Now draw yours:



STEP 6: Create a setting

Then, we can build a world for our character. Even a simple world grows in the imagination of a reader. Will they travel through caves, down rivers, across hill tops? Have a look at our story setting here:

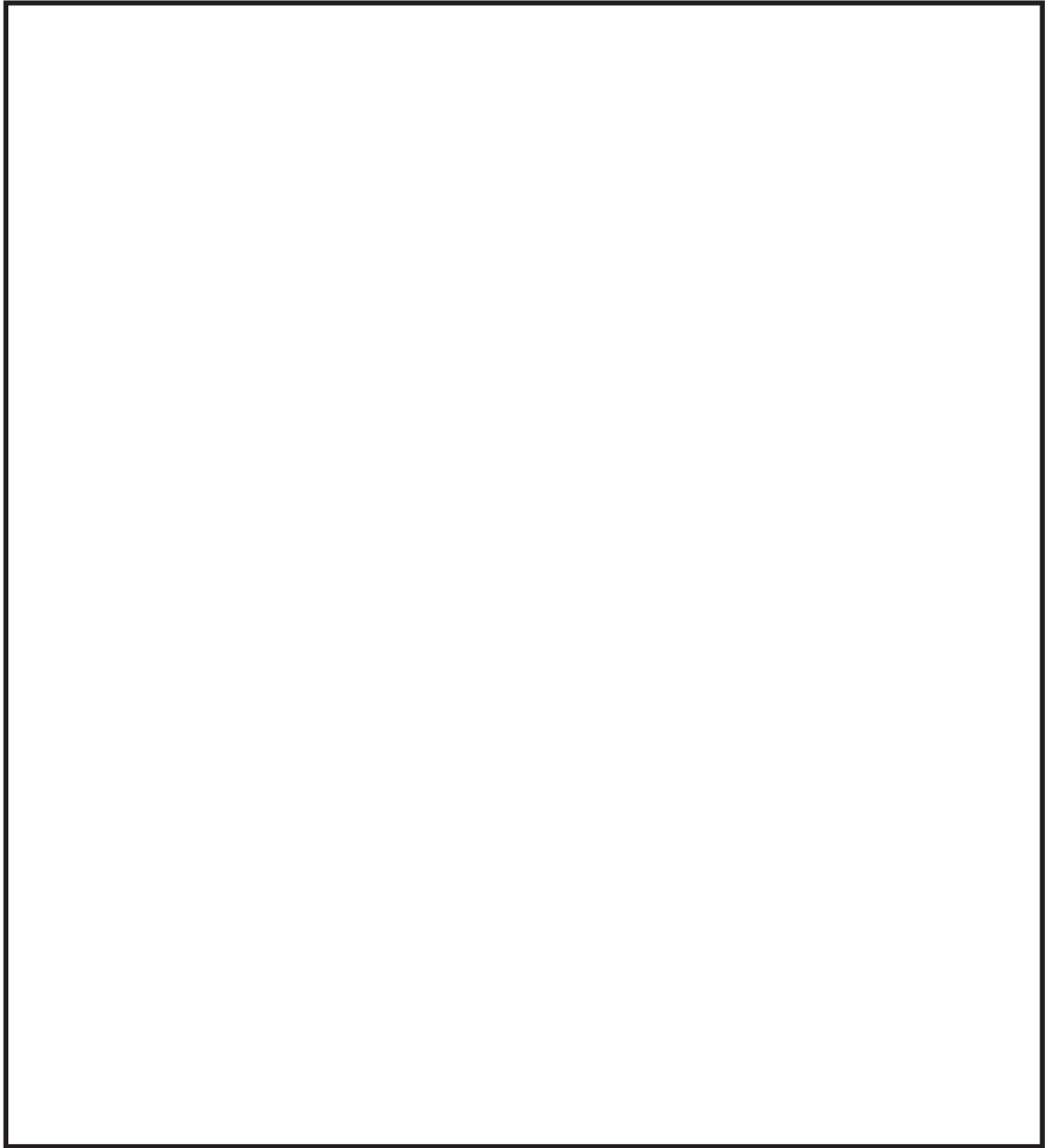


USEFUL TIPS:

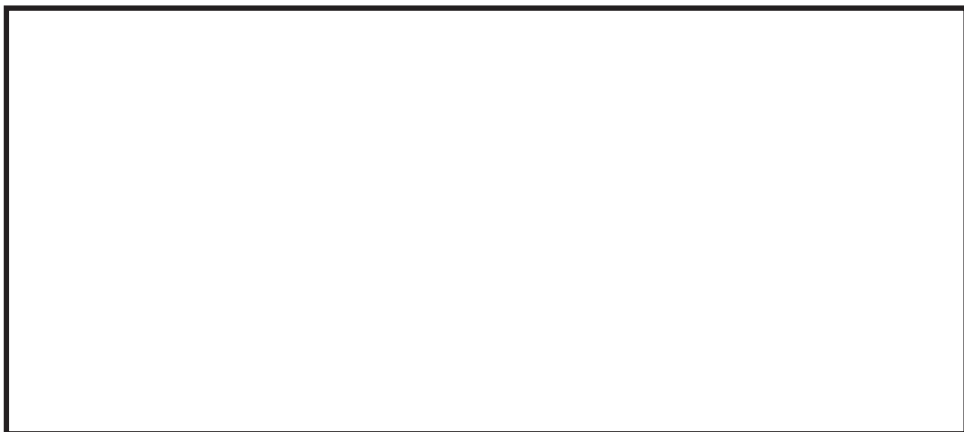
The world can just be a line for the horizon. You could add a few bushes or a tree. You don't need to draw everything. The panel borders work as a frame. They don't only show us that time is passing but they also frame the action. We understand things are outside the frame.



Now draw your setting:



Now describe your setting with five words:

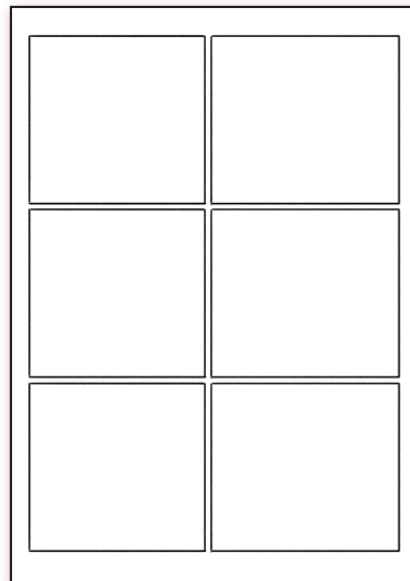
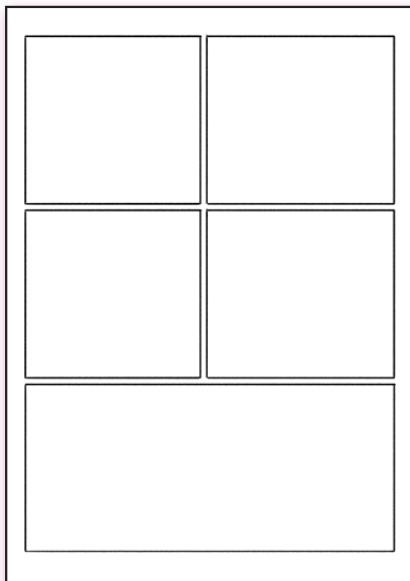
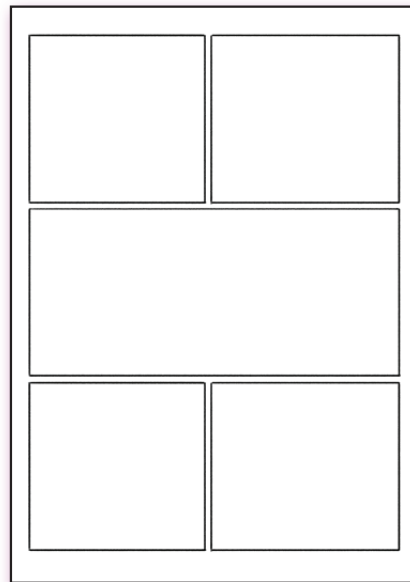
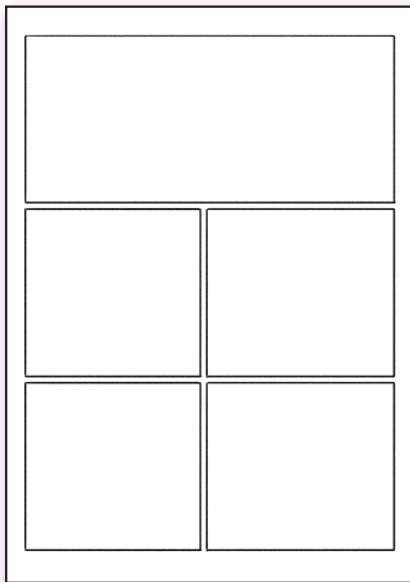


STEP 7: Create your comic story

Now you can start to build your comic. You can use the grids we have provided, or you can make your own. Your story can be as long as you want, even over several pages.

Divide your story into stages - Where the journey begins, where the character goes, what happens, and an ending. How does the journey begin? What happens? Does the character need to solve a problem or overcome a challenge? How do they do this? What makes the story exciting or frightening? What will they find? And finally, how does the journey end?

Comic Page Templates ↓



You can find out more about Metaphrog and their graphic novels on <http://metaphrog.com/>