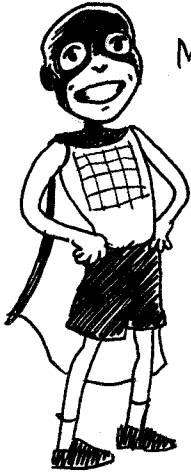


T. Motley, Cartoon Basics

THE PROCESS, Part One:

PLANNING A STORY

1. Outline & Sketches.



MIGHTY BINGO BOY

BINGO BOY NEEDS TO STOP SOME BANK ROBBERS BUT HIS MOM WON'T LET HIM LEAVE THE TABLE UNTIL HE FINISHES HIS DINNER.

2. String People & Script.



Hello? Yes, Hi here.

The phone's for you, Percival.



Mo-om, how many times must I remind you not to call me Percival in front of my friends? You'll give away my secret identity!

hello?

Bingo Boy, come quick! There's a robbery in progress at the bank!



3. Do Some Math.

TOM'S FORMULA: NUMBER OF PANELS DIVIDED BY 5 EQUALS APPROXIMATE NUMBER OF PAGES.

My story has 55 panels.

$$5 \overline{) 55}$$

∴ comic should be 11 or 12 pages long.

4. Choose A Format.



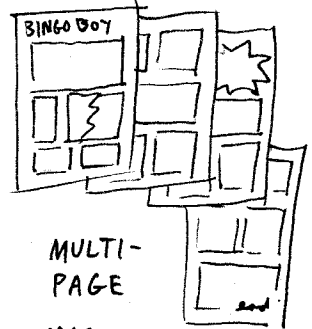
8 PG. MINI?



12 PG Digest?



28 PG. comic book?



MULTI-PAGE MAGAZINE STORY?

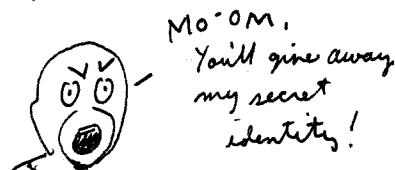
(this time I'll choose a 12 PG. digest)

5. Edit & Correct.

A). REMOVE SOME PANELS.



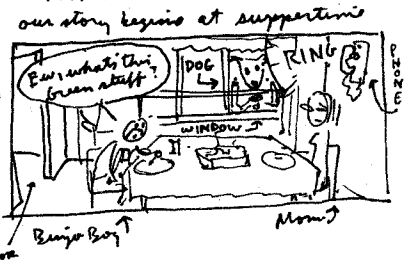
B). SHORTEN SOME DIALOGUE.



C). COMBINE SOME PANELS

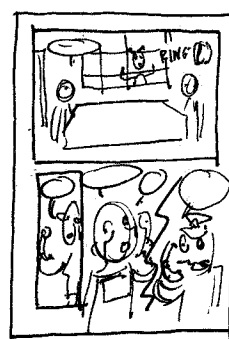


D). EXPAND SOME PANELS.

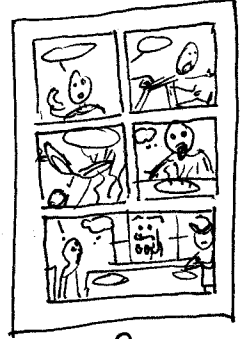


6. Thumbnail Pages.

(SMALL SKETCHES OF PAGE DESIGNS). HOW MANY PANELS WILL YOU PUT ON EACH PAGE?



1.



2.

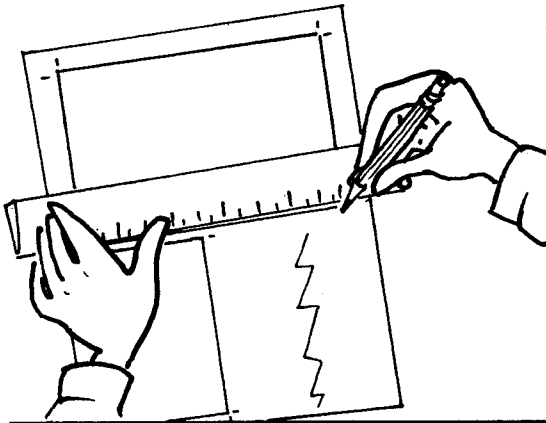
(THESE ARE "ACTUAL SIZE")

T. Motley, Cartoon Basics

THE PROCESS, Part Two:

DRAWING THE STORY

1. Measuring Panels.



2. Rough Layouts.

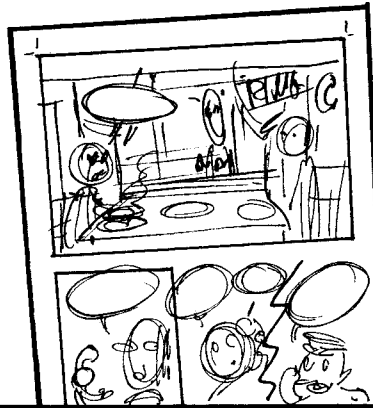


FIGURE OUT WHERE IN EACH PANEL, AND HOW BIG, THE CHARACTERS AND WORD BALLOONS SHOULD BE.



3. Pencilling & Side-Sketching.



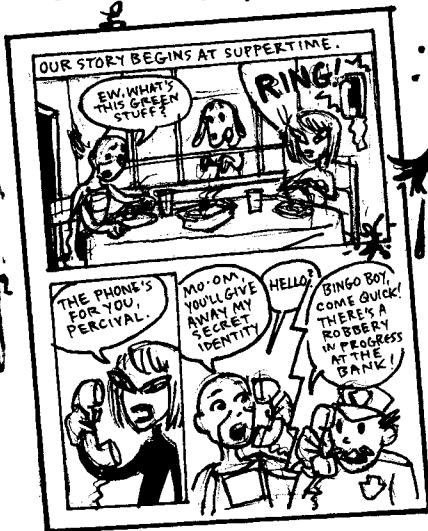
TRY OUT DIFFERENT POSES AND CHARACTER DESIGNS. COPY THE BEST ONES ONTO YOUR PAGE.

4. Lettering & Ruling Borders.

(IN INK).



5. Inking, step 1: Outlines & Big Blacks.



6. Erase Pencils.



7. Inking, step 2: Shading & Touch-Ups.



VOILA .