

# Comics Workshop For Teens

Part 1  
The Story



# Finding Comics

At the Library and Beyond

# Getting Comics at the Library

- Lorain Public Library System generally has two areas for comics:
  - Juvenile Graphic Novels
  - Adult Graphic Novels
- You can check out our online catalog at [lorainpubliclibrary.org](http://lorainpubliclibrary.org) to see what is available to order in the CLEVNET system.



# eLibrary

**FREE**  
with your LPLS  
Library Card!



**Hoopla** has thousands of digital comics available, with no waiting!  
Find series like *Big Nate*, *Scott Pilgrim*, and both DC and Marvel favorites.



**OverDrive**, or it's other app **Libby**, also have some comics and graphic novels available.



# eLibrary

**FREE**  
with your LPLS  
Library Card!

## THE PLAIN DEALER

Scanned pages of ***The Plain Dealer*** and other archived newspapers can have daily comic strips or Sunday editions.



**Biblioboard** also features some comics from time to time.

# Popular Webcomic Websites



# Comic Style and Formats

To Choose From



# Comic Genres

- Just like books, comics can be in any genre.
- This can include action, adventure, fantasy, sci-fi, horror, comedy, slice of life, and much more!





# Comics From Around the World



Artwork by Bryan Lee O'Mallery, Steve Ditko, Tove Jansson, Hergé, and Masashi Kishimoto

# Comic Formats

- There are an endless number of comic formats, we'll focus on two main types:
  - Comics and Graphic Novels
  - Comic Strips



Artwork by Scott McCloud

# Comic and Graphic Novel Formats

- Usually tell longer, complex stories.
- **Comics** are **serialized** (or come in multiple issues) to tell a story over time.
- **Graphic novels** are usually much longer and are printed in **one complete volume**.

## Examples:

- Saga
- Dog Man
- Archie Comics
- The Lumberjanes
- The Walking Dead
- Anything Marvel or DC



Artwork by Dave Pilkey

# Comic Strip Format

- **Comic strips** are small have a few panels together or in a row.
- Some comic strips are only one panel.
- They are good for jokes and small ideas.
- You can often find them online or in newspapers.

## Examples:

- Garfield
- Blondie
- Peanuts
- XKCD
- Bizarro
- The Far Side
- Strange Planet



Artwork by Nathan Pyle

# The Parts of a Story

The Three Act Structure

# The Three Act Structure

- The Beginning
  - The Set Up for the Story
- The Middle
  - Getting From Point A to Point Z
- The End
  - Solving the Problem and What Happens Afterwards

STAR WARS

**STAR  
WARS**

Yes, Star Wars.



# The Beginning

- The start of our story will tell us:
  - **Where** we are (time and place)
  - **Who** the characters are (good or bad)
  - The **main problem or goal** (the conflict)
  - **What** kicks off the story (the inciting incident)
  - **Why** we should care (the hook)



# The Beginning in Star Wars - Where

a long time ago in a galaxy far,  
far away...

Spaceships and Jedi and droids, oh my!

# The Beginning in Star Wars - Hook



"You are part of the Rebel Alliance, and a traitor.  
Take her away!"

# The Beginning in Star Wars - Who



"Luke's just not a farmer, Owen. He has too much of his father in him."

# The Beginning in Star Wars - Conflict



"It is a period of civil war."

# The Beginning in Star Wars – Inciting Incident



"Help me Obi-Wan Kenobi, you're my only hope!"

# The Middle

- The middle of our story is:
  - Where the **major events** or **plot points** happen
  - Where the **twists and turns** lead us to solving the main problem or goal
  - Where more **characters** and their **subplots** are introduced
  - Usually the **longest** part of the story





# The Middle in Star Wars



# The Middle in Star Wars – Plot and Plot Points



"I want to come with you to Alderaan. There's nothing for me here now."

# The Middle in Star Wars – Characters



"Han Solo. I'm captain of the Millenium Falcon."

# The Middle in Star Wars – Subplots



"I'll pay you back, plus a little bit extra. I just need a little more time."

# The End

- The end of the story is:
  - Where the **final problem** or goal is faced
  - What happens as a **result** of the problem being solved (if it is solved at all)
  - **What** happens after the story ends (the epilogue)



# The End in Star Wars - Climax



"Use the Force, Luke!"

# The End in Star Wars - Resolution



"Great shot, kid, that was one in a million!"



# The End in Star Wars – Not the End?



# Writing Your Story

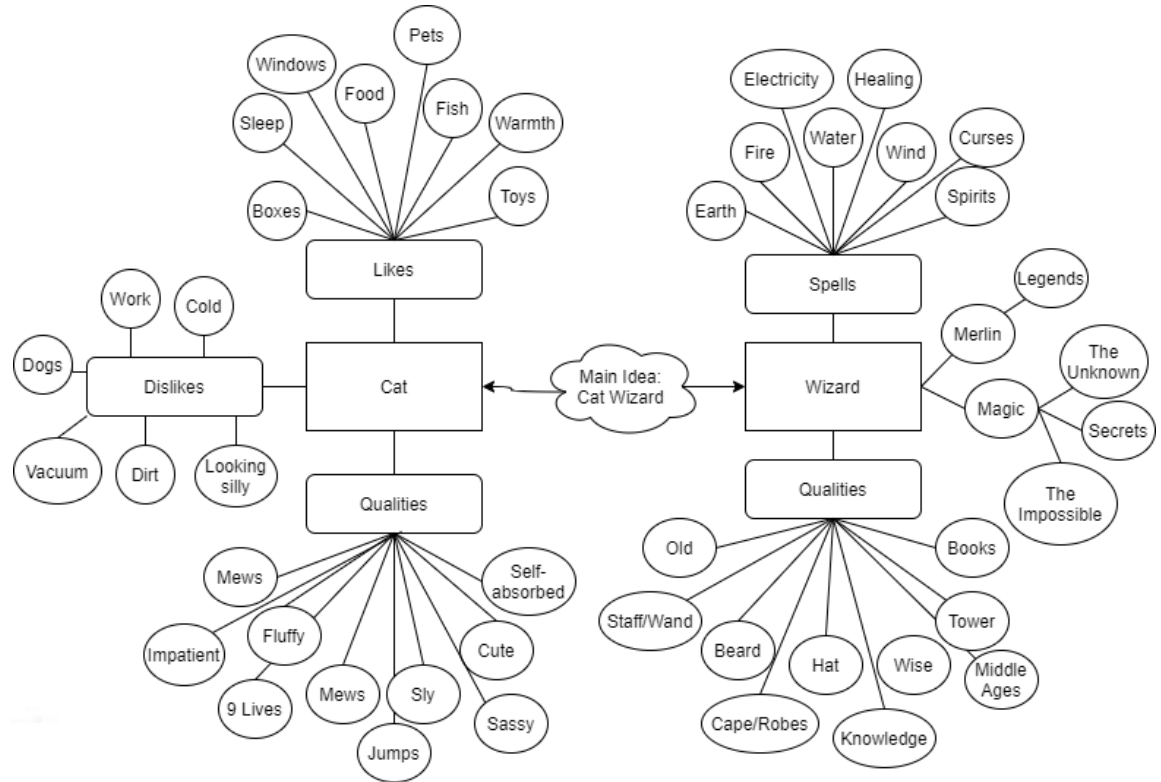
A Basic Process

# What to Consider Before Writing

- Who is in the story?
- What is the problem or conflict?
- Where and When is it happening?
- How does the story move to resolve the problem?
- Why does it matter?

# Mind Map and Brainstorming

- Use a mind map to generate ideas and concepts for stories and characters.



# Perspective - Who is Telling the Story?

- Depending on who is telling the story, it may limit what the reader sees and knows.
- You can have one or multiple perspectives in the story, including:
  - First Person – One character's perspective (I, me)
  - Second Person – The reader's perspective (You)
  - Limited Third Person – An outside narrator that doesn't see or know everything (He/She/They)
  - Omniscient Third Person – An outside narrator that generally knows and sees everything (He/She/They)

# Types of Conflicts or Problems

- Internal
  - Character vs Self
- External
  - Character vs Character
  - Character vs Society
  - Character vs Nature
  - Character vs Technology
  - Character vs Fate



# Planning a Story

- First answer the most basic questions:
  - Who, What, Where, and When
- Then answer the How:
  - **Outline** the major events.
  - What happens at the **climax**? The end?
  - Fill in the **details** in your outline.
- Lastly, answer the Why:
  - Why am I making my comic?
  - *Hopefully one of the answers is for fun!*
- Your story may change over time, but that's okay!



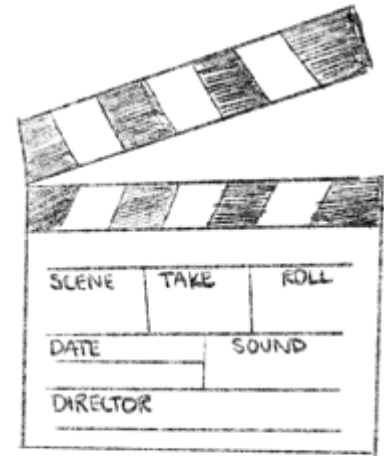


# What if I get stuck?

- Keep thinking to yourself, "And then..." or "What if..."
- Keep reading and watching to get inspired.
- Use or create a prompt generator. Write down scenarios, names, and ideas from your everyday life, even if they are totally boring. You can use moments like:
  - Things you've done/want to do
  - Things you've seen/want to see
  - Things you've heard/overheard from other people
  - Things you wonder about/questions
  - Memories/deja vu/interviews

# Writing a Script

- A script shows us all the dialogue, action, expressions, narration, and backgrounds that will be in our comic.
- A script for a comic works the same as:
  - A screenplay for a movies
  - Lines for a play or musical



# A Script in Star Wars

*(Cut to: Inside the Millenium Falcon's cockpit. Han and Chewy are in their seats while Obi-Kenobi and Luke stand behind them.)*

OBI-WAN KENOBI

That's no moon... That's a space station.

HAN SOLO

It's too big to be a space station.

LUKE

I have a very bad feeling about this.



# Why Scripts are Important

- Scripts are a major step in the comic-making process after your outline and before planning out your panels.
- They help you know what is happening before you draw, saving work, brain power, and time.
- You can focus on how your comic will look and what the pacing will be.
- Less work is always good!

