

# Comics Workshop For Teens

Part 4

The Sketch to Finish



# Learning to Draw – Life Observation

- Drawing from life is one of the best ways to learn how to draw.
- It helps you take a closer look at the world in detail.
- Drawing from life doesn't always mean realistic! Artists can stylize what they see onto paper.



# Learning to Draw – Photo Reference

- There are some things that you can't find in real life to draw from. That's where photos come in!
- Photos are great because you can take your own, get different angles, and zoom in.
- Make sure to credit a photographer if you use their pictures!

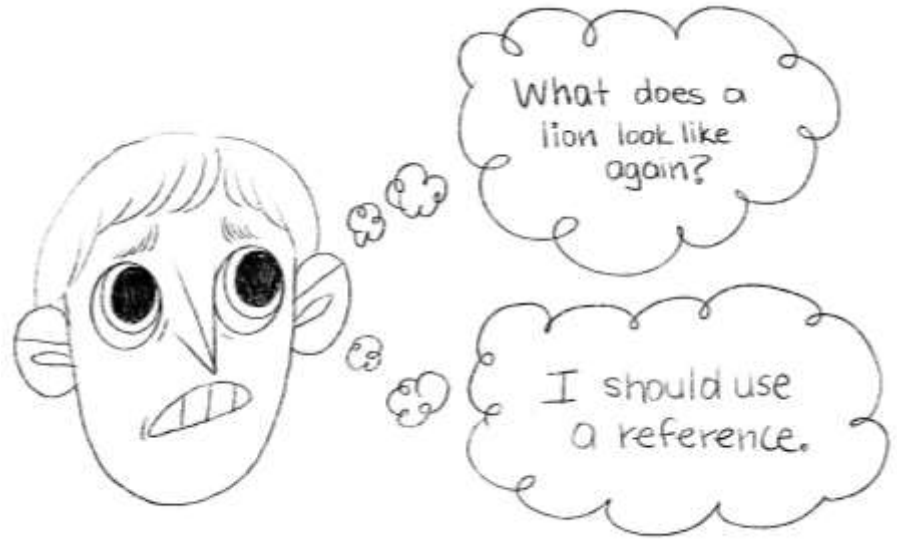


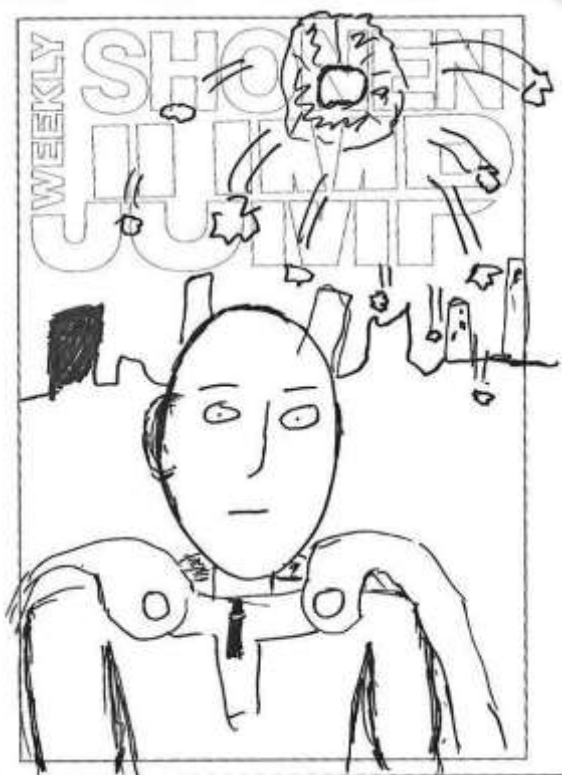
Original Photo

3-hour Copy

# Reference vs Imagination

- There are many great artists that draw from their imagination, it's true.
- But many artists need or start with some kind of reference, whether it's from real life or photos.





Artwork by ONE



Artwork by Yusuke Murata

# Learning to Draw – Books

- Book types available at your library:

- Comics and graphic novels
- Anatomy and photography
- Professional artists
- Concept art/animated films
- Using different mediums
- How-to-draw/how to make comics
- Color theory
- Art magazines

- Recommended:

- *Making Comics* by Scott McCloud
- *Drawing Words and Writing Pictures* by Jessica Abel & Matt Madden



# Learning to Draw – Online Tutorials

- Online tutorials can also help you learn to draw or use a new medium, like digital painting.
- These can be videos, websites, or picture guides.
- Check out our Comic Resources PDF for some links!



# Learning to Draw – Practice

- It's the lamest answer, but it's the truth!
- If you're not worried about improving your art, that works too! Not all great comics are great because of their art.



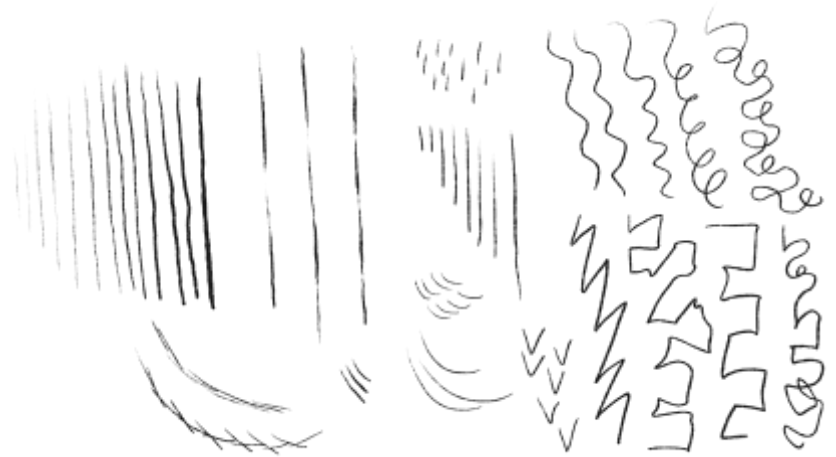


# Drawing Exercises

With Just a Normal Pencil

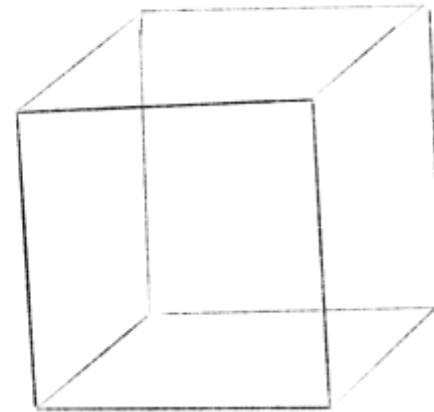
# Lines

- Lines can be very light or dark depending on how hard you press down your pencil.
- The thickness of a line can vary as you press down or lighten against your paper.
- Lines can be short or long, wiggly, scratchy, curved, or anything in between.
- Try out different types of lines, or just get some artistic frustration out!



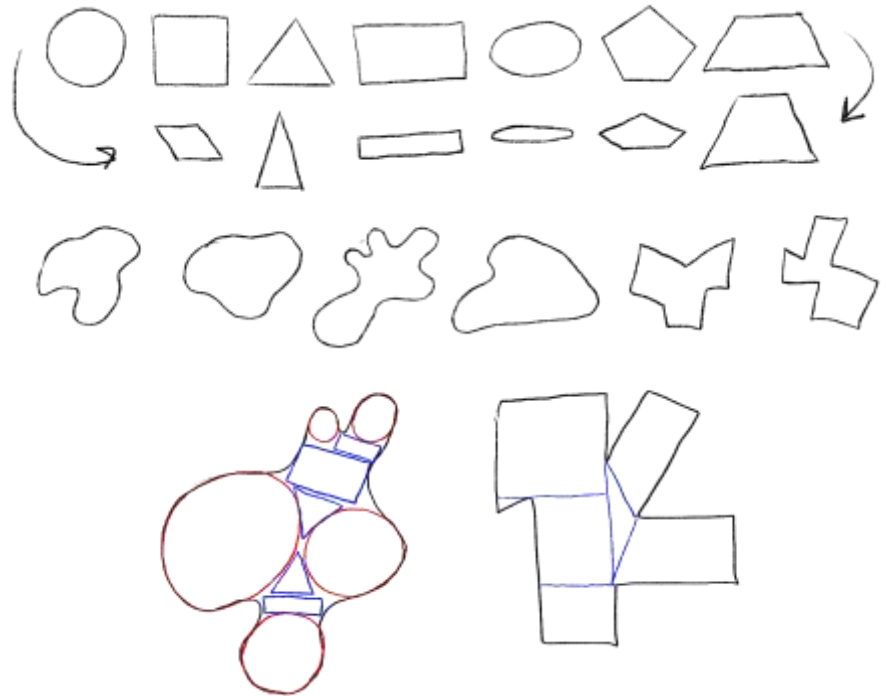
# Lines & Depth

- Usually lines that are darker or thicker seem closer to you.
- Thin or light lines look farther away.
- You can use lines to show how far away something is or how objects overlap.



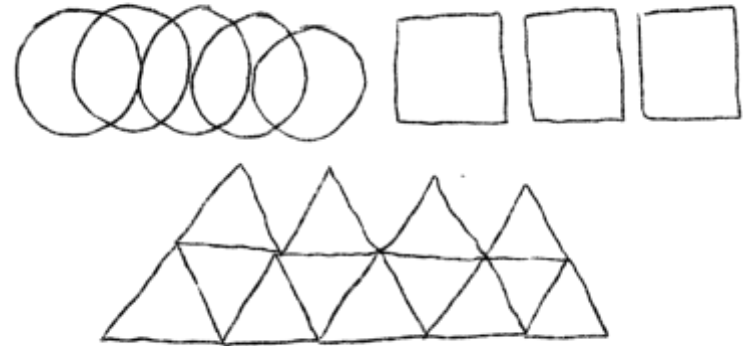
# Shapes

- Everything you draw can be broken down into shapes.
- Try drawing regular and irregular shapes. You can even squish or elongate these shapes!
- Organic shapes are more natural and inorganic shapes are more mechanical.
- Complex and irregular shapes can be broken down into simpler shapes.

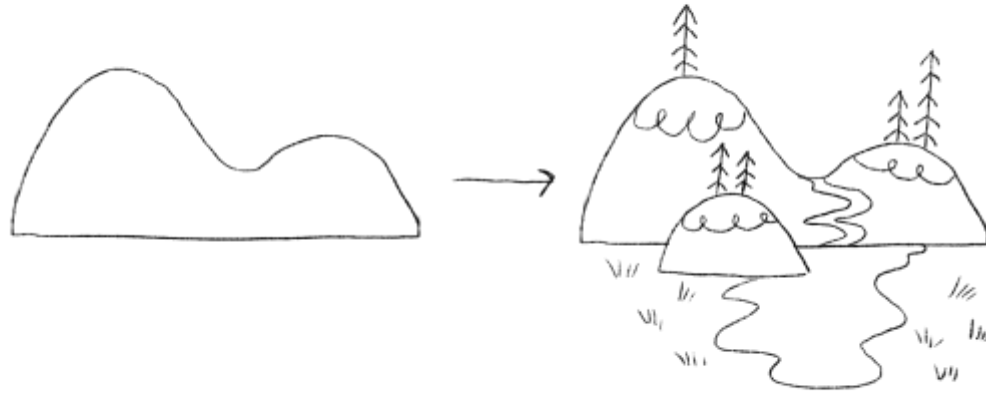


# Shape Practice

- You can practice the speed and accuracy of your shapes by making repeating patterns.
- This can be overlapped, at an angle, increasing size, or right across the page.
- The goal is to have your shapes match up as you speed up.



# Shapes as Inspiration



A weird shape can turn into a character or something else!  
You can try the same thing with silhouettes!

# Shading & Value

- Value is how light or dark a color can be.
- Shading is how that value is applied to a drawing.
- Shading can be done flat or more realistically (with a light source and shadows).
- Try both to see which you like better!



# Color

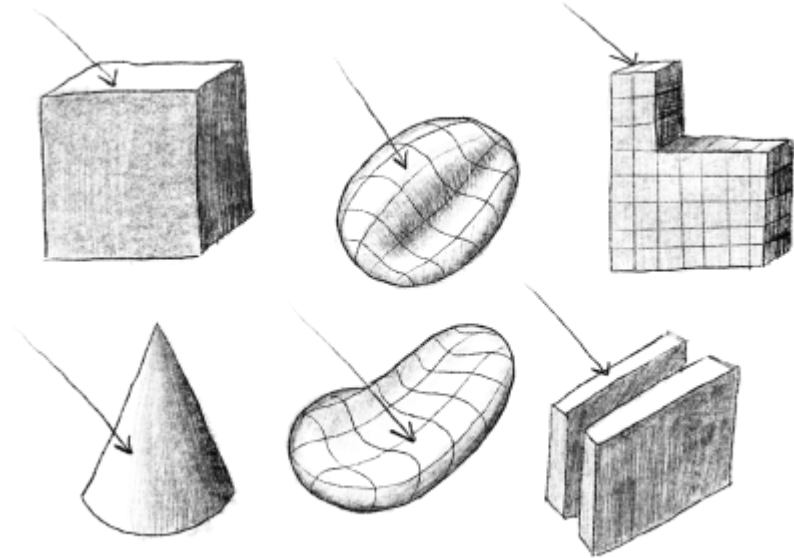
- Black and white, greyscale, full colors, or limited palettes are some of the many options you can choose from.
- Look to see how different colors feel when next to each other on the page.





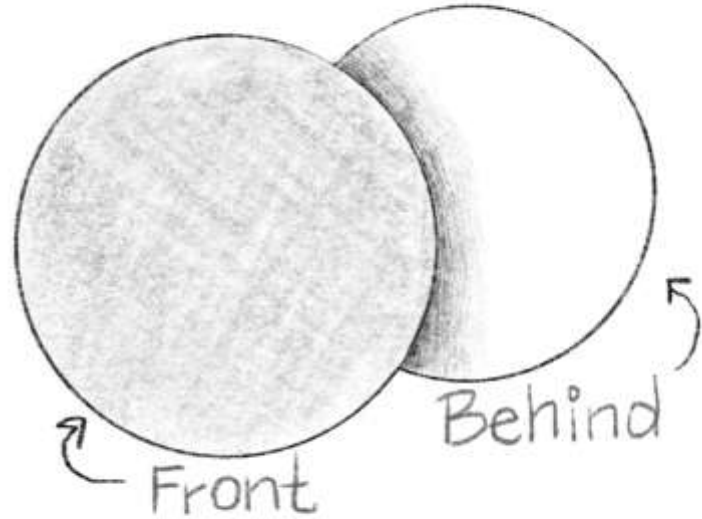
# Shading & Contour Shapes

- Create 3D shapes and give them depth with contour (or curved) grid lines.
- Put in a light source (arrow) and practice shading different simple 3D shapes.
- Once you master some shading, try putting more complex shapes together in one!



# Shading Depth

- Sometimes you want to show how far away something is.
- Or you may want to have objects in front or behind each other.
- Use a **difference of value** to help show distance or where objects meet.



# Texture & Details

- You can use the top or side of your pencil to achieve different textures.
- Using a tissue or a soft cloth, you can blend your pencil to smooth it out.
- Textures, like hair, are often repeated or overlapped lines or shapes.



Top and Side of Pencil

Blending with Tissue



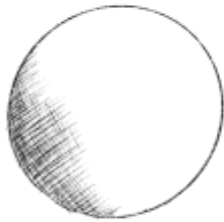
Repeated Textures – Lines and Shapes

# Texture & Details

- You can use hatching (lines), crosshatching (crossed lines), stippling (dots), and much more to shade while adding texture.



Hatching



Cross-hatching



Stippling



Blending



Scribble



Pencil Shading

# Texture & Details

- Try looking at how you can show that an object is clear, shiny, or rough.



Matte



Shiny



Transparent

# Texture & Details

- You can also "steal" texture from real life objects, like wood and rocks.



Leaf



Brick

# A Simple Guide to Sketching

- Set up basic composition and shapes.
- Use a ruler or side of a paper for straight lines.
- Number your pages so they stay in order.
- You can start loosely then start adding details and your final lines.
- Draw lightly so you can erase easily.
- Add simple shading or values if you need.



# Sketching – Side Studies

- A study can be used to test out light, color, value, or placement of your composition.
- They can be small and not so detailed before you commit to something on your sketching page.





# Final Lines

- Once your sketch is complete, you can put in your final lines and erase your sketches underneath.
- You can press down harder with pencil for bolder lines. You can also use a pen, marker, or colored pencils.
- If you want to keep your comic sketchy without any bold lines, that works too!



# Full Process – Thumbnail to Finish



# Tracing Your Sketches & Lightboards

- Maybe your sketches are messier than you'd like. Not everything will erase and look clean.
- Try using a lightboard to trace your sketches onto a clean piece of paper.

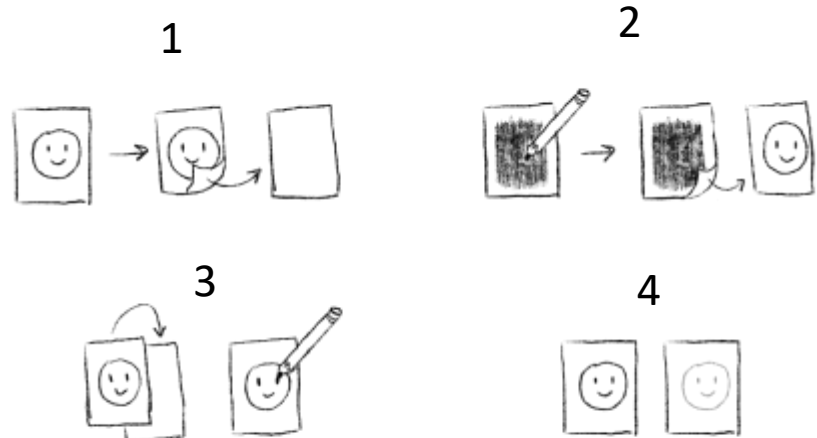


# Window as a Lightboard

- Let's say you don't have a lightboard. You can use a window instead!
- Take your sketch and tape it to a well-lit window.
- Place your clean sheet of paper over your sketch.
- You should be able to see your old sketch and trace lightly onto your new paper.

# Graphite Transfer

1. Take your sketch and cover the back with pencil. Make it dark!
2. Place a new sheet of paper under your sketch with the dark pencil facing the clean paper.
3. Trace over your sketch on top of your old lines.
4. The dark pencil from the back of your old sketch should transfer your lines lightly onto the new paper!



# Adding Color or Other Details

- If you have the supplies at home, you can add color to your comic.
- You can do this either before or after adding line art, should you want lines.
- Try experimenting with adding lines or color first so you can find what works best for you.



# Other Tools You Can Use

- Your comic can be completed with just a pencil, but you can also use:
  - Pen
  - Marker
  - Color Pencil
  - Watercolor
  - Ink
  - 3D Models
  - Photos and Collage
  - Or anything that helps the process go quickly!





# Digital Resources

- There are a lot of great digital resources to use for editing your drawings or making digital work.
- You can also scan and print your comic back and forth if you want to finish your comic off the computer.





# Photopea

- Free!
- Available on PC, Mac, or in your browser.
- Similar to Photoshop, but has basic features.
- A drawing tablet is recommended, but a mouse will work too.



Visit [www.photopea.com](http://www.photopea.com)

# Medibang Paint & Autodesk Sketchbook

- Free!
- Available for tablets and smartphones.
- Both work a bit differently, but have many options for brushes, layers, and effects.

