TIPS FOR COMIC LIFE

OVERVIEW OF CREATING COMICS WITH COMIC LIFE 2

TOPICS:

- USING THE INSPECTOR
- CHANGING COLOR
- USING STYLES
  - EDITING STYLES
  - UPDATING STYLES
- EDITING LETTERING
- CREATING SOUND EFFECTS
- BALLOON LAYOUT
- PANEL LAYOUT

MORE TIPS CAN BE FOUND AT BLOG.COMICLIFE.COM

FEEL FREE TO WRITE IN WITH ANY REQUESTS AT PLASQ@PLASQ.COM

USING THE INSPECTOR

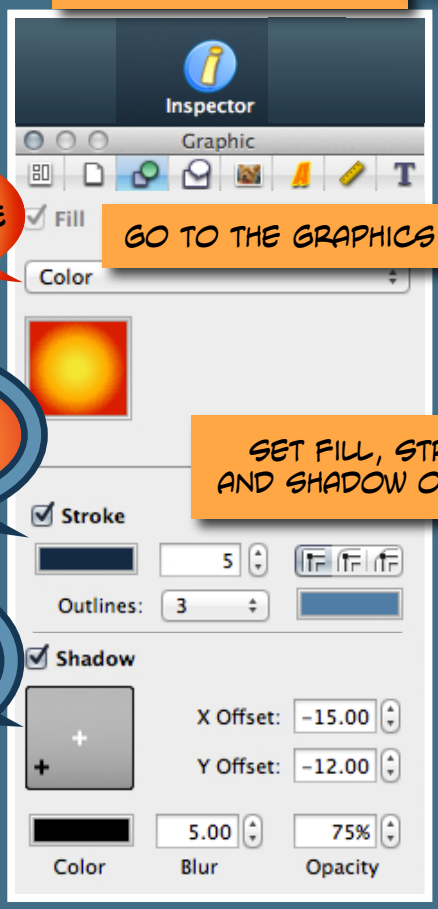
HOW TO

ADD SHADOWS AND OUTLINES TO BALLOONS, CAPTIONS, LETTERING, SHAPES AND PANELS WITH THE INSPECTOR.

1 OPEN THE INSPECTOR

2 GO TO THE GRAPHICS TAB

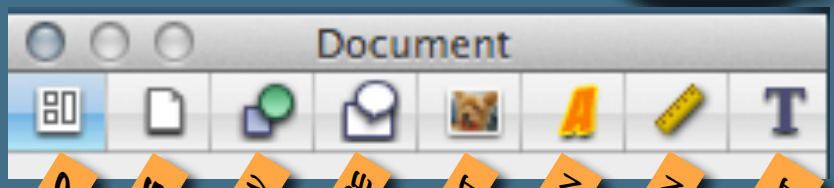
3 SET FILL, STROKE AND SHADOW OPTIONS



FILL CHANGES THE COLOR.

STROKE CHANGES THE OUTLINES.

ADD SHADOWS HERE.

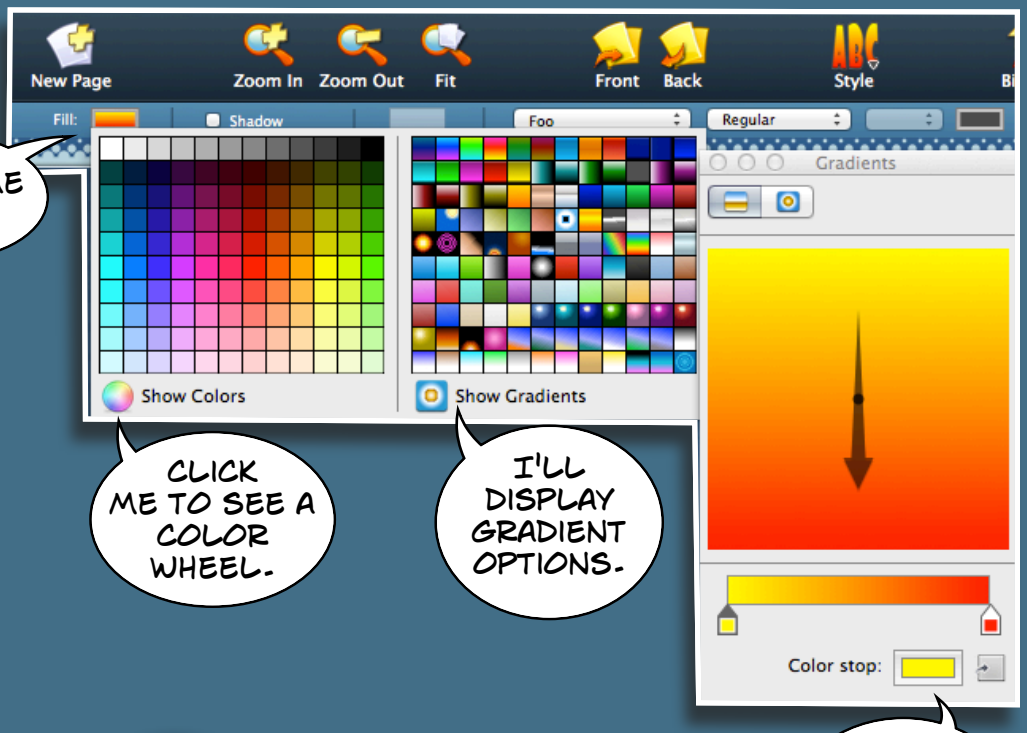


- PAGE SETUP
- PAGE NUMBERING
- GRAPHIC: FILL, STROKE, SHADOW
- BALLOON: BUBBLE AND TAIL TYPE
- IMAGE: FILTER & ADJUSTMENT
- LETTERING: CHARACTER POSITION
- METRICS: SIZE, POSITION
- TEXT: COLOR, ALIGNMENT

NOTE

MORE DETAILS ABOUT THESE INSPECTOR OPTIONS ARE DESCRIBED IN OTHER PAGES.

CHANGING COLORS



CLICK ME FIRST!

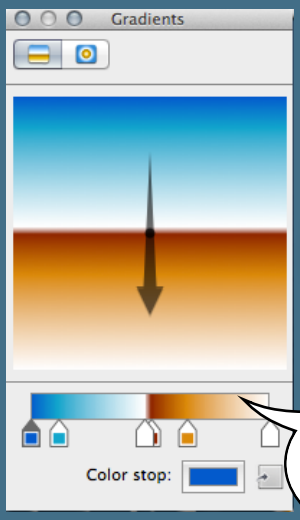
CLICK ME TO SEE A COLOR WHEEL.

I'LL DISPLAY GRADIENT OPTIONS.

I CAN SELECT A NEW STOP COLOR.

TIP

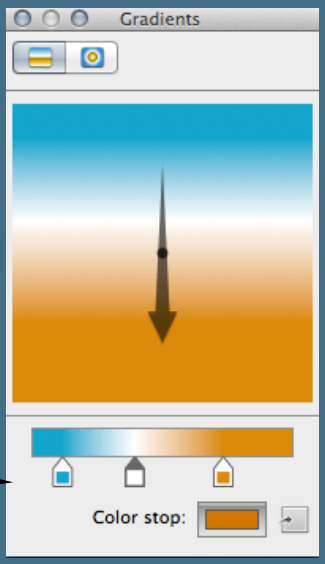
ADD COLOR STOPS TO CREATE MORE COMPLEX GRADIENTS.



MORE!

TAP TWICE ON THE GRADIENT LINE TO ADD A COLOR STOP.

LESS.



DRAG A COLOR STOP OFF OF THE LINE TO REMOVE IT.

USING STYLES

NOTE

BE SURE THAT YOU CAN SEE STYLE OPTIONS ON THE LEFT OF YOUR SCREEN BY GOING TO THE "VIEW" MENU AND SELECTING "SHOW PAGES AND STYLES".

THE TYPE OF ELEMENT SHOWN IN THE STYLE MENU WILL CHANGE WITH THE ELEMENT YOU HAVE SELECTED.

YOU CAN ALSO ACCESS STYLES IN THE TOP MENU BAR.

JUST CLICK THE STYLE YOU WANT TO USE AND IT WILL BE APPLIED TO THE ELEMENT.

NOTE

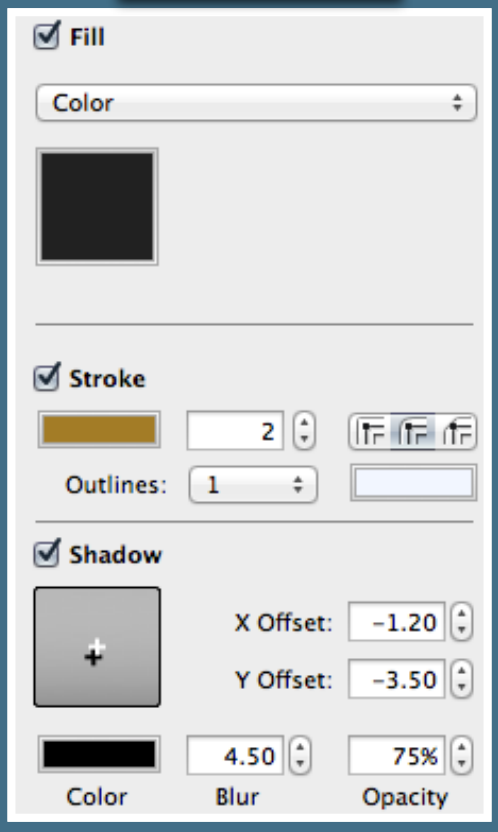
ONLY WHEN USING THE "BLANK (WITH STYLES)" TEMPLATE WILL YOU SEE ALL OF THE AVAILABLE PRE-DESIGNED STYLES.

EDITING STYLES

YOU CAN CHANGE THE FILL, STROKE AND SHADOW OF ANY PREDESIGNED STYLE TO MATCH WHAT YOU NEED.

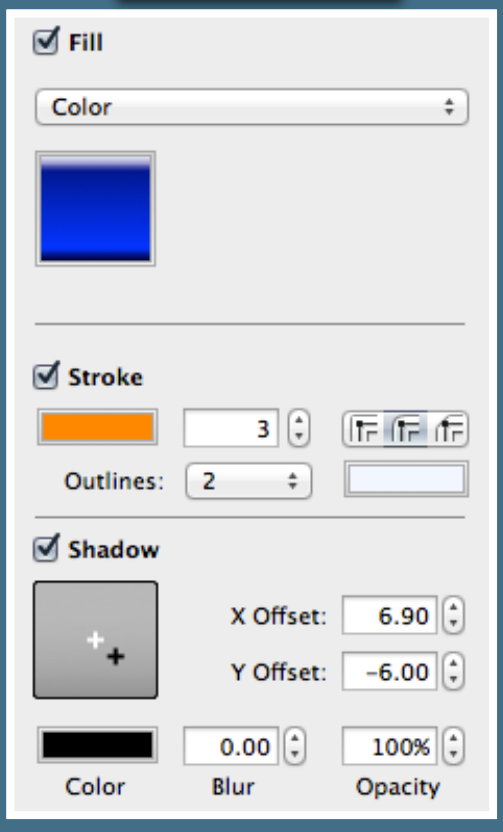
BROWN BEARS

DEFAULT STYLE



BLUE RIDGE

EDITED STYLE



TIP

OPTIONS ON THE STYLES MENU.

ADD REVERT UPDATE

UPDATING STYLES

1

SHOW THE "STYLES AND PAGES"

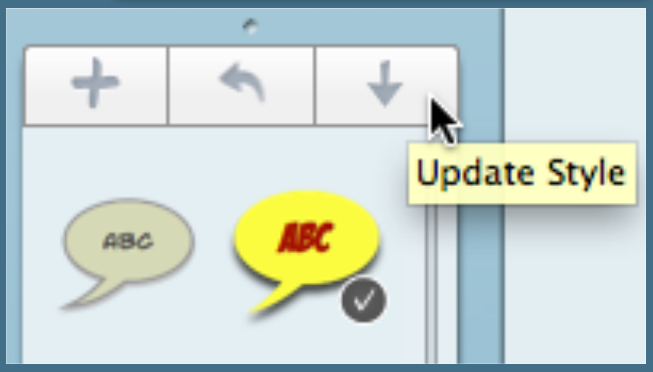
2

EDIT YOUR ELEMENT LIKE YOU WANT IT.

WOO! I'M GOING ROGUE, BABY!

3

SELECT YOUR ELEMENT AND THEN CLICK THE DOWN ARROW IN THE STYLE MENU UPDATE THE STYLE.



4

NOW ADD ANOTHER OF THE SAME ELEMENT AND YOU'LL SEE THE STYLE MATCHES THE FIRST ONE YOU CREATED.

IT'S LIKE MAGIC!

NOTE

UPDATING A STYLE WILL CHANGE ALL OF THE ELEMENTS USING THAT STYLE. TO ADD A NEW STYLE INSTEAD OF UPDATING JUST CLICK THE "+" BUTTON INSTEAD OF THE ARROW.

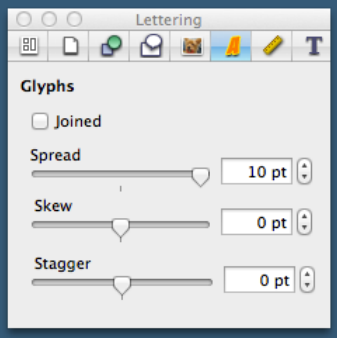
STRETCH AND SHAPE

1

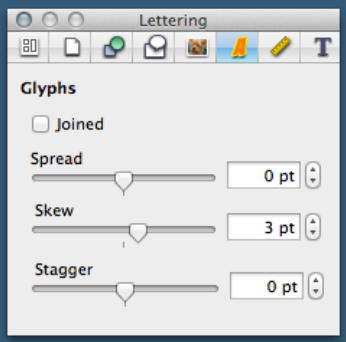
TO RESHAPE LETTERING CLICK ON THE BLUE TABS AND DRAG.

2

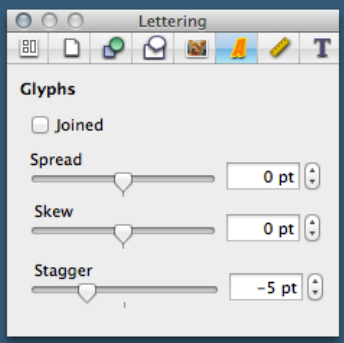
USE THE INSPECTOR TO CHANGE DETAILS OF YOUR LETTERING.



SPREAD CHANGES THE SPACE BETWEEN CHARACTERS.



SKEW CHANGES THE PLANE OF THE LETTERING.



STAGGER ALTERNATES THE PLANES OF EACH CHARACTER.

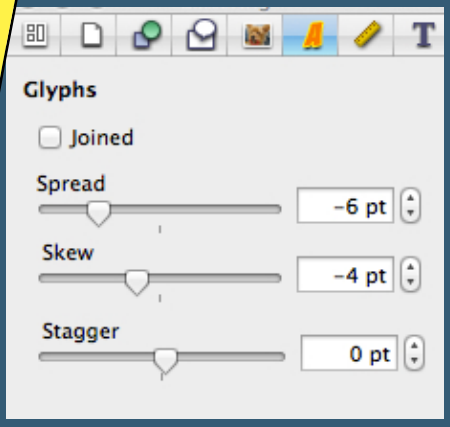
NOTE

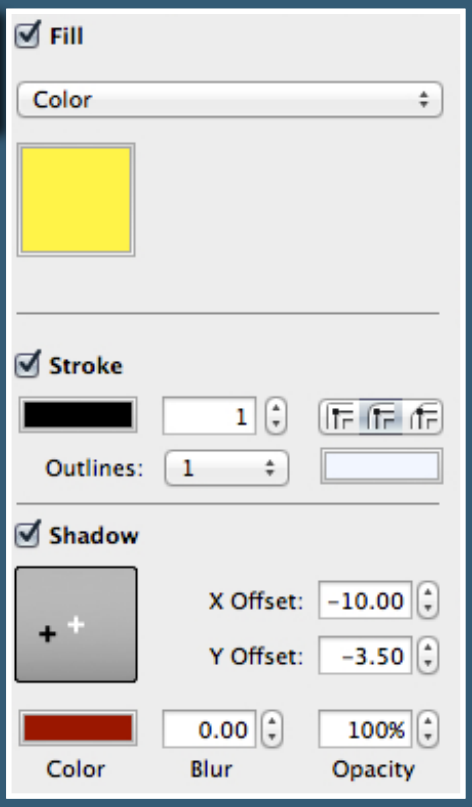
ON COMIC LIFE FOR IPAD THESE FEATURES ARE ALSO IN THE INSPECTOR. ACCESS THEM BY TAPPING THE INSPECTOR AND THEN TAPPING "LETTERING".

SOUND EFFECTS

YOU CAN GET CREATIVE WITH YOUR SOUND EFFECTS. BOOM, POW, AND BAM! ARE CLASSICS, BUT DISTINCTIVE SOUNDS EFFECT LIKE "THWIPT" AND "SNIKT" SET THE NOISE APART FROM OTHER COMMONLY USED SOUNDS.*

ADD YOUR LETTERING AND ADJUST OPTIONS IN THE INSPECTOR TO GET THIS SAME STYLE.





STROKES MAKE THE LETTERING LOOK CRISP, AND ADDING ***SHADOW*** CREATES DEPTH.

POP!

YOU CAN LAYER ELEMENTS TO SHOW IMPACT. USE A SHAPE WITH A GRADIENT FILL, AND LETTERING WITH A STROKE AND SHADOW.

TO ADD SHAPES GO TO THE INSERT MENU, SELECT THE SHAPE YOU WANT, YOU CAN ALSO DRAW SHAPES.

*These sounds are from Stan Lee's Spiderman and Wolverine respectively.

COMIC GRAMMAR

USE DOUBLE DASH TO SHOW A CHARACTER'S SPEECH BEING INTERRUPTED. AN EM OR EN DASH DOES NOT EXIST IN COMICS.

USE ELLIPSIS WHEN SPEECH TRAILS OFF AND RESUMES IN A SECOND BALLOON OR IS PAUSED DUE TO PHYSICAL DISTRESS.

BREATH MARKS ARE USED AROUND COUGHS OR SPUTTERS. THE CHARACTER IS A SHIFTED BRACKET. YOU CAN BOLD OR ITALICIZE THE WORDS FOR EMPHASIS.

WRITE NUMBERS OUT ENTIRELY UNLESS THEY'RE A DESIGNATION, DATE, PART OF A NAME OR ANY NUMBER LARGER THAN TWENTY.

THERE'S SO MUCH ABOUT LETTERING THAT I CAN'T FIT IT ALL IN ONE TIP OF THE WEEK. WE'LL HAVE MORE TIPS ABOUT LETTERING CAPTIONS AND BALLOONS.

FEEL THE FLOW

THE NATURAL FLOW OF THE COMIC SHOULD BE FROM LEFT TO RIGHT, TOP TO BOTTOM.

THINK OF YOUR BALLOONS AS A ROADMAP FOR YOUR READERS.

HELP THE READER FIND THE NEXT PART OF THE STORY USING BALLOONS.

THE RED ARROW SHOW THE READER'S PATH ACROSS THE PAGE.

BALLOONS CAN PUSH AND PULL READERS ACROSS THE PAGE.

THE BALLOON TAIL SHOULD END ABOUT HALF WAY BETWEEN THE BALLOON AND THE SPEAKER'S HEAD.

AND THE GREEN ARROW SHOW THE BALLOON TAIL DIRECTION.

MOVE YOUR READER IN A ZIG-ZAG PATTERN ACROSS THE PAGE, ENDING AT THE BOTTOM RIGHT CORNER.