

Reading Guide #10 - Making Comics

Stories for Humans pt 1: Character Design pp. 58-79

1. The three measures you can take to bring your drawings to life as vivid, believable human beings:

_____ : How to create characters with distinction and personality.

_____ : How to portray emotions with power and precision.

_____ : How to make sure that every figure you draw has a story to tell.

2. The three qualities that no great comics character can do without:

_____ : A unique history, world view and desires.

_____ : A distinct and memorable body, face and wardrobe.

_____ : Traits of speech and behavior associated with that character.

3. We can add to a character's personality all we want (...) but it's only when they start to

_____ that those traits are set in motion and given a purpose.

4. A _____ is a series of drawings of your character from various angles a kind of blueprint you can refer to when drawing.

5. You want your audience to _____ what you have to tell them and you want them to _____ .