





Creating a comic page in Comic Life is very simple – the user interface is arranged in an easy to understand way. A comic can be made in a few simple steps, but Comic Life is still a feature-rich application.

1. Choose a template.
2. Choose your images and drop them into panels.
3. Add balloons and captions to the panels.
4. Add lettering and a title.
5. You're done!

www.ahsd25.k12.il.us/ComicLife

1. Choosing a Template

A template is a particular layout of panels on a page. The templates are smart in that the layout is automatically adjusted to suit the dimensions of your page.

The template area is on the right side of the window. Use the pop-up menu to view the different template collections. When you decide on the template you would like to use, drag it onto the page or simply double-click it. The template will adjust to fit the page within the margins.

The template area collapses and the photo library expands upward.

2. Adding Images

If there are pictures in the iPhoto Library, you'll see them displayed in the image pane. If there are no photos in iPhoto, the home directory of the computer will be displayed. Clicking on the Finder button at the bottom of the pane will also display the home folder, so if your pictures are on the desktop you can find them here. The capture button is used when an iSight camera is attached to the computer.

Note: Comic Life is smart in that it will automatically create an show thumbnail views of any image files it finds in any folder on your Mac. That makes it easy to find any image that you need. Large folders may take a few moment to fully display all images.

Click and drag in image from the image pane over to the panel you wish it to appear in. Comic life will fit the image to the panel so that it fills it completely. You can adjust the position of the image by clicking and dragging it, and you can resize it by dragging the green 'handles' that surround the image. Continue adding images until the panels are filled.

Note: When an image is dropped into a panel it becomes a part of it. When the panel is moved, the image will move with it. To select only the image again, double-click on the image within the panel. The image is editable again.

3. Adding Balloons

Once your images are positioned the way you want them, it's time to add balloons. Drag a balloon from the pane at the bottom of your window and drop it onto a panel. The sample text within the balloon is highlighted and ready for you to type. Enter your text and either click outside the text area or hit the 'enter' key on your keyboard (not the return key).



Notice that the balloon has resized itself to fit the new text, but it doesn't always look exactly right. You can resize it by clicking on it once to display the green handles.



In addition to the green handles, you'll see a blue dot at the tip of the tail. Click and drag the dot to place the tail next to the speaker's mouth. When you click on the balloon and move it, you will see that only the balloon moves – the tail tip remains anchored where you placed it. To move the balloon AND the tail, click on the green dot with arrows and drag to the new position. The orange dot with a plus sign adds

additional tails to the balloon if you have more than one subject speaking.



If your character has even more to say, you can add an extension balloon to your original balloon! Simply drop it onto the first balloon. It is resized and moved in the same manner as other balloons.

Note: You may have noticed that you can place the balloon anywhere on the page – it doesn't clip inside a pane like an image does. This allows you greater flexibility – but is not the common look for balloons in printed comics. If you would like your balloons to be clipped inside the panel, select the balloon and go to the Arrange menu and select Clip.

4. Adding Captions and Lettering

The rectangular box in the balloon panel is for captions or titles when a character isn't speaking. To add even more interest to your comic – you can add lettering elements.

POW! BAM! KAZOWEE!

(Remember Batman!) To add a lettering element, drag and drop the lettering element onto your comic page. A pane appears for you to enter the text you want. You may also open the Font palette from here to change the font. Click Place Lettering when you are done. You can move the object by clicking and dragging, but the green handles work in a different way. They don't maintain the proportions of the object like on the images and balloons; they distort the lettering object. The center handles allow you to curve the lettering in interesting ways.

The default style is what you see above: a gradient fill of yellow to red with a black and white outline. To change the look of your lettering click on the Details button on the top right. There are many built-in styles in the pop-up menu or you can create your own style. The possibilities are endless!

HAVE FUN!