

Finding Images and Working with Comic Life

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Starting Tutorial

Fair Use Guidelines For Educational Multimedia:

http://depts.washington.edu/uwcopy/Using_Copyright/Guidelines/Fair.php#2

Find images online:

<http://www.Google.com>

<http://images.google.com/hosted/life> (Collection of photos from the Life magazine photo archive)

<http://library.artstor.org/library/welcome.html> (large database of art works)

<http://www.Bing.com> (Microsoft's version of Google)

<http://www.CGTextures.com> (just for materials)

<http://www.vads.ac.uk/collections/index.html> (images)

<http://www.hji.co.uk/image-gallery/home.html> (images)

<http://www.4wall.co.uk/home.htm> (image gallery)

<http://www.archive.org> (archived sites)

<http://www.movingimagesource.us/research/guide/type/10> (museum of the moving image research guide)

Edit images

- <http://www.Fotoflexor.com>
- Photoshop

Import them into Comic Life

- C:\Program Files\plasq\Comic Life\
 - Create a folder and drag images into it for Mac (shift+command+n or file > new folder)

Comic Life has three basic components to its work flow

First, is your **Panel**

- Technically Speaking: A panel is a mask for a selected image.
- Each panel has one and only one associated image.
 - Double click on a panel to select the image inside.

- Placing a new image in a panel will remove the previous image.
- The image does not appear outside the borders of the panel.
- Panels can be moved, scaled, and rotated.
- Panels can be brought in front or placed behind other panels by using the “front” “back” buttons found at the top of the screen.
- The Right Column “Details” selection provides options for the appearance of a panel.
 - Change the Shape and Edge of the Panel by changing the “Frame” preferences.
 - Add an optional shadow with the “Shadow” preference.
 - Add color to the background of the panel (anything of the panel not filled by the image) with the “Fill” preference.
 - Most images do not feature transparency, so the background of your imported image will cover up the Fill color of the panel.
 - Image formats with Transparency:
 - .TGA
 - .GIF
 - .PNG
 - .TIFF
 - .PSD (although strictly speaking this isn’t really an image, but a Photoshop file)
 - Image formats without Transparency:
 - .JPG (nearly every image online is a jpg)
 - All the above transparent formats can be saved without an alpha channel.

Second, is your **Image**

- Images are displayed at the bottom right of your screen, in the Library menu. You can search for your images in different folders by changing what Album you’re looking in (that’s their name for a folder).
 - Add your image to a comic by dragging and dropping it either onto the canvas or onto a specific panel.
- Select “Details” at the right side of the screen to edit your image.
 - Add a border to your image by selecting the “Frame” option.

- Add a shadow to your image (just the parts of your image that are not transparent), by selecting the “Shadow” option.
- Choose a filter to automatically “comify” your selected image. There are a number of predefined filters available by selecting the “Style” option.
- If your image needs to be further edited, upload it to [fotoflexer](#) or Photoshop and then re-import it into Comic Life.

Third, is your **Text**

- Drag word bubbles from the bottom menu of the screen onto your comic. Word bubbles are made up of text, a bubble that holds the text, and then a tail that shows who’s saying the text.
 - Drag the blue circle to change where the word bubble’s tail goes.
 - Click the green circle with the plus sign to create another tail.
 - Drag the green arrows at the center of the bubble to move the entire object.
 - Drag the bubble to move just the text bubble, tails will remain locked into position.
- Select the “Details” menu at the right side of the screen to edit the visual appearance of your text.
 - Click “Frame” to add or remove the border of your text bubble.
 - Click “Shadow” to add or remove a shadow.
 - Click “Font” to choose a different font type or color.

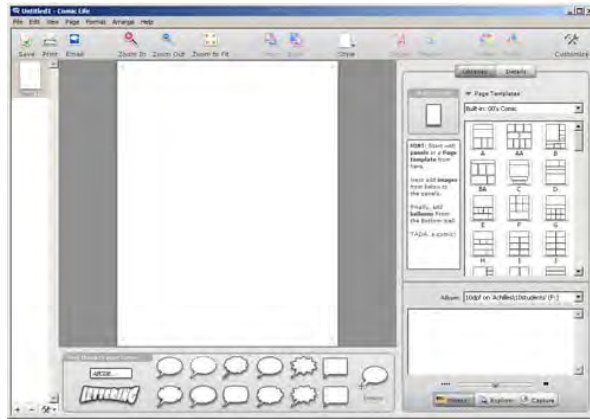
Congratulations! You now know nearly everything there is to know about Comic Life. To add extra pages to your comic, head over to the left column menu and hit the plus sign at the bottom left.

Tutorial on Comic Life

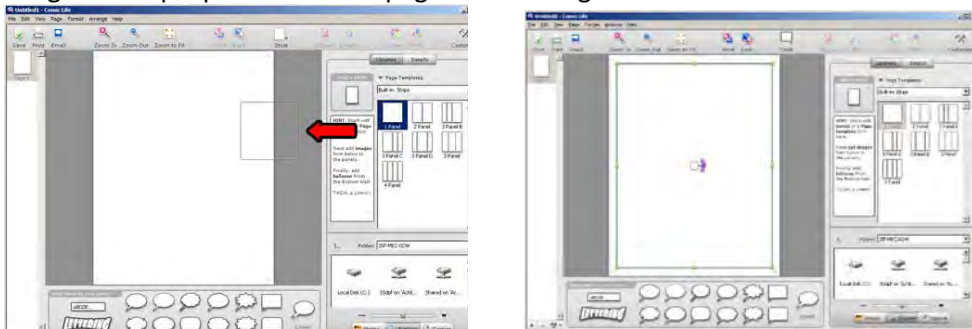
Dan Fast

Let's make a simple one panel comic.

1. First, we're going to open the application Comic Life.
It can be found on a PC at C:\Program Files\plasq\Comic Life
Or on a Mac by using the Search at the top right.
2. Your screen should look like this.



3. Drag and drop a panel onto the page from the right side menu.

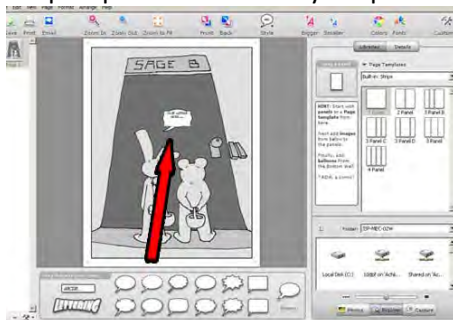


Panels hold your comic book images. They can be dragged and moved around the screen as you see fit.

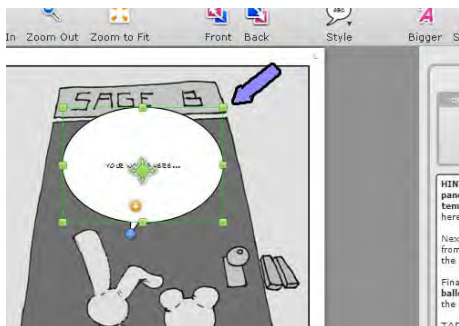
- Now we need to import an image to comic life. Grab an image somehow. You can pick up images from Google and assorted other places. Save the image to your desktop. Drag and drop the image you saved onto the inserted panel.



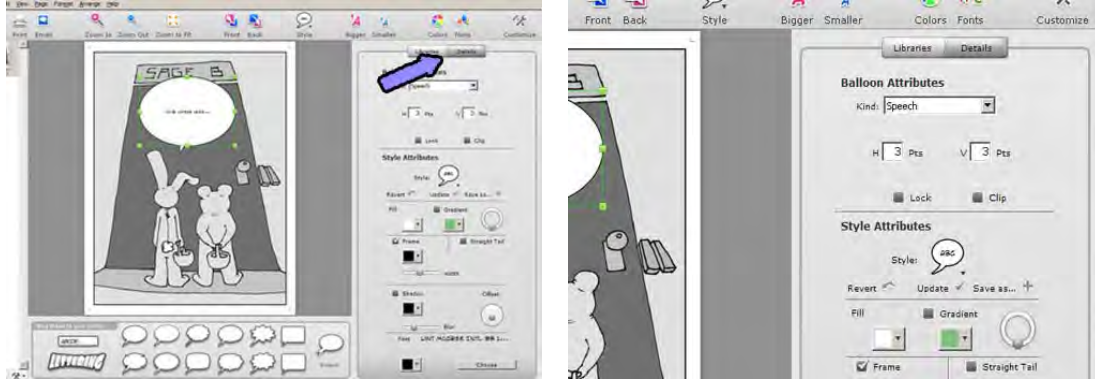
- Wow, we're like mostly done with our comic now. BUT WAIT! This comic needs dialogue. Let's add a dialogue balloon for these two characters. Go to the bottom menu and drag and drop a speech balloon to your panel.



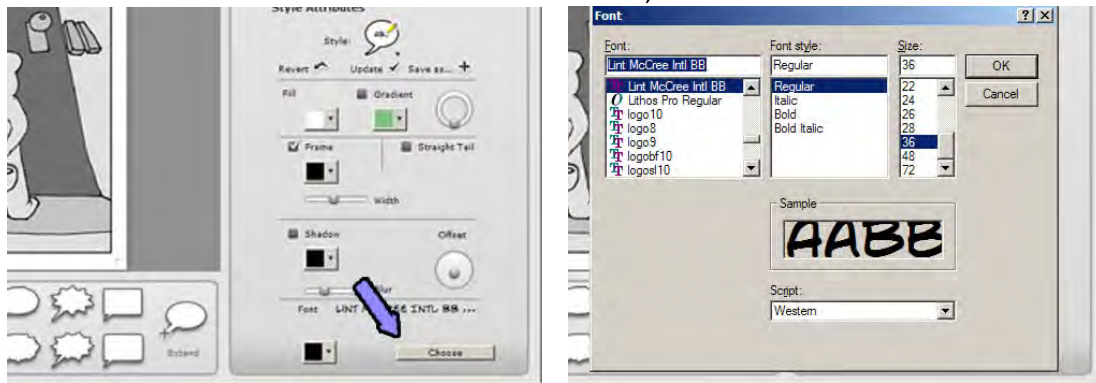
- That bubble is tiny; we need to make it larger. Clicking on the bubble should make a green frame around it. Drag the top right corner of the frame (like how you change the size of a window) in order to make the bubble larger.



- The font size is way too small still. Let's edit that. With the dialogue balloon selected, click on the details panel at the top right corner. Your screen should look like this afterwards.



Go to the bottom of this menu where "Font" is written, and select the button choose.



Select a larger size. Personally, I would pick 26. You can change the type of font here as well.

- Double click on your dialogue balloon to edit the words inside.



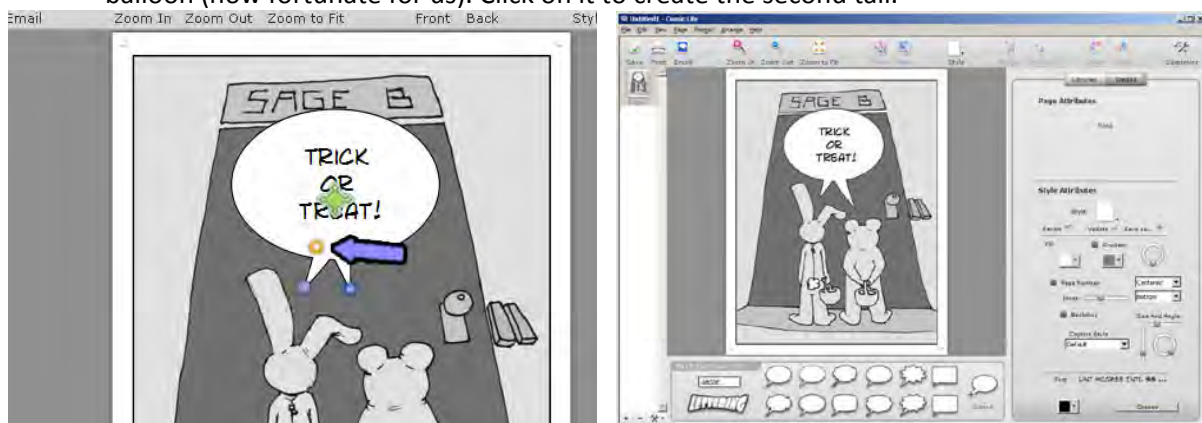
Type in your favorite phrase; because my image is a pair of tricker-treaters, I'm going to give them some Halloween dialogue.

9. I want both of my characters to speak, not just one. Luckily, we can add a second tail to our dialogue balloon (as well as edit the direction of our first tail). What's a tail? It's the little arrow that comes off the dialogue balloon and ends up near a character's head; a convention of the genre.

With your mouse over the dialogue balloon, a little *blue* control circle should appear at the bottom of the tail. Click and drag this to change the direction of the tail.



10. See that little green plus sign over the blue circle? That adds a second tail to our dialogue balloon (how fortunate for us). Click on it to create the second tail.



Drag this control point to the second character.

11. It looks like our comic is complete. Let's save it. You can save it as a ComicLife project, or, if you want to share it with your friends, I'd suggest saving it as a jpg. Go to Export (under File at the top left, right next to Save) and select *Export to Image(s)*. Choose JPG as your desired format, and click save.

