



Module II. Technical

Comics Course

Topic 3. Telling with Signs

Lesson 2. On the readability of the panel, the page and the general flowability



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In this lesson, we will learn...

how to compose the elements necessary for the story in the correct form.

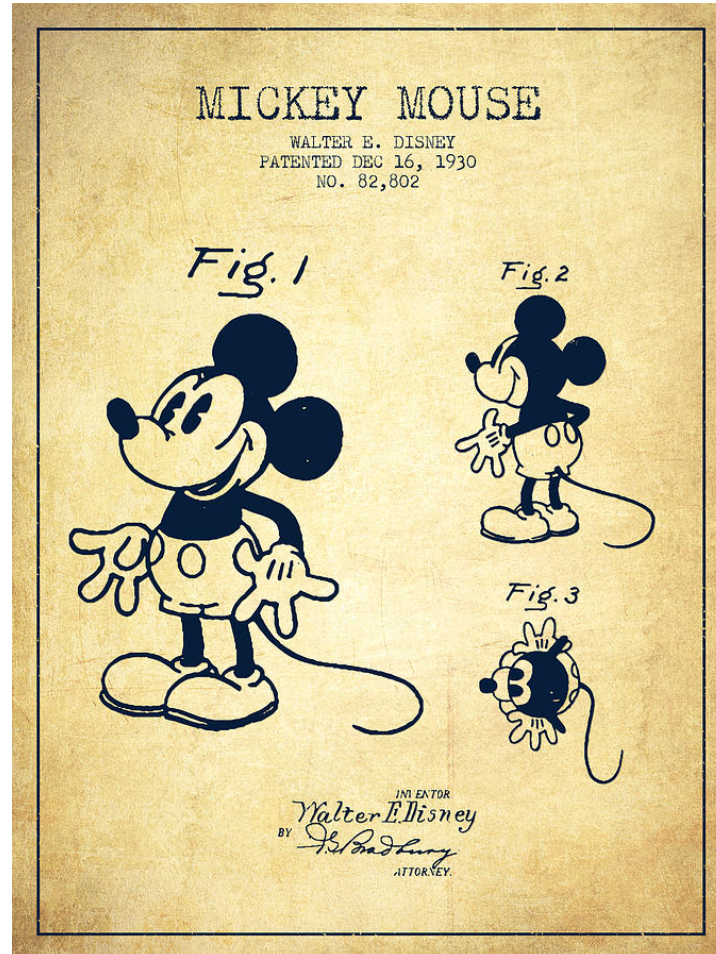


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Who we are drawing for

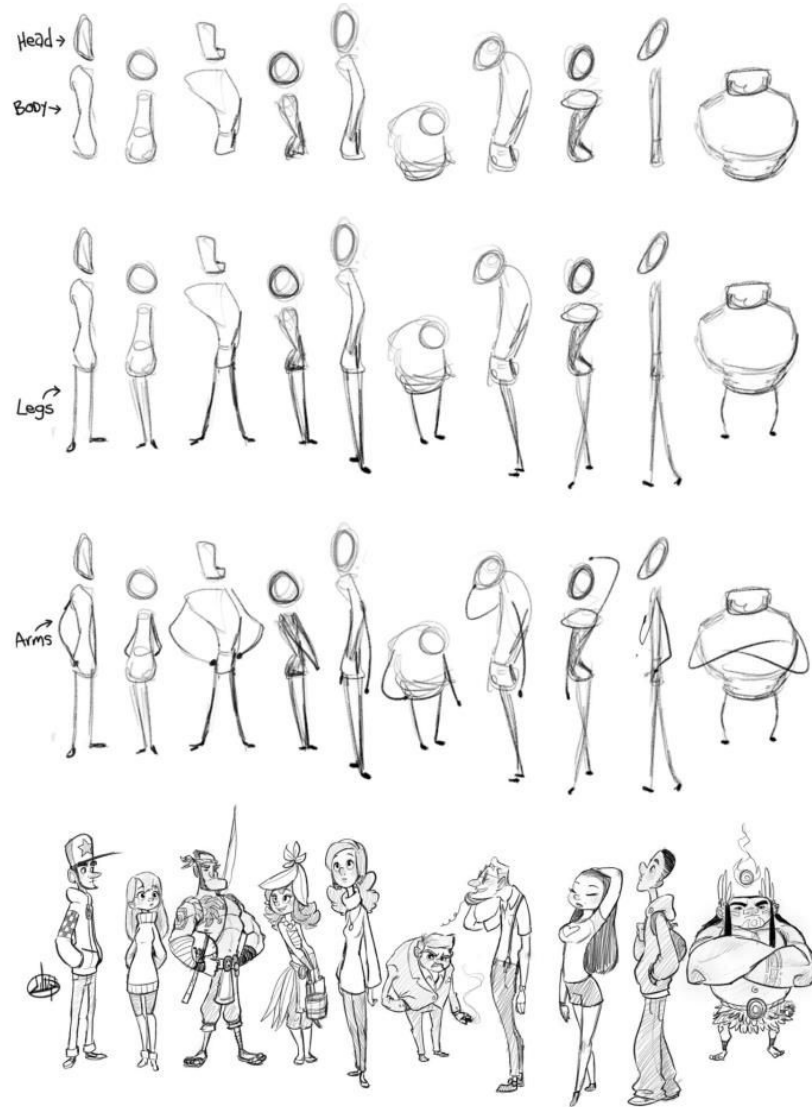
Keeping in mind the target of our comic is not only useful for the writing but also for the drawing style



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Depending on how close the frame is, details vary in intensity



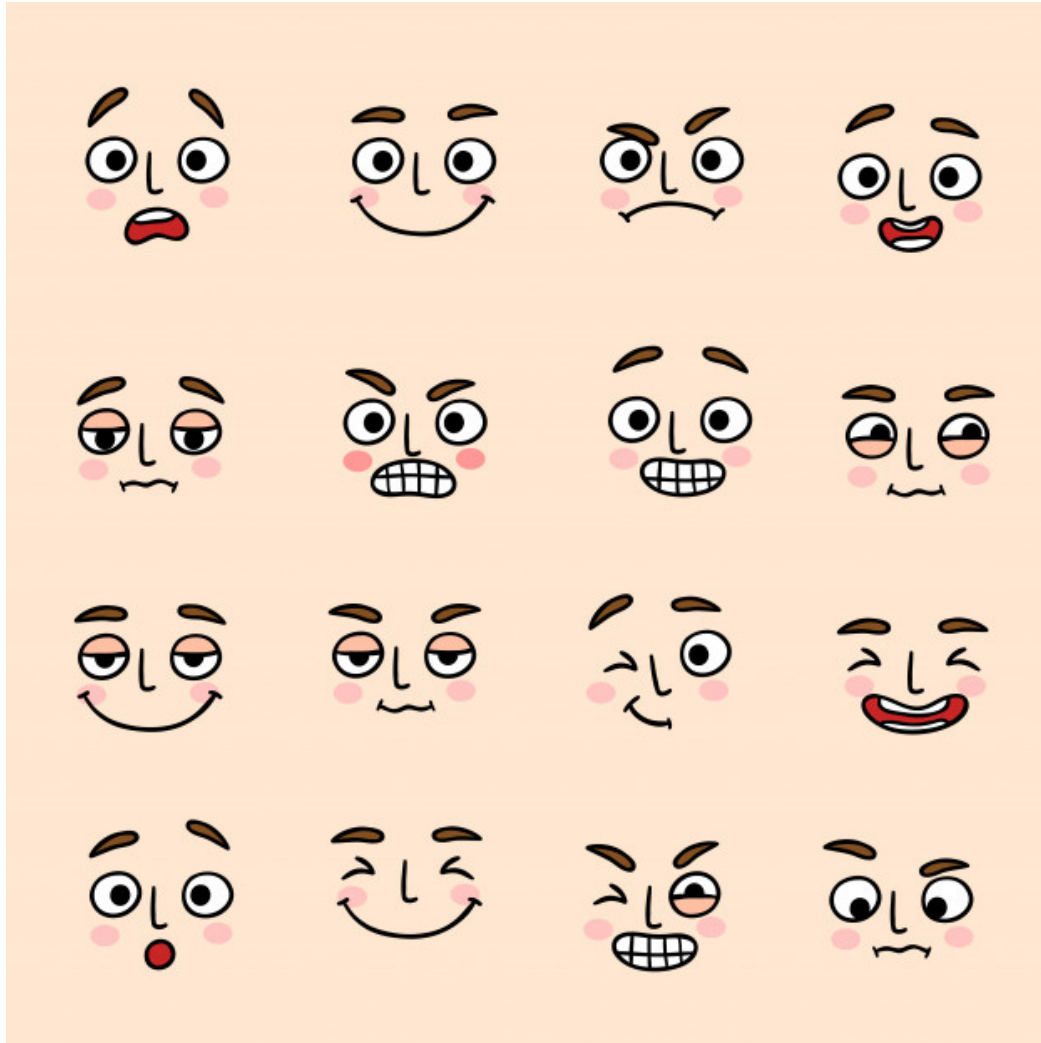


Whether we use a simple style or a more descriptive one, anatomy is an important tool to create an empathic bond with the reader.



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The face and facial expressions are the field on which the game of identification and empathy is played



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Posture, hand movements, the way people walk are just a few aspects that characterize people, let alone drawings



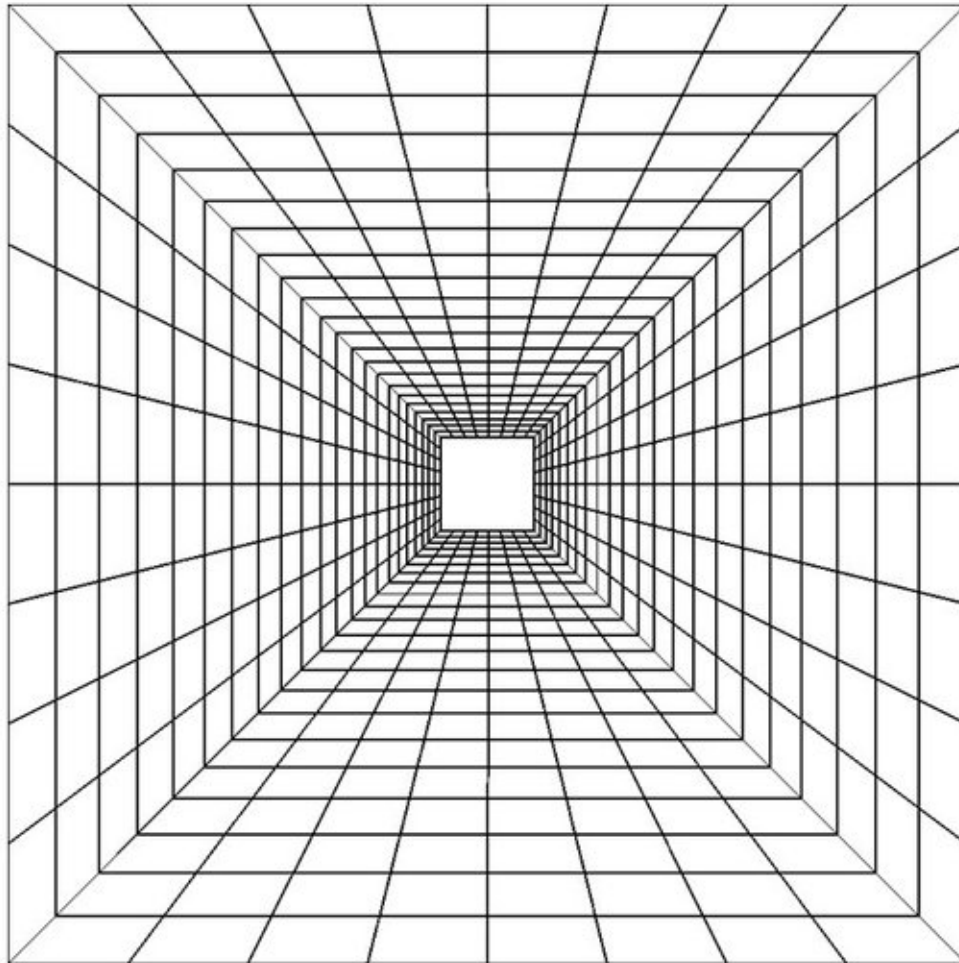
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The body does not move in nothingness, it has a plane underneath it, the earth's surface, and is subject to gravity



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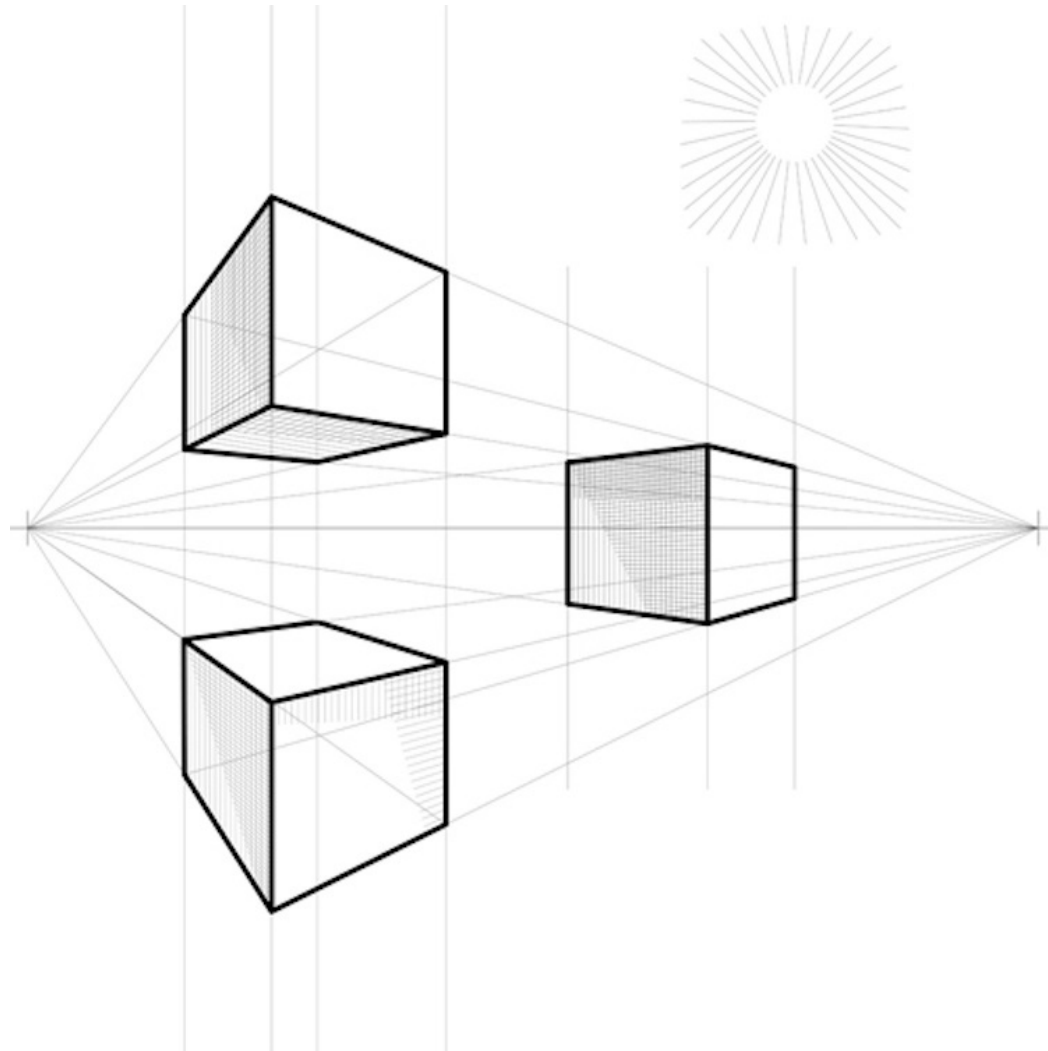
A simple way to manage objects in space is to imagine them arranged in a series of parallel lines



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For a more complex rendering of space it is desirable to use perspective, an ancient technique that creates the feeling of three-dimensionality on a sheet of paper



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Finally, chiaroscuro, a technique which, although simplified, serves to give the idea of the volumes of a body, an object or a space.



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Conclusions

Learning to manage one, two or even three vanishing points will give a touch of realism to your drawings.



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CREDITS

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