

Workshops for Drawing Comics

By Nicole Mollett

TALKING OBJECTS

15 minute drawing workshop

Via zoom or in classroom

This workshop is about looking at the mundane and everyday objects. Observing those domestic items we use on a daily basis, and giving them a new identity.

The aim of this exercise is to learn how art can capture beauty in the humble & commonplace. Not all stories involve big explosions, fight scenes and super heroes flying through the air. Graphic stories can be about seeing wonder in the everyday.

1. STEP ONE: Choose an object (1 minute)

- Something nearby to you.
- Something small, roughly the size of your hand.
- Don't think too hard about it.
- Pick the first thing that speaks to you, that you think might be interesting to draw.

2. STEP TWO: Start to Draw (5 minutes)

Decide what angle to place it at. Think about the key features, does it have handles or holes to draw?

Begin by mapping out the outline of the shape in pencil. Don't worry about accuracy, lines can be a bit wonky. This exercise is about capturing the essence of the object.

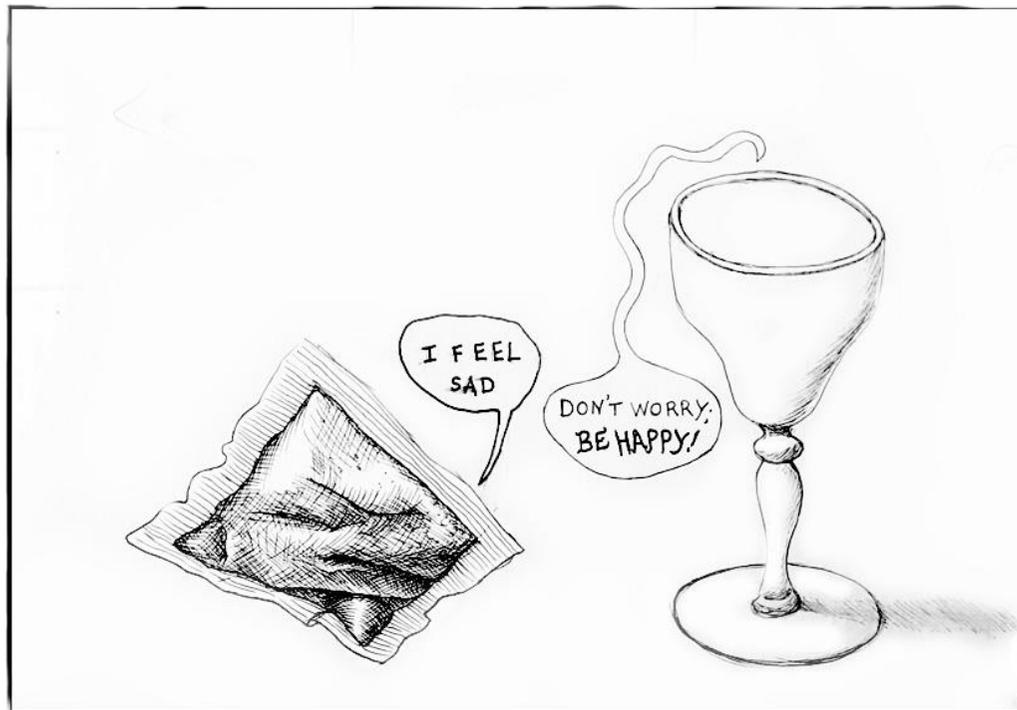
3. STEP THREE: Ask yourself if this object could speak what would it say? (5 minutes)

If there was a person trapped inside, or if this thing was alive what kind of person would it be?

- Maybe it reminds you of someone you know; a teacher, or a family member. Think about what kind of mood there are in, are they happy or sad?
- Try to write one sentence they would say. It can be really short like a greeting or a question.



- Is the voice powerful or a quiet whisper? The size and style of the text can show this.
4. STEP FOUR: Share your drawings on the screen /with your partner.
Hold the drawing to the camera so that everybody in the class can see the item you have drawn.
Look at everybody else's drawings and pick one other person's drawing to copy.
Spend approximately 10 seconds memorising the shape and the details.
 5. STEP FIVE: Copy the classmates drawing next to your drawing of an object. (4minutes)
Don't tell us which one you have chosen. Now make this new object reply to whatever your drawing has said.
They should look like they are having a conversation.
It does not need to make sense, and can be funny or absurd.
 6. STEP SIX: Share your drawings with the class.
 - Tell each other what you have written.
 - Talk about what characters you gave the objects and why.
 - Talk about someone else's drawing and what you find interesting about it.



DISRUPTIVE ACTION COMICS

30 minute drawing workshop

Via zoom or in classroom

1. Choose one of the following scenarios:

- Caught in bad weather
- Lost mobile phone
- Stepping in dog muck
- Haircut goes wrong
- Computer breakdown
- Wi-fi /zoom failure
- Burnt dinner

2. Choose one of the following templates for your story:

- Option 1 – Diptych: Before and After (2 panel template)
- Option 2 – Triptych: Beginning, Middle, End (3 panel template)

3. START TO DRAW (15 mins)

Use thumbnail sketches to explore ideas and plan your story, taking the following variables in to consideration: content and viewpoint. Consider key elements that need to be included in your sequence e.g. figure, object, environment.

DISCUSSION One

Present roughs to small group and discuss effectiveness of storytelling. How well have you communicated your chosen disruptive action? What can be done to optimize your narrative before you render your artwork?

DISCUSSION Two

Present draft outcomes. How successful is your sequence, both in terms of aesthetics and visual communication?



DREAM MACHINE

15 minute drawing workshop

Via zoom or in classroom

1. STEP ONE: Draw an outline of a simple recognisable shape.

It could be a head, a TV, a fish, a dog, a rocket, a hand, a teapot.

2. STEP TWO: Turn your shape into a dream machine. (10 minutes)

Imagine this shape is a robot. Break it down into sections. They could be rooms, an engine or connecting chambers. The aim is to create the sense of a technical diagram. Make it look busy, active or moving in some way.

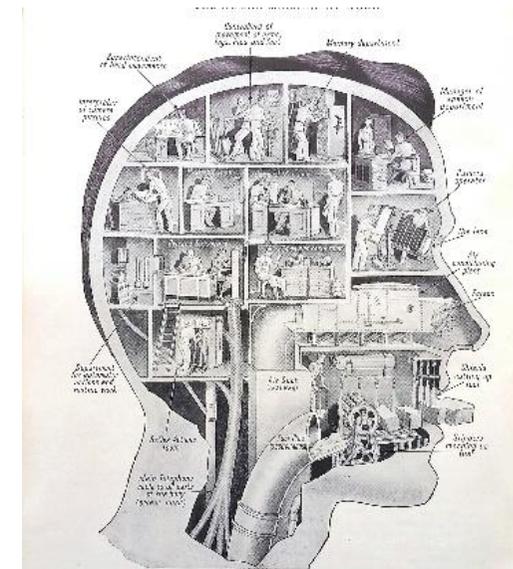
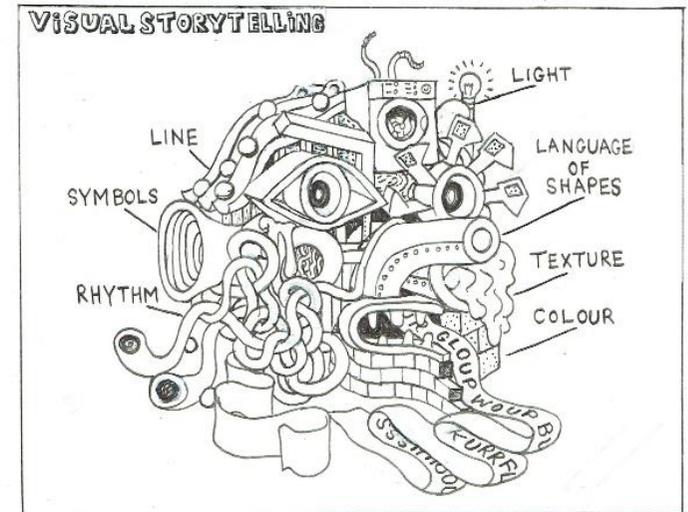
Fill inside the outline. It does not have to make sense. The more detail you include the better.

Add a range of mechanical features;

- Wiring
- Tubes, cones, speakers.
- Screws, nuts and bolts
- Cogs and balls
- Conveyor belts, pistons
- Fuel tank
- Buttons and screens

3, STEP THREE: Label the parts. (5 minutes)

You can make the words absurd or logical. The words could be the sounds the machine makes.

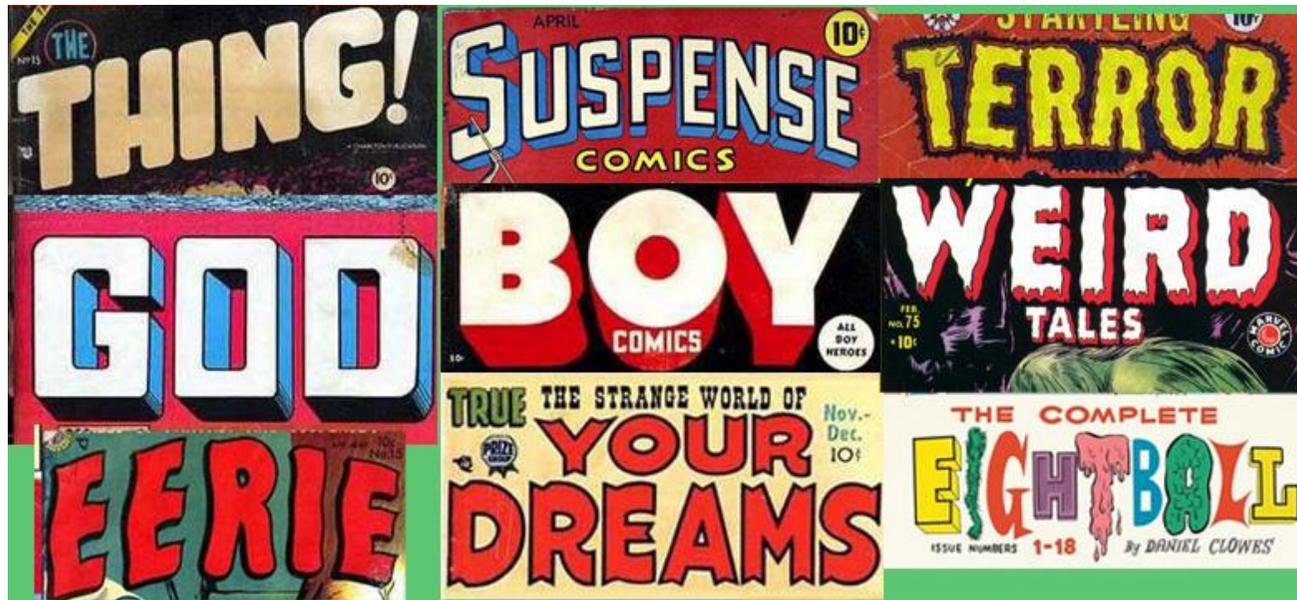


FANTASTIC FONTS

30 minute drawing workshop

Via zoom or in classroom

Here are some examples of classic comic lettering for titles;



1. STEP ONE: Choose one of the following imaginary titles (or make up your own);

A History of Everything

Good Intentions

Chance of Rain

Nobody Home

I Choose You!

Distant Exile

The Common People

Big Brains

Electric Nebula

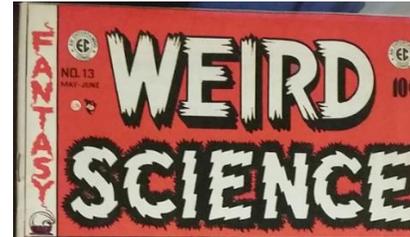
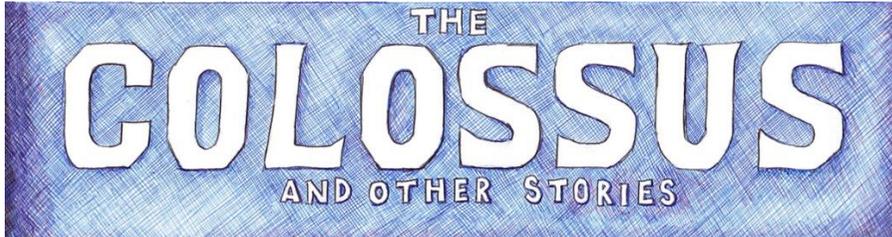
Dangerous Illusions

Venom

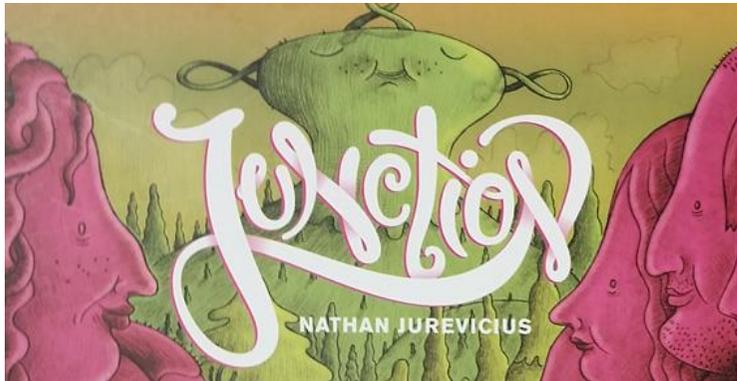
The Vortex

2. STEP TWO: Consider the style in relationship with the meaning of the words. Can your title font echo the mood of the story you imagine?

Option 1. Just Font, with strong shapes, colour contrasts and shadows.



Option 2. Shaped Font with story visuals in background area;



3. STEP THREE: Draw your title. (20 minutes)

- Plan the lettering in pencil.
- Think about colour combinations.

4. STEP FOUR: (10 minutes)

Share your title drawings with the class.

Consider and talk in pairs how your draft titles would work as an A4 cover page.

Discussion with your class which titles are most powerful and why?