

T. Motley, Cartoon Basics

THE PROCESS, Part One:

PLANNING A STORY

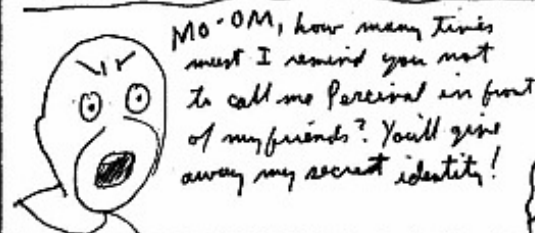
1. Outline & Sketches.



MIGHTY BINGO BOY

BINGO BOY NEEDS TO STOP SOME BANK ROBBERS BUT HIS MOM WON'T LET HIM LEAVE THE TABLE UNTIL HE FINISHES HIS DINNER.

2. String People & Script.



3. Do Some Math.

TOM'S FORMULA: NUMBER OF PANELS DIVIDED BY 5 EQUALS APPROXIMATE NUMBER OF PAGES.

My story has 55 panels.

$$5 \overline{) 55}$$

∴ comic should be 11 or 12 pages long.

4. Choose A Format.



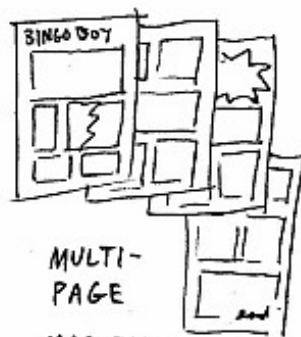
8 PG.
MINI?



12 PG
Digest?



28 PG.
comic book?



MULTI-PAGE
MAGAZINE
STORY?

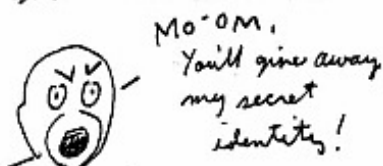
(this time I'll choose a 12 PG. digest)

5. Edit & Correct.

A). REMOVE SOME PANELS.



B). SHORTEN SOME DIALOGUE.



C). COMBINE SOME PANELS

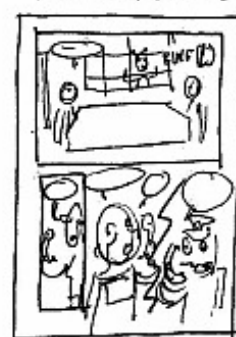


D). EXPAND SOME PANELS.



6. Thumbnail Pages.

(SMALL SKETCHES OF PAGE DESIGNS).
HOW MANY PANELS WILL YOU PUT ON EACH PAGE?



1. ↑
(THESE ARE "ACTUAL SIZE")



2.