

# R095 IMedia Topic 1.1 – Knowledge Organiser

## Plan characters and comics



### Types of Characters

- Doodle
- Cartoon
- Photorealistic.
- Geometric
- Minimalistic



All appeal to different/variety of target audience. Some types include facial features, some are for younger or older target audiences. Some are relevant to infographics or books or comics. Others such as photorealistic would be used in video games

### Features of Characters

Colour and Colour meaning is important in character design to represent different emotions or character traits.

<https://www.color-meanings.com/color-symbolism-chart>

**Protagonist** = Main character – usually seen in Primary colours

**Antagonist** = usually the villain seen in Secondary colours

#### Proportion:

Used to highlight a feature such as a witch with pointy nose



### Characteristics and Conventions

Character Tropes – a generalization of how a particular character may look.

Hero = cape



#### Physical Characteristics

What are they wearing, what do they look like, what are their facial features.

#### Anthropomorphism

Giving an object or non-human being, human characteristics



### Characteristics and Conventions continued.

#### Non-Physical Features

Superpowers such as mind reading, weaknesses and strengths. Happy or sad.

#### Facial Features

They show the tone of the interaction of dialogue, they show emotion. Eyebrows, eyes and mouth all contribute to the different tone, or emotion

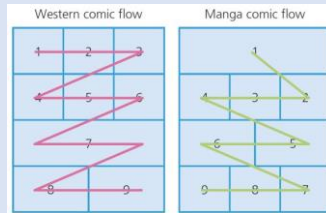






### Panel layout and Storyflow

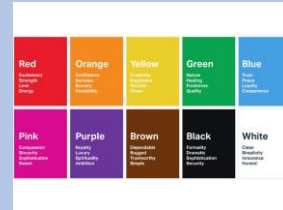
Comics are laid out in panels. These vary in size and shape. They dictate how the story will flow.



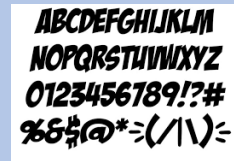
### Creativity in Characters and comics

Comics should always be made accessible to the reader, using both your own creation and imagination. When we use the term derivative design we are referring to using templates and styles that are based on another comic. v

#### Conventions of comic design and layout



- Use colour to enhance meaning.
- Use typography in your narration, speech and captions to make it visually appealing.
- Be consistent in your styling



- Consider your focal points
- Consider your backgrounds to show the environment

#### Resources required to create characters and comics

- graphics tablet
- touchscreen
- stylus
- scanner
- digital camera.

These will aid you in creating your characters and digitising.

#### Software used to create you comic

- Adobe Illustrator/Fireworks/Photoshop
- Serif DrawPlus/PhotoPlus
- Affinity
- Pixelmator
- GIMP.

- Microsoft Publisher
- Comic Life
- Pixton Comic
- iStudio.

### Pre Production planning

#### Character Design

- How will the character look?
- Thumbnail sketches to develop design.
- Annotated sketches showing a range of views
- Physical models using clay
- Digital drawing plans – Microsoft paint.

#### Character Profiles

- Non physical personality & behaviour
- Appearance
- Backstory may be included.

#### “Aesthetic”

#### Plot structure

- Storyline – plot key points beginning middle and end
- Script, storyline and storyboards
- These go hand in hand with each other .
- Draft an outline these could be bullet points.
- Create a script with detail including tone of voice, speech, narration, captions.
- Storyboard how will you decide to panel it up, sketch put the panels follow the flow using the z formation.

#### Shot types

- Consider shot types close up shots
- Extreme close up shots.
- Wide shot – establishing shot
- Panel shape and styling



Storyline (part 1): Ryszard is talking to Sarah about going to the cinema using a smartphone messaging app on social media

**SCRIPT**  
AT HOME IN LOUNGE, MESSAGING VIA SOCIAL MEDIA ON SMARTPHONE

**Ryszard**  
How about going to see the new film that opens today?

**Sarah**  
Yeah great, let me know what time?

**Ryszard**  
Starts at 6.30 - meet outside at 6.00

**Sarah**  
STANDING OUTSIDE THE CINEMA

**Ryszard**  
Hi Sarah - over here!

RYSZARD AND SARAH GO INSIDE

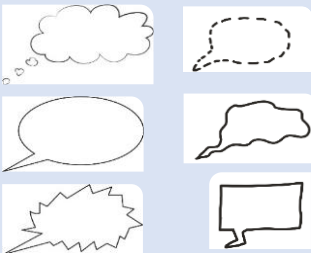
### Splash pages and spread pages.

- A splash page is a whole page is made up of one panel. Used for scenes with lots of action.
- Whereas a spread page covers 2 whole pages.

### Rule of thirds and panel staggering

- Dividing the page into 3 equal chunks.
- Staggering the panels of different sizes, giving an uneven pattern.

### Communication Bubbles



The shape and style change with the type of communication. The placement is important as to not cover graphics.

[Link for more info](#)

### Narration and Captions

These are boxes which contain a small amount of text.

### Onomatopoeia

Words that say what it is.

