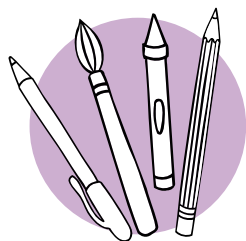# HOW TO DRAW A COMIC

1. You need a good piece of paper with the correct weight for the technique you are going to be using.

An ordinary sheet of paper will do if you're going to draw with felt tip pens. If you're going to apply ink with a brush then you'll need a thicker paper like craft paper. For watercolours use paper specific for watercolours. The choice of paper is very important; a good pencil drawing can be spoilt on inking or colouring when using the wrong technique for paper type.

2. It is important to work using the correct dimensions.

We're looking for works which adjust to DIN- A dimensions. Any size between DIN- A4 and DIN- A3 is valid. To work out proportionality, all you need to do is join the two opposing corners of the paper, i.e. top and bottom to form a diagonal, and any perpendicular line to paper edges which cut the diagonal or its length are proportional.
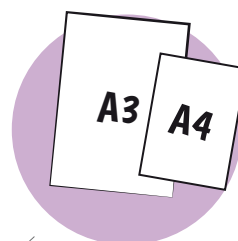
3. Page layout.
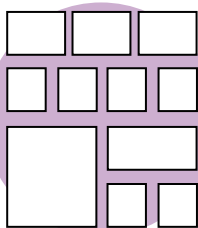
We're going to concentrate on comics with three or four cartoon strips per page. Each strip can have an average of three or four cartoons. Take into account the size of the cartoon must be readable and gives meaning to the scene it contains. The longer and narrower the cartoon the greater speed the scene will have and vice versa. This greatly influences in how the story is understood, so we can play with the cartoon size and shape as we like and even go beyond, break or erase it.

4. Beginning, crux and conclusion.

We need to know who the story characters are and where it takes place. The crux of the story is the path along which we guide the reader until the final conclusion. Depending on the information you give along the way you'll be more or less successful in conveying the end idea.

5. Script.

Ideas can be distributed in the following way: the first strip for the presentation, the second for the crux and third for the conclusion. Look for something which inspires you and start writing from there. Good stories make us think, convey emotions and may even change people. Write with the aim to communicate something specific, being aware of what you want to say and why. It's not the same writing a letter to a friend, a protest song or a declaration of love.
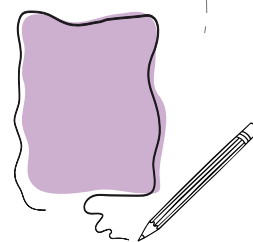
6. Think of it as a whole.

The result should be a balanced page with areas of information and free spaces, compensated by black and white, supported by good colour or shades, and a complete easily understood story. Take a step back and look at the page as a complete image bearing in mind the first glance is the first source of information read by the reader. Then if we manage to capture his/her attention, he/she will concentrate on the cartoon; finally if the ending surprises them they may never forget what they've read.

7. Characters, texts, onomatopoeia, motion lines and graphic resources.

Be yourself and draw without feeling embarrassed. Use original characters, look around yourself and draw what you see. Your closest reality is what you know best and what you have most control over, use that information to create a good story and the cartoon will draw itself. Your own handwriting has much greater artistic and informative value than any computer and in a comic as short as this one it's important to keep calligraphy under control. Use onomatopoeia, motion lines and as many graphic resources as you want, you mastered at list as many as emoticons on WhatsApp!
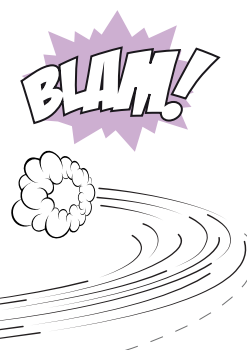
8. Be critical about your work.

All this advice can be destroyed, transformed, adapted, re-invented and re-written to become exactly what you are looking for. You can draw on an empty milk cartons or a stone; create collages with magazine cuttings, or whatever occurs to you! To inspire a reader, the process must be as entertaining as possible for the cartoonist.