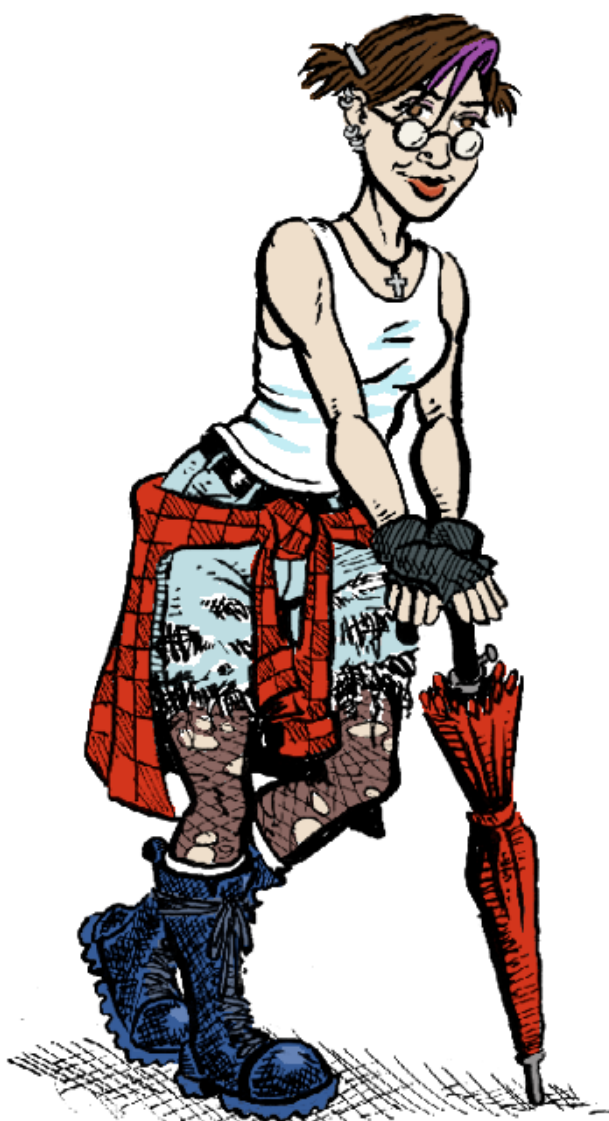


CHARACTER & WORLD BUILDING



Art by Jeff Ellis

JE 2010

Playing with Shape

A series of different shapes gives each character a different look. Sometimes, all it takes to change a man from young to old is to reverse his shapes.



Art by Christine Eberle

Drawing Style

One character can be drawn in many different styles to achieve a unique look to a story or feel. Below Umbrella Girl is illustrated by different artists. One artist can have many styles of drawing.



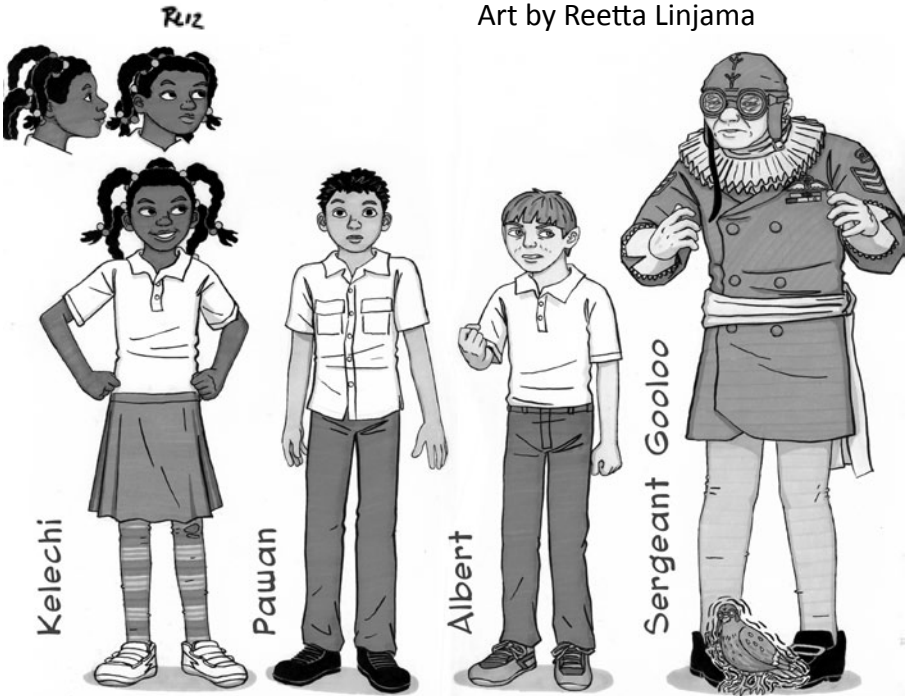
Art by Jonathon Dalton, Chloe Chan, Toren Atkinson, and Megan Furesz

Variety in Characters

Give each characters in your story characteristics that will help the reader recognize them quickly. Quick trick to help you, if that character wore something else would the reader still recognize them?



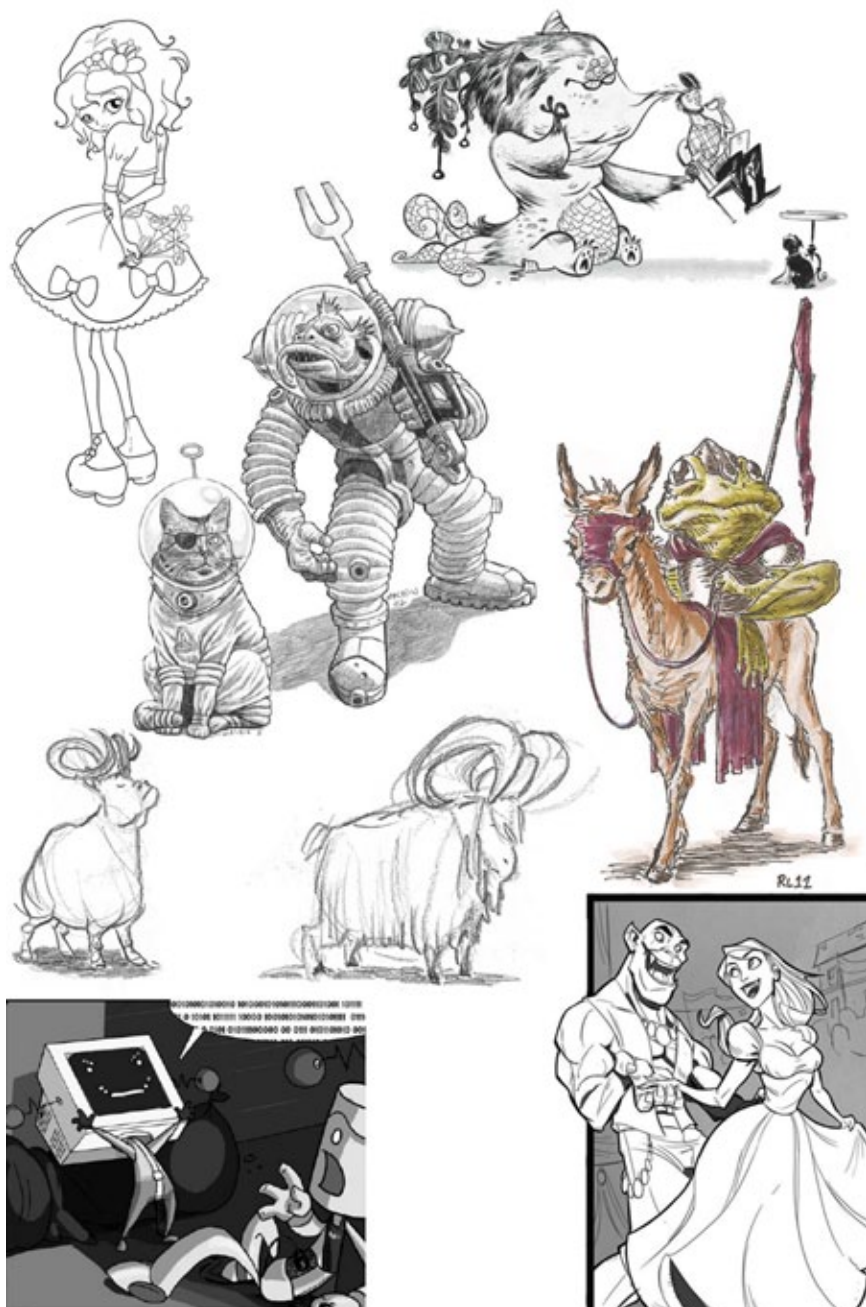
Art by Reetta Linjama



Art by Jonathon Dalton

Main Character

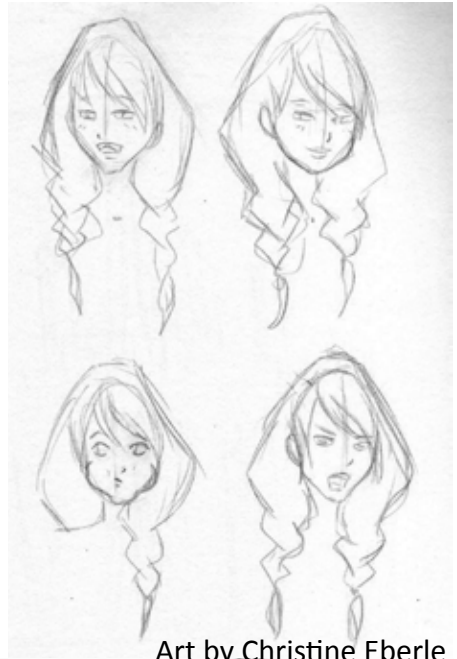
The main character doesn't have to be human; they can be an animal or an object.



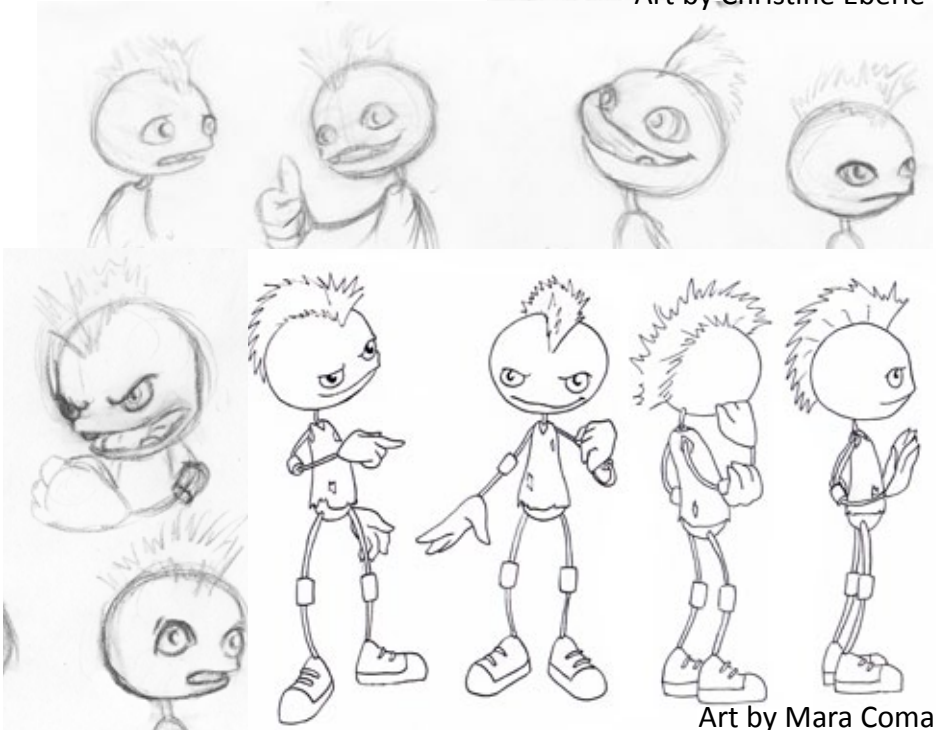
Art by Mara Coman, Rebecca Dart, Toren Atkindon, Reetta Linjama, Megan Furesz, and Jeff Agala

Character Sheets

It's a good idea to build character sheets for longer stories. Doing this will help keep the character looking constant throughout the story. These can include expression charts, character turn arounds, action poses, and details that need to be remembered. These sketches will also help you flush out your character; how do they smile, how do they walk, how do they act when they talk.



Art by Christine Eberle



Art by Mara Coman

Roger Anyodrubax



Constance Sakura



Constance Sakura

Art by Jonathon Dalton

KEN TANI

谷 ケン



SHIGERU TAKAGORI

鷹森 茂



TARO ANDO

安部 太郎



Art by Jonathon Dalton

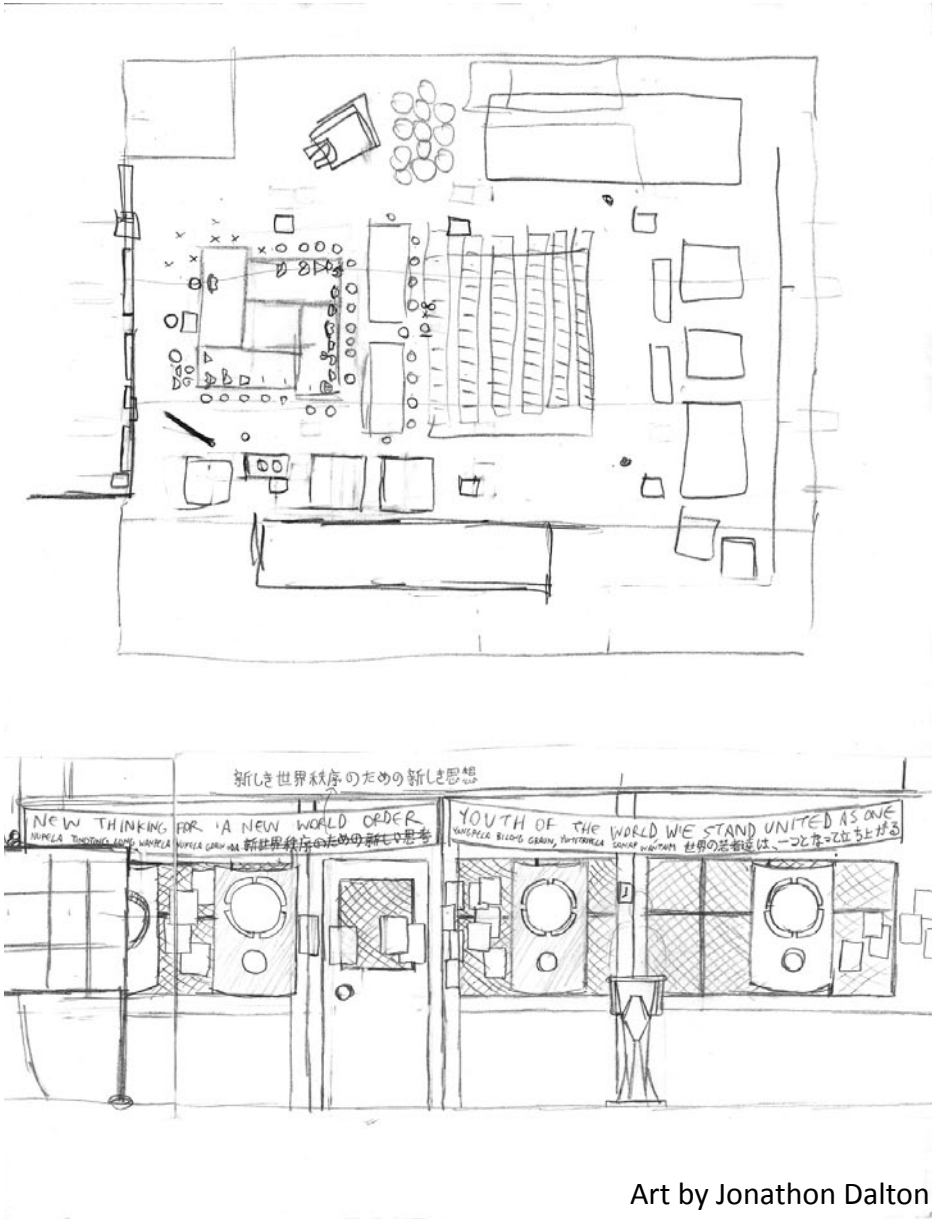


"SPACE GIRL"
Samantha

Art by Oliver McTavish-Wisden

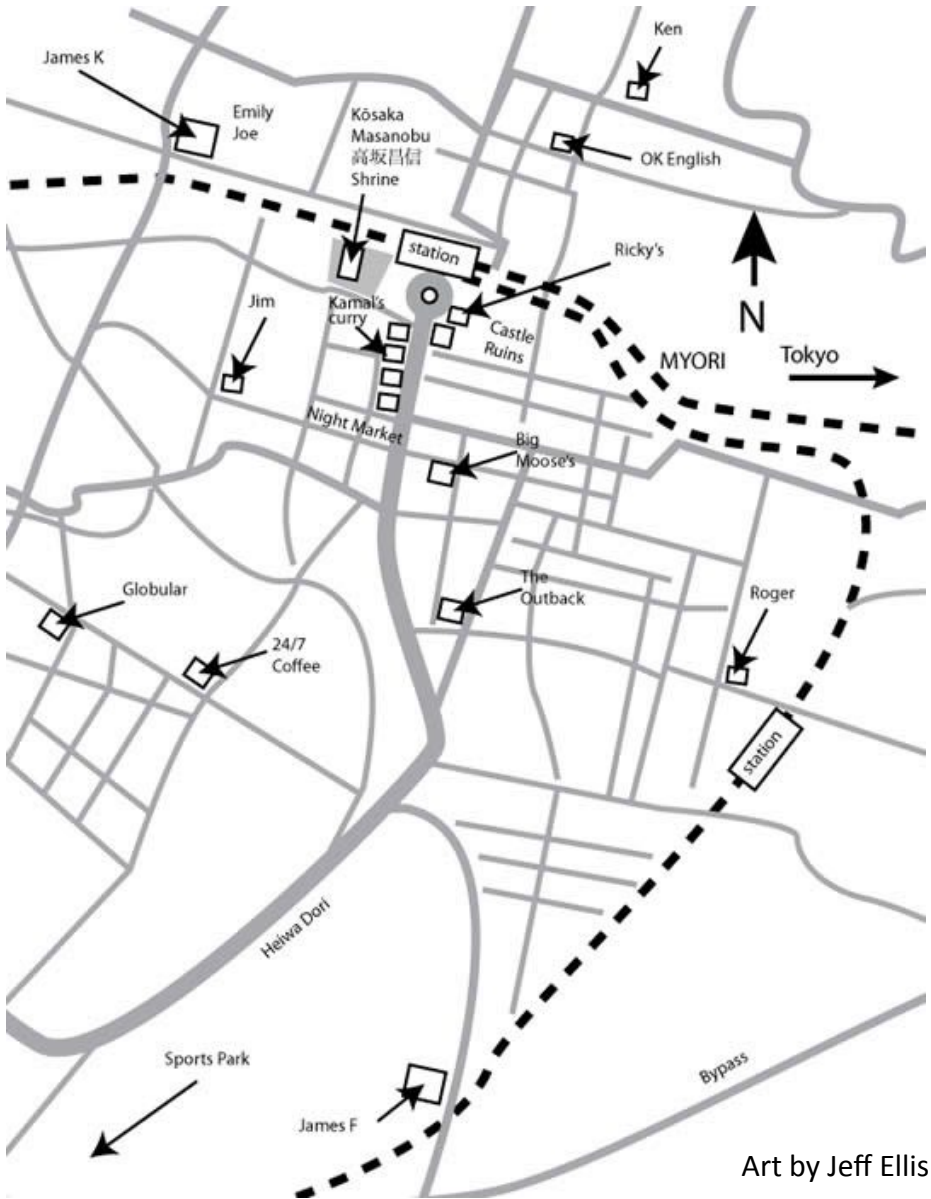
Backgrounds

The setting of your story needs careful planning as well. Unless your characters live in the void or a constant snow storm, chances are you'll need to draw at least one or two backgrounds to establish where the action is taking place.



Art by Jonathon Dalton

Long comics require more though like city maps, layouts of the inside of buildings that the characters often revisit. Doing this will help you keep track or even the most intrecate scenes and you won't be left wondering if you'd be able to see the window from this angle, or can he get to the door from that angle.

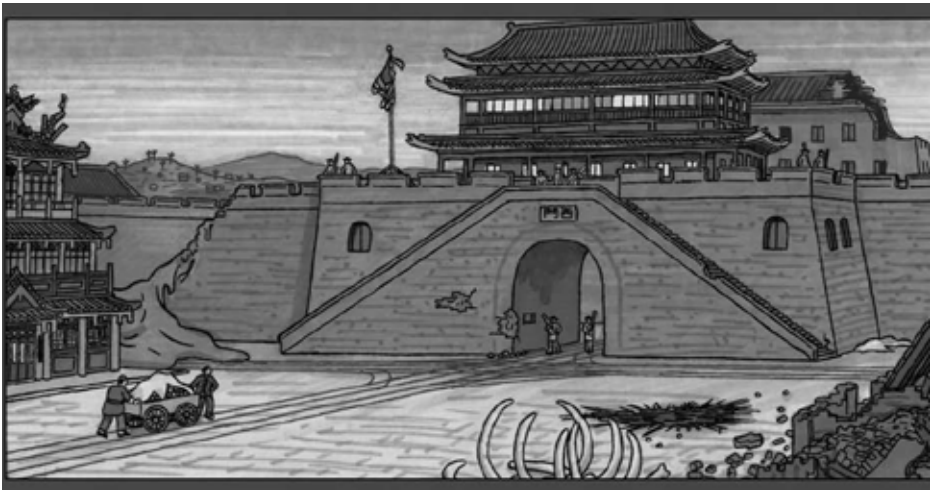


Amazing Worlds



Art by Edison Yan

The cool thing about comics is that you can travel anywhere the imagination takes you. You can build huge cities or revisit ancient civilizations; there are no boundaries.



Art by Jonathon Dalton

Learning the rules of perspective will help you build anything you wish and make it believable. Referencing real places and then just twisting those places to your needs is how professional comic artist work. Few people can recall from memory all the details of a city so having photo references is key.



Right Art by Jonathon Dalton
Below Art by John Christmas





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