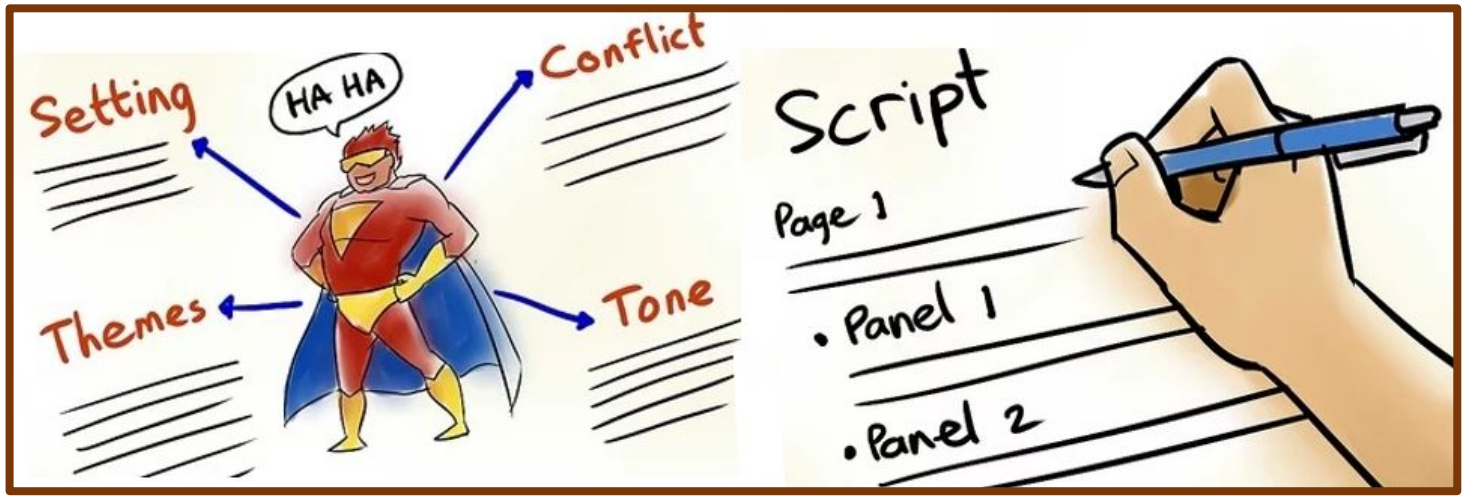
Lesson 6 – Making Comics



Prelude to Stories & Comic Making

- Children have an **innate love** for listening and later telling stories.
- Stories create magic and a **sense of wonder** and awe in their minds.

- **They are the starters,** to a comprehensive menu of child development.

- Stories set a childs **mind thinking.**
- They are the **unique roads** to imagine, understand, respect, appreciate and imbibe a positive and constructive attitude.

Young Learners share a **remarkable array** of personal ideas, experiences, values and ways of seeing and understanding things around them.

Stories **link a childs world** of classroom and home to that of the world beyond.

They link the worlds of the **past, present and the future.**

Languages like English, Hindi and others, that children learn in the classroom, are the tools they use to shape their thoughts and achievements.

Stories provide the ability to use this tool as the **link between** their perception, the language used to express themselves, & its final **understanding** by others.

Child – Stories – Coding. This is a **unique triangle** integrating technology with art, or for that matter linking **coding with art.**

Coding is an essential tool a child with **flair in art** must acquire.

It lays down a foundation for **building carers** in animation, designing, media marketing, story writing, publishing and the like.

Co-relation with Comics

Comics, or **“graphic storytelling”** is a unique art form in which:

- Pictures are **blended** together
- In an integral & **imaginative** way
- To **tell** a story or **deliver** a message.

What do Making Comics Involve

Comics involve:

- Inputs of an **artist** to make the characters and backgrounds.
- **Imagination** to bring them to life through creative variations as per story line.

Comic Consist of

A few main **characters** and an array of backgrounds.

Coding for comics requires: a library for each character that brings out **physical variations** to the character to suite the storyline.

More complex the comic, more are the required variations.

We will learn **how to make simple comic strips** without art work intricacies. Children can then **experiment** on more complex ones, making their own art work.

What **applies** to a simple comic strip, also applies to a complex comic.

Let us make two Simple Comics

Comic Strip no 1 – Bus to Railway Station

The story line of the project is:

“A young boy wants to go to the Railway station.
But, he does not know which bus to take.
He goes to the bus stand and decides to take help from an elderly man.
Like a good citizen, that man helps him & ensures he gets his bus before his”.

Requirement of Sprites

In this project we require three sprites.

- One is the **boy going** to the railway station.
- Other is the **man helping** him.
- Third is the **bus.**

We can have more sprites like **people waiting** at the bus stop.
It is **all up to us.** But more the sprites, more could be the coding.

Requirement of Backdrops.

Most comics require multiple backdrops. Since this is a simple project to teach the use of coding, we shall go with only **one backdrop.**

mBlock 5 library gives us five options, we have selected this.

To be **realistic,** we have shows one boy standing there. He will be a **silent spectator** & will not require coding.

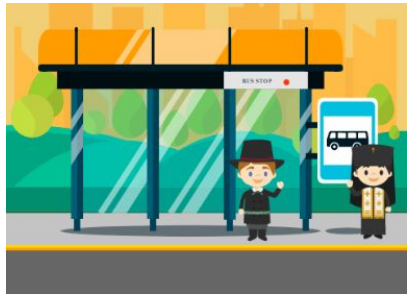
Let us Start Making our Comic

In this project we are using simple 2 D sprites.

We will not be using animated sprites talked of in the chapter on animation.

Kindly focus on the steps. Whatsoever applies to these sprites, will apply to animated sprites as well.

Frame 1. In this frame, the man
who will help the boy has been **brought to** the bus stop.



Let us call him **sprite 1.**
Since he will speak and do things, he **needs to be coded.**

Frame 2

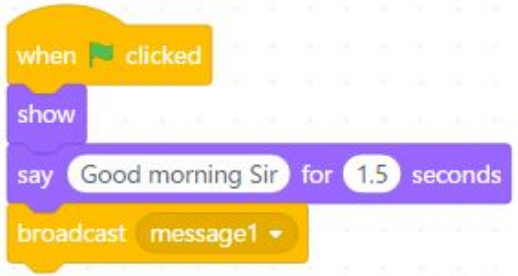
Frame two shows:

- The boy who is **going to the railway station** has also come.
- Let us call him **Sprite 2.**
- Like a good citizen he says **“Good morning sir”.**

Its code is as shown.

Since greetings need to be **displayed** as a voice bubble we use the **show** block.

Since sprite 1 has to react, we need to **broadcast the message** as message 1. For this we use the **broadcast block.**

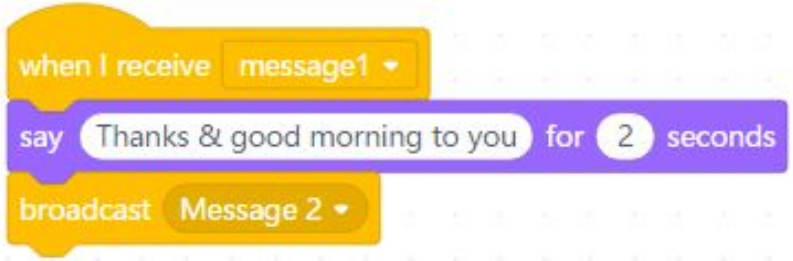


Frame 3.

Frame three shows:

- The man needs to **respond** to the greeting of the boy.
- So when he **receives the broadcast** of message 1
- he replies **“Thanks & good morning to you”**
- This is **message 2** and needs to be broadcast as well.

To do this, click on **white triangle.**
Select new message.
Give it the name message 2.
In a similar way, you can **keep adding** more messages.



Frame 4. Frame four shows:
The boy asks for the bus to the railway station.

For this he has to **create message 3.**
Method of creation of message 3 is similar to that of message 2.

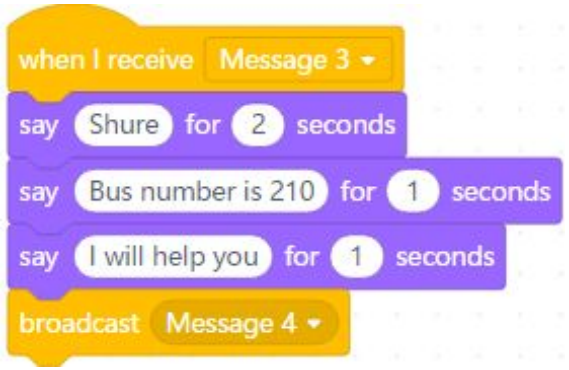
Frame 5. Frame five shows:
The man **responds** with Sure.

Since he is **going to say** more we **do not** have to broadcast but **wait** for his next message, which will be in next frame.

Frame 6. Frame six shows: The man then **tells** the bus number.

He **also says** I will help you.

Now these **three messages need** to be broadcast together.



Frame 7. Frame seven shows:

The boy responds with **Thank you sir.**

He also says **I shall wait.**

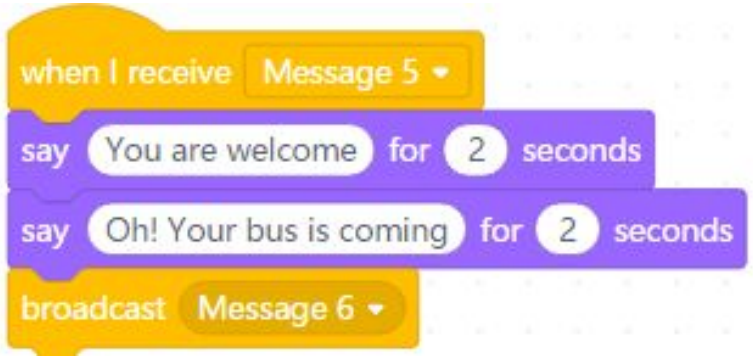
These two need to be **broadcast as** message 5.

Frame 8. Frame eight shows:

The man responds with **you are welcome.**

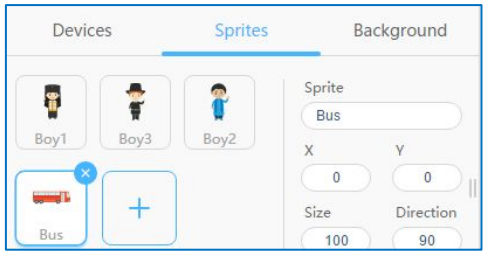
After a second he says **oh your bus is coming.**

These two need to be **broadcast as** message 6.



Frame 9. At this time the **bus or sprite 3** appears.

We need to **first add it** from the library.



To code, we must first **select the bus.** Then code it as shown.

The **initial co-ordinates** (go to) need to be fixed. **Followed by glide.**

Frame 10. In this we will show that the **boy enters the bus.**

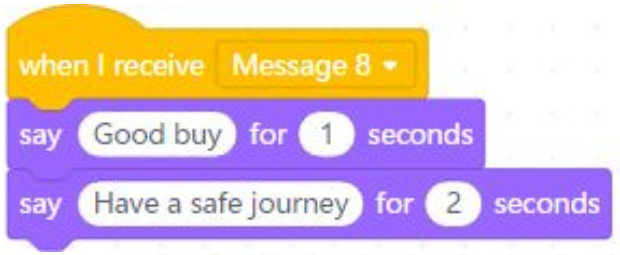
To do this we need to **hide** him, to simulate him having entered the bus.

Code as shown. **On execution** the boy will be hidden.

Frame 11. In this we need to code two sprites.

First.

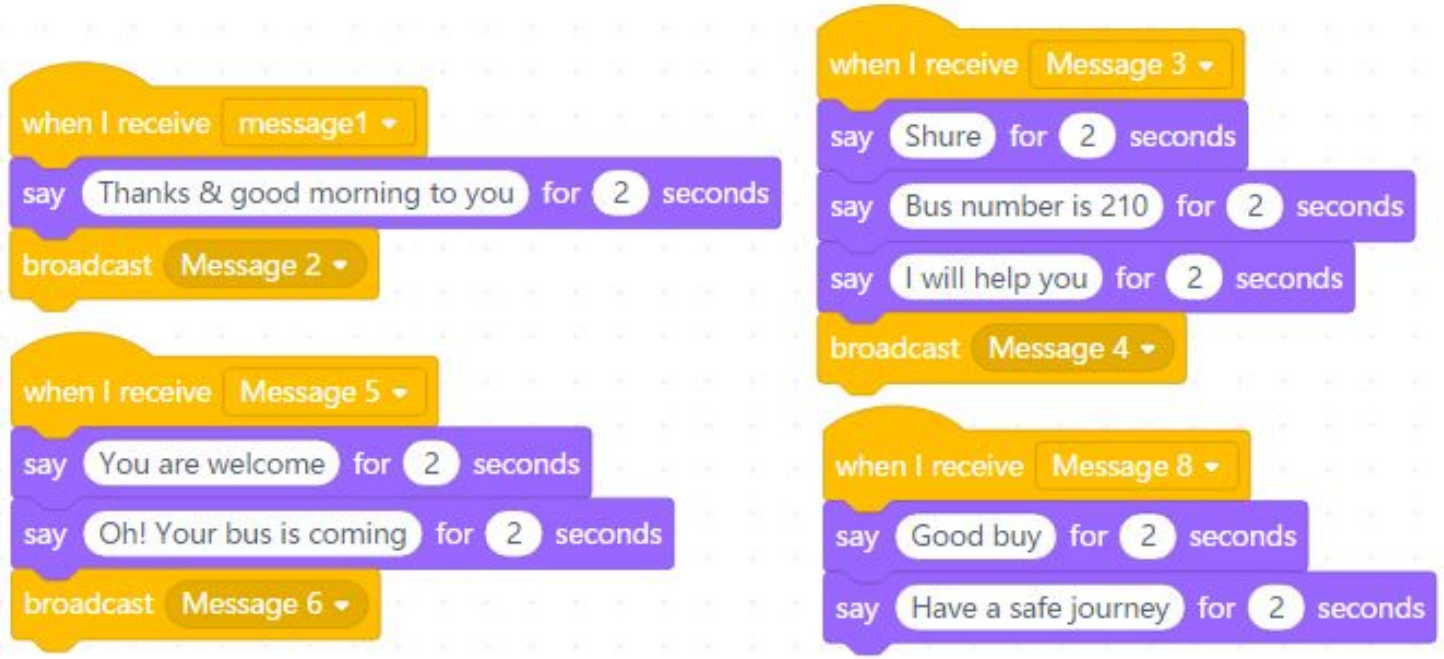
The **man says** Good buy.
Have a safe journey.



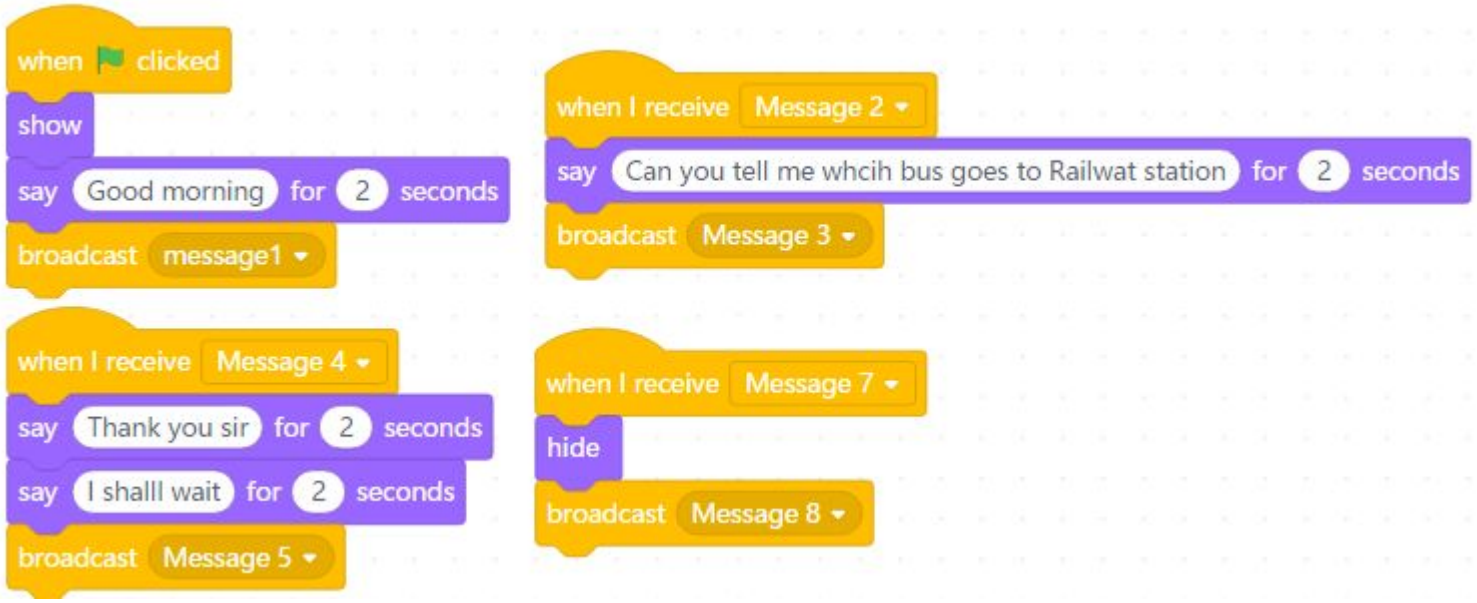
Second.

The **bus leaving** the bus stop.

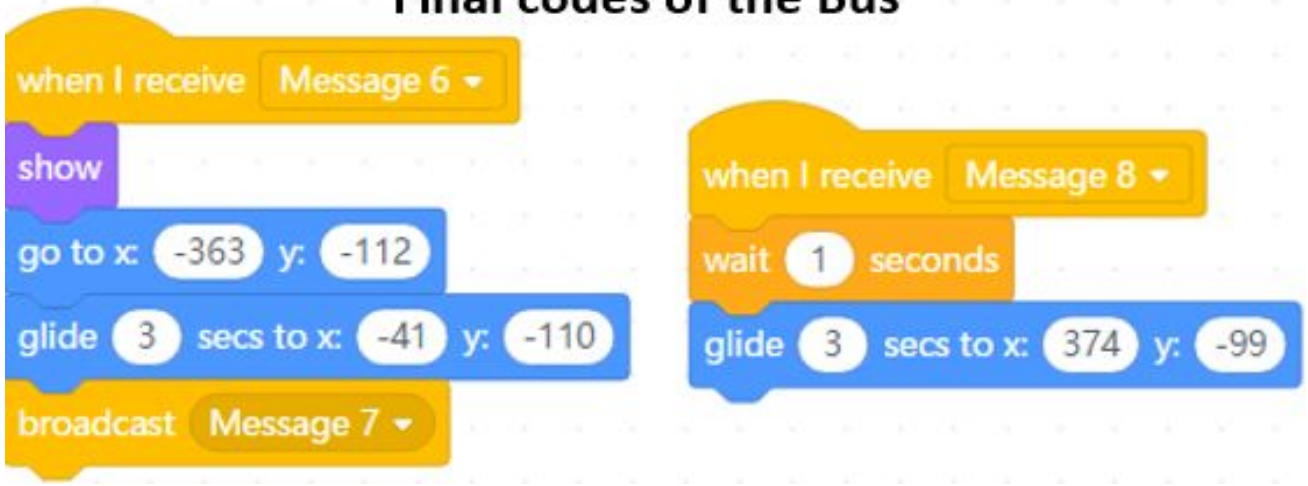
Final codes of the Man



Final codes of the Boy



Final codes of the Bus



De-bugging

This is an integral part of any coding project.

This is because the **code may not run** as per the story line.

This requires you to **identify the sprite where things are wrong.**

Then **select that sprite** in the sprite interaction area.

This **will open up its code** which can then be addressed.

Your Finished Project – Comic Strip

Kindly Note

In this we have not changed the **basic look** of the two characters. This is because we **want to focus** on the coding aspect and not the art aspects.

Once the coding aspects have been understood, the variations showing hand and leg movements as per the story **can be easily made,** stored in the library and used. These have been covered in the lesson on animation.

All variations in the characters will have to be coded as a separate sprite or costume and then clubbed in a sequence.

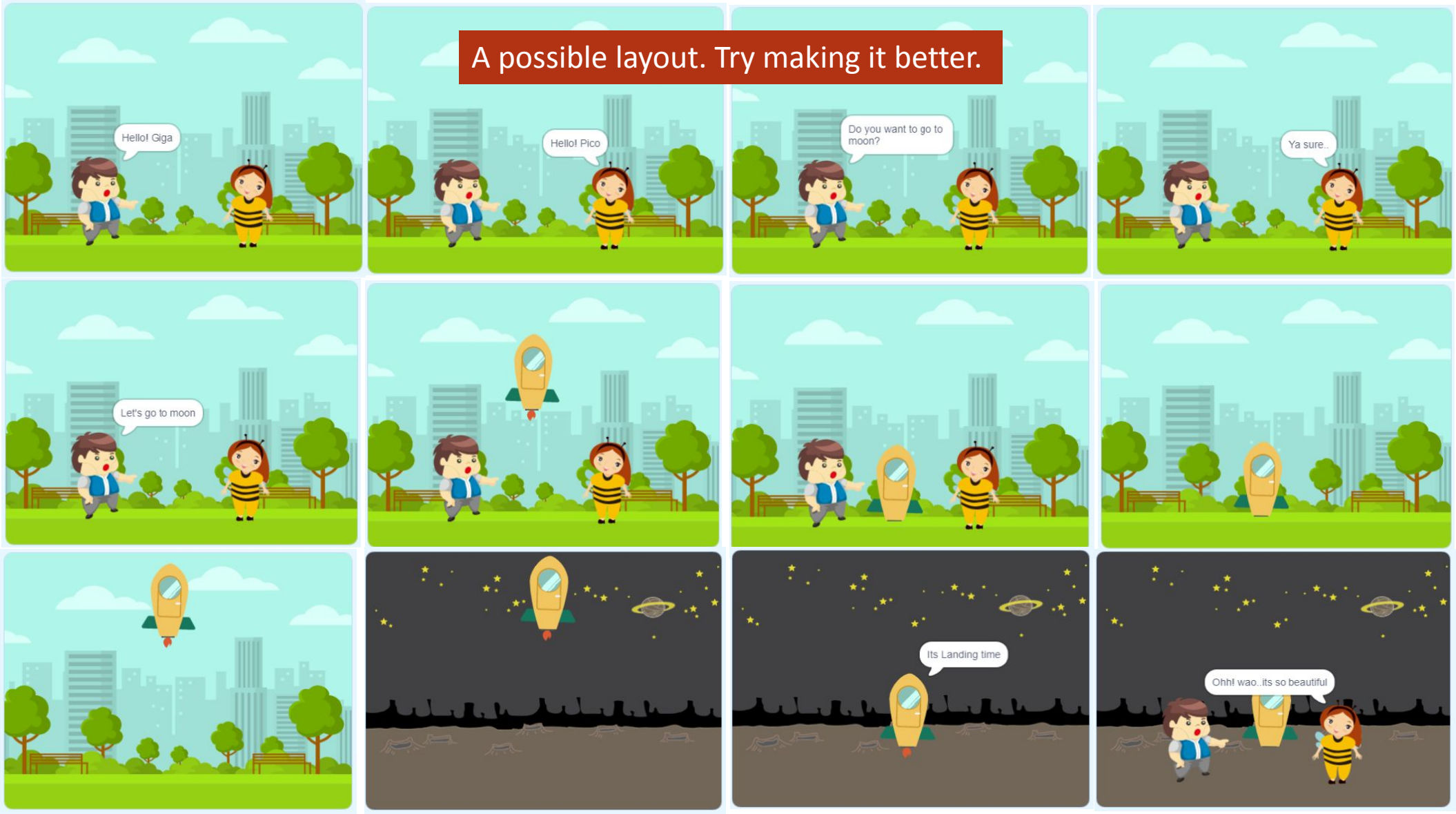
Comic No 2 – Journey to the Moon

The story line is:

- There is a young boy who invites his sister to **go to the moon.** She is delighted.
- The rocket **comes.**
- They **get inside** and the rocket takes off.
- The boy tells her that we are **about to land.**
- **The rocket lands.** They come out.
- They love the **beauty** of the moon.

Kindly try it all be yourself. See the Code only if you get stuck.

A possible layout. Try making it better.



Final Codes & look of the Comic

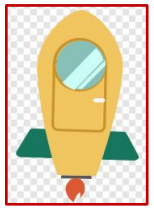
when space ▾ key pressed
say Hello! Giga for 2 seconds
broadcast giga ▾

when I receive pico ▾
say Do you want to go to moon? for 2 seconds
broadcast moon ▾

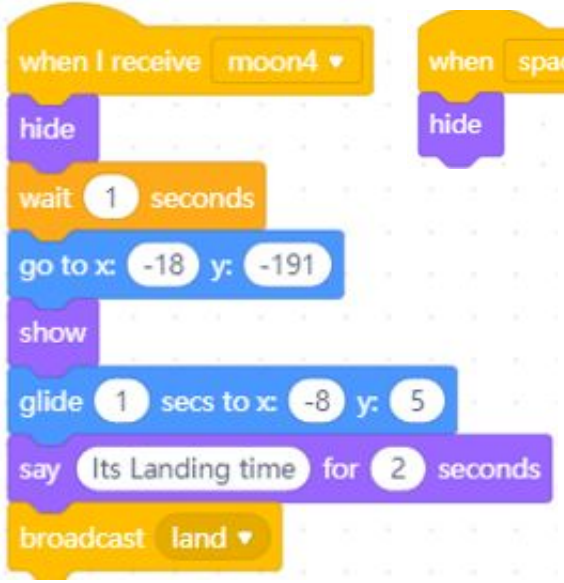
when I receive yes ▾
say Let's go to moon for 2 seconds
broadcast moon2 ▾

when I receive sit ▾
hide

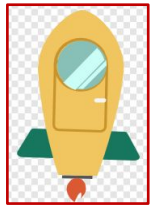
when I receive land ▾
show

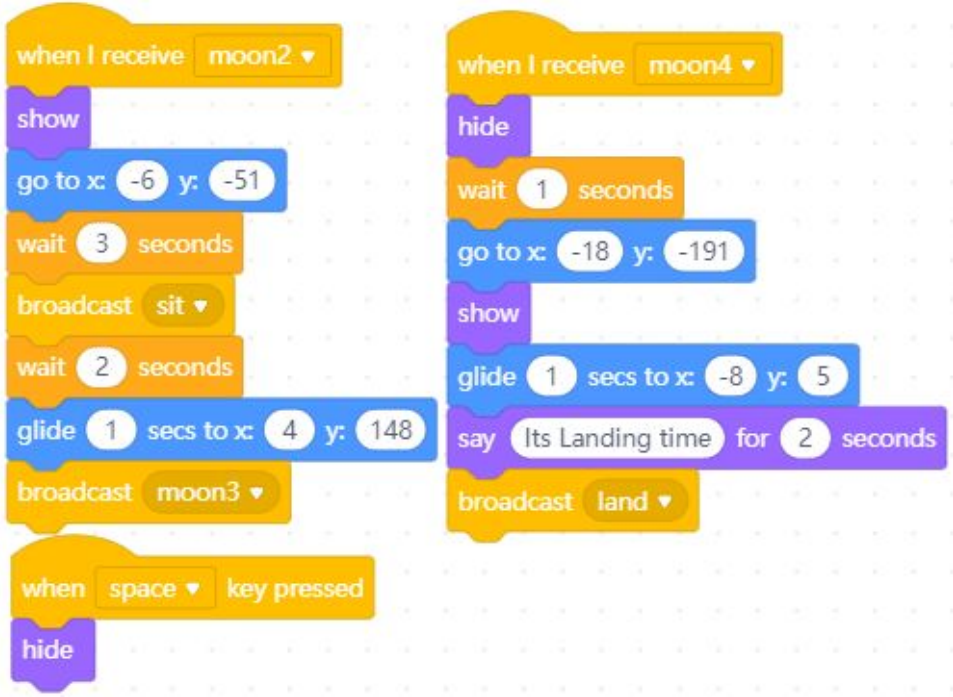



when I receive moon2
show
go to x: -6 y: -51
wait 3 seconds
broadcast sit
wait 2 seconds
glide 1 secs to x: 4 y: 148
broadcast moon3


when I receive moon4
hide
wait 1 seconds
go to x: -18 y: -191
show
glide 1 secs to x: -8 y: 5
say Its Landing time for 2 seconds
broadcast land


when space key pressed
hide




when I receive moon2
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wait 2 seconds
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broadcast moon3
when space key pressed
hide

when I receive moon4
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go to x: -18 y: -191
show
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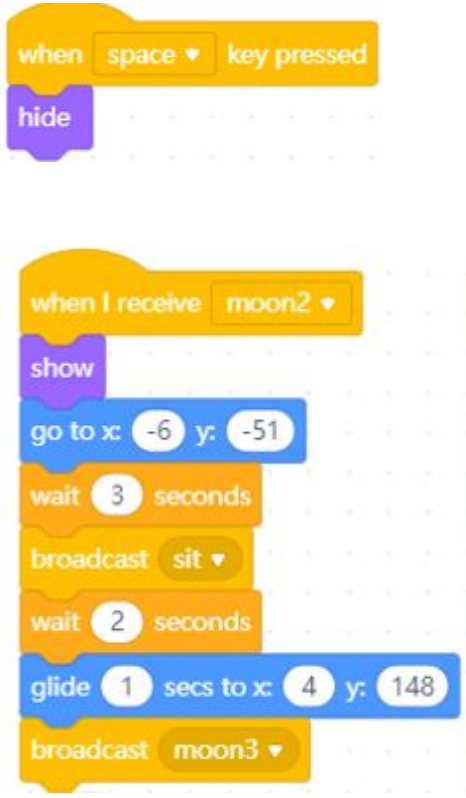
when space key pressed
hide
when I receive moon2
show
go to x: -6 y: -51
wait 3 seconds
broadcast sit
wait 2 seconds
glide 1 secs to x: 4 y: 148
broadcast moon3

You could **add variations** to this as per your imagination.

You could make the journey longer.

You could show them exploring the moon.

Code Karega India Badhega