PROJECT TITLE: Comic Book

Student Name: Anjali Sharma   UID: 23BCA10148
Branch: UIC   **Section/Group: 4A**
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1. Aim/Overview of the project:

The Aim is to create a comic book using Adobe photoshop as an Editing and creation software. This project is based upon characters and a storyline plot that is being depicted using Photoshop.

2. Task to be done:

The task is to create visually appealing and interesting comic by using tools and features provided by Adobe Photoshop.

3. Tools and Techniques:

- **Drawing/Illustration:**
  - **Pen/Pencil Tools:** For the lines, outlines, and details of the characters and background.
  - **Brush Tools:** For shading, colouring, and creating textures like the forest and sky.
  - **Fill Tools:** For solid colours within shapes and objects.
  - **Layers:** To organize different elements of the image and to easily make adjustments.

- **Text:**
  - o **Text Tool:** To add the dialogue bubbles and text.
  - o **Font Selection:** To choose appropriate font styles for the dialogue.
  - o **Colour and Effects:** To add outlines, shadows, or other effects to the text.

- **Effects:**
  - o **Blending Modes:** To create different lighting effects and to blend colors together.
  - o **Filters:** For adding textures, noise, or other effects to create a comic book

- **Layout:**
  - o **Grid Tools:** To ensure that the panels are aligned and have consistent spacing.
  - o **Guides:** To help create a clean and organized layout for the comic.
  - o **Selection Tools:** To isolate different areas of the image for editing.
  - o **Transform Tools:** To resize, rotate, or warp elements as needed.

4. Steps followed in making the project:

1. Setting Up the Canvas

  - o I began by opening Photoshop, where I went to File > New to set up the canvas. I carefully chose the dimensions based on the intended final output—thinking about whether I'd eventually print it or keep it digital. I settled on 300 DPI for high-resolution quality, knowing this would keep the images sharp and crisp.

  - o I created a series of layers right at the start: one for backgrounds, one for the main images, another for any overlays or filters, and one for text. Having these layers organized would make the editing process much easier, allowing me to make adjustments to individual elements without affecting the rest.

  - o To ensure my comic had clean, aligned panels, I used Guides and Rulers. By dragging guides from the rulers (available under View > Rulers), I established borders for each panel, allowing for both consistent layouts and creative panel sizes for emphasis in key scenes.

2. Gathering Images from the Web

- o With my canvas ready, I moved on to finding images that would bring my story to life. I searched the web extensively, thinking carefully about the feel of each scene. For intense action moments, I looked for images with dynamic poses, while for quiet or emotional scenes, I sought close-ups or softer lighting.

- o After downloading a variety of images, I imported them into Photoshop, bringing each one into its own layer. I then resized and positioned each image on the canvas, keeping them within the guide borders I'd set earlier.

- o Since each image was unique, I took time to think about how each one would fit within the flow of the comic. I positioned some images to fill whole panels, while others needed cropping or adjustments to fit neatly within a particular section.

3. Arranging and Creating the Panels

- o Once the images were in place, I used the Move Tool to arrange them within the layout, aligning each one with the guides to ensure a consistent look. This allowed me to experiment with each panel's layout and ensure a good flow across the page.

- o To give the panels a clean comic-book style, I used the Rectangle Tool to draw borders around each image. These shapes served as frames, which I then adjusted to fit the image's position. To give each border a clear outline, I applied a Stroke effect to the rectangles, making them stand out from the background.

- o For some images, I needed them to fit precisely within unique panel shapes. To achieve this, I used Clipping Masks by selecting the image layer and clipping it within the panel shape. This made sure the images fit neatly within each frame without spilling over into other panels.

4. Editing and Adjusting Images for Cohesion

- o Since each image came from a different source, I needed to make them look cohesive. To do this, I used Adjustment Layers (like Hue/Saturation, Levels, and Brightness/Contrast) on each image. This allowed me to tweak the colors and tones, making sure they all shared a similar look. For instance, I adjusted the saturation on some images to reduce overly bright colors or tweaked brightness to balance out differences in lighting.

- o I then applied some filters to bring a comic-book feel to the images. I experimented with the Filter Gallery to add textures, and for some scenes, I added a halftone effect to mimic the traditional comic printing style. This unified effect helped make the scenes feel like they belonged to the same universe.

- o In areas where the images didn't blend smoothly, I used the Eraser Tool with a soft brush to feather the edges, which helped blend any hard lines and create a smoother transition between panels or between foregrounds and backgrounds.

5. Adding Speech Bubbles and Dialogue

- o For dialogue, I used the Ellipse Tool to draw speech bubbles, carefully placing them in each panel to avoid covering important parts of the images. I played around with the shape and size of each bubble to match the flow and feel of each scene—larger bubbles for intense or loud dialogue, and smaller, more rounded bubbles for quiet moments.

- o Next, I used the Text Tool to add dialogue within the speech bubbles. I tried different fonts until I found one that matched the comic's tone and adjusted the size and spacing to keep it readable. For different characters, I even experimented with different font weights and styles, giving each character a unique voice in the comic.

- o To connect the speech bubbles to the right characters, I used the Pen Tool to create bubble tails. I manually adjusted the paths to curve naturally from each bubble to the character's mouth, adding a Stroke to the path for consistency with the bubbles. This small detail added a professional touch and made it clear who was speaking in each scene.

6. Enhancing Backgrounds and Adding Effects

- o For some panels, I wanted to enhance the backgrounds to add atmosphere. I used the Gradient Tool to create subtle gradients in the background layers, adding depth to scenes with lighting effects that made certain moments more dramatic.

- o For action or movement scenes, I applied Motion Blur to certain parts of the images, giving a sense of speed or energy. This effect was especially helpful in making still images feel more dynamic and lively within the comic format.

- o Additionally, I used Layer Masks to create selective adjustments, which allowed me to darken certain parts of an image while keeping other areas bright. This helped focus attention on the main elements in each panel and control where the viewer's eye naturally moved.

7. Final Touches and Color Grading

- o After arranging and editing all the panels, I did a final pass to adjust the colors and contrast across the entire page. Using an Adjustment Layer set to Levels or Curves, I made sure the contrast was balanced and each panel had the same level of vibrancy.

- o I added a final Hue/Saturation adjustment layer on top of all layers to create a unified color scheme for the whole page. This helped tie the images together and gave the comic a polished, consistent feel.

8. Exporting for Final Output

- o Once I was satisfied with the overall look, I double-checked each layer and group, making sure everything was in place and there were no stray elements outside the panels.

- o Finally, I went to File > Export and chose to save each page as high-quality PNG files, perfect for sharing or archiving. To create a complete comic, I also exported the entire document as a PDF, making it easy to view as a digital comic book or for potential printing.

5. <u>Result/Output/Writing Summary:</u>

- o This project involved creating a comic book using Photoshop and images sourced from the web. It began with setting up a high-resolution canvas and organizing layers for different elements. Guides were added to ensure precise alignment of panels.

- o Images were carefully gathered to match the story's themes, and each was arranged thoughtfully within the panels. Edits were made to enhance visual cohesion through color adjustments, filters for a comic-book style, and blending techniques.

- o Dialogue was integrated using custom speech bubbles, maintaining clarity and coherence. Backgrounds and special effects added depth and atmosphere to the panels. Finally, the comic underwent overall color corrections before being exported as high-quality PNG files and a PDF for sharing. The project culminated in a visually compelling comic that effectively combines various artistic elements and storytelling techniques.

6. **<u>Learning outcomes (What I have learnt):</u>**

1. Learned how to use Photoshop tools and features to create a professional-looking comic book.

2. Learned how to arrange images and text in a neat layout, using guides to keep everything aligned.

3. Improved my understanding of colors by adjusting brightness and contrast to make the images look consistent.

4. Enhanced my ability to add dialogue in speech bubbles, focusing on choosing readable fonts and placing the text clearly.

5. Developed problem-solving skills to fix issues with fitting images and adjusting layouts during the project.