



PAGACADEMY

SCHOOL OF STORIES



HOW TO MAKE A 4 PAGE COMIC



IT ALL STARTS WITH....

PAGAGADENY



...A PLAN

WRITING + ART = COMIC STORYTELLING



THE LENS

THE LENS IS HOW YOU APPROACH CRAFTING YOUR STORY



THE LENS

FLASH FICTION

PAGAGADENY



THE LENS

FLASH FICTION
A VERY SHORT STORY

PAGAGADENY



STRUCTURE

THREE ACT STORY

The Structure



ACT 1

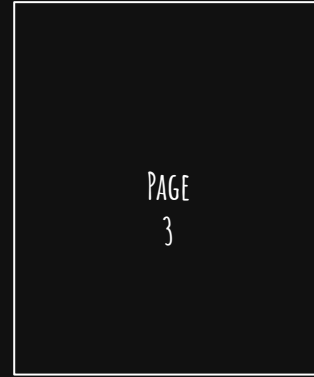


SETUP

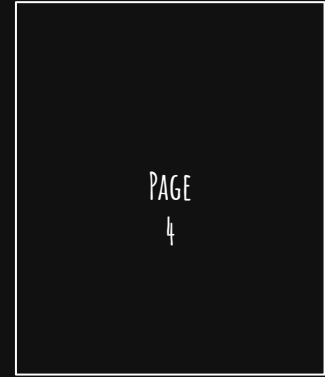
ACT 2



CONFRONTATION

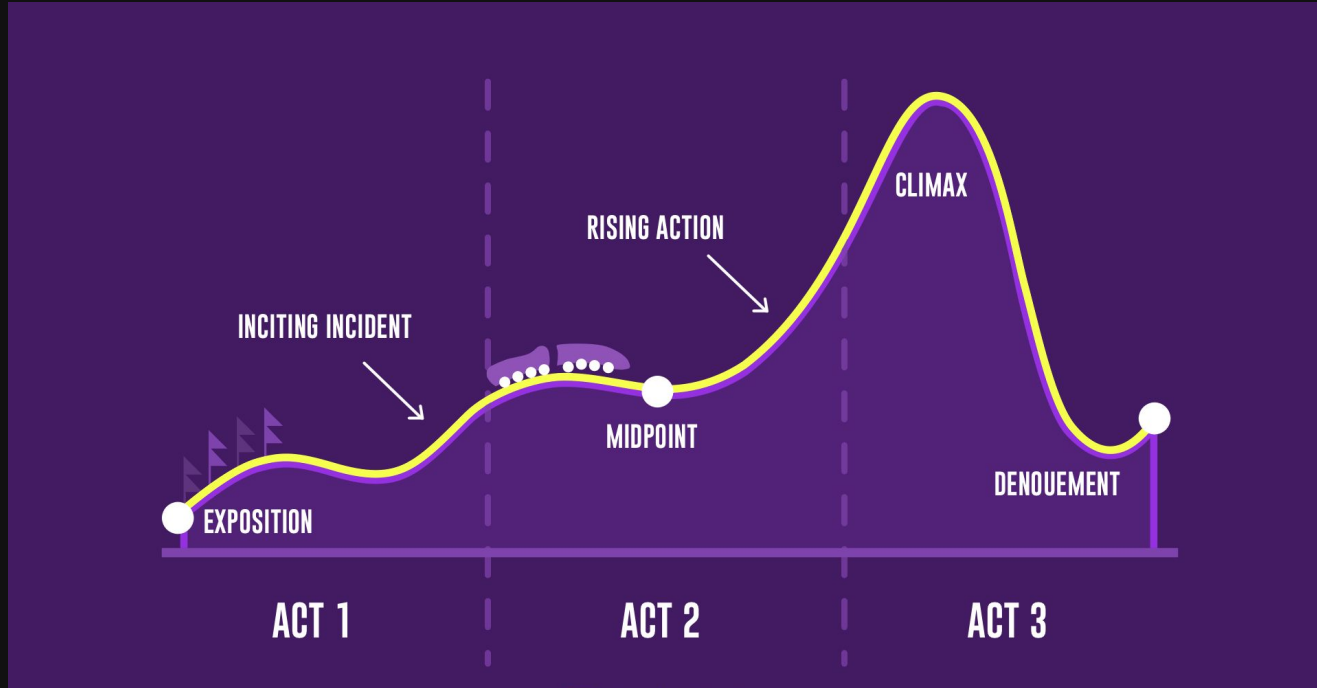


ACT 3



RESOLUTION

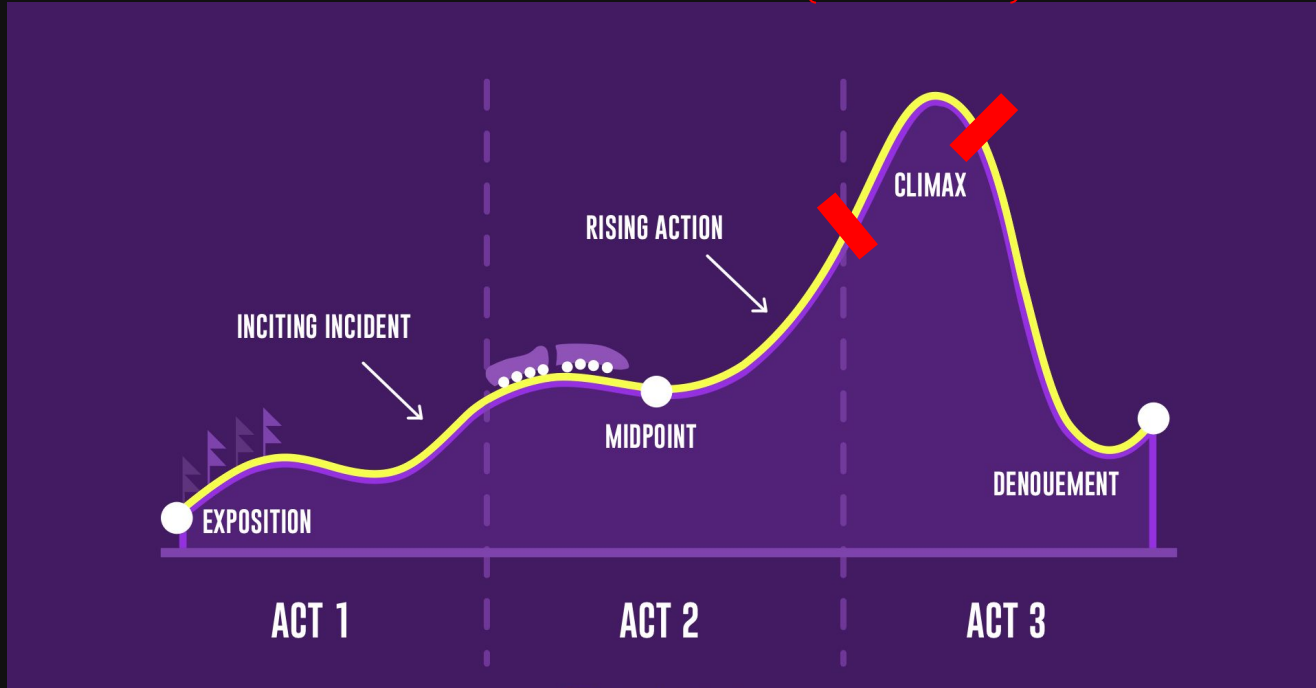
The Structure



The Structure



{ FLASH FICTION }





ELEMENTS

PHILOSOPHICAL CONFLICT

NEEDS - WANTS

SHOW DON'T TELL



ELEMENTS

PHILOSOPHICAL CONFLICT

CREATED BETWEEN A CHARACTER'S WORLDVIEW OR BELIEF SYSTEM
AND THE WORLD AROUND THEM.



ELEMENTS

NEEDS - WANTS

CHARACTERS HAVE WANTS - THEY WANT SOMETHING IN THEIR LIFE

CHARACTERS HAVE NEEDS - WHAT THEY ACTUALLY NEED IN THEIR LIFE

PAGAGADENY



ELEMENTS

SHOW, DON'T TELL

"... EXPERIENCE EXPOSITORY DETAILS OF THE STORY THROUGH ACTIONS, SENSORY DETAILS, WORDS,
OR THE EXPRESSION OF CHARACTERS' EMOTIONS, AS OPPOSED TO THROUGH THE AUTHOR'S OWN DESCRIPTION OF EVENTS."



TECHNICAL STRUCTURE

COMIC SCRIPT FORMAT



TECHNICAL STRUCTURE

PAGE/PANEL

NARRATION/TEXT IN PANEL

ACTION DESCRIPTION IN PANEL



TECHNICAL STRUCTURE

PAGE/PANEL

RHYTHM AND PACING

LESS PANELS = MORE TEXT, SLOWER READING, MORE DETAILING, SLOWER PACING, BIGGER INDIVIDUAL MOMENTS

MORE PANELS = LESS TEXT, FASTER READING, LESS DETAILING, FASTER PACING

PAGAGADemy



TECHNICAL STRUCTURE

NARRATION/TEXT IN PANEL

8 WORDS PER PANEL ON AVERAGE

72 WORDS PER PAGE



TECHNICAL STRUCTURE

ACTION DESCRIPTION IN PANEL

SIMPLE ACTIONS - NOT DYNAMIC
(SINGLE FRAME OF FILM)



YOU ARE THE DIRECTOR

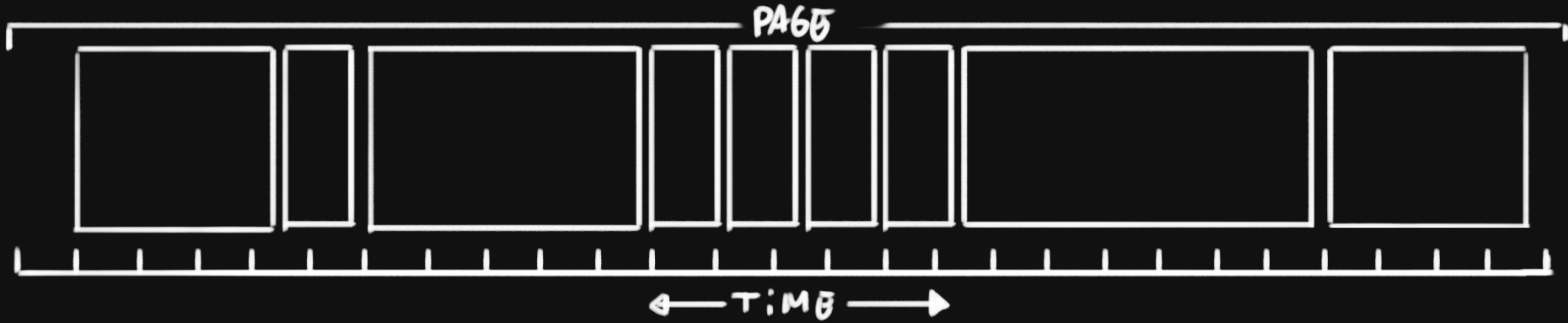
JAZZ!

RHYTHM, TEMPO AND BLUES

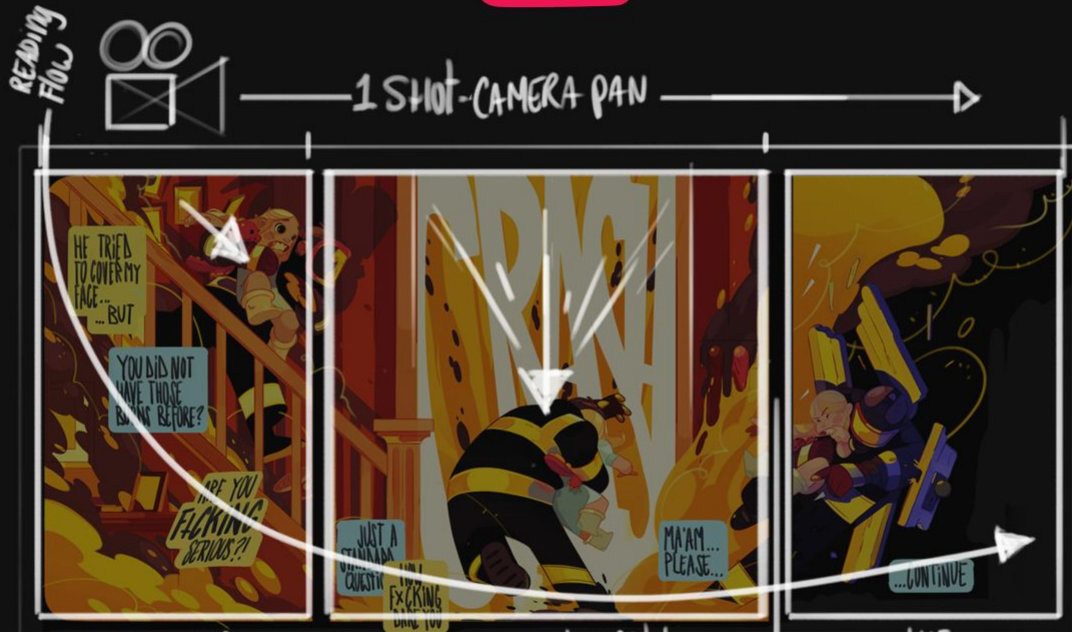
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RHYTHM AND TEMPO







HIGH TEMPO
SMALL PANEL

BRACE FOR IMPACT!
BIGGER
PANEL = MORE IMPORTANT
MORE TIME

USE THE
GUTTER
TO YOUR
ADVANTAGE!

PANEL ORIENTATION

MOTION FITS PANEL ORIENTATION





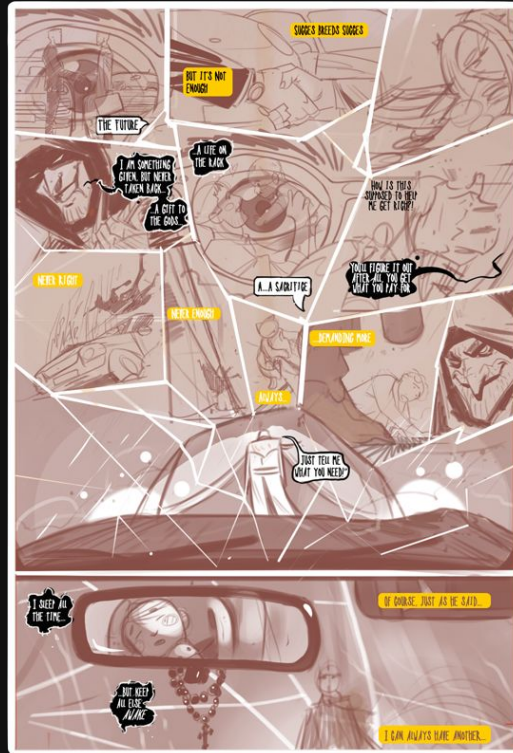
RULES?

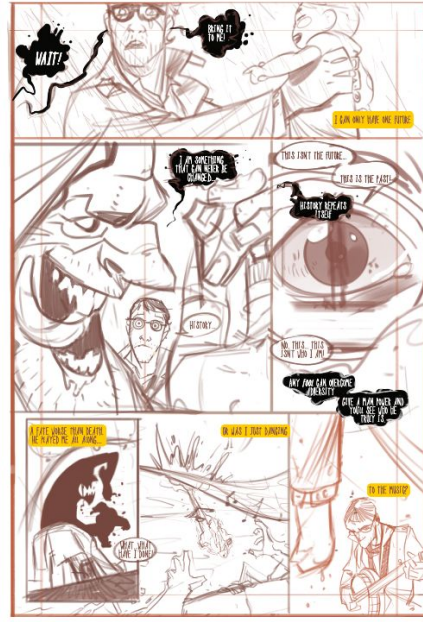
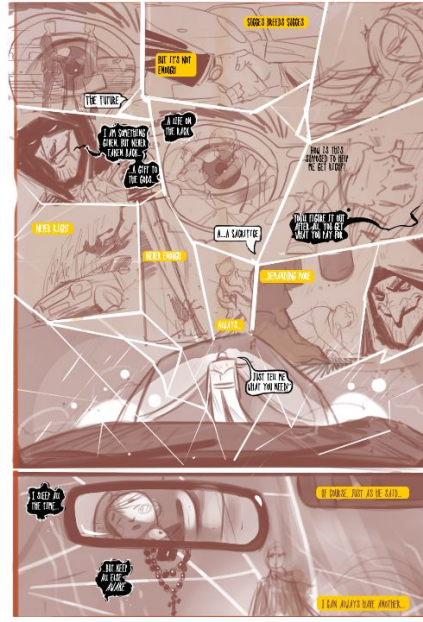
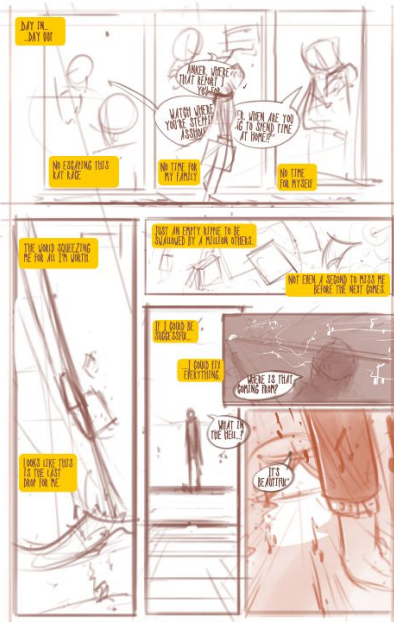
WHERE WE'RE GOING, WE DON'T NEED RULES!

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MAGIC IN THE GUTTER





EXAMPLE



time PASSING ON REPEAT.

ACT 1 | SET UP

ACT 2 | CONFRONTATION

ACT 3 | RESOLUTION

