

#2 Comic Drawing Basics: Characters, Emotions, and the World

1. Comics as a Visual Series

- **Storytelling through art:** For an illustrator, a comic isn't just one pretty picture. It's a series of images that tell a story together. Think of it as a movie frozen on paper.
- **The power of sequence:** One picture is just a moment, but two or more pictures in a row create a story. A comic works when the reader can see the connection between the panels.

2. Finding Inspiration for Your Art

- **Look around you:** Get inspired by movies, games, or other comics, but don't forget the real world. Notice how people stand at a bus stop or how your room looks at night.
- **Think in pictures:** Before you grab your pencil, try to imagine the scene as a series of camera shots (a close-up of a face, a wide shot of the city).

3. Environment and Atmosphere

- **Where it happens:** The background isn't just "filler"—it sets the mood. A dark alley creates fear, while a sunny meadow brings peace.
- **Light and Colors:** Use light and shadows to tell the reader if your world is dangerous or friendly. Whether it's space, a forest, or underwater—every world tells a different story.

4. Character Design

- **Visual DNA:** A character must be recognizable. Focus on their height, age, specific clothing, or hairstyle. If a character always wears the same hoodie, the reader won't get lost in the story.
- **Why they look that way:** A character's appearance should reveal their personality. A tough hero will have a different posture and features than someone who is constantly afraid.

5. Emotions in Comics

- **It's more than just the face:** Joy, sadness, or anger aren't just drawn with eyes and mouths—they are shown through the whole body.
- **Gestures and Posture:** An angry person is tense with clenched fists; a sad person looks "broken" or hunched over. Emotions are what make a comic feel alive and believable.

Final Advice

- **Perfection doesn't exist:** Your drawing doesn't have to be anatomically perfect. What matters is that it says something and moves the story forward.
- **Keep at it:** Every single drawing you finish (even the ones you don't like) pushes you one level higher.

