

#3 Writing a Comic Script and Dialogues (No Stress)

1. Thinking Like a Writer

- **Step Into Their Shoes:** When writing, you have to think like each of your characters. What would they do in that moment, and how would they react?
- **Different Perspectives:** Don't just look at the story through the hero's eyes. Try to understand the "villain" too—everyone has a reason for what they do.
- **Show, Don't Tell:** In comics, don't write that someone is sad. Instead, describe them walking with their head down. Show the reader the emotion through action, not just a dry description.

2. Comic Script Basics

- **A Manual for the Artist:** The script must clearly tell the illustrator what to draw. Break it down into **pages** and **panels**.
- **Keep It Simple:** You don't need complex film formats. Just write: *Panel 1: Close-up of a face, Panel 2: Character runs out of the building.*
- **Clarity is Key:** More important than how the script looks is that the story is clear and makes sense.

3. Dialogues That Sound Natural

- **The Character's Voice:** Every character must speak differently. A rough pirate won't use the same words as a polite professor.
- **Avoid Stiff Language:** Dialogues shouldn't sound like a textbook. Read them out loud—if it sounds weird to you, it will sound weird to the reader.
- **Less is More:** A comic isn't a novel. If something can be expressed through art, delete the text. Save space in the speech bubbles so the art can shine.

4. Tension, Twists, and Pacing

- **Keep Them Hooked:** Without tension, the reader won't turn the page. They need to be curious about what happens next.
- **Plot Twists:** Don't be afraid to make life difficult for your hero. When the reader thinks they know what's coming, surprise them with something unexpected.
- **End on a High Note:** End scenes at a suspenseful moment. This forces the reader to keep going.

5. Tools for Writers

- **Software:** Programs like Final Draft or Celtx exist, but to start, a plain piece of paper or Word is more than enough.

- **Storyboards:** Try to sketch out your script roughly. "Stick figures" are fine—it's just to see if your text actually fits into the bubbles.
- **The Notebook:** Keep one with you at all times. The best dialogues and ideas often pop up when you least expect them.

6. Practice is Everything

- **Write and Experiment:** Try different genres—sci-fi one day, a detective story the next. Find your own style.
- **Originality in Execution:** You don't have to invent a completely new world. Originality lies in how you handle an idea in your own way.
- **Teamwork:** A comic is a collaboration. Respect the illustrator's work, and they will respect your story.

Final Advice

- **Leave Room for the Art:** Don't describe every tiny detail in the script (like the color of shoelaces) unless it's vital to the plot. Give the illustrator freedom in how they visually portray the scene. A comic is the shared result of your discussion and edits.

