

# Introduction to Comic Creation

## What is a comic?

Don't expect any academic definitions here. **"A comic is a drawn series."** Period.

**Why do we teach kids and teens so simply?** Because it is:

- simple
- short
- to the point
- true

We weren't fans of long-winded school lectures either. That's why we try to simplify everything—including the understanding of comics itself—as much as possible.

**ATTENTION!** Now the choice is yours. If you feel this is too amateur and you'd rather learn academic definitions and complex theories, feel free to stop reading. **You won't find them here.**

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## How to start creating comics?

**10% Talent / 70% Practice / 20% Theory**

Yes, you read that right. Talent is nice, but without practice, it's useless. When it comes to comics, the most important thing is to: **try, draw, write, make mistakes, and try again.**

Theory helps you understand why something works. Practice teaches you how to do it your way.

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## Skillset: What do you need to master?

To create a comic page, you need to connect two things: **Drawing** and **Writing**.

### 1. DRAWING

You don't have to master everything at once, but you should know what's involved:

- Anatomy and Proportions
- Perspective
- Basics of Shapes and Objects
- Light and Shadow
- Color Theory

- Composition
- Dynamic Movement
- Character Design

## 2. WRITING

A comic isn't just about pictures. You also need to develop:

- Story and Script
  - Character Development
  - Dialogues
  - Storytelling Techniques
  - Pacing and Timing
  - Scene and Environment Building
  - Lettering (The text in the bubbles)
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### Important Final Note

These skills are the **starting line**, not the finish line. With practice and the right guidance, you can develop them at your own pace and in your own style.

**And that is exactly what we are here to help you with.**

