

The Center for Cartoon Studies Presents

ADVENTURES

in CARTOONING

Doodle-It-Yourself
Activity Kit!

Edward: Comics are for reading,
not eating!

munch!
munch!!

Oh, boy!

by James Sturm, Andrew Arnold, and Alexis Frederick-Frost

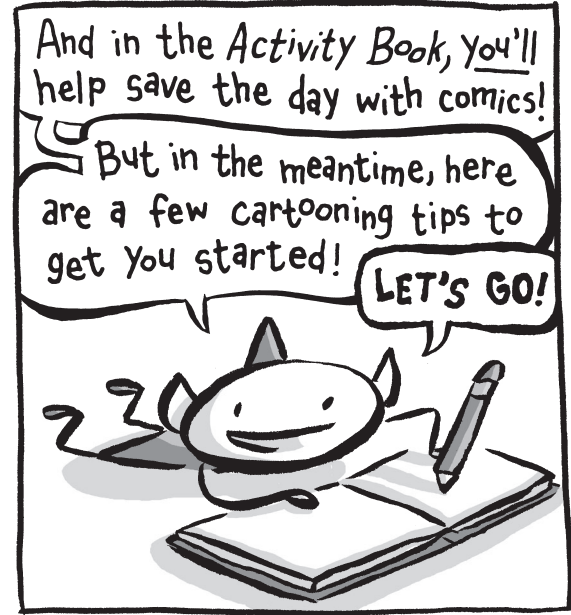
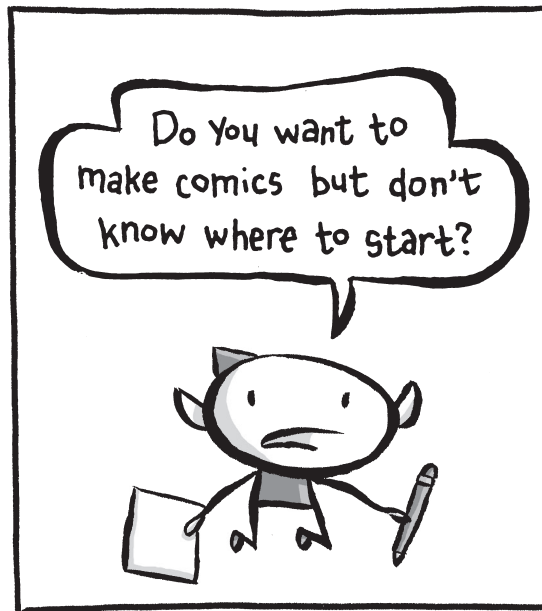


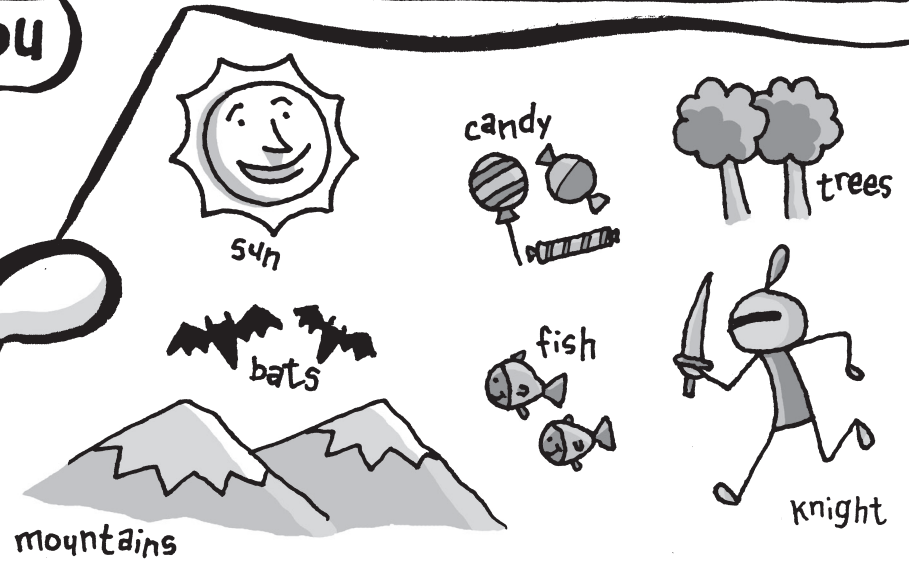
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Based on *Adventures in Cartooning: How to Turn Your Doodles into Comics and the Adventures in Cartooning Activity Book*, by James Sturm, Andrew Arnold, and Alexis Frederick-Frost

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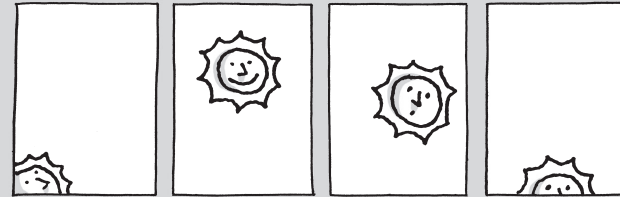
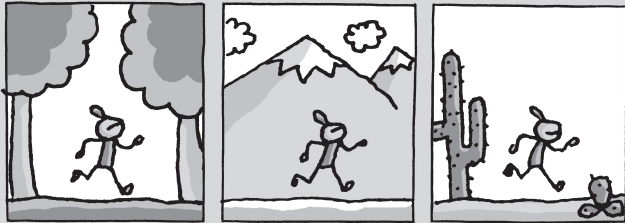
Fill this page up with some of **YOUR**
favorite doodles!





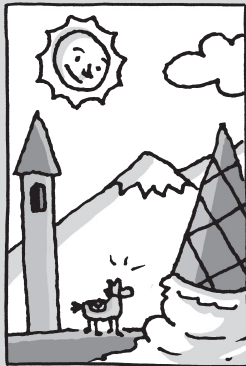
Are you ready to take your doodles on an adventure? Well, thanks to **PANELS**, you can! Panels are where your doodles go. They're used to show action over time!

With panels, you can see there is one knight running through the kingdom.

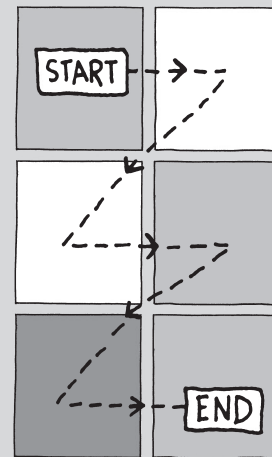


The more panels you have, the longer something takes.

BACKGROUNDS



Create a sense of scale by adding back-grounds.

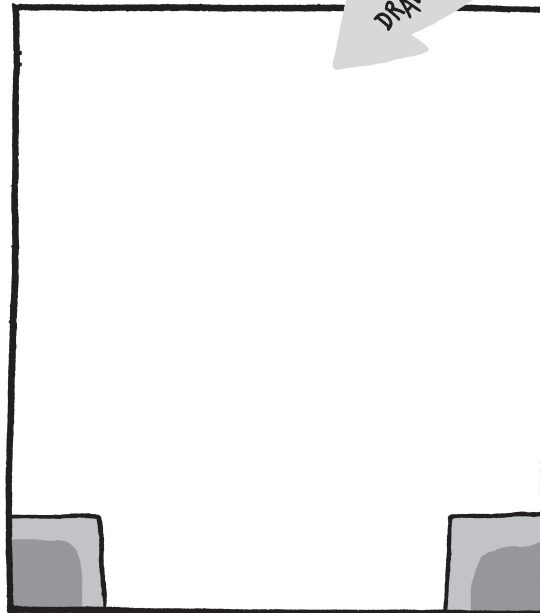
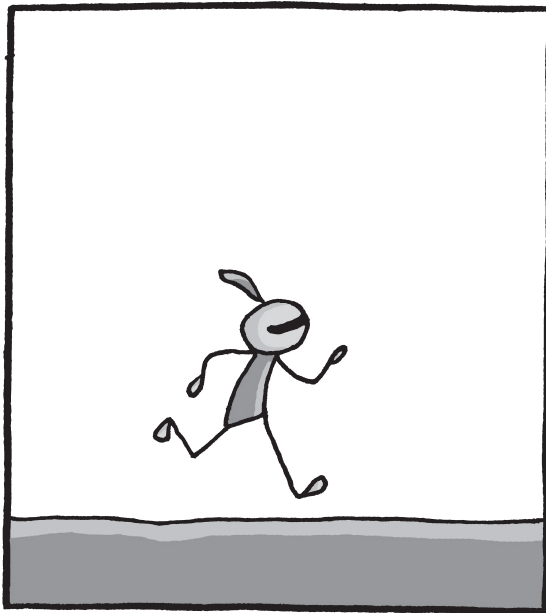


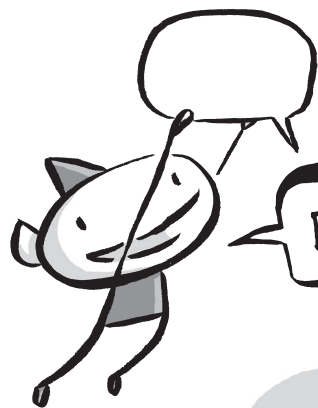
Most American and European Comics are read from **LEFT to RIGHT, TOP to BOTTOM.**

Use panels to reunite two best friends...
Draw the knight jumping over the hole!



DRAW HERE!





But that's not all comics can do! You can also add words to your drawings to help tell the story.

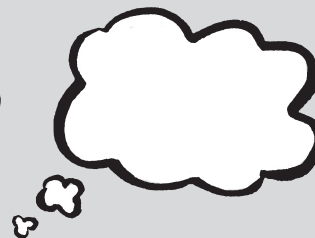
WORD BALLOONS

show what a character is saying.



THOUGHT BALLOONS

Show what a character is thinking.



SCREAM!

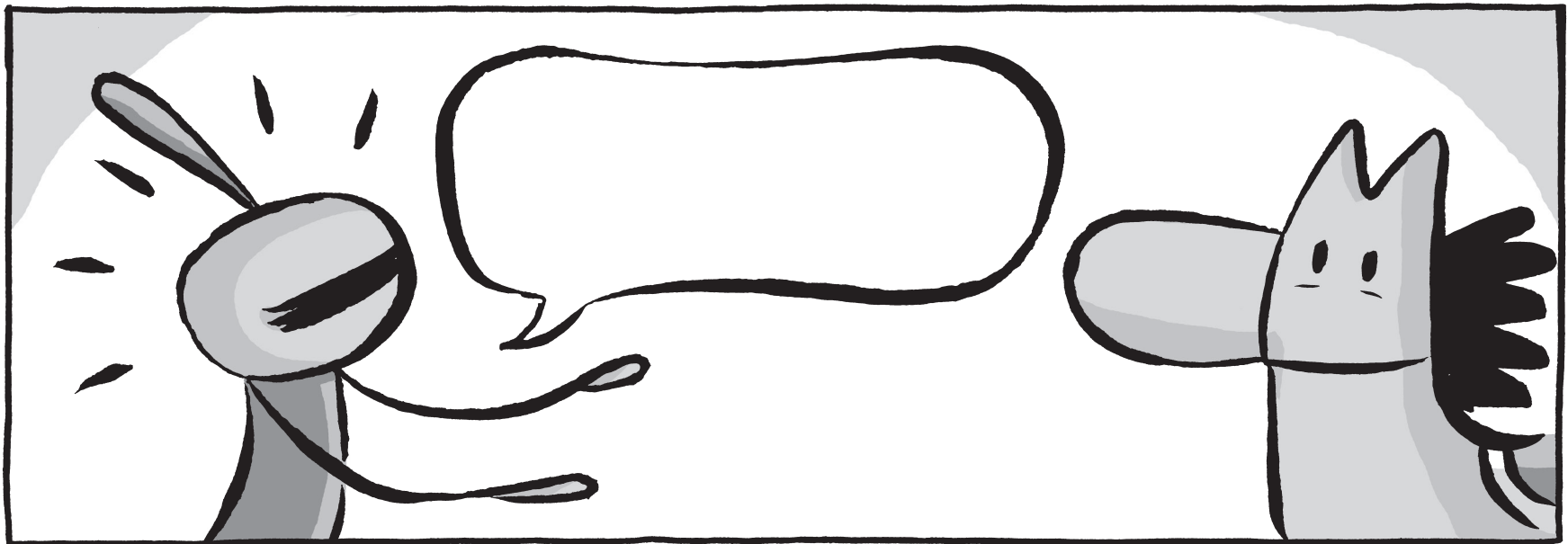
The way a word balloon is shaped can change what it means.

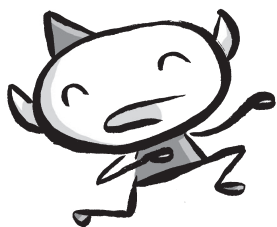
WHISPER



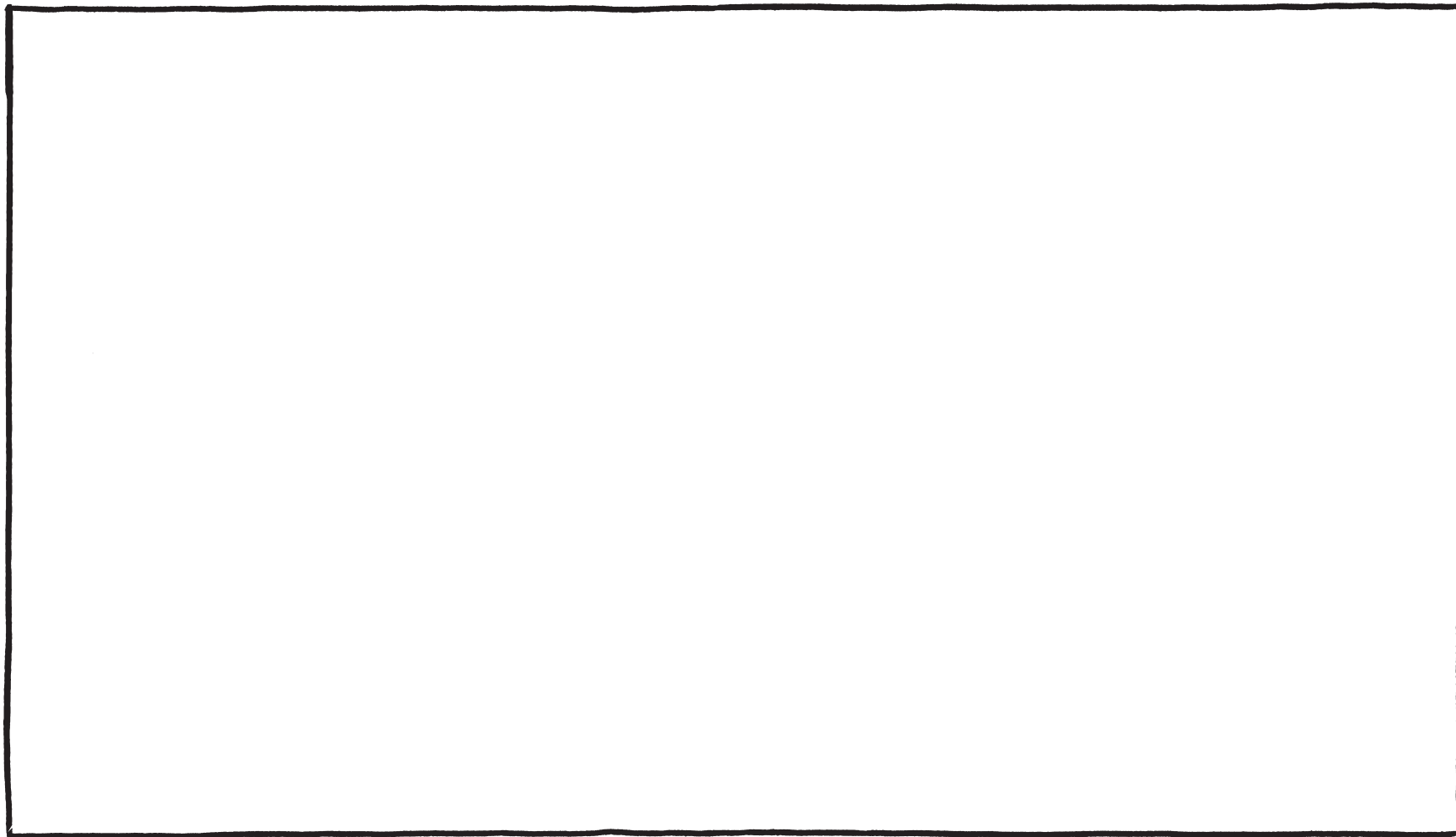
You try using words to help tell the story.

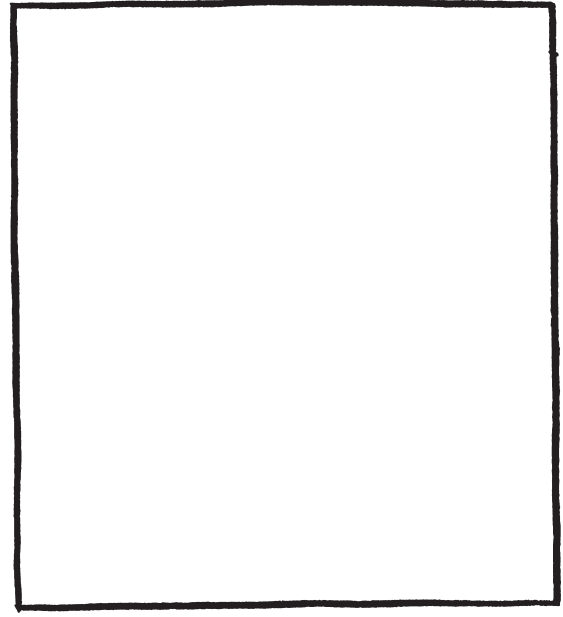
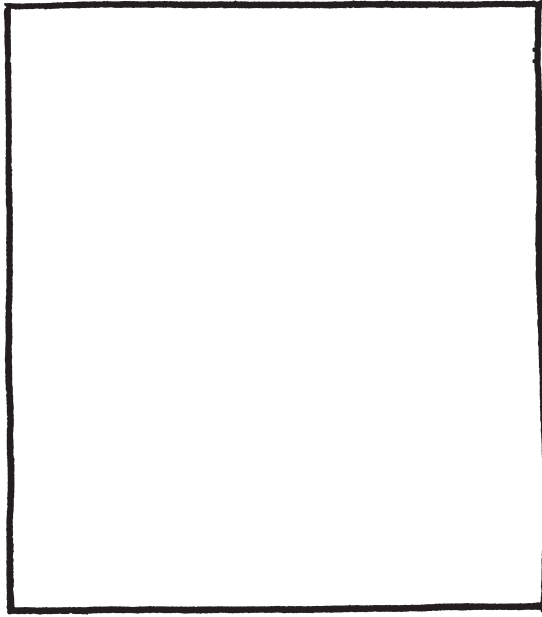
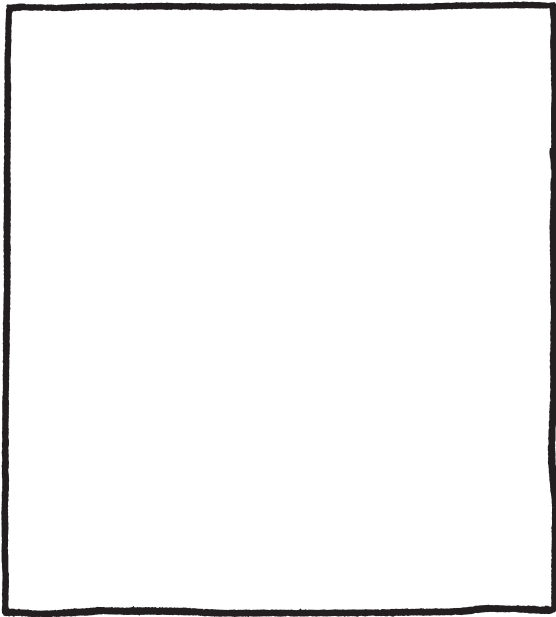
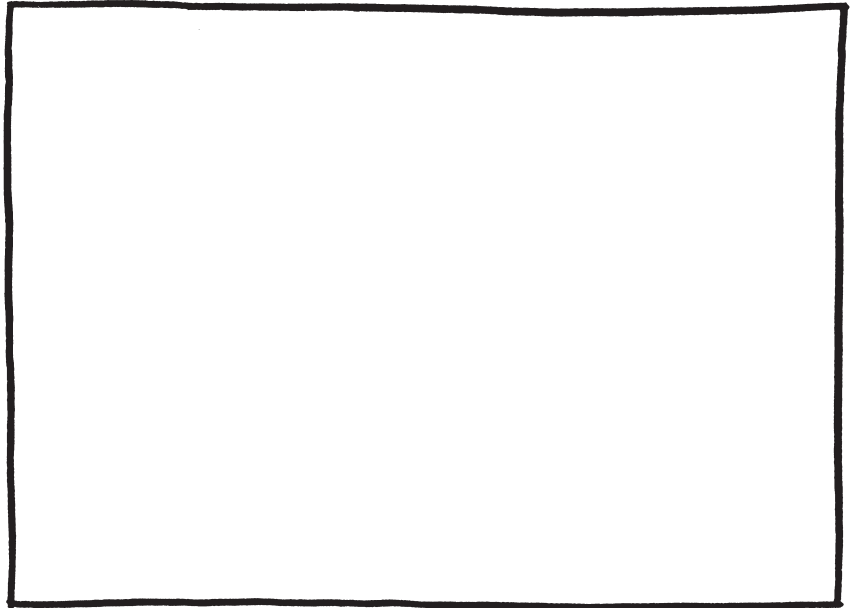
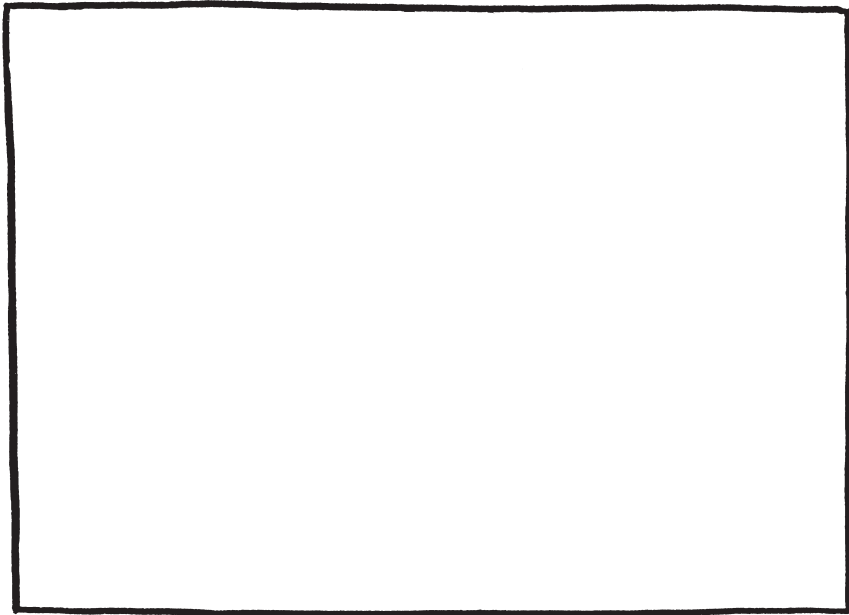
Write something happy in the knight's word balloon to show how excited he is.





Now you get to make your very own comic! Fill these blank panels with your doodles to tell your own comic story!!!





For more fun and cartooning knowledge, check out the books!



If you have a question, email:
mail@firstsecondbooks.com



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