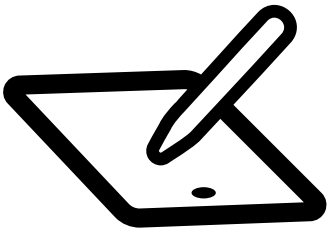
LIBRARY of INSPIRATION

Graphic Novel Kit



Overview

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Whats in the pack?

Here is a brief List of what is included in the Kit! Please use this list to double check if everything is in the Kit, before and after you work with this Kit! If anything is missing/ or damaged, please let the person you borrowed the kit from know as soon as possible.

Help! Something broke... :(

Don't Panic! Parts may break after sometime!
Try to find the broken part if possible and keep them in the set. Tell the person you borrowed the Kit from that a part broke and they should know what do to with it! *Easy as that!*

List of Material in the Kit

1x Wacom One M
(Graphic Tablet)

1x Story Cubes

1x Drawing Pen

1x USB Cable

What needs to be Downloaded:

- Graphic Software
(More on Page 5)

- Graphic Tablet Software
(Guide on Page 5)

What are Graphic Novels?

Graphic Novels is only one term, for a punch of slightly different or even exactly same type of 'Books'. Wether you call them ***Mangas, Webcomics, Comic Books*** or any other kind of name, the idea is the same. A story told, not just by words, like in a book but also with pictures. Plainly said: 'A picture story with annotations'. While this is a very simplified definition it's a great overview of the concept. The first Comics have been created in the 1840s in Swiss, and have found a great liking since then, as in more popular examples like 'Naruto' (Manga, 1999), 'The Amazing Spiderman' (Marvel, 1962) or even first Batman Stories (1939, DC).

What is Library of Inspiration?

Girls, young carers and children from underrepresented backgrounds in engineering are being offered educational kits as part of an Edinburgh Napier University (ENU) project designed to bring STEM-related subjects to life.Library of Inspiration aims to empower 11 to 13-year-olds to become future leaders in STEM fields by demonstrating how science, technology, engineering, and mathematics shape the world around them.Staff & Students at ENU, with your help, have created 10 kits that explore Virtual Reality, Robotics, AI, Sound, and much more. Each kit highlights an inspirational person to learn about and maybe connect with. We hope you enjoy using these kits as much as we have enjoyed creating them with you!

Before you Start!

Befor you can get started with creating your own Graphic Novel, you a little bit of work to get you started! But don't worry, it is super easy, fast, and fun!

Setting up the Tablet

The graphic tablet most likely won't just work once you have connected it. Here is the Step by step guide to get it working!

1. Connect
Plug the USB Cable into the tablet and your device.

2. Go to:
https://www.wacom.com/en-gb/support/product-support/drivers

3. Type:
CTC6110 - Wacom One Pen tablet medium

4. Download and Install
Depending on what Operation System you are running. Once you have installed the Package you should be asked to give software access to your device and be able to run the Wacom Centre Application, where you have Tablet Settings, Updates, etc.

If you need more Details here is Wacoms Guide!
https://www.wacom.com/en-us/getting-started/one-by-wacom

Graphic Software:

Good news! There are **many free options!** You can choose any of the ones below or even find your own once!

1. Sketchbook
2. Adobe Fresco
3. Rebelle
4. Painter
5. Clip Studio Paint
6. Epic Pen Pro
7. PaintTool SAI
8. My Paint
9. Krita
10. YouiDraw Drawing
11. YouiDraw Painter
12. Autodesk Media & Entertainment Collection
13. ChemDoodle
14. Flame Painter
15. Twisted Brush Pro

Since there are so many options, you will need to explore how to use them on your own! But there are many **YouTube tutorials** and it should be very straight forward on how to use them!

Inspirational People:

Jean Giraud

www.moebius.fr/index.html

Jean Giraud (Moebius)- Under the pen name “Moebius”, Jean Giraud was an amazing French artist and writer. His work spanned several creative areas, such as, poster design, comic illustration, concept art for film and video games, and storyboarding for films like “Alien” and “The Fifth Element”. He is inspiring many artists to this day.

https://www.netflix.com/title/81445554

Inspirational Novel

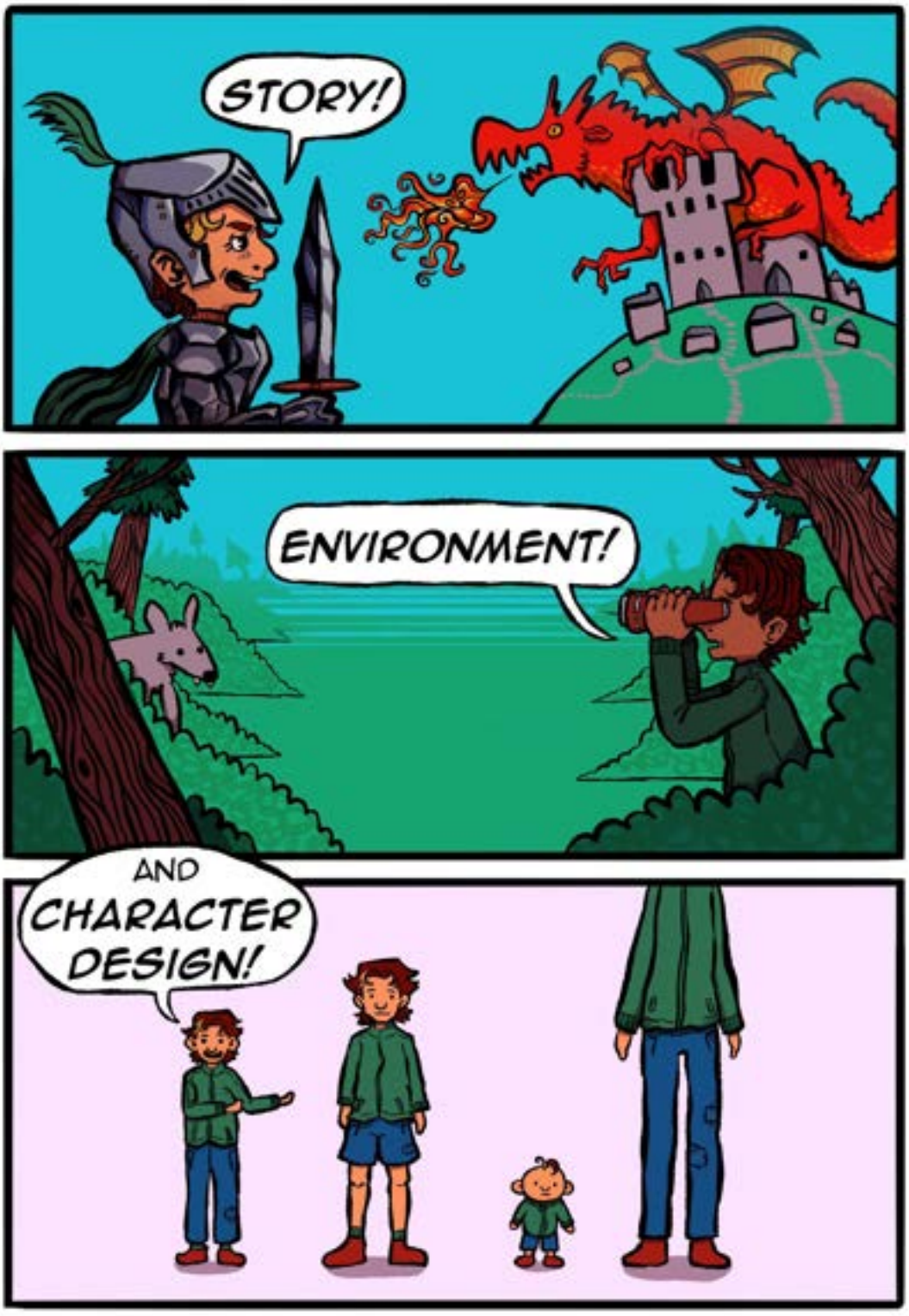
Nimona

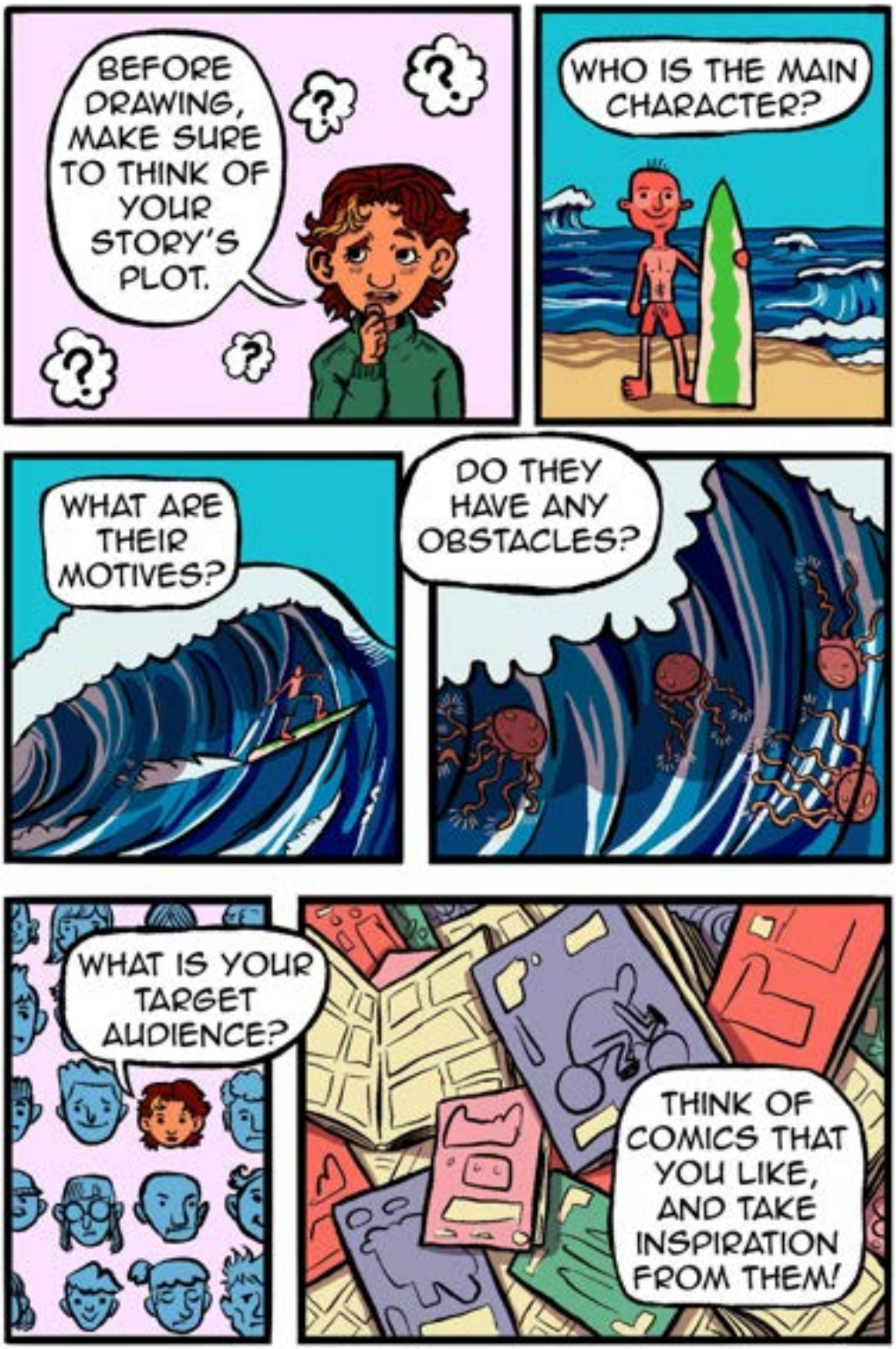
- Graphic Novel / Movie

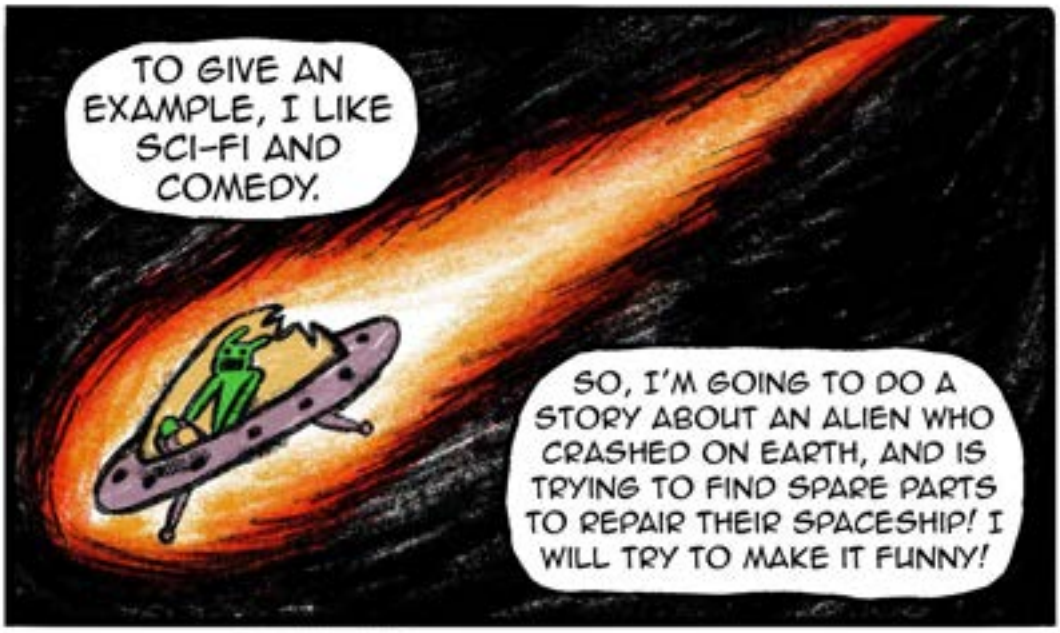
"Nimona" was created by the cartoonist ND Stevenson. The title character is a shapeshifter who helps a disgraced knight who wants to destroy the over-controlling "Institute". These two characters contrasts greatly against each other. The inspiring part, is within the analysis of the title character, Nimona. Their form is always changing, but is always idefinable as Nimona. The setting of the story is in a fantastic midevil future and with a comedic, but serious topic at core, Nimona is a very recent and inspiring novel/ movie to watch on Netflix.

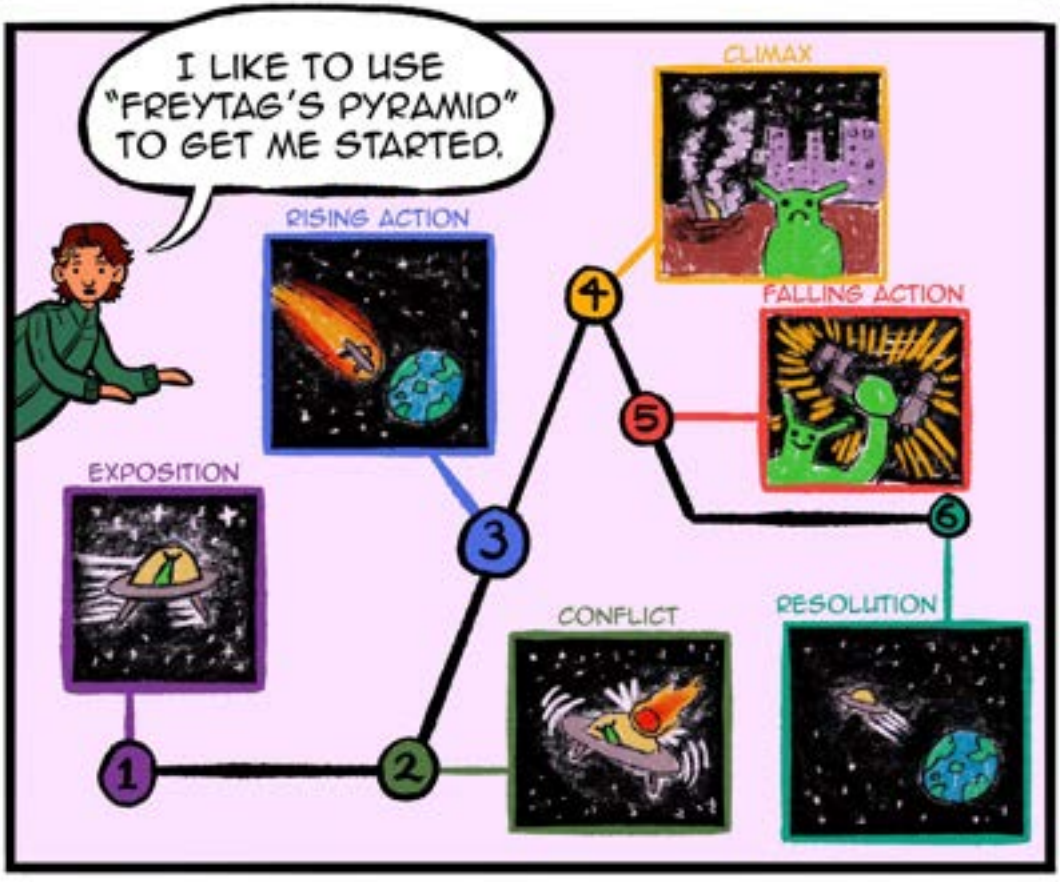
https://netflixqueue.com/nd-stevenson-brings-nimona-to-the-screen

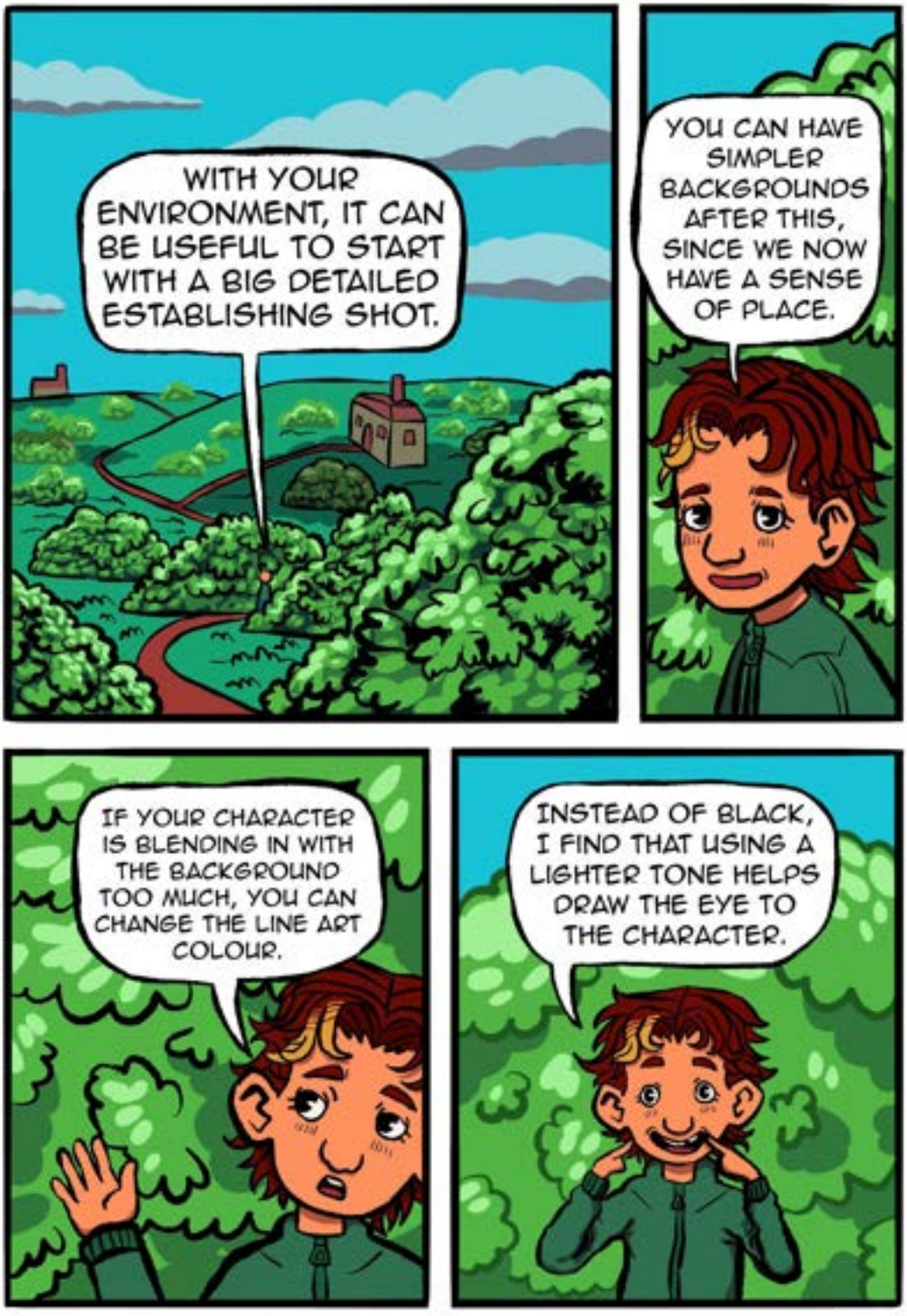
HELLO! MY NAME IS CHARLIE.
I'M HERE TO GIVE YOU SOME TIPS AND TRICKS ON...
MAKING YOUR OWN COMIC!
THERE IS NO "ONE WAY" TO MAKE A COMIC, BUT I HOPE I CAN HELP WITH GETTING YOU STARTED ON...


STORY!
ENVIRONMENT!
AND
CHARACTER
DESIGN!


BEFORE DRAWING, MAKE SURE TO THINK OF YOUR STORY'S PLOT.
WHO IS THE MAIN CHARACTER?
WHAT ARE THEIR MOTIVES?
DO THEY HAVE ANY OBSTACLES?
WHAT IS YOUR TARGET AUDIENCE?
THINK OF COMICS THAT YOU LIKE, AND TAKE INSPIRATION FROM THEM!

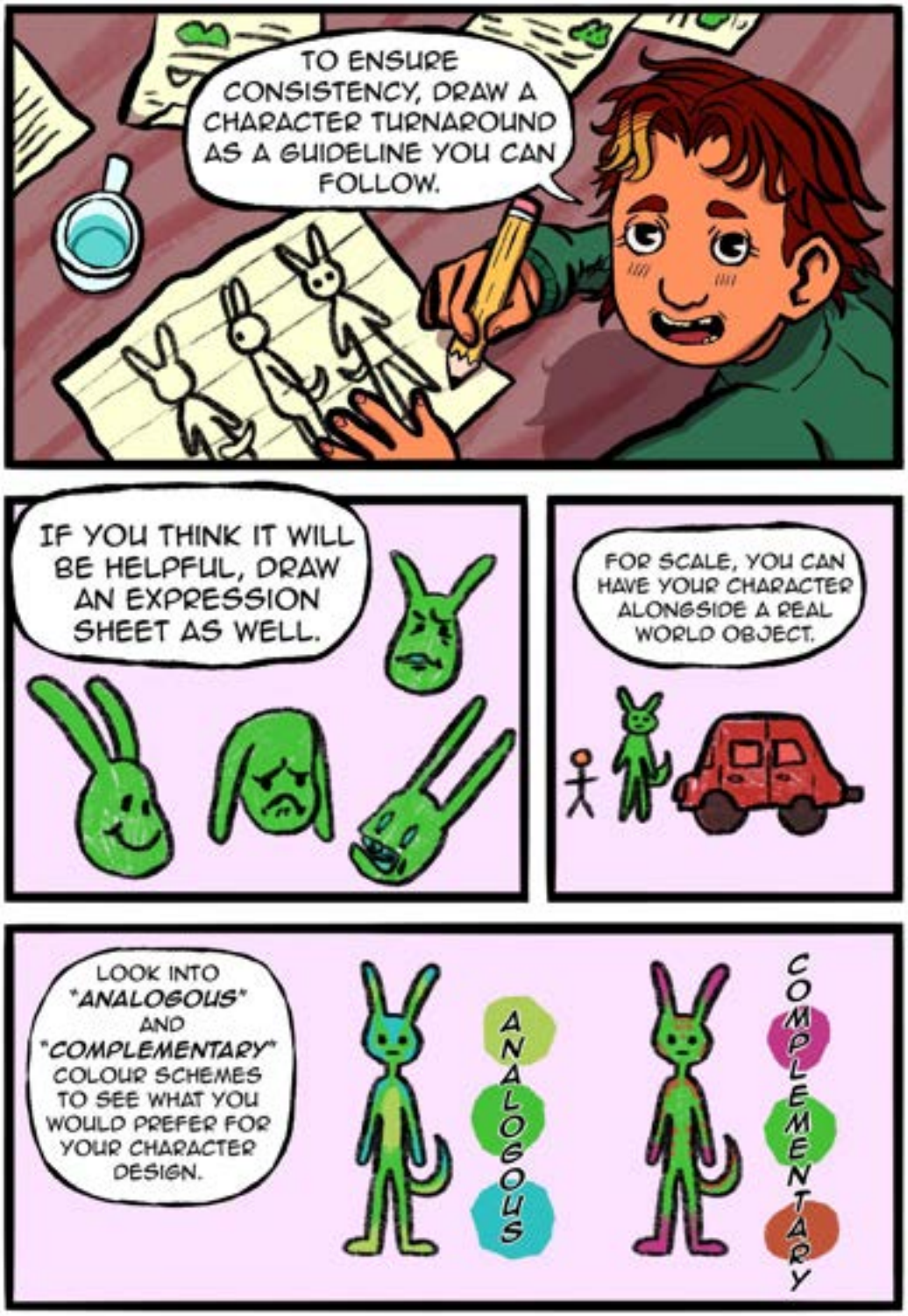

TO GIVE AN EXAMPLE, I LIKE SCI-FI AND COMEDY.
SO, I'M GOING TO DO A STORY ABOUT AN ALIEN WHO CRASHED ON EARTH, AND IS TRYING TO FIND SPARE PARTS TO REPAIR THEIR SPACESHIP! I WILL TRY TO MAKE IT FUNNY!


I LIKE TO USE "FREYTAG'S PYRAMID" TO GET ME STARTED.
CLIMAX
RISING ACTION
FALLING ACTION
EXPOSITION
CONFLICT
RESOLUTION
1
2
3
4
5
6


WITH YOUR ENVIRONMENT, IT CAN BE USEFUL TO START WITH A BIG DETAILED ESTABLISHING SHOT.
YOU CAN HAVE SIMPLER BACKGROUNDS AFTER THIS, SINCE WE NOW HAVE A SENSE OF PLACE.
IF YOUR CHARACTER IS BLENDING IN WITH THE BACKGROUND TOO MUCH, YOU CAN CHANGE THE LINE ART COLOUR.
INSTEAD OF BLACK, I FIND THAT USING A LIGHTER TONE HELPS DRAW THE EYE TO THE CHARACTER.

IF IT'S NOT THE MAIN FOCUS, DONT GET CAUGHT UP IN BACKGROUND DETAILS TOO MUCH.
USING ONE COLOUR IS ENOUGH TO GIVE A GENERAL IMPRESSION.
I TEND TO USE A DARK PURPLE, ON "MULTIPLY" LAYER ON 45% FOR SHADOW.
FOREGROUND SHADOW REALLY HELPS TO GIVE A SENSE OF DEPTH TO A SCENE.
FOR ATMOSPHERE, WITH THE SAME COLOUR AS THE SKY, I PLACE A 20% COLOUR ON TOP OF BACKGROUND OBJECTS. THE FURTHER AWAY THE OBJECT, THE STRONGER THE COLOUR.

AFTER WRITING DOWN YOUR STORY AND THE SETTING, WE CAN NOW START ON CHARACTER DESIGN!
I WILL USE MY ALIEN CHARACTER AS AN EXAMPLE.
BECAUSE YOU'RE GOING TO BE DRAWING YOUR CHARACTER A LOT OF TIMES, TRY TO KEEP THE DESIGN FAIRLY SIMPLE.
NOW, WE CAN LOOK AT THE SILHOUETTE.
THINK OF A POSE, AND TRY TO EXAGGERATE EACH PART SLIGHTLY. THE HEAD TILTED BACK, LEGS MORE RELAXED AND THE ARMS CLEARLY DISTINCT.
WE WANT EACH PART OF THE BODY TO BE RECOGNISABLE.


TO ENSURE CONSISTENCY, DRAW A CHARACTER TURNAROUND AS A GUIDELINE YOU CAN FOLLOW.
IF YOU THINK IT WILL BE HELPFUL, DRAW AN EXPRESSION SHEET AS WELL.
FOR SCALE, YOU CAN HAVE YOUR CHARACTER ALONGSIDE A REAL WORLD OBJECT.
LOOK INTO "ANALOGOUS" AND "COMPLEMENTARY" COLOUR SCHEMES TO SEE WHAT YOU WOULD PREFER FOR YOUR CHARACTER DESIGN.
ANALOGOUS
COMPLEMENTARY

Getting started:

Creating your own Graphic Novel

Approximately Time:

However long you want!

What do you need:

Tablet &
Drawing Pen

'Graphic Software' &
maybe Pen and Paper

Story Cubes

Getting started with a Story Idea

The Story that you want to tell is the heart of the project! If your art is beautiful, but the story is boring people will be bored of it quickly. But

likewise, if your story is great but the art is bad, it might be scaring of people. Examples like 'One Punch Man' show that a good story is key! (Picture below) One Punch Man started of as fun little Webcomis but is now a well established Manga and Anime that has fans all over the world.

Using Story Cubes

If you don't have a Idea for a Story, you can use the **Story-Cubes** that are includes in the package.
The Cubes have small icons on them and are meant to inspire a Story! The challenge is to roll the dice, and then create a crazy, fun, tramatic (whatever you want really!) Story by including all the Icons on the Dice! If you struggle, roll the dice again (It needs to be some kind of challenge though!)

Story Structure

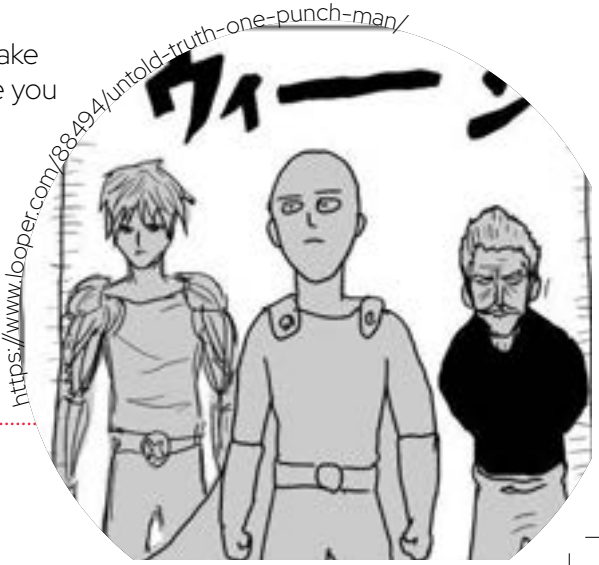
Most stories follow a similar **Story Structure** as in the small graph on the right. The story doesn't even need to be that amazing:
A Woman gets up (start)
and walks towards a banana (rising actions) and trips over it! (Climax)
She gets up again (falling action) and walks away (End).

Short Story Challenge

A whole story in just 2 Sentences - Amazing! Try beating that!

Before you go...

You now have all you will need to make your own Graphic Novel! But before you go off and get buried in work there is one last thing you need to always keep in mind:
Have fun doing it! Take breaks when needed and be creative!
And if you feel like you need a new challenge, check out the other Kits!



https://www.looper.com/88494/untold-truth-one-punch-man/

More about LOI!

Library of Inspiration & this Kit!

Want to become a part of LOI?
We are working on creating a photo gallery of projects have been inspired by Library of Inspiration and if you want showcase your project on our website, please send us pictures of your project to the E-Mail below!

Contact Details:

TheLibraryofInspiration@napier.ac.uk

https://blogs.napier.ac.uk/libraryofinspiration/

People working on this KIT:

Students:	David R. Timon H. Suzi C.
Leading- Staff:	Fiona S.

Meet all Contributers that are working on LOI:
https://blogs.napier.ac.uk/libraryofinspiration/project-team/

Other LOI Kits:

VR Kit

Ever heard of Virtual Reality? The future is yours to explore!

Sphero Robot

Learn more about robotics and coding with this fun kit

Design it! Deck

Your playful way into the world of User Research

Graphic Novel Kit

Create your own Story and Graphic Novel!

Foley Kit

Create sounds straight out of your favourite movies and games!

EMO Robot

Your social companion. A kit worth exploring!

Stop Motion Kit

Explore the art of stop motion with your own animation puppet!

Mini Arcade Kit

Build and play games on this handheld console!

3D Printing Lab

Ever wondered about 3D Printing? Find out more with this amazing kit!

3D Scanning Kit

Explore the possibilities of 3D scanning!

Royal Academy of Engineering

Edinburgh Napier UNIVERSITY

Libary of Inspiration is a project of **Edinburgh Napier University** to inspire and inform the youth of possible careeres in the Tech and Creative Industries.

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