



# **Comic Night at the Deception Bay Library (24 Oct 2017)**

**SLQ Wiki Fabrication Lab 2026/06/11 05:40**

# Comic Night at the Deception Bay Library (24 Oct 2017)

## Activity Outline

In this session, we look at how comics are drawn and the planning that goes into character development and story lines. We discuss how our characters could help the world. We discuss laws and rules of society and the world in general.

## Materials needed

A4 paper

Pencils and erasers

Graphic novels and comics

iPads to search

## Recommendations

Watch a video of how comic/graphic books are drawn and designed.

## Discussion

We looked into how comic/graphic designers would do sketches rather than full cartoon/drawing until their ideas were approved then the real drawing would begin. The participants were asked to think about who their character was going to be. Everyone drew their comic character and listed what power/s their character had and what their character's main qualities were. We discussed what type of outfit, including material and colours their character would be wearing. We also took an A4 paper and folded it into 4 and those that wanted to could draw a basic 4 scene action for their character. We discussed other things that appear in comics like word sounds. "BAM, KAPOW"

## Reflection

We had a group of 6 - good size. Having more "comics" rather than "graphic novels" would be better. We worked with what we had in the library.