MEOW!

NEIGH!

AND THE WINNER IS...

THE TORTOISE. AGAIN... EVERY YEAR IT'S THE TORTOISE THAT WINS THIS THING.

THE END
1. Read lots of comics—if your parents complain, then just call it “research.” They’ll love that.

2. Go find things that you want to draw and look at them from different angles. Now, I’m not saying hang upside down from the Empire State Building or go roll over a hungry lion to get a better angle (although that would be very cool), but check out different pictures of things to give you ideas.

3. If you can’t draw, then try again and again and again and again and ask for help, then try again. If after that you really can’t draw, then find a friend who can.

4. Plan it out and “storyboard” your comic. (Pradeep is very good at this bit. I’m more of a draw-first-ask-questions-later kind of kid. But then there ends up being lots of questions.) To storyboard your comic just draw a bunch of boxes in a row, and then fill them in with what you want to happen in each box or panel of your comic. You can draw or write your storyboard.

5. Put in lots of action and show it in lots of different ways. Imagine you are directing a movie and you can have close-up shots, overhead view, long shots and split panels to show two things are going on at the same time.
6. Make it funny. (Pradeep says that comics don’t have to be funny; they just have to tell a story, and that can be a sad story too. He even admitted to crying a little at the origin story of Captain Flopmonster.) But I still say mostly make it funny.

7. Think about what your characters say, why they say it and when. And make the characters’ words—the dialogue—short. Think about the beginning, middle and end for your story. Look at it like a mountain.

8. Only it’s more interesting when you make your mountain harder to climb.

9. Read back your comic to see if it works. Even try reading it out loud, doing voices for the characters, like it’s a play or something. That way you’ll see if the characters all sound the same or if something doesn’t make sense.

10. Show your comic to someone else, because you worked hard on it and now it’s someone else’s chance to read it and laugh (or cry). Good luck!!!
TOM: OK, your turn. Let’s see what you can do.