



Understanding Motion Comics

Research Project

Faculty - Prof. Phani Tetali

By Sahil Trivedi
136340008

IDC, IIT-Bombay

Approval Sheet

The Design Research Seminar Report by Sahil Trivedi is approved in partial fulfillment of the requirement for Understanding the Motion Comic in Animation and Film Design.

Date:

 Guide Signature

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Introduction of Motion Comics

A motion comic book has usually been where animators have taken an existing comic book, using the original art and have applied motion to the characters to turn it more like a cartoon than a comic book. Voice actors read the dialogue instead of word balloons and the final result can be minutes or its own feature length show.

Abstract

This Research would involve studying different methods for creating interactive motion comics for various platforms like iOS, android and windows.

My research area will be based on these two applications. How to make a comic strip on these applications With multi-featured comic media for platforms like iOS, Android and Windows.

About Motion Comics

Individual panels are expanded into a full shot while sound effects, voice acting, and animation are added to the original artwork. Text boxes and sound effect bubbles are typically removed to feature more of the original artwork being animated. Motion comics are often released as short serials covering a story arc of a long running series or animating a single release of a graphic novel. Single release issues of a story arc are converted into ten to twenty minute long episodes depending on content.

What is Motion Comic.

To help explain what a motion comic is, I will first explain what it is not. It is not a digital comic (comics produced online for the purpose of being viewed online) because motion comics are animated. It is also not a limited animation because it is not really created by animators.

A motion comic uses the drawings of such notable comics illustrators as Neal Adams, John Cassaday, and Paul Dini and adds some lighting and editing effects (and a few little animated parts- like hair blowing in the wind, glass shards flying from a broken window.) to those drawings. The illustrators are not animators and the animators are not illustrators. The production crew adds the effects through Adobe After Effects and other similar programs after scanning in the original drawings.

History of Motion Comic

The earliest examples of motion comics are found in independent creations such as *Broken Saints* (2001).

In 2005, Lions Gate released an animated version of the *Saw: Rebirth* comic, one of the first examples of an animated comic created to tie into a film franchise. The first major motion comics released, which is also the first use of the term "motion comic," were released by Warner Bros.

the owner of DC Comics to coincide with the film premieres of *The Dark Knight* and *Watchmen*, releasing an adaptation of *Batman: Mad Love* and *Watchmen: Motion Comics*, adapting the comic book of the same name.

In 2012 a prequel motion comic of the movie *Dredd* was made to show the origins of the movie's main antagonist, Ma-Ma.

Digital media of Motion Comic.

Somewhere between printed comics and limited animation lies a new breed of medium: the motion comic. With visual styling similar to an animatic, but a fully produced soundtrack like a cartoon, motion comics are combining the best of both worlds to serve a broader audience of comic fans and non-fans alike. Motion comics have created a new medium that blurs the line between traditional printed comics and animation by having elements of both.

Early Marvel comic cartoons were done very much in this fashion with the original artwork and storylines being photocopied, recolored, and animation added to it. In my opinion, these early cartoons were some of the first examples of motion comic books.

Nowadays, animators mostly use computers to add the animation to the comic book, turning it into a lively performance. Since the artwork and story is done, it is a relatively cheap way to create animated content and more and more publishers are using it as a way to add revenue streams on content already created. The animation itself is also coming a long way and is helping to turn the motion comic into something new entirely. Well done animation and voice acting has helped the motion comic movement gain credibility in the world of comic books.

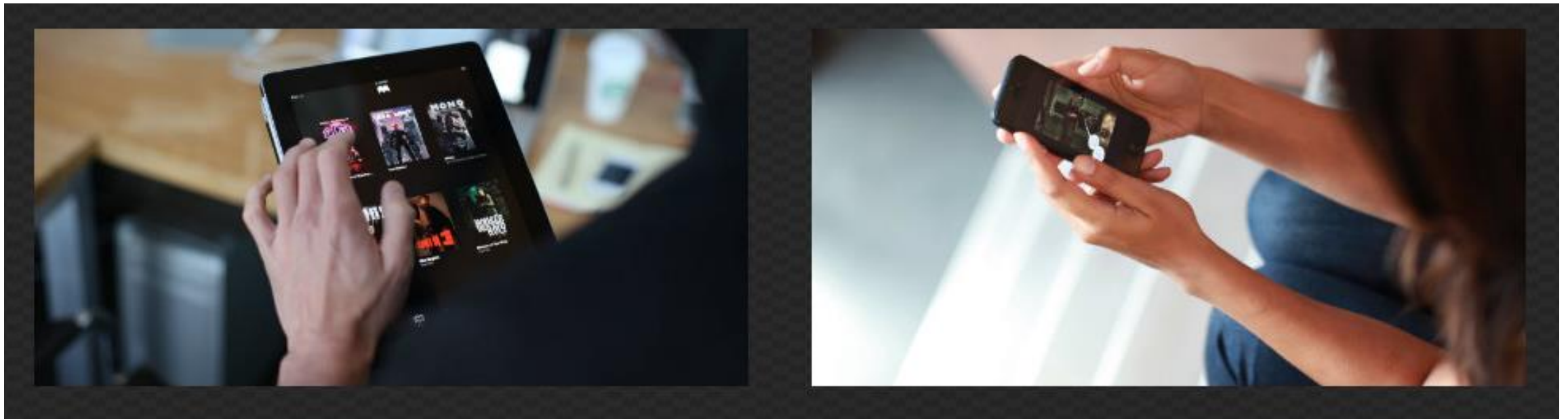
Why motion comic is a better platform.

one of the great things about motion comics – it requires so little animation. what animation is given is seen as a plus. Because there is some movement, it still has the same attention-grabbing abilities as an animated cartoon. With less animation, motion comics require less manpower and therefore cost less money than full animated programs like “Spectacular Spider-Man” or “Batman the Animated Series”.

motion comics are “more engaging” than printed comics, they come across as more accessible than printed comics. There is a stigma around printed comics that true fans read them and it is very hard to get into them. Motion comics are a way of showing people outside of that echelon the characters they love in a new way in new stories that they haven’t been exposed to before.

How to make Motion Comic

With the help of these two application on which I will be working as a research project, I will try and detail out each and every topic and important subject on how to create such Motion-Comic with the help of 2 Applications (Adobe Flash & Madefire). Which will include different features and development for three web and mobile based (iOS,Android) media.



Understanding Motion Comics

This Research would involve studying different methods for creating interactive motion comics for various platforms like iOS, android and windows.

My research area will be based on these two applications. How to make a comic strip on these applications With multi-featured comic media for platforms like iOS, Android and Windows.

Applications

1. Adobe Flash Professional -
2. Madefire.com (online based platform) -

The next big thing in the e-publishing revolution is motion comics, with a number of companies jostling for market supremacy and experimenting with the form. The leader at the moment seems to be Madefire, who have struck a deal with Deviantart that gives them an early foothold with an established online community.

Digital Platforms to make Motion Comic.

Interactive Timeline Hybrid Applications and Platforms -

1. **Adobe Flash Professional**
2. *Motion Artist*
3. **Madefire.com** (online based)
4. *Marr8-Storyteller*
5. *Html 5-CSS*

Applications

1. Adobe Flash Professional -

So you want to
make flash comics?

***Use your left and right keys to navigate**

[Click here to skip the COMIC and go to the tutorial](#)

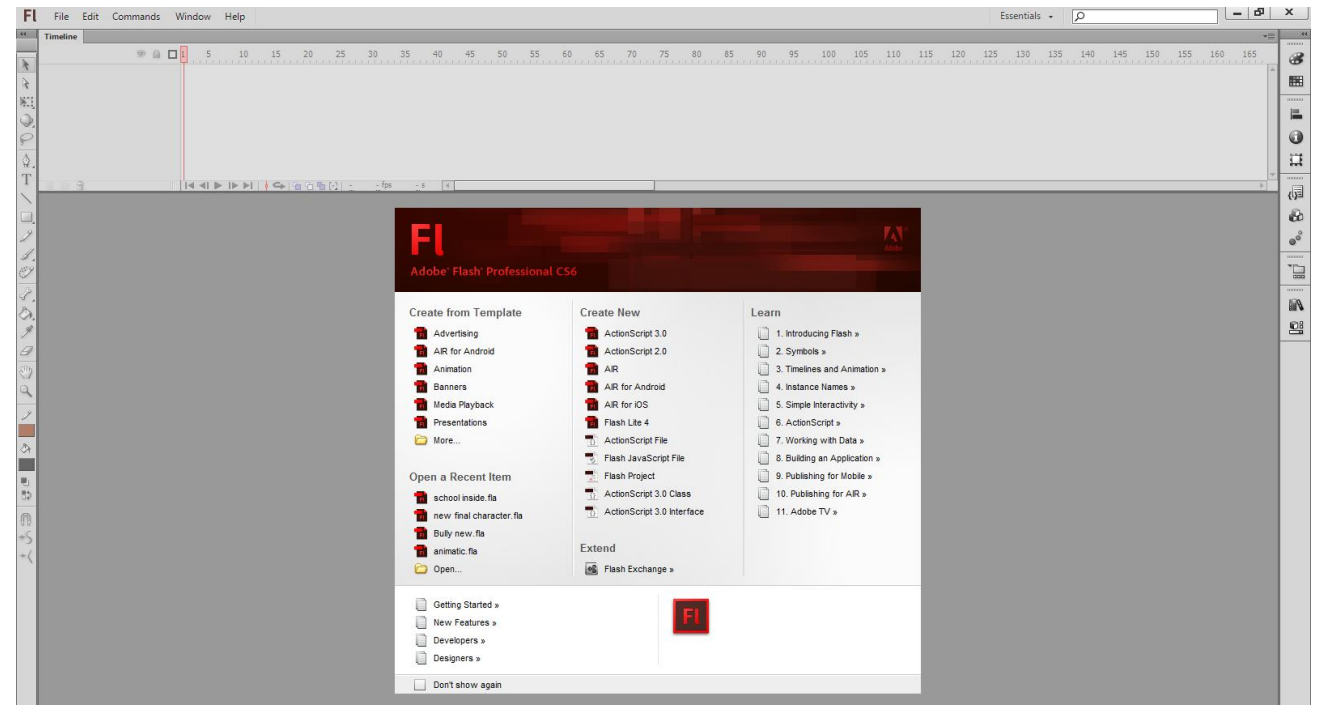


Applications

1. Adobe Flash Professional -
 - Best thing about making a digital comic in Flash is you have certain amount of lease on animation format
 - You have such freedom to make animate everything on this platform.

Things you need to do a (basic) flash comic:

- **A computer capable of running Flash**
- **Flash (I'm using MX 2004 Pro)**
- **A mouse or tablet**
- **Some basic coding (which will be given to you)**
- **A new document or the flash comic you want to work on**



1. Adobe Flash Professional -

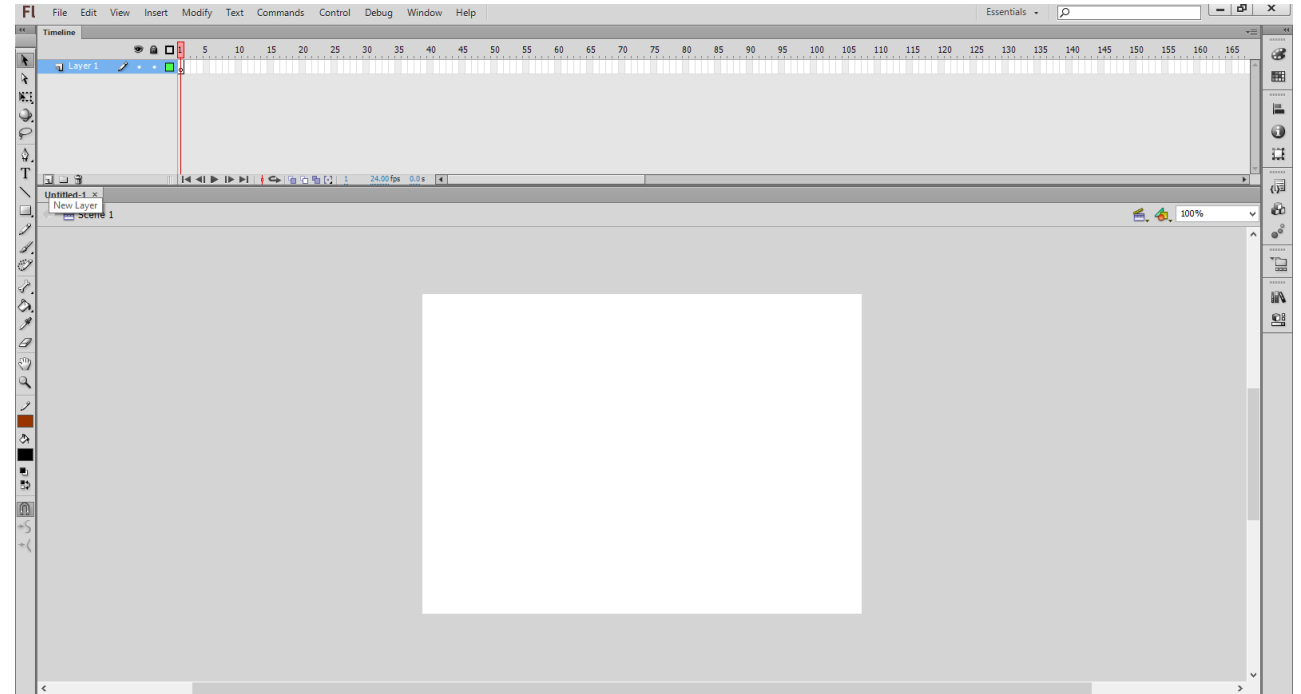
- you have such freedom to work in any resolution as the application serves vector format
- With the tools you can paint it just like comic strip one by one and you can put it on time line.

Step One -

All you need are TWO layers to do this:

- Your control layer (which is called `_controller`)
- Your layer you want to draw on (name it whatever you want)

You can have more than that, but those are all you need to do a basic flash comic.



1. Adobe Flash Professional -

Step Two -

All you need are TWO layers to do this:

- Your control layer (which is called `_controller`)
- Your layer you want to draw on (name it whatever you want)

You can have more than that, but those are all you need to do a basic flash comic.

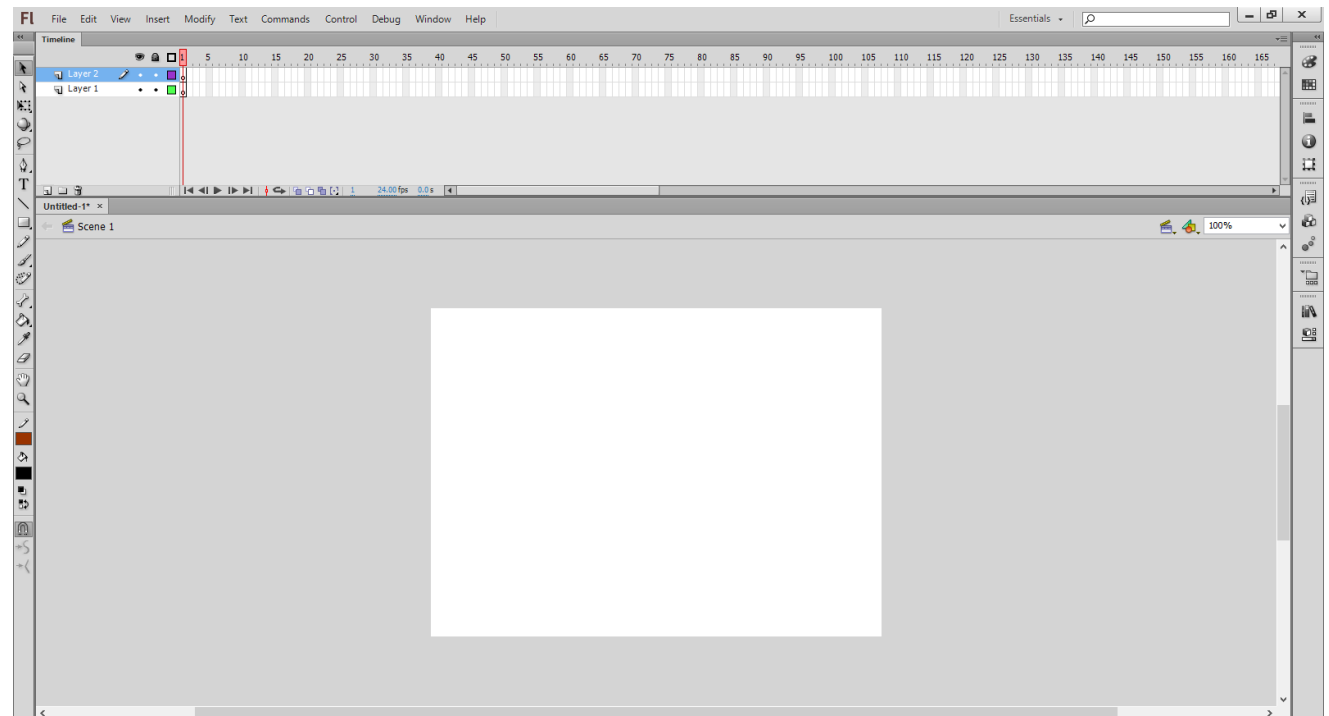
Make sure that your actual layer you're drawing on has the scripting:

```
stop();
```

This goes DIRECTLY into the Actions tab for that layer on EVERY SINGLE FRAME if you want it to stop for each frame you are using.

f9 is a shortcut in flash to bring up this tab; it is also located on the bottom of your screen.

- Best thing about making a digital comic in Flash is you have certain amount of lease on animation format
- You have such freedom to make animate everything on this platform.



1. Adobe Flash Professional -

Step Three -

Keep in mind, every single frame, for both the controller and the drawn layer need to be made into keyframes.

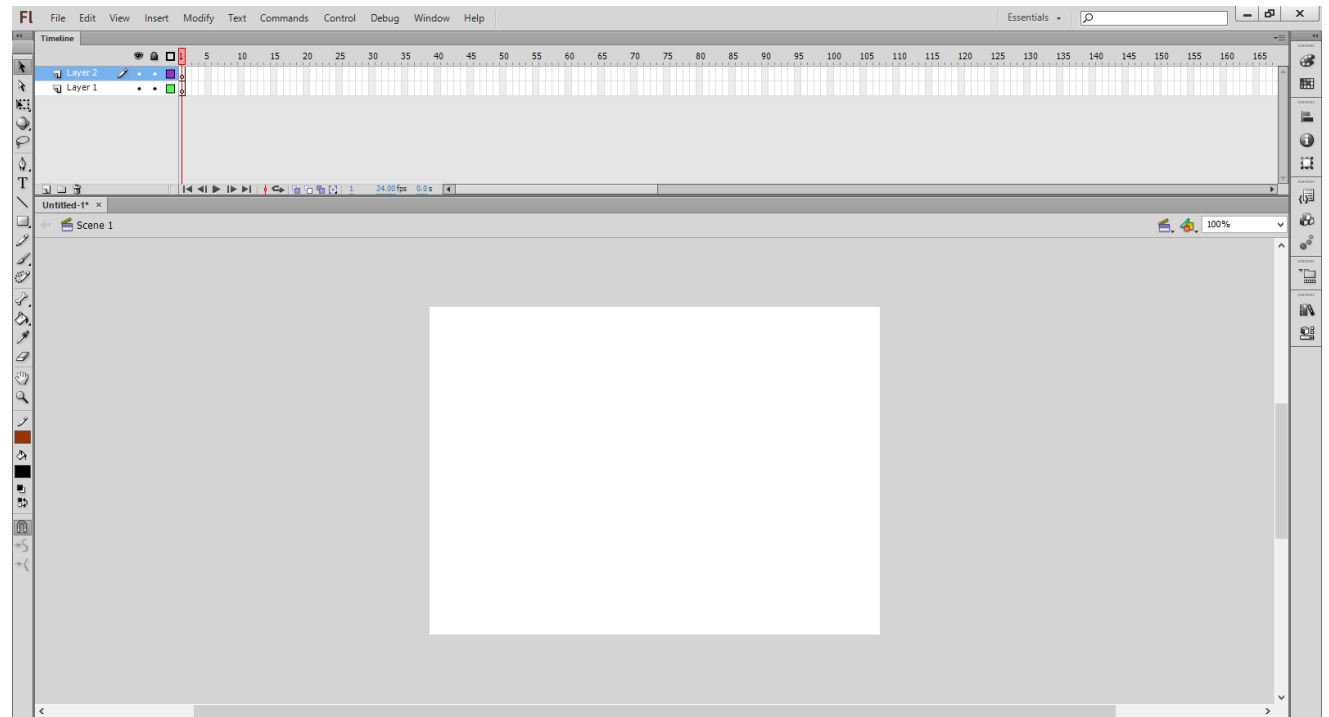
All you need to do is select the frame you need and right-click it (or control-click for Apple users), and then select 'Convert to keyframes'.

You'll see there are other options in that list, and mostly you need:

- insert frames
- Remove frames (if you want to take any out)
- Insert keyframe
- Insert blank keyframe
- Convert to keyframes
- Convert to blank Keyframes

The code to make that button work is:

```
on (press) {prevFrame(); }  
on(keypress"<left>"){prevFrame(); }
```



1. Adobe Flash Professional -

Step Four -

The code to make that button work is:

```
on (press) {prevFrame(); }
```

```
on(keypress"<left>"){prevFrame(); }
```

The on (press) command makes it a button able to be pressed.

The on (keypress"<left>") makes it possible to navigate with your keys.

All of this is placed into your Actions tab when you select the button itself.

You can use the following keypress commands: left, right, up, down

1. Adobe Flash Professional -

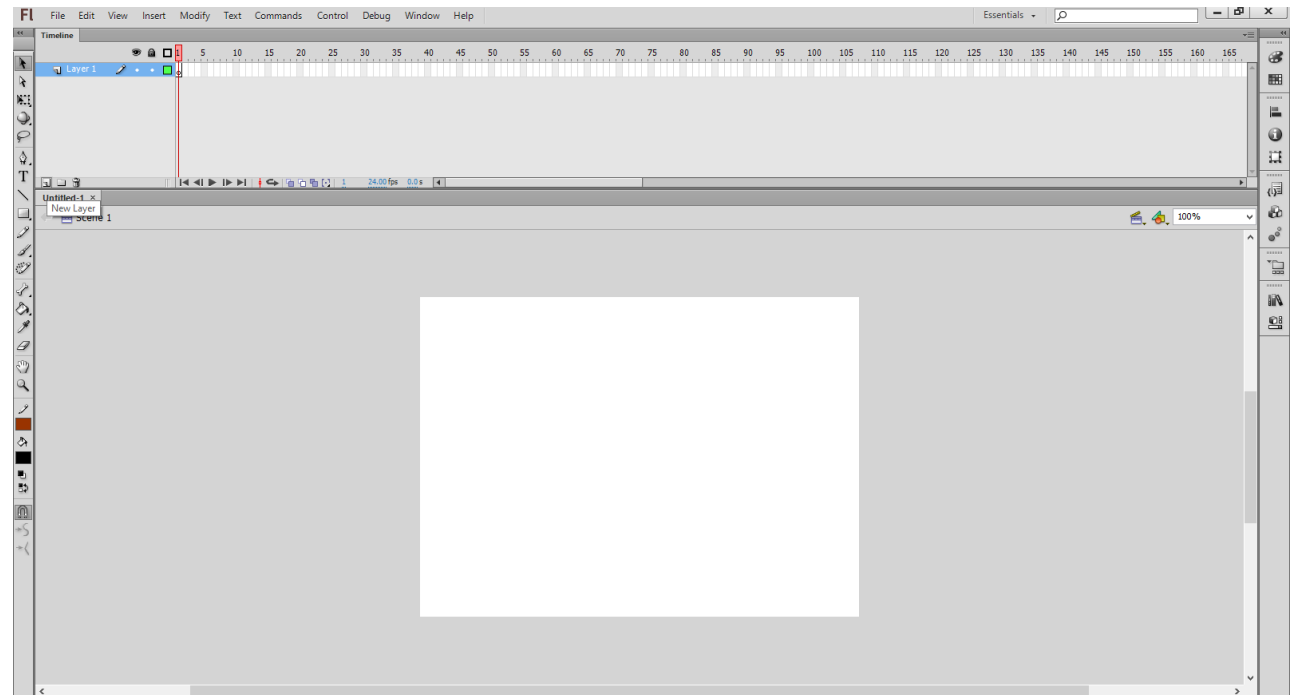
Step Five -

Just like with the back button, the next button also has coding to make it work. And yes, this is on the `_controller` layer as well when you select that button.

The code to make the next button work is:

```
on (press) {  
    nextFrame();  
}  
on(keypress"<right>"){nextFrame(); }
```

Unlike button codes that may point to a different frame (we'll get to those soon), this is pretty simple code to make a button navigate



1. Adobe Flash Professional -

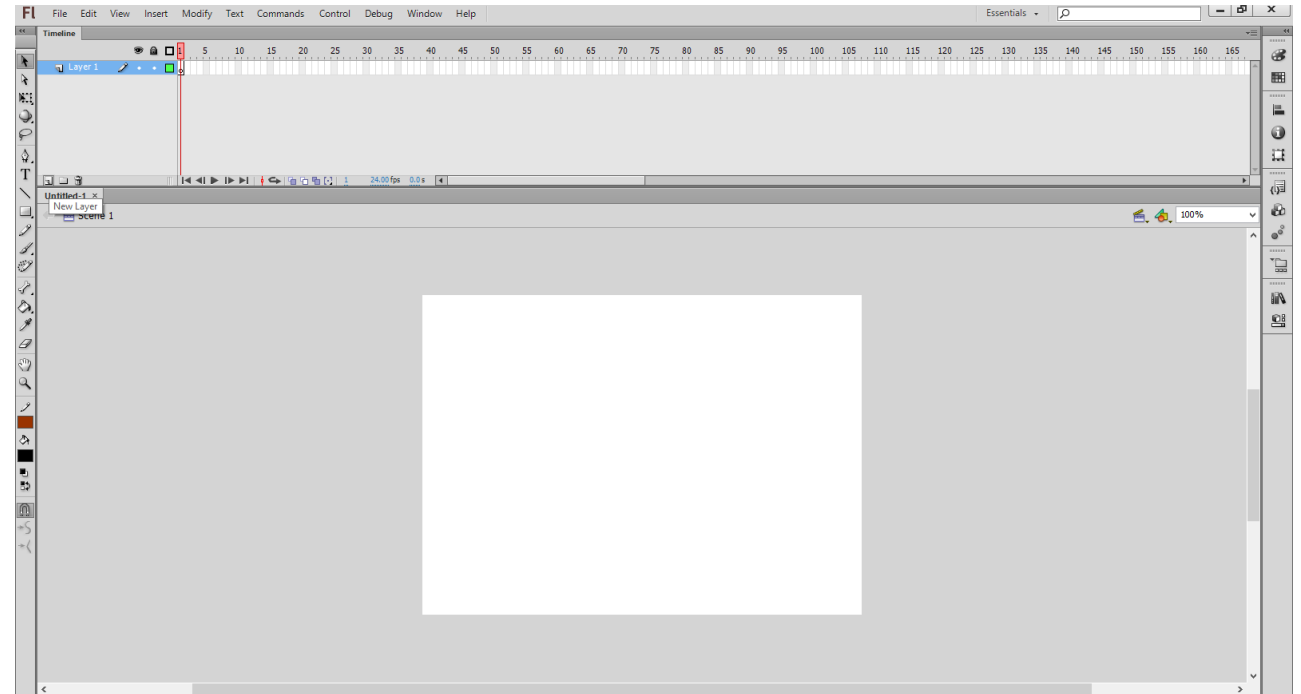
Step Six -

All you need to do is draw a shape (or use an image), select it with the black pointer icon by left-clicking and dragging a box around the shape.

Once you have it selected, right-click and select 'convert to symbol'.

Make sure you have the 'button' selection checked and you can set the area where you want the mouse to react to (the very center is a good place).

You can also name it, but you don't have to.



1. Adobe Flash Professional -

Step Seven -

All you need to do is draw a shape (or use an image), select it with the black pointer icon by left-clicking and dragging a box around the shape.

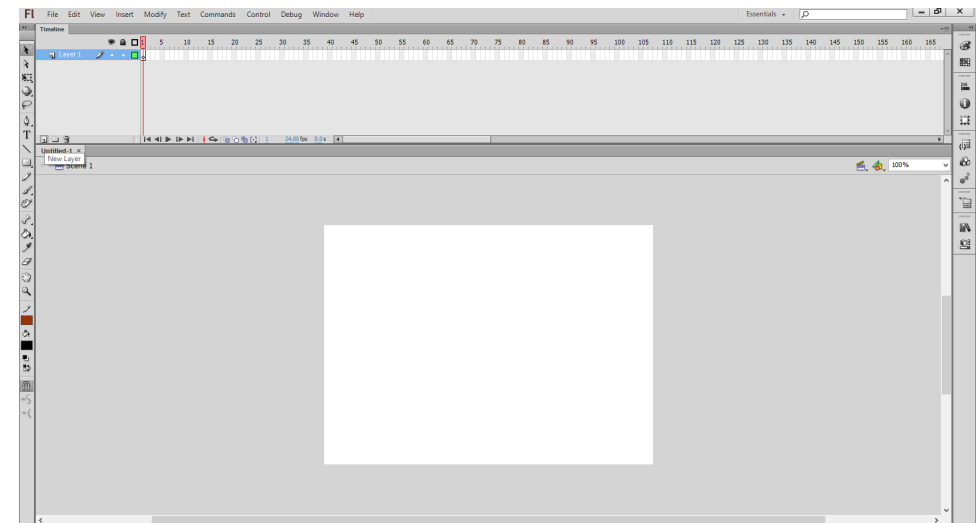
Once you have it selected, right-click and select 'convert to symbol'.

Make sure you have the 'button' selection checked and you can set the area where you want the mouse to react to (the very center is a good place).

You can also name it, but you don't have to.

Now that you have your AS set for each button, you can then pretty much control the forward AND backward flow of your comic.

And in each frame of said comic, you can draw your panels, add pictures, add words, etc!



1. Adobe Flash Professional -

Step Eight -

**For extra things like a replay button, webpage button, easter egg, etc;
All you need to have is some basic scripting down.**

**For webpage buttons (to bring up a webpage), you just need a symbol
and this coding:**

```
on(release){  
  getURL("insert url here", "_blank");  
}
```

Try clicking on my name to bring up a page in your web browser

While getting done with it,
this file will be made as .swf format and it will be having very limited uses.

But by using this software you will be able to provide such great amount of animation
To your motion comic.

2. Madefire – www.madefire.com



1. Madefire – www.madefire.com

The Madefire Motion Book Tool creates Madefire Motion Books™. It assembles your assets art, text, and sounds onto pages of a motion book and then gives life to your assets by animating them on the page.

Once you're finished, the tool publishes your motion book so you share it with friends and a wider audience.



1. Madefire – www.madefire.com

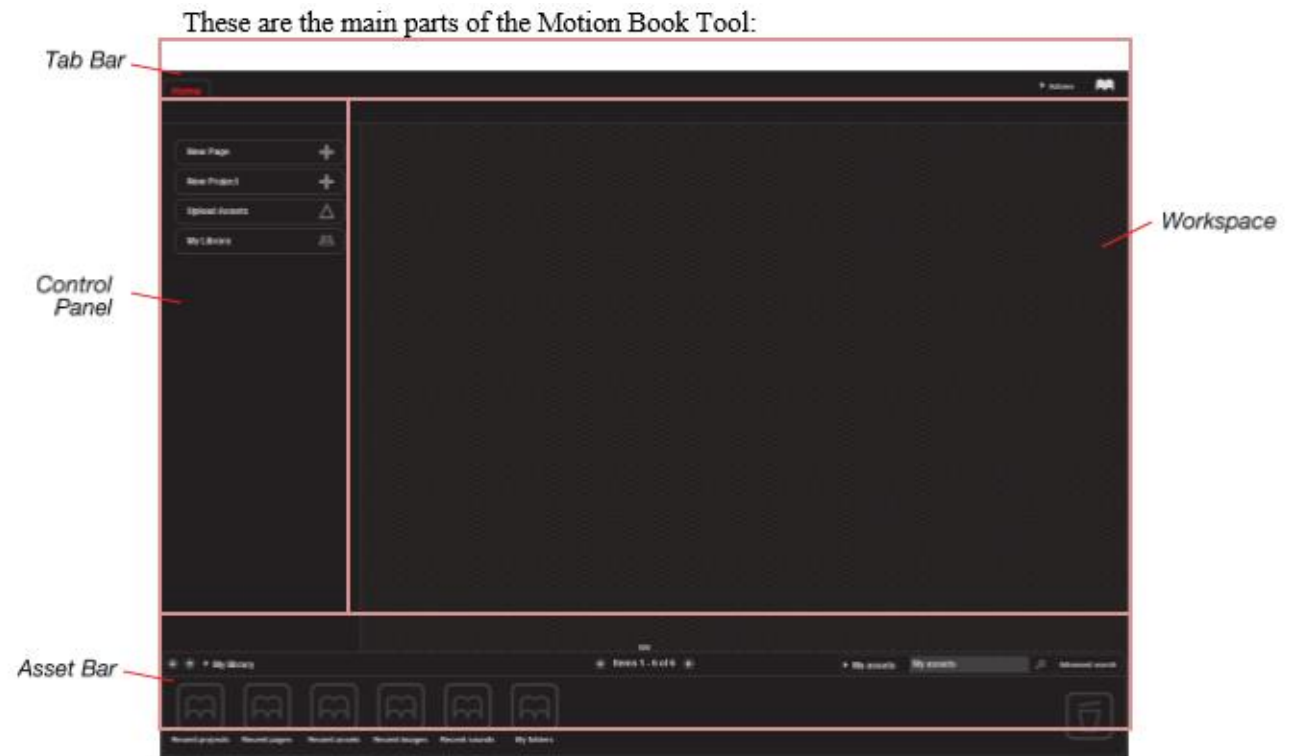
- All you need to start up with this online application is to go on with the sign up process and there you go you are having an online source of making motion comic.
- For a beginner this is the best part because its very simple very less complicated and easy to use anywhere anytime with internet connection.
- With such wide range of options we can really chose what effects what artworks we want and what we do not want on it.



1. Madefire – www.madefire.com

So, starting up with the basic features it starts with the tab bar switches back and forth between pages, projects, your library, and other tabs you may open.

1. The control panel presents controls for the tab you have open.
2. The asset bar shows available assets in the Madefire cloud and lets you move them into and out of the Motion Book Tool.
3. The workspace displays your assets and lets you assemble them into pages and projects.



1. Madefire – www.madefire.com

Create new Page-

The page is a basic element of construction in a motion book. Assemble assets on a page and assign effects to give them life. Later collect your pages into a project you can publish as a motion book.

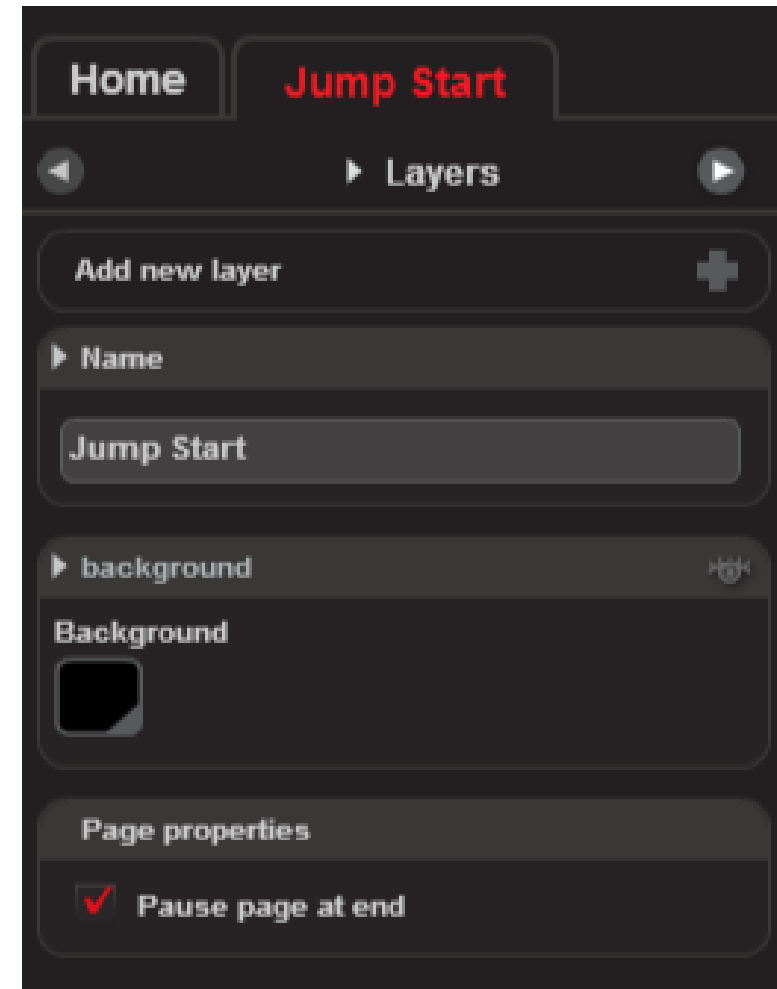
Our very simple project is a single page that we'll create now.

1. Click the “New Page” button in the control panel.

A page tab appears with page controls in the control panel.

2. In the Name box at the top of the control panel, click in the text box and change “Page” to “Jump Start”.

The tab name changes to Jump Start, and your page is now named Jump Start.

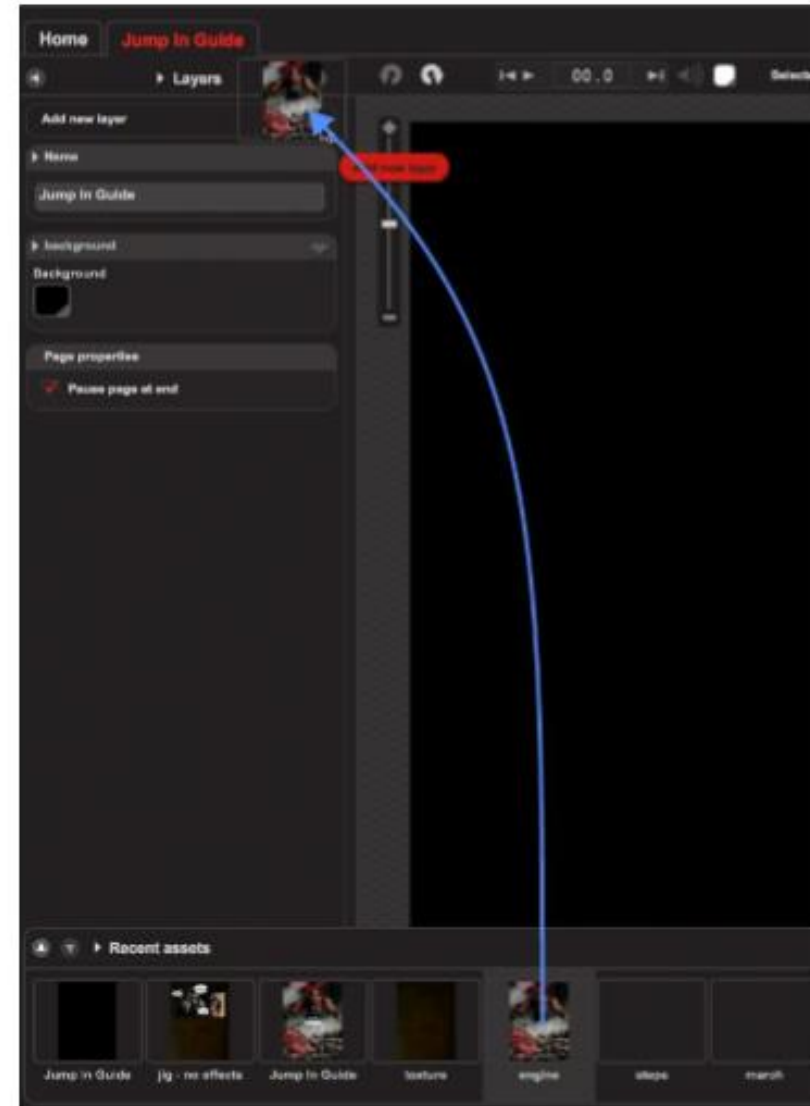


1. Madefire – www.madefire.com

Drag the image from the asset bar and drop it onto the “+” in the “Add new layer” button in the control panel.

All you have to do is add those images into those layers and you are ready to go with your motion comic for advance mode.

In the effects there are parallax effect speech bubble animation text animation and lots of new features according to your needs.



1. Madefire – www.madefire.com

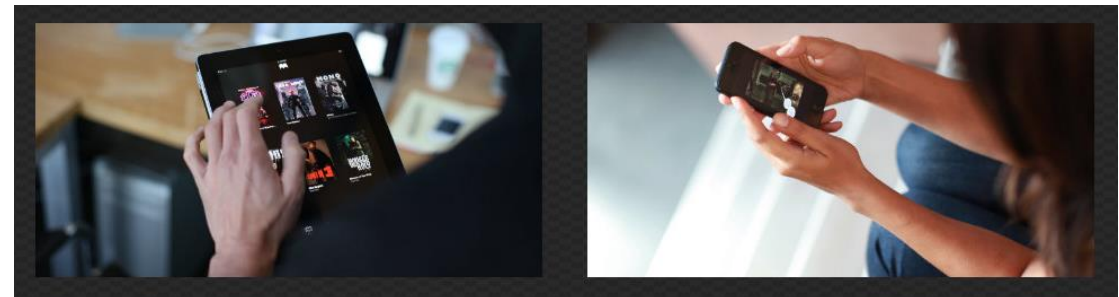
By this you will become familiar with basics of how to start with the process of making a motion comic.

According to the options you can publish this file and upload that on deviantart and different kinds of platforms like iOS, Android and Web based (Computer).

In this Web based platform you will be provided different options to create you motion comics the way you want and make your comic alive!

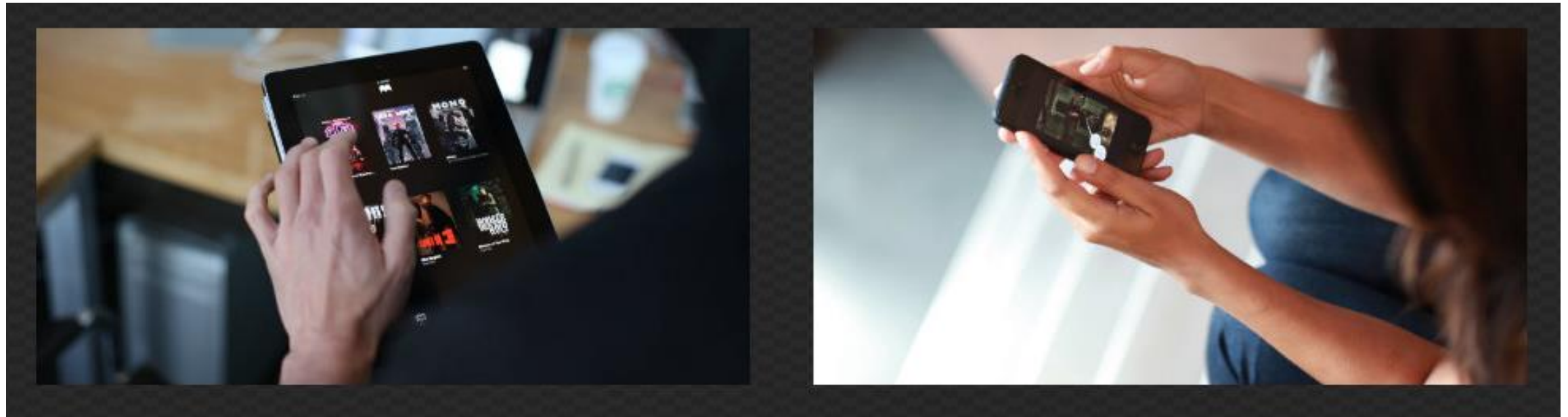
Parts of the Motion Book Tool

These are the main parts of the Motion Book Tool:



Conclusion

By doing all above research project I have become more clear about the advance new technology and digital media of new comic era. I have came across very new platforms to create motion comics. In the research of motion comic I would like to add Motion comics are short films with the look and feel of graphic novels. Unlike typical animated adaptations, here the illustration style is lifted directly from the page. Though the action plays out more fluidly than it does in the individual panels of a comic book, the story in both mediums unfolds with the same pacing, making the experiences similar.



Reference links

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