Understanding Motion Comics

Design Research Project

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Guide : Prof. Phani Tetali

DECLARATION

I hereby declare that the research done for my design research seminer project and submitted as a written report to the Industrial Design Centre, IIT Bombay is a record of the original work done by me under the guidance of Prof. Phani Tetali.

I affirm that I have adhered to all principles of academic honesty and integrity and have not misrepresented or falsified any idea/data/fact/ source to the best of my knowledge. I understand that any violation of the above will cause for disciplinary action by the Institute .

Signature:

Date: 04-07-2016

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APPROVAL SHEET

The Design Research Seminar Report is approved in partial fulfillment of the requirement for Understanding the Motion Comic in Animation.

Project Guide : _____T. Dhani_____

Date (DD/MM/YY) : _____04/07/2016_____

ABSTRACT

Stories are the way to define that how we see our lives and the world around us. Stories literally shape our resolution. Since so many decades comics has in fluenced the imaginations of children around the world with epic stories of their favorite superheroes character ever created. And now its place is captured by motion comics in a really different and new way of narrating those stories. Comics are far more adaptable in terms of storytelling in opposition to traditional storybooks. Because it not only uses just images and illustrations but also uses captions in the balloons and onomatopoeia to indicate dialogue, sound effects, narrations etc.

Modern technology is helping motion comics in a really great manner. It has taken the experience of traditional comics to the next level by merging print comic books with sound effects, voice acting and animation. This research project takes a look into the world of motion comics today as well as different ways for creating interactive motion comics for different platforms like iOS, Windows and Android. Also this report brie fly covers one specialized software tool Smith Micro's Motion Artist and one online tool "Narr8-Storybuilder" for creating motion comics for emerging artists.

INTRODUCTION

Somewhere between printed comics and limited amount of animation is called new medium of comic 'The motion comic'. Panel of traditional comics is managed with animated scene, voice, and effect and later compile in to motion comic either as a video sequence or as interactive application. The main purpose of a motion comic is to engage the reader to much deeper level and to fill the gap between reader and traditional comic. Motion comics creates interest towards reading comics, where in 21 st century people are losing interest in comics. The computer animation and emerging technology has brought both world together to make this medium grow. Films on super heroes are increasing the demands of comic books derived narratives across various media platforms, such as film, television, the internet, digital tablets and smart phones. The comic book already has been adapted in to televised cartoons and interactive experience.

HISTORY

The concept of motion comic was outlined in the mid- 1960s by by science fiction author Philip K. Dick in his novel The Zap Gun. Dick explained both the storyline and the animated panel of this comic book in detail. 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 which is also the first use of the term "motion comic" was released by Warner Bros.

In 2010 a motion comic called Inception was released. The Cobol Job was released as prequel and prologue to the movie Inception. In 2012 a prequel motion comic of the movie Dread was made to show the origins of the movie's main antagonist, Ma-Ma. Marvel Comics has released motion comics using a company owned by Neal Adams. The first release was an adaptation of Joss Whedon and John Cassaday 's Astonishing X Men. Other adaptations
include Spider Women, Agent of S.W.O.R.D., Iron Man, Extremis, Black Panther, Thor, Blood Brothers, In humans and Astonishing X-Men.

TECHNICAL CLASSIFICATION OF MOTION COMICS

We can see the growth of motion comic in recent years, with popular comic titles like X- Men making the jump to Net flix or YouTube, where we can watch animatic frames instead of read. We have many devices with optimal amount of portable data storage running on operating system like android, windows and IOS. These operating system ' API allows programmer to create interactive application.

Narr8- Story builder is an online tool for creating motion comics; We can use Flash Pro to create a motion comic also. These all motion books can be viewed on Android or IOS or Narr8 over the Internet.

We can classify motion comic in following categories:

1- Interactive Static

2- Interactive Dynamic

3- Video Sequential

Interactive Static

Generally this type of comics is digital version of traditional comics with static panels and controls but with full interactive controls. IN this type of comics we can mainly see a simple interchange between scenes and basic sounds in frame.

Interactive Dynamic

These types of comics are more interactive from reader's perspective. We can find additional interactive devise like motion sensor, light sensor etc. These types of comics are more technical than other type of interactive comics. Reader can interact with this type of comic in their device and enjoy reading comics. Tool for creating these comics are Adobe Flash Professional and Smith micro motion Artists. Action Script is the language which we use in Adobe Flash Pro to have precise control over the animation, sound and all other digital assets. Artists are using 3D workspace which allows more dynamism to visual narrative.

Video Sequential

These types of comic's categories are essentially structured on a timeline as a video sequence. This type of comics has least interactive controls as these comics are video sequences; user can only play pause or stop the comic.

HOW TO MAKE MOTION COMIC

There are many Application people use to create motion comic with many other languages to make comic interactive. I will try and detail out each and every important subject on how to create Motion-Comic with the help of application Adobe Flash Pro. I will be using action script language to make it interactive for various media like Android, iOS, & Web devices.
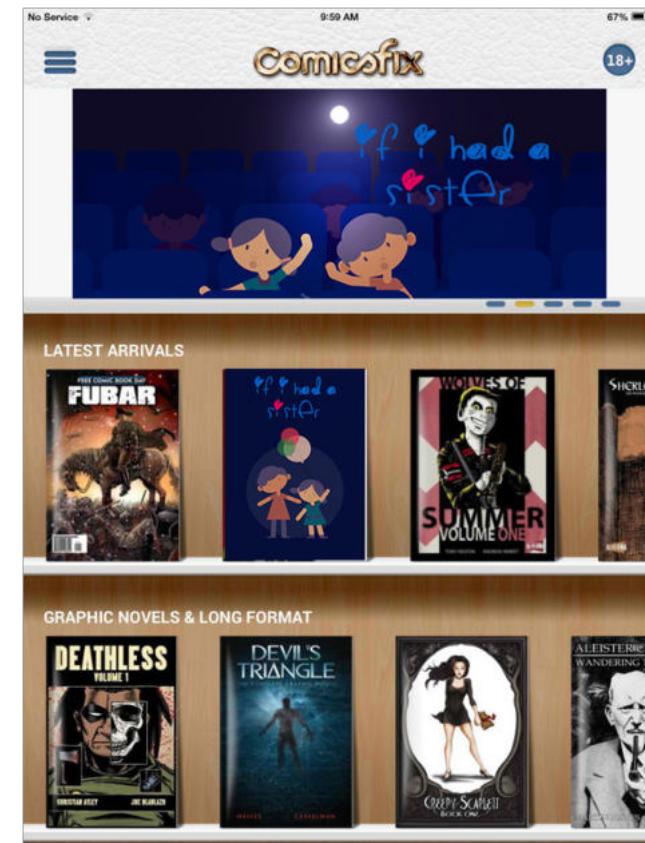
DIGITAL PLATFORM TO MAKE MOTION COMICS

There are many Interactive Timeline Hybrid Applications and Platforms are for creating Motion Comics:

1. Adobe Flash Professional
2. Motion Artist
3. Narr8- Storyteller
4. Madefire.com

1.Adobe Flash Professional

Interface of Adobe Flash Professional
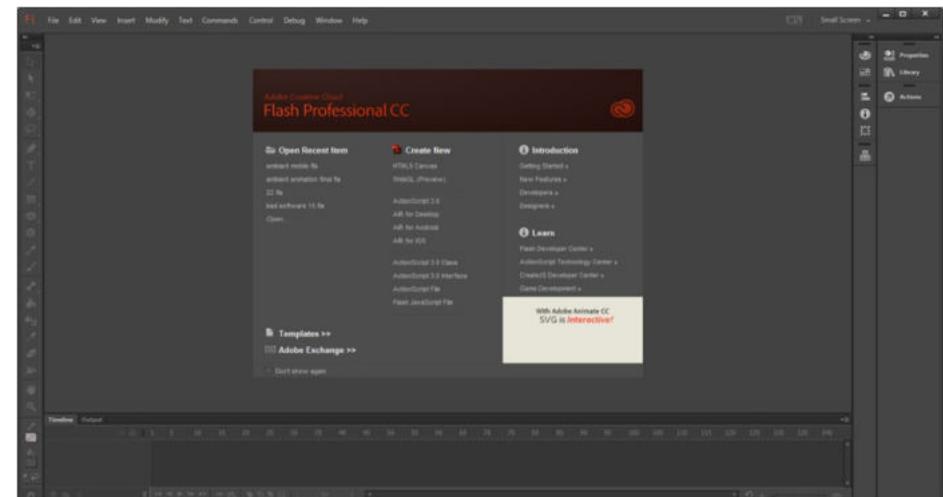
The best part about making a digital comic in Flash iswe have certain amount of lease on animation format. We have both option in Flash Pro is that, we can create Animation and make it Interactive with the help of Action Script.

2. Motion Artist

Interface of Motion Artist
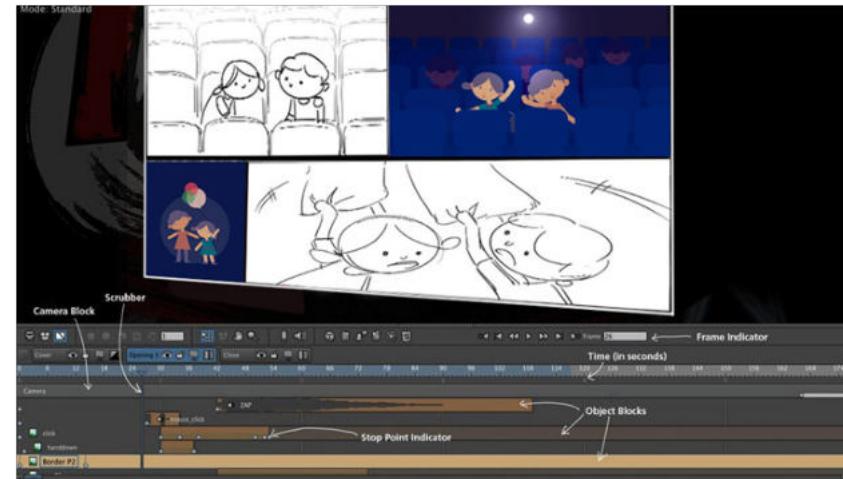
3. Madefire.com

This is online platform to create Motion comics.
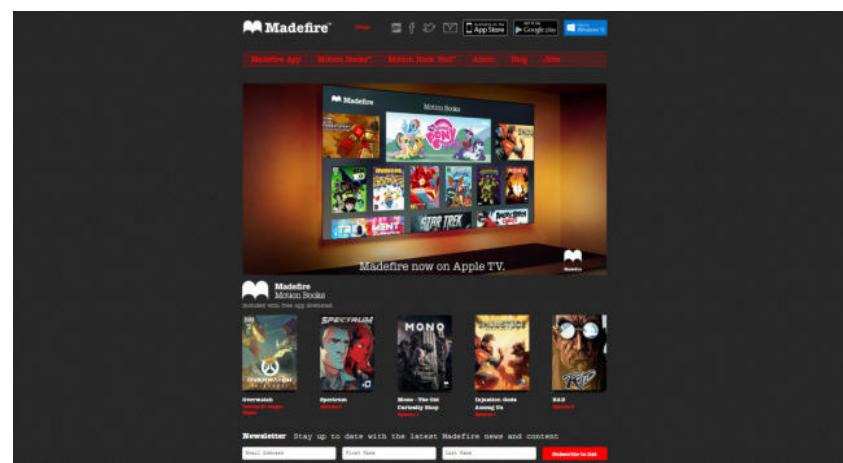
The process of making Motion comics using Adobe Flash Professional:

Step-1
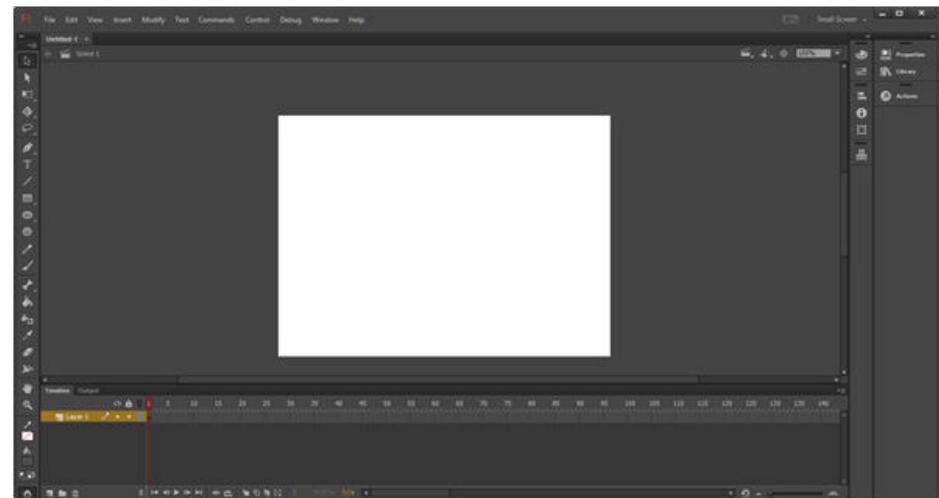
- All we need two layers, first layer is controller layer and 2nd layer is for create your drawing.

- Make sure that your actual layer you are drawing on has the scripting: stop(); . This goes directly in to the action tab for the every single frame if you want it to stop for each frame you are using.

Step: 2

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

● We always need to select frames and convert it to keyframes;
right-click- convert keyframe.

● The code to make that button work is:
on(press){prevFrame()}
on(keypress"<left>"){prevFrame();}
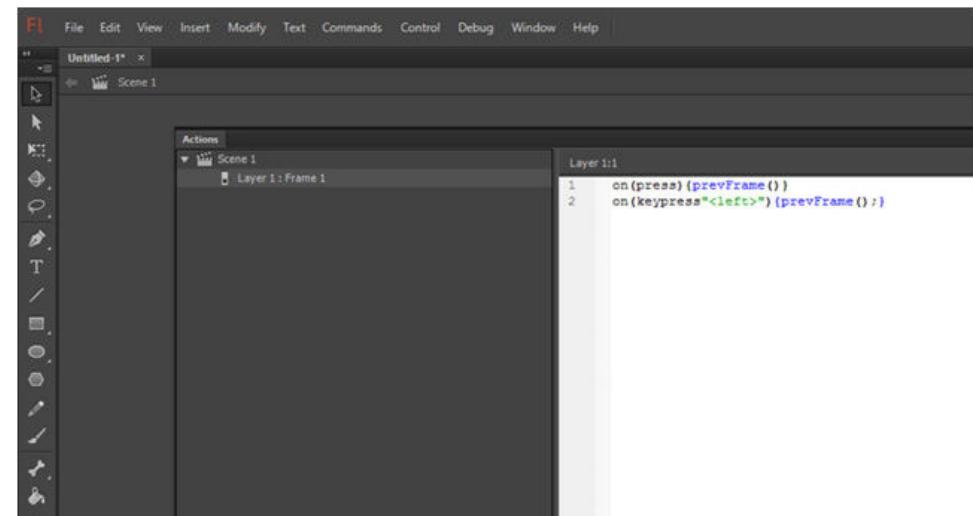
Step: 3

On(press) is for make button able to press.

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

After this scripting user can use key press command:
left,right,up,down.

Step-4

We need to code for next button also. The code for next button is

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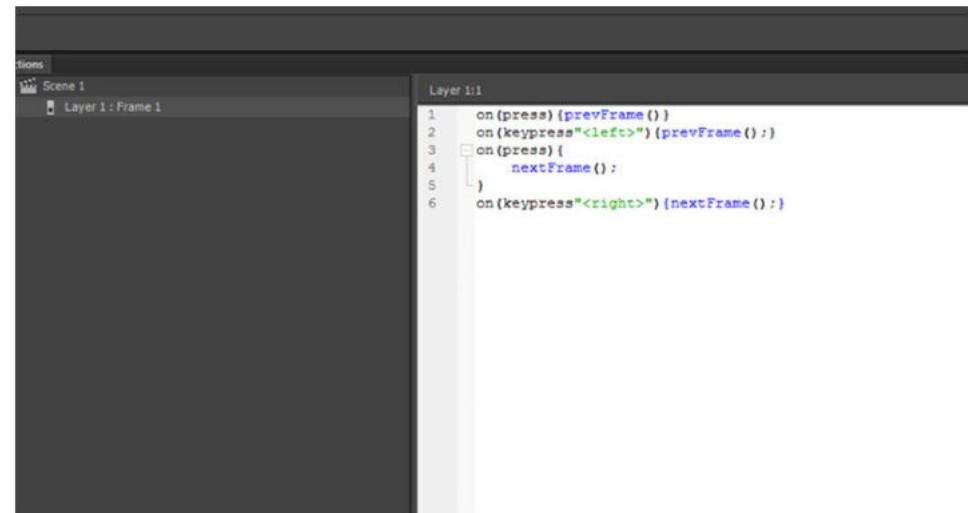

Step-5

We need to draw a shape or import a image and press F8 to convert it to a symbol. We can convert it to symbol through right-click.

Step-6

Now we have button with pretty much control of backward and forward
fbw control on comic. Now we can draw our story related panels and add
words also.

Step-7

Now we need some scripting to create Replay button, Webpage button.
To bring up a webpage, we need a symbol and some scripting above.

```
on(release){
        getURL("insert url here"_"www.google.co.in/#gfe_rd=cr")
}
```
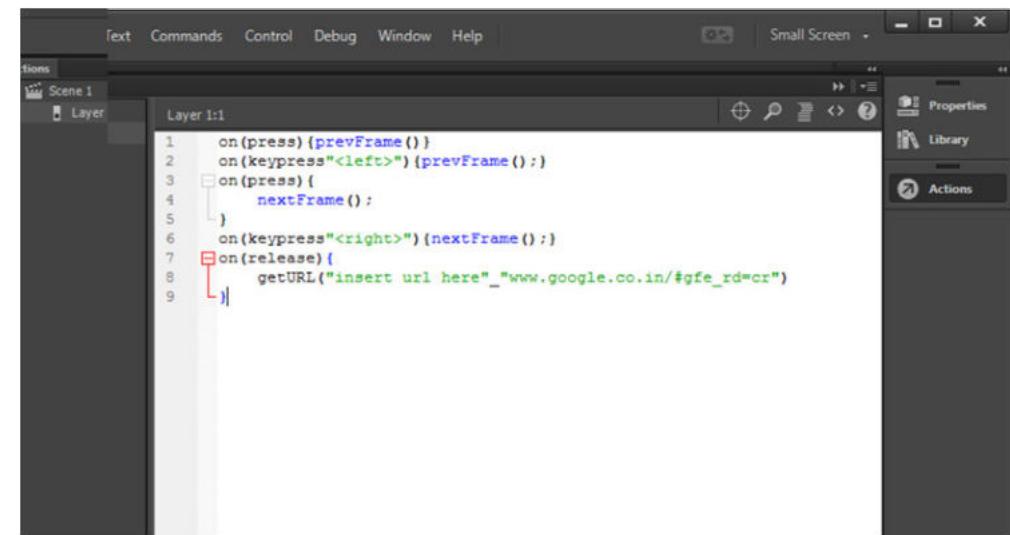

While getting done with it, after ctrl Enter we can get .swf file format.

EXISTING MOTION COMIC

Marvel X-Men AR Comic

We all know that, this is the new era of augmented reality. Marvel recently released comic books with augmented reality markers. Scanning over it reveals special effect and behind the scenes of making of the comic to the reader.
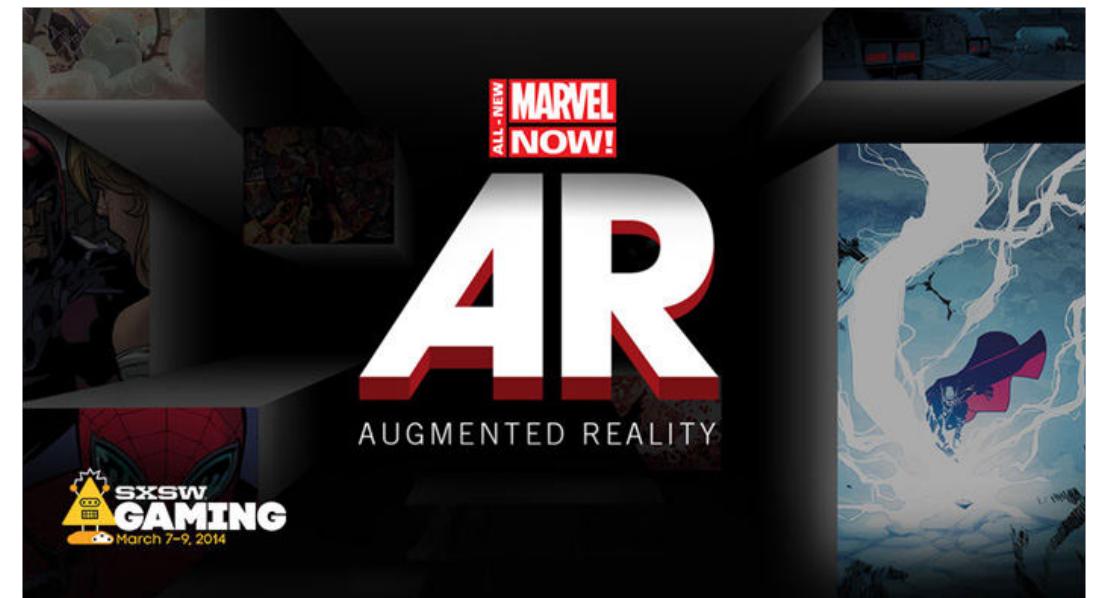
EXISTING MOTION COMIC

Batman & Dracula

Dracula incorporates live action photos and allow the reader simple actions such as 'yes' or 'no'. The comic is made to create horror feel with the sound effect and camera movement.

NARRATIVE
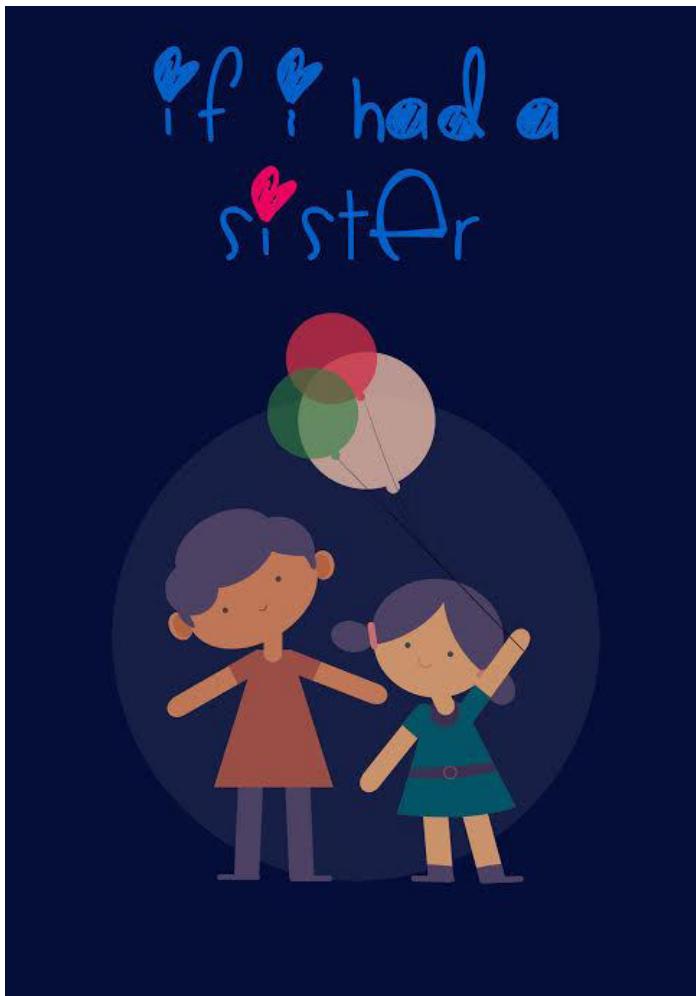
If I had a sister,
We would play with dolls,
Dance together,play together,
go to movie halls.

I would share my umbrella, my toys, and even a pillow fight.
We would pick mangoes from the tree, laugh,
and study into the night.

I would tease her, mockher,
please her but will never make her cry.
She would make me run errands but always with a smile.

If I had a sister my joys would never
end, If I had a sisters he would be my bestfriend,
If I had a sister.

LAYOUTS
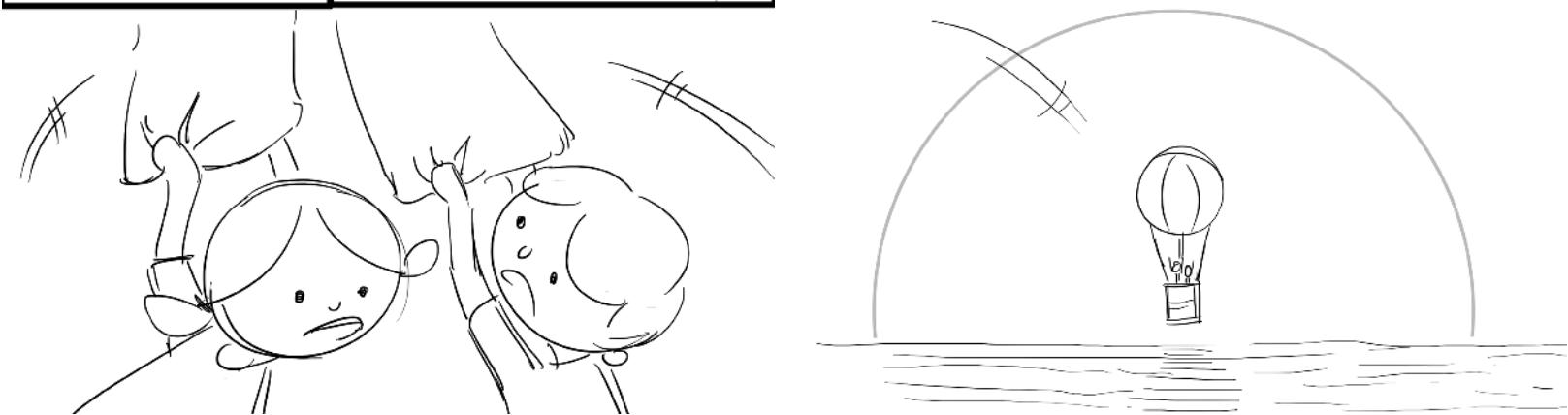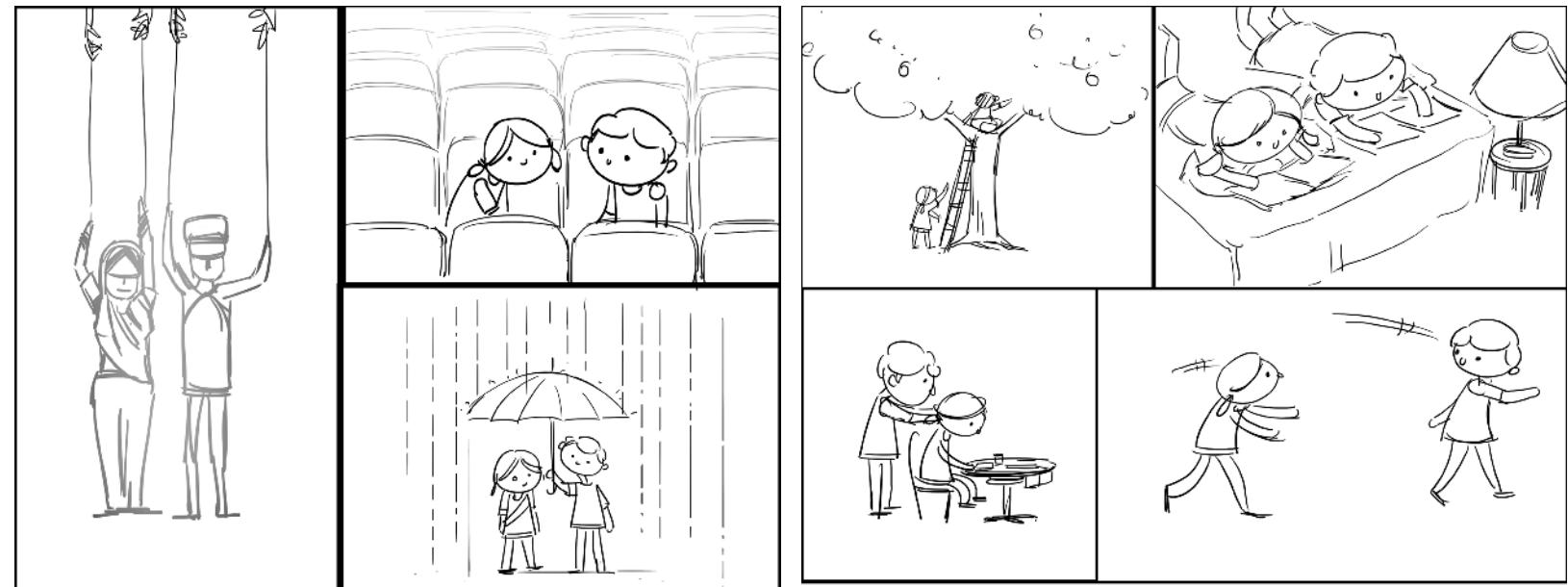
CONCLUSION

Comics are ever evolving. They are in a major competition with other technologies like animation films and games. It brings about more diversity and richness in the fiction while maintaining the same immersive experience of the comic world. Readers are free to choose what they want to experience and pick out according to their wish. Readers can follow a certain event or character and experience how the things change with time. It gives flexibility and diversity in stories and characters. By knowing the interest of the readers, publishers can decide which character or storyline to move forward with.

Sketching and animation was always important part of my life. This research project enhances my knowledge in this branch. For the first time I had a deep look into iOS and Android platform as a create tool to create and share interactive stories and the possibilities they provide to an aspiring artist. Hopefully, this document helps anyone to gain primary knowledge of motion comics and effective methods to create them.

By doing all above research project I have become clearer about the advance new technology and digital media. I also experienced 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 novel. 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.

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http://www.madefire.com/about/

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