

**Pedro Martín's Guide to Graphic Storytelling:
A Three Step Guide.**



Part 1 – The Outline

Watch the video tutorial:

<https://www.youtube.com/watch?v=aRJPp56tKgl> (03:21)

Activities to try:

- Come up with your own 'logline'. This should be a brief statement to explain what the core idea of your story is. It could state what your character does or wants.
- Use sticky notes to create your 'roadmap'. Jot down the key ideas that you would like to include in each chapter. Use one sticky note per chapter.

Part 2 – Breaking the manuscript

Watch the video tutorial: <https://youtu.be/esxCQKnoQ50> (06:08)

Activities to try:

- Write out a first draft of your story as a narrative or a playscript.
- Identify your 'page turner' moments. These should be exciting moments placed at the bottom of a page so that the reader is keen to turn the page over!
- Plan out the position of your text on your pages. Place your dialogue on the page first in 'word balloons.'

Part 3 – Sketch to the finish. (The drawing part!)

Watch the video tutorial: <https://youtu.be/DLfeyD-on2A> (06:08)

Activities to try:

- Plan out your illustrations. (Place detailed drawings and empty spaces where you want the reader to pause or slow down.)
- Draw outline sketches and shapes around your word balloons then build them up with darker lines, more detail and shading.
- Ink in your lines before finally adding colour.