COMICS GENERATOR 2.2™

a random comic creation system by adam fotos © 2009-2016

Character 1		1
1	demon	
2	vampire	
3	cheerleader	
4	goblin	
5	monster	
6	ghost	
7	elf	
8	theif/ robber	
9	ninja	
10	black cat	
11	robot	
12	librarian	
13	business man	
14	shaman	
15	wizard	
16	dinosaur	
17	knight	
18	princess	
19	unicorn	
20	Pirate	

Thing		2
1	clock	
2	egg plant	
3	jar	
4	egg	
5	television	
6	pencil	
7	candle	
8	balloon	
9	treasure chest	
10	T85 Calculator	
11	rock	
12	banana	
13	zeplin	
14	wig	
15	cellphone	
16	computer	
17	book	
18	satellite	
19	pumpkin	
20	key	

Action A		3
1	laughing	
2	wanting	
3	swimming	
4	cooking	
5	hugging	
6	climbing	
7	discovering	
8	reading	
9	mining	
10	building	
11	exploring	
12	combining	
13	performing	
14	painting	
15	cleaning	
16	investigating	
17	rescuing	
18	planting	
19	shopping	
20	kissing	

Character 2		4
1	artist	
2	troll	
3	basketball player	
4	bicyclist	
5	architect	
6	fisherman	
7	astronaut	
8	farmer	
9	scuba diver	
10	doctor	
11	nurse	
12	baseball player	
13	sumo wrestler	
14	priest	
15	explorer	
16	man-squid	
17	teddy bear	
18	archer	
19	Queen	
20	King	

Place		5
1	island	
2	volcano	
3	cave	
4	desert	
5	igloo	
6	at sea	
7	monkey park	
8	garden	
9	castle	
10	court	
11	science lab	
12	library	
13	outer space	
14	computer	
15	office	
16	waterpark	
17	zoo	
18	ghost house	
19	underwater	
20	jungle	

Make Your Own	
1	
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7	
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1) Roll a 20-sided die **3-6** times and use the charts below to determine what things (characters, props, actions, or settings) will be the core ingredients for your comic. Do NOT re-roll! Let FATE determine your destiny. *(If you don't have an old school die you can download an app.)*

Write your story here in elegant prose (cursive script optional)

2) Write a story using all FOUR things you rolled on a new sheet of paper.

THEN:

3) Break down your story into key moments. The number of key moments will correspond to the number of panels that you will use.

For example:

7 Panels = 7 Key Moments

1	
2	
3	
4	
5	
6	
7	
8		9	

4) Draw your story out! Use a pencil and draw out your grid of panels or use a panel template.

For your imagery try to think of the best angles to SHOW your Story. Do you think a CLOSE-UP of a character will emphaisze emotion or do you want a WIDE-ANGLE to show the character in the setting?

5) Use text when necessary either as:
- Speech Bubbles
- Thought Clouds
- Narrator Boxes
- Sounds

9 Panels = 9 Key Moments