Part I: Images

What can you use: Consult the Fair Use Guidelines for Educational Multimedia:

http://depts.washington.edu/uwcopy/Using_Copyright/Guidelines/Fair.php#2

Where can you get images:

- www.google.com
- www.bing.com
Just for Materials
- www.CGTextures.com
Images
- www.vads.ac.uk/collections/index.html
- www.hji.co.uk/image - gallery/home.html
- www.4wall.co.uk/home.htm
Archived Sites
- www.archive.org
Collection of photos from the Life magazine photo archive
- images.google.com/hosted/life
Large database of artworks
- library.artstor.org/library/welcome.html
Museum of the Moving Image research guide
- www.movingimagesource.us/research/guide/type/10

Editing images:

- www.fotoflexer.com
Photoshop (on any media lab computer on campus)

Be organized:
Save your raw images (unedited) and edited pictures in organized folders before you start your project! It will make your life much easier.
Part II: Introduction to the Comic Life Layout

1. Open Comic Life by:
   **Mac:** Finding it in the Applications Folder or Search at the top right corner of the Desktop
   **PC:** Click the “Start” button and find it under All Programs or search for it in the search bar

2. You will get this introductory window. Choose “Blank template (with styles)” unless any of the other pre-made templates appeal to you.

3. Now you will get a window that looks like this:

   Notice that there are three numbered panels around your blank document. We’ll take a look at each to see what you can do.
4. The **first** panel is full of pre-made blank page templates. If you see one that you think fits your storyline, just drag and drop onto your blank document.

5. The **second** panel is where you can drag the images you saved in Part I onto your document. Notice that you can even take a picture from the computer’s camera. Again, just drag and drop the picture from the panel to the desired box.
6. The **third** panel is where you can add boxes, title text, caption text, and speech bubbles. This is probably where you will do most creating. Like the other panels, just drag and drop the object of your choice to the location you want it.

7. With the **editing bar** on top, you can edit text font, size, how objects will look (shadow, line thickness, etc.), and edit pictures. You will find some helpful tips in Part III.

8. Remember to **SAVE** often, so you don’t lose your hard work.
Part III: Working with Comic Life

The best place to look for help while using Comic Life is the Help menu! This will answer many of the questions you may have. However, we have put together some tips below that will help make your life easier right from the beginning.

If you click “Inspector” a dialogue box will appear. Click “Page Setup” in that box to see options for different page sizes.
The **most important** thing to know is how to work **with** the comic panel and how to work **within** the comic panel.

1. When you **single-click** on the panel you can work **with** the panel (resize, change locations, etc.).

2. When you **double-click** on an image in the panel you can work **within** the panel (delete/resize/move/edit/etc. images).