

Create a Comic Book Character

Your Assignment:

Invent a super hero or a super villain with one unusual power. Create a "one sheet" about your character as described below. I will photograph your page, and we may end up using your character in another exercise later today.

You have about 40 minutes.

When you finish, get your paper photographed and then you can find a seat and watch what the theater troupe is doing. Feel free to join in!

Instructions:

1. Read through all the instructions first! Then on scratch paper, use these questions to brainstorm and doodle:

Is your character good or bad?

Male or female?

Human, alien, animal, inanimate object come to life, or other?

What is your character's unusual power?

How did he/she gain that power?

What was he/she like before?

What is your character's name?

What does it look like in print?

What is your character's mission?

What are your character's colors?

Does your character wear a costume? Mask? Cape?

If so, what does it look like?

2. When you have it all worked out, start with a fresh page. Draw a picture of your character.

Don't worry about making it great. Even a stick figure will do! If you aren't up to a D.C. Comic style, use geometric shapes such as circles, squares, or triangles for the body and head.

3. Draw your character's name above or below the character.

Your super-character's name is like a logo. Make it look cool. At least put it in your character's colors! To come up with an eye-popping name, consider using a color (The Green Lantern), alliteration (The Masked Marvel), assonance, irony (Super Flea), or a twist on a familiar phrase.

4. Somewhere on the page, write out a catch phrase or short description that tells your character's mission and special power.

The reader should be able to look at this page and quickly grasp all the essentials about your character!

5. Bonus: Every super hero or villain has an origin story that tells how he got his powers and mission. On the back of your page, write out your character's origin story.

6. Signing your name to your work is optional.

No ideas yet? Try this!

Pick your favorite nursery rhyme, fairy tale, or folk tale.

Take one of the characters and twist or transform her; give her a new power she could have used in the original story, imagine his existing power operating in the real world, put him in a different context, change her from good to bad, etc.

Examples:

The Fairy Godmother, she makes magic you can't refuse!

B. B. Wolfe, the rapper who'll blow you away