Notes On Assembly

Technically the kind of book that you will be constructing for your final comic is called a "zine" (which is a mini-zine). At the end of this process you will have miniature book, a little like the ones below. At times this walkthrough may seem difficult. It is important that you pay attention to all steps involved in order for your comic to come out printed in the manner it was designed to be.

This final assembly walkthrough will first talk about how to scan your work. Then we will look at the requirements needed to scan final worksheets into Photoshop (or GIMP), resize them, and print them so that they can be assembled into your final printed book.

For this tutorial you will need:

➡️ **Adobe Photoshop**

This tutorial works with Creative Suite 6, but any version of Adobe Photoshop will work for this tutorial. You can download a copy of CS2 for **free** here: http://goo.gl/ZGHgML. - *Know that this version of PS is not supported and does not work well or install on most newer computers. If you cannot afford PS, GIMP is the suggested program for the course.*

➡️ Alternatively, you may also use the open source photoshop alternative, GIMP.
Instructions on how to do the image editing steps in this tutorial for GIMP instead of photoshop will be available shortly. In the meantime check out MakingComics.com's article on getting started with GIMP for comic-coloring.

➡️ **A Photo Scanner**

Make sure to use a scanner that can scan in full color. 8.5x11 flatbeds are ok.

➡️ **Copier**
(Optional)

Specifically you will need a document printer/copier that can print on both sides of an 8.5x11 piece of standard printer paper.

➡️ **Adjustable Stapler**
(For more than 4 art pages.)

This will be a key piece of equipment to have so that you can bind your comics properly.

➡️ **Bone Folder**
(Optional)

A bone folder will allow you to quickly, and easily, fold your finished comics without ruining your fingers.

To learn more techniques for making zines, we recommend you look at the Wikibook "Zine Making" (http://en.wikibooks.org/wiki/Zine_Making). Making a book is a powerful experience and knowing more ways of doing it could assist you in creating more great projects in the future. We also reccomend getting a copy of "Indie Publishing" by Ellen Lupton (http://goo.gl/Dxel3i) as it contains lots of ideas, walkthroughs, and resources for do-it-yourself printing methods.

1.

When scanning your original artwork into the the computer remember these settings as you interact with your scanner:

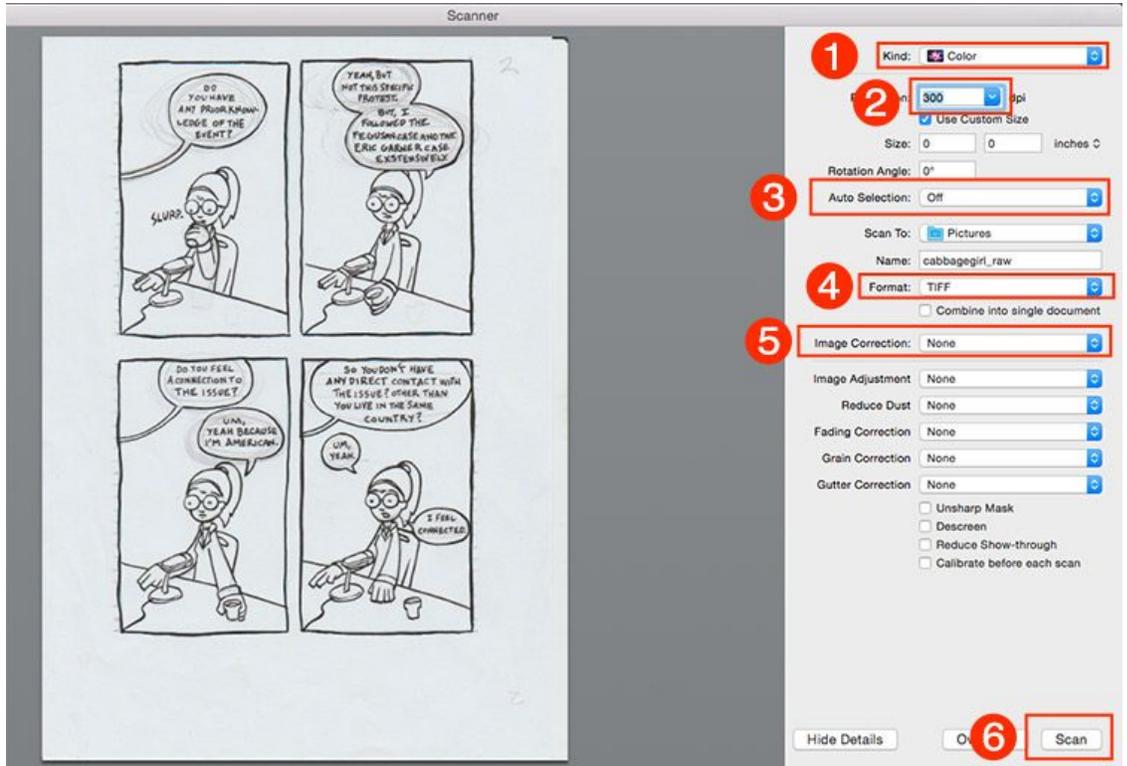1) Remember to scan in color mode.

2) Scan at 300 dpi or higher.

3) Turn off all autocorrect settings.
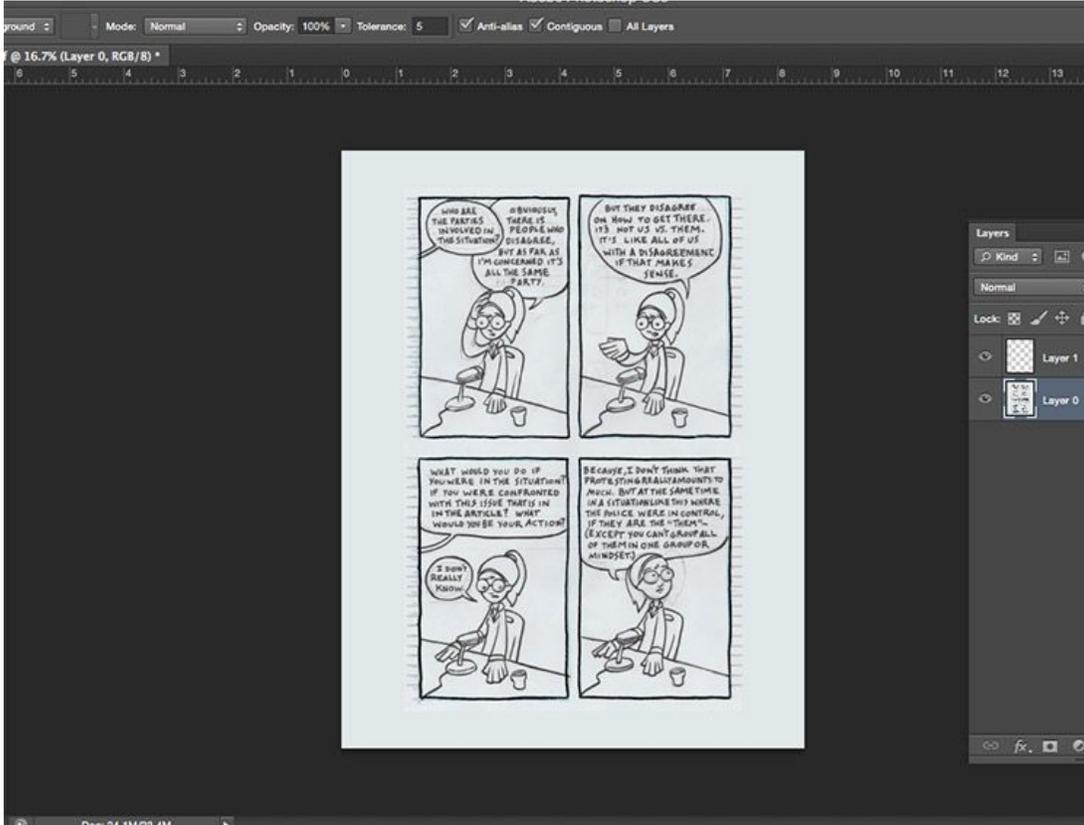
4) Scan in TIFF format if possible.

5) Again, double check to make sure all of your autocorrect settings are turned off.

6) Scan

2.

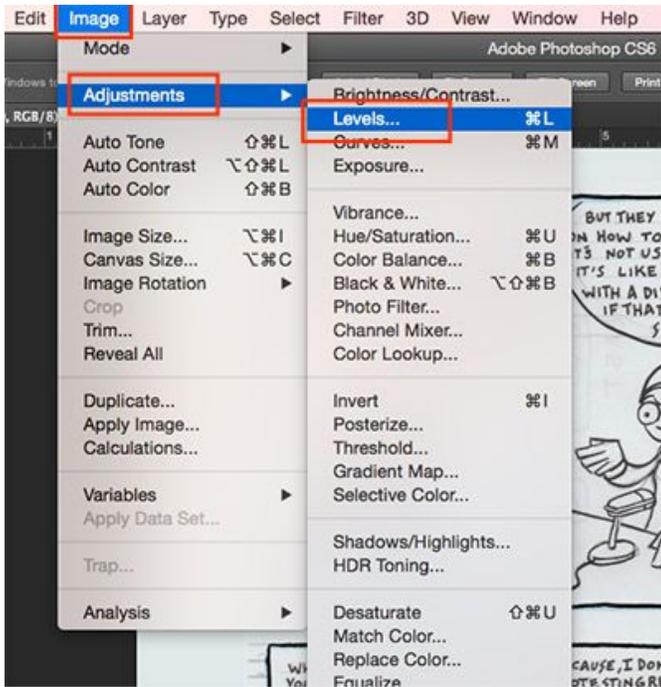Open Photoshop. Once open click File>Open and open the scanned image file. It should look something like this below.

3.

If you scan in closely you will be able to see all of the pencil markings and the rough texture of the paper.

4.

To get rid of the pencil marks click Image>Adjustments>Levels

5.

A levels open box will open. Move the black and white slider bars inward. Keep an eye on your scanned artwork to the left. As you move the slider bar look to make sure that the line art becomes more solid black and the whites start to become white. You should also see the greys of the pencils start to disappear. Once the image looks more adequately black and white click OK to confirm the level setting change.
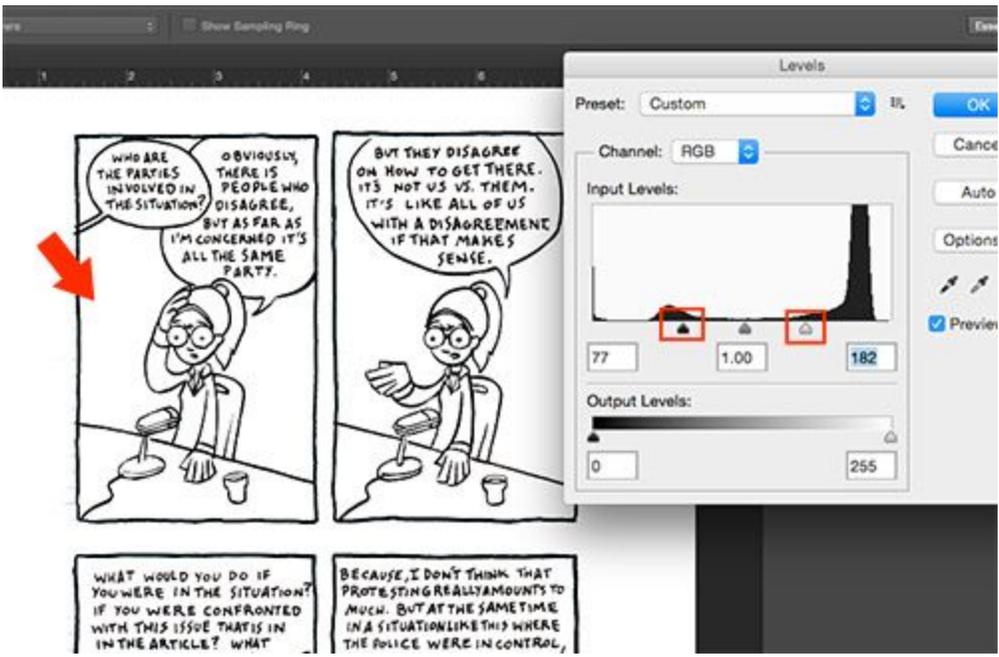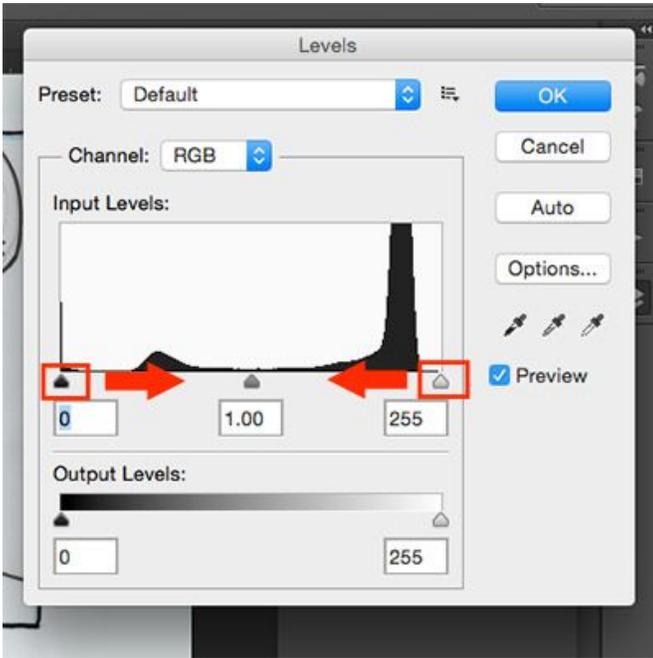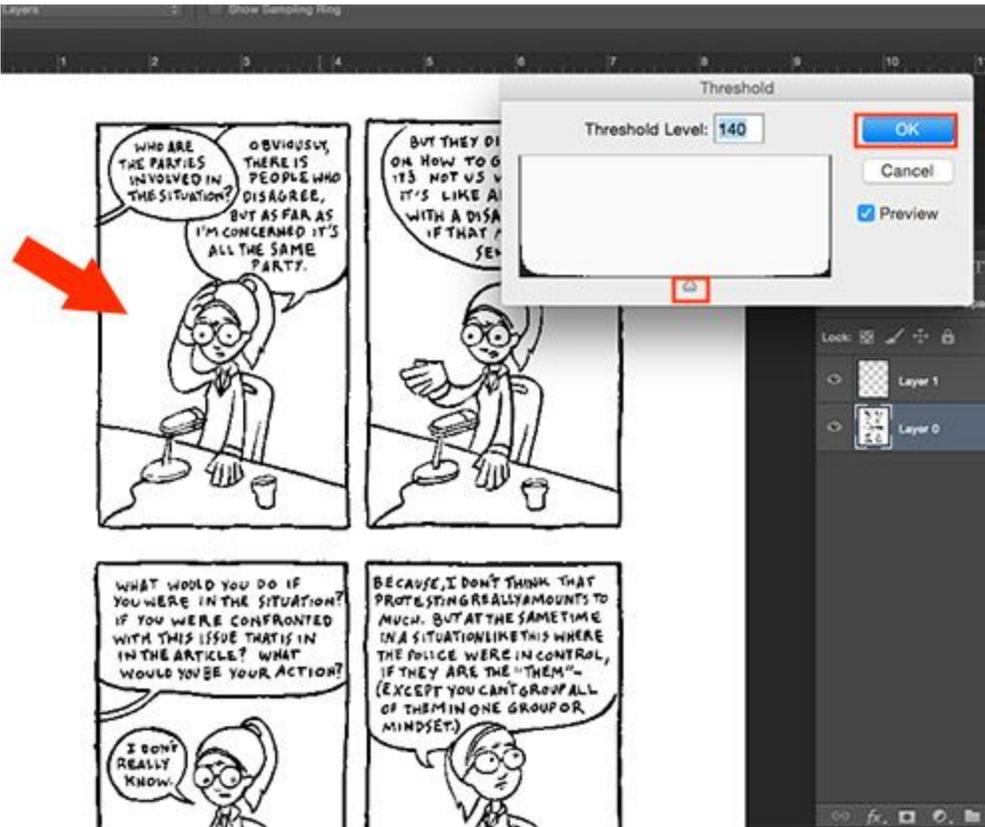
6.

We now need to make the image have only two colors: black and white. To do this click
Image>Adjustments>Threshold
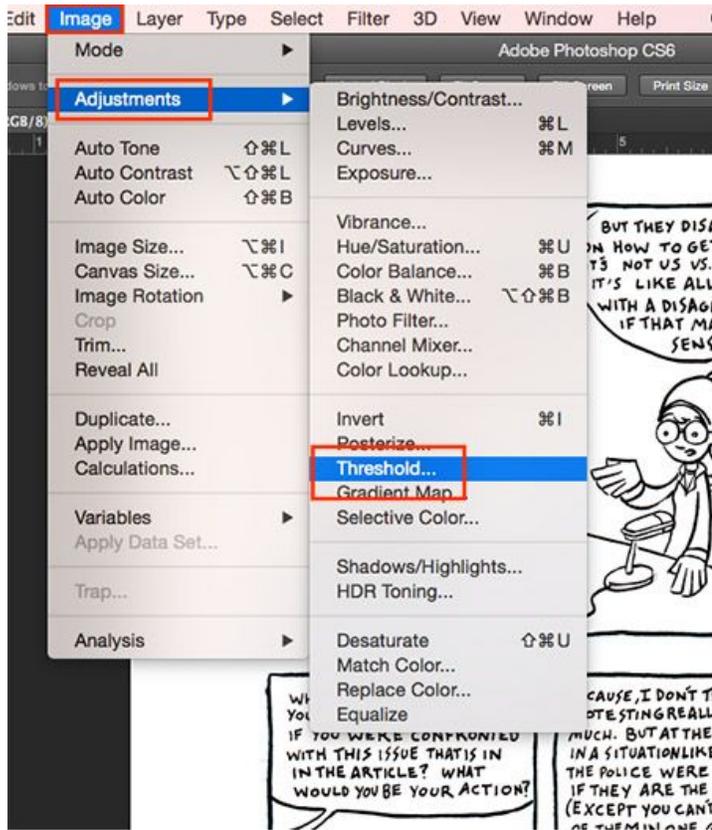
7.

You'll want to keep the threshold level between 110 and 140. Adjust it until the lines on the page are the thickness you want in the final art.

8.

Now, when you zoom in you can see that all of the grey lines are gone and all that is left is black and white shapes. Don't be worried if they look pixelated or not smooth when zoomed in - if you scanned correctly, when you are zoomed out the image should look completely fine.
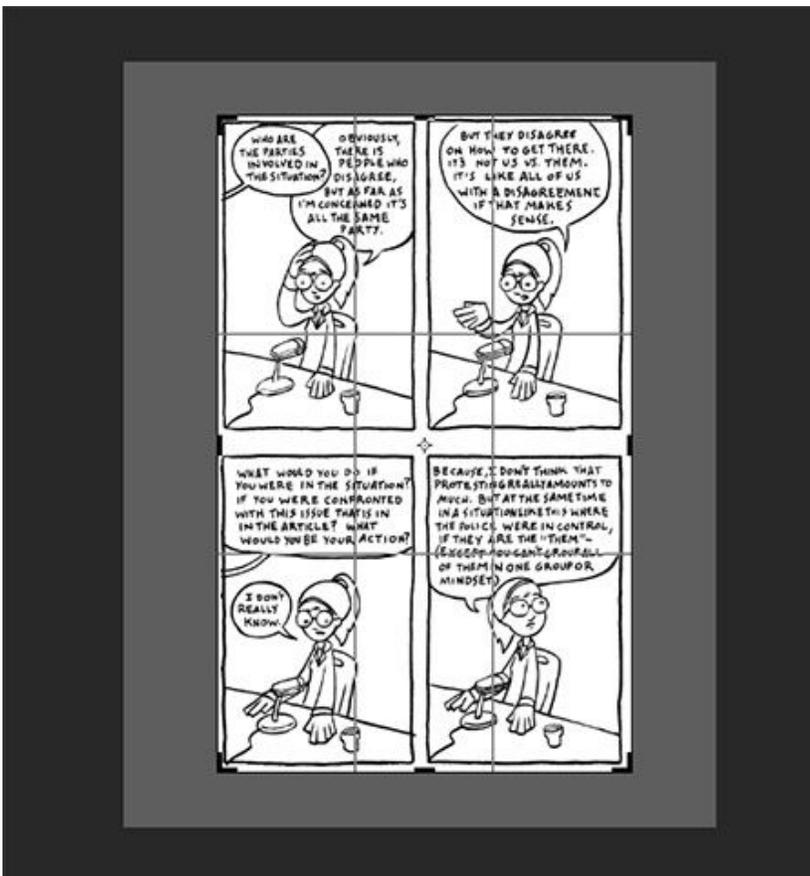
9.

Cropping the image will ready it for the printing process. Go to your tool box and select the crop tool from the tool palette. (Or click "C" on your keyboard for a shortcut).
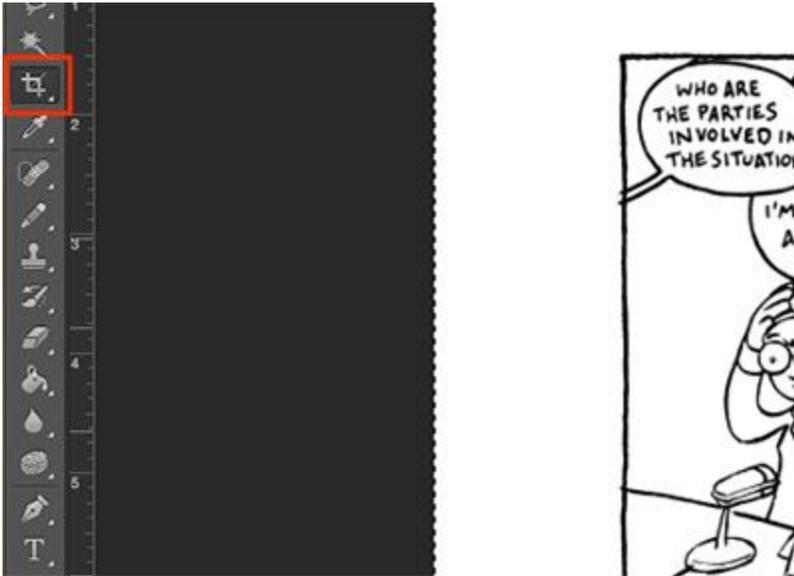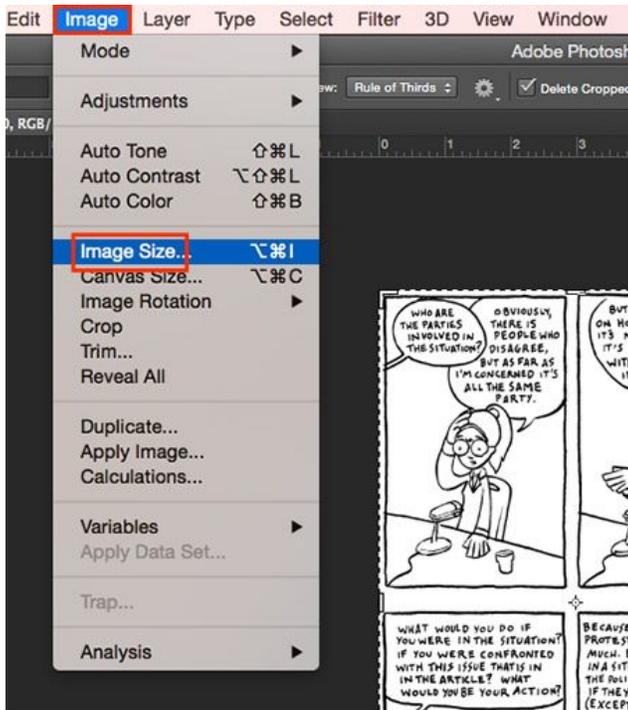

10.

Drag the crop selection area around the comic so it is almost touching the edges of the comic panel borders. When your area has been selected click the enter button to commit the crop selection.
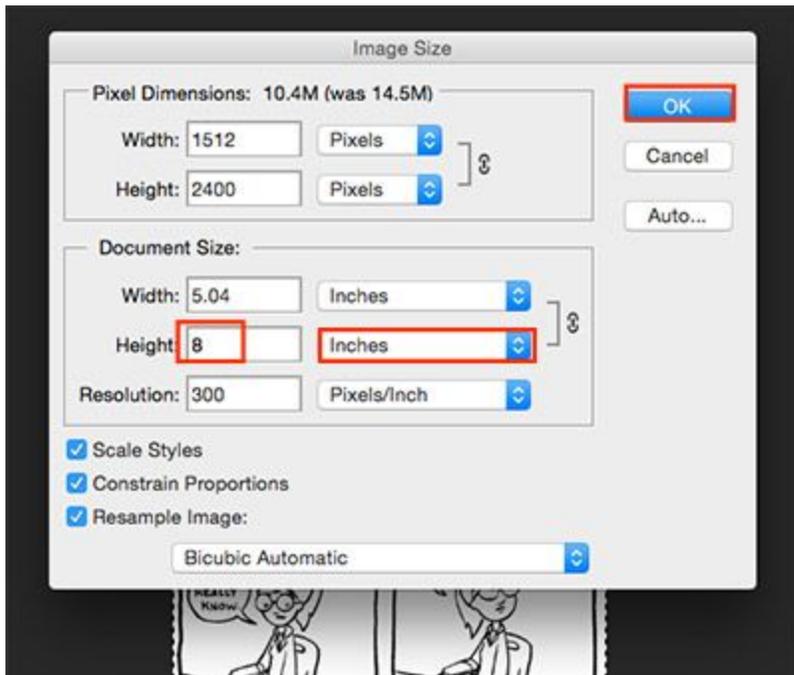
11.

To resize the image, now that it has been cropped, click Image>Image Size from your menubar.
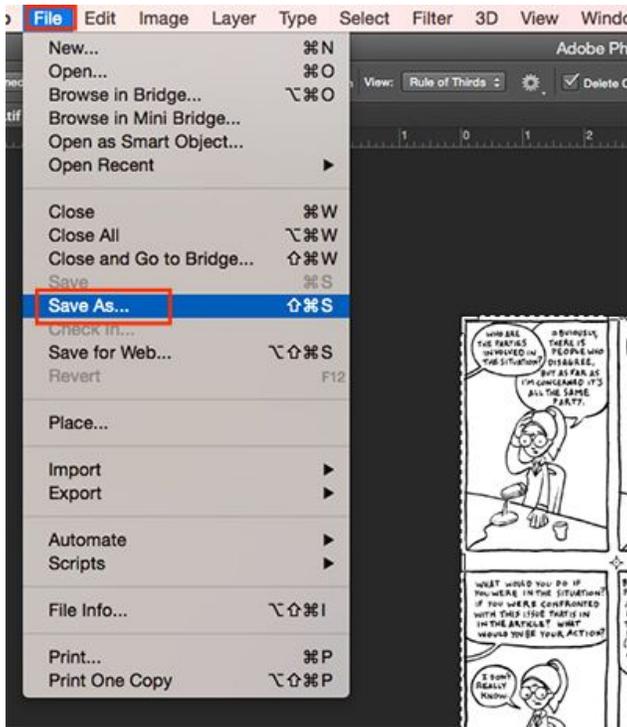

12.

An image size setting box will pop up. Make sure your measurements are set to "inches" and change the height of the image to "8" once those are changed click ok to commit the resizing of the image.
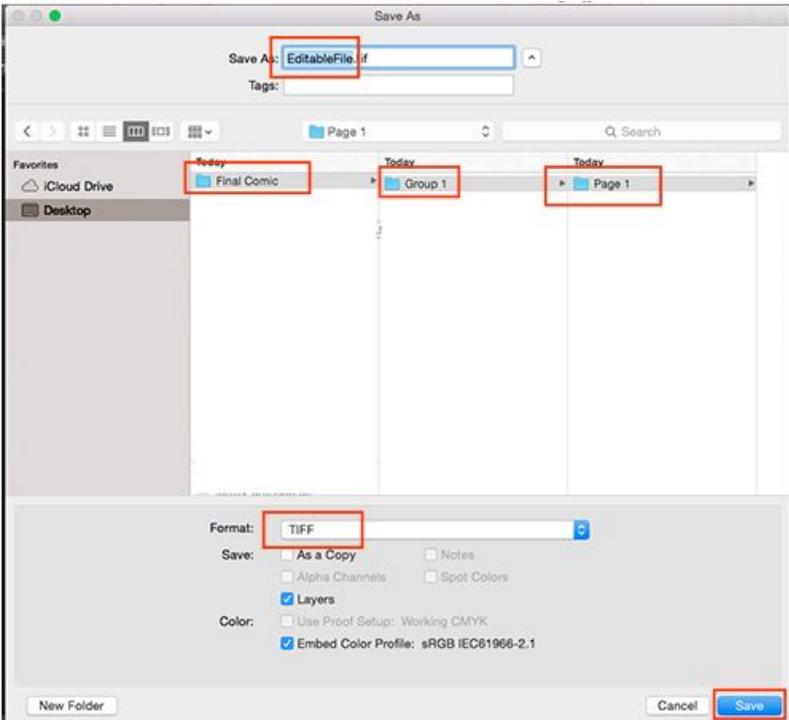
13.

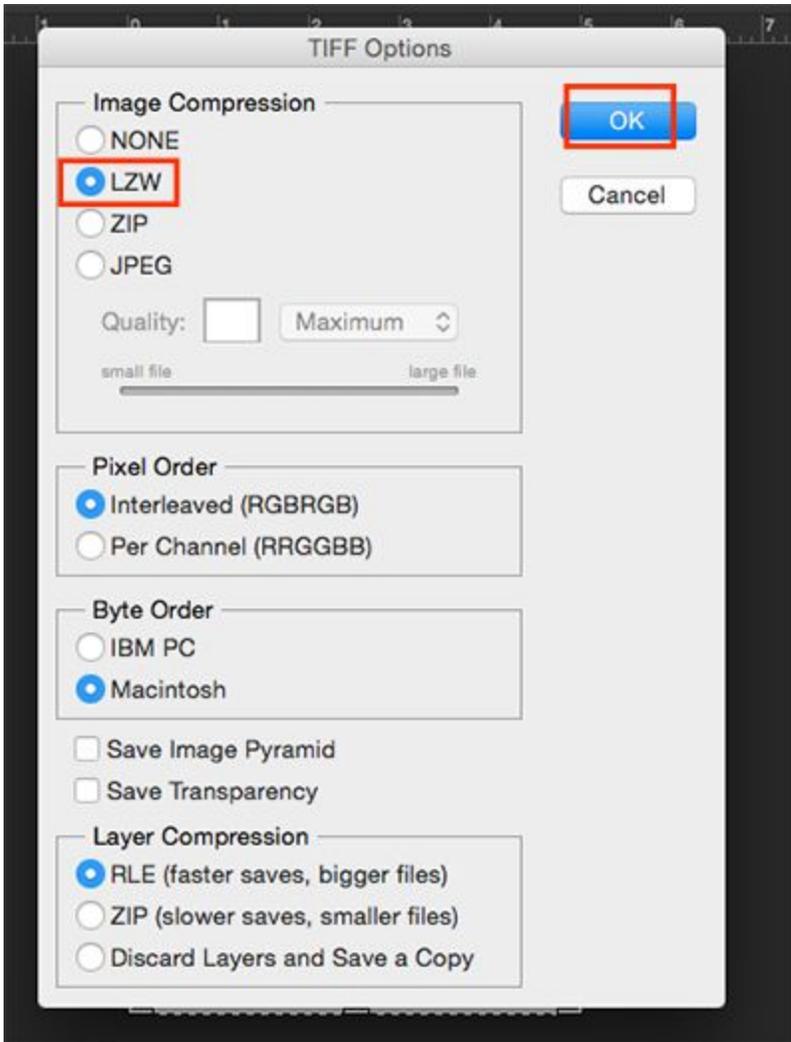We need to save the file now so that you can get it back later. Click File>Save As...

14.

In the "Save As" settings box that will pop up change the name of the file to "Editable.tif". Create a folder on your computer for the whole comic project. Create group folders for each one of your page of the comic. Change the filetype to ".tiff" and click "save".
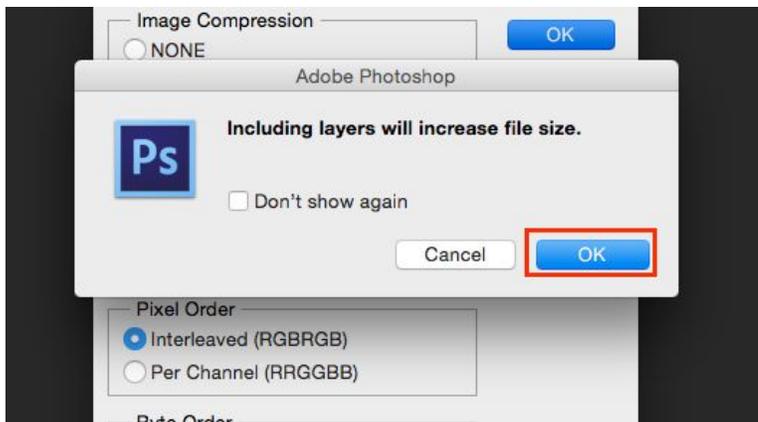
15.

A "Tiff" options settings box will pop-up next. In it make sure that your Image compression is set to "LZW" then click "OK"
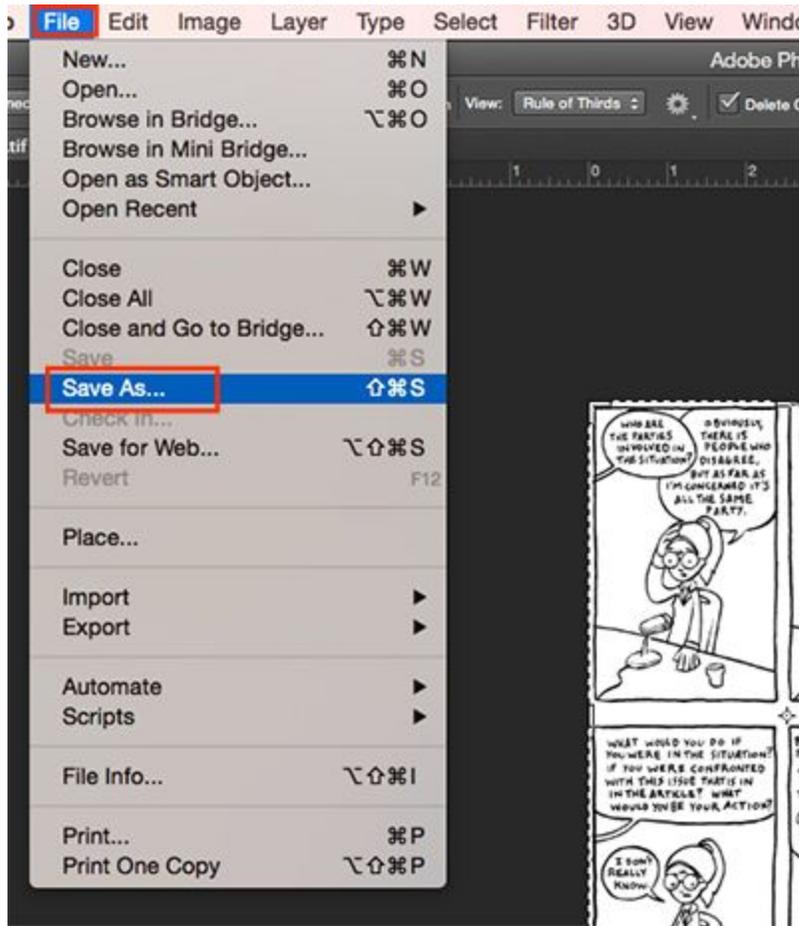
16.

A warning box will most likely pop-up saying "Including layers will increase file size." Click "Don't show again" checkbox and then click "OK"
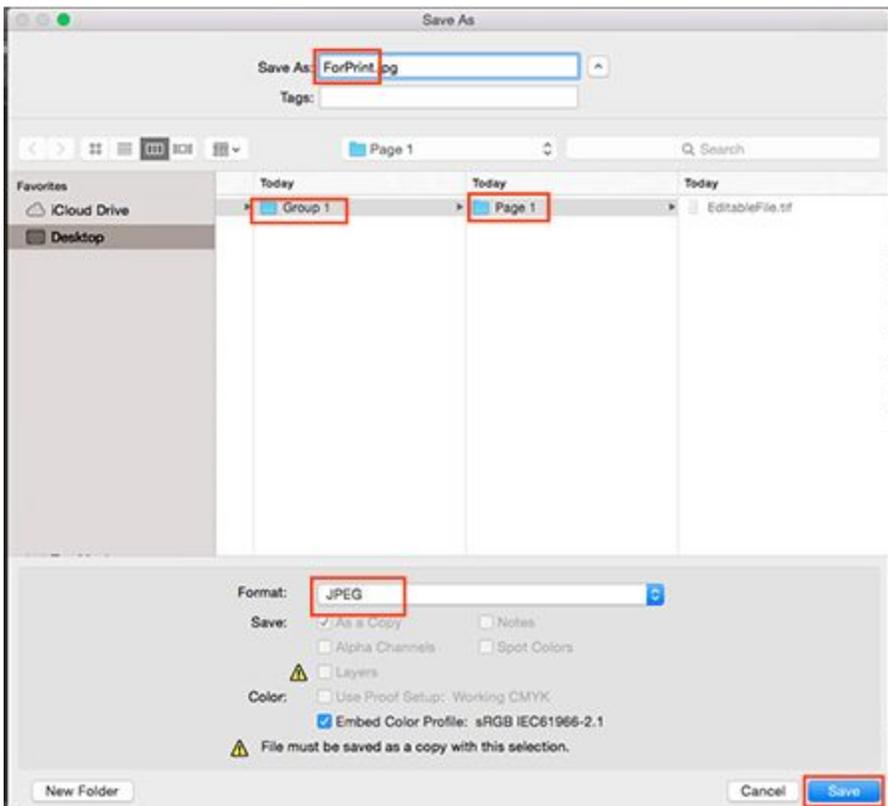
17.

Now we are going to save the image as a smaller image that you can use on a website if you wanted to. Click File>Save as...
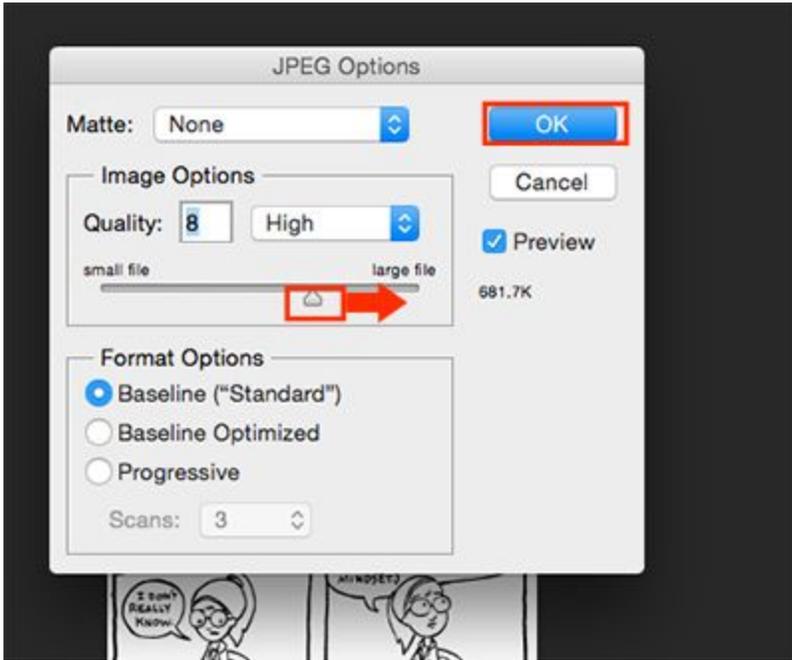

18.

Make sure you name the file "For Print" as it's filename. Make sure you are saving it in the correct folder. Last, make sure that the file format is saved as ".jpeg" then click save.
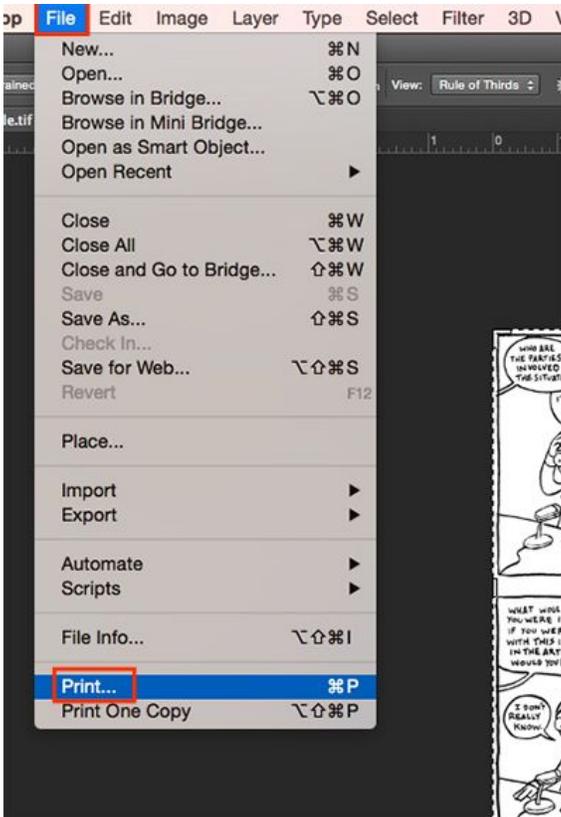
19.

When the .jpeg settings box pops up make sure the quality is set to 100% and then click OK.
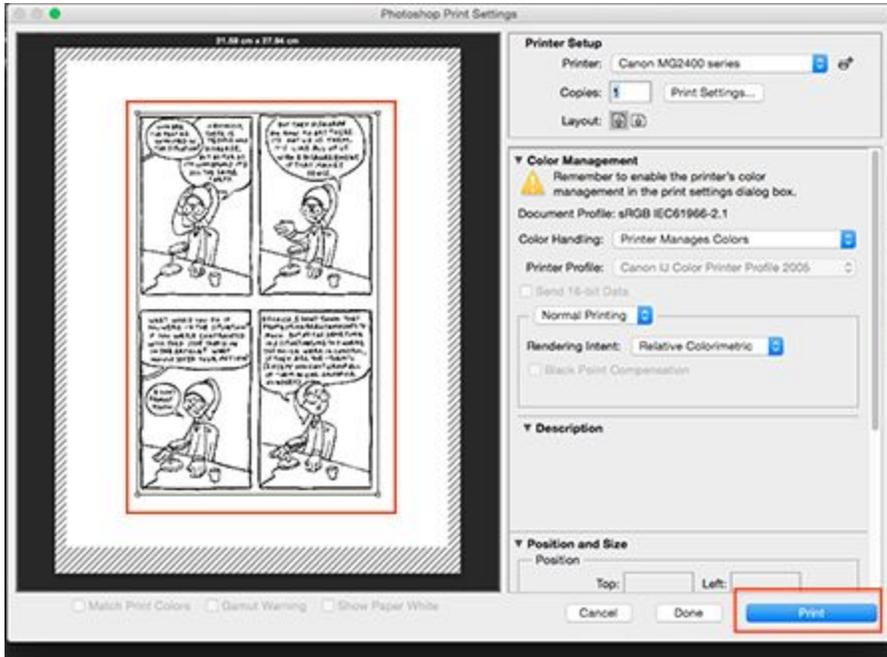

20.

Finally we are ready for print. To print the comic page click File>Print.
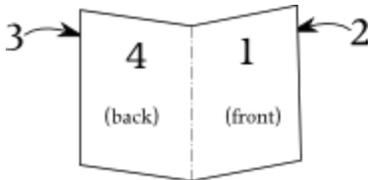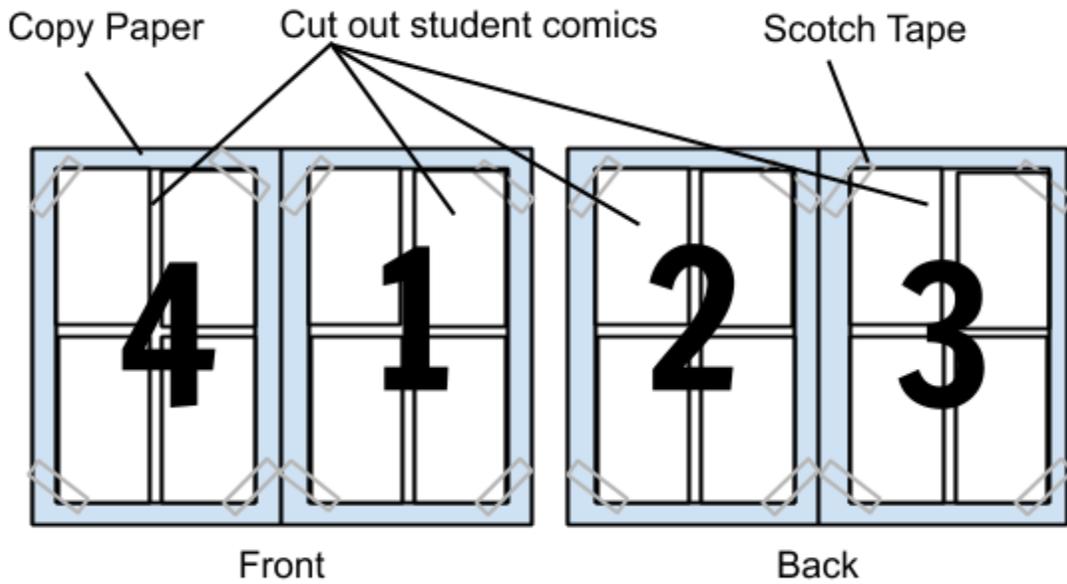

21.

In the print options box make sure you are printing to an 8.5 x 11 piece of paper. The print preview should look something like the image below.

22.

Copy Paper — Cut out student comics — Scotch Tape

Front | Back

3 → 4 (back) | 1 (front) ← 2

In this next phase you are going to do the following steps to make the comic pages ready for printing on your copy machine:

9 → 10 | 7 ← 8
11 → 12 | 5 ← 6
13 → 14 | 3 ← 4
15 → 16 | 1 ← 2
(back) | (front)
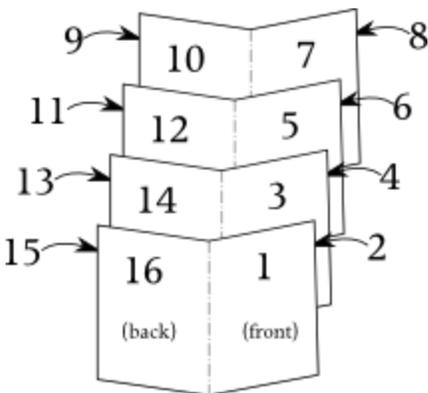
- Print out all of your pages.
- Cut them out so that they are no more than eight inches high.
- Assemble the book:
  - Your book is going to be a page count of four because as you fold a single piece of copy paper it will create 4 sides. Determine this by making a map of the page layout (like the one on the left).
  - Tape all of your printed artwork onto the correct pages - alternatively you can design a front and back page document in photoshop that has pages 1 & 4 on one side and 2 & 3 on the other.
  - Make a copy of each side of the copied pages & keep in an envelope marked "Master copy" (This will come in handy if you need to print more copies of the book.)
  - Make sure that the pages are printing on both sides of each piece of paper.

23.
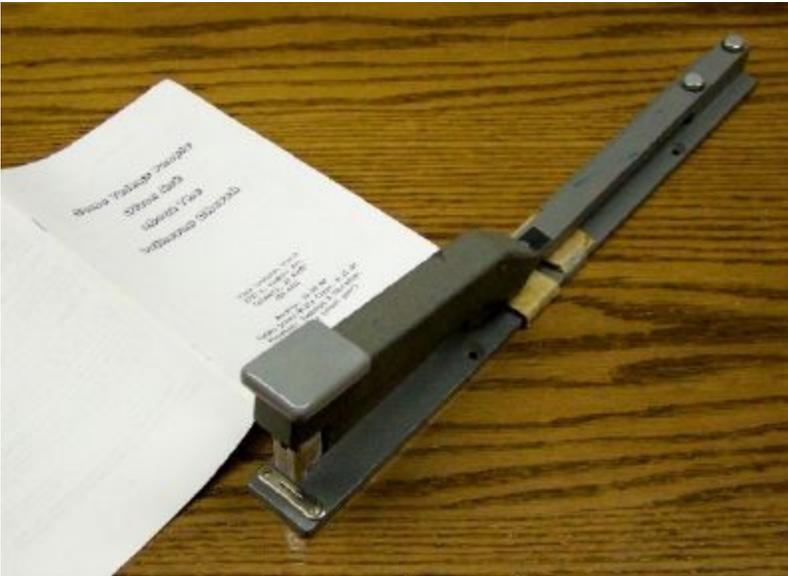
If you designed a comic book cover: Using your binding stapler, adjust it so that it is at the 5.5 inch mark (half of the 11 inch width of your book unfolded). Staple twice at the center of the book. This will create the binding of the book.

24.

Use the bone folder to give the binding a perfect fold.

25.

Depending on how many comics that you are making you may want to get help through this process after you have made the master copy of the book. Having an assembly team can make the printing process go by much faster.

Assembly team roles:

- Copiers - They will copy the pages, making sure they are in the correct order
- Binders - They will use the stapler to make sure the pages are bound in the right place
- Folders - They will use the bone folders to make sure each issue of the book is folded correctly
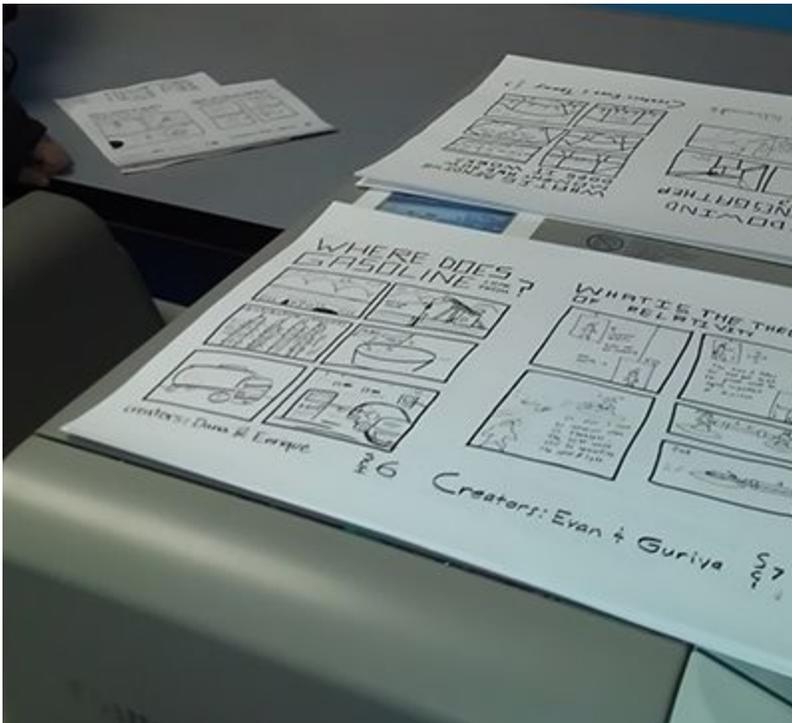
26.

Congrats! Your work is complete and now you have your first comic!