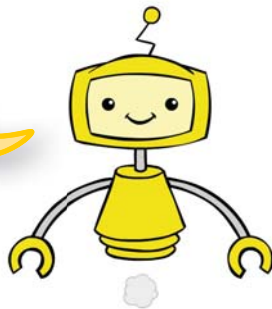


The daring adventures of fantastic Zak

Since Peter moved to Indonesia he has discovered a new passion in life, comic books, and he is totally hooked. In this learning object you even helped him create a comic strip based on his Jakarta adventures. Now it's time to put your comic writing skills to proper use and write a real story! How about a story about a more interesting character – somebody smart, witty, daring and handsome – someone like me? Come on, I'll even help get you started!



LINKS TO:

Stage 2, Module 12

Learning Object 2: What an adventure!

PRIOR LEARNING:

Stage 2

Module 5 Work Sheet 2: *Anna's wish*
Work Sheet 3: *Storytelling*



1 What is a comic?

A comic is a form of narrative that combines images and text. While some comics are quite simple, modern comics often feature complex, well-written narratives, sophisticated themes and ideas, and highly artistic illustrations. While many comics are humorous, the form is also used to tell a range of other types of narratives, including drama, history, and romance. There are even comic 'documentaries'.

Some comics do not include text at all, but tell stories entirely through images. These are called silent comics.

Some of the common features of comics are:

- The use of panels to divide the story into a series of frames, each of which contains an image and/or text.
- The use of illustration to convey a significant proportion of the narrative.
- The use of text to supplement illustration. Typical types of text included in a comic are:
 - Captions: these often operate like a voiceover or narration in a film, telling the reader important elements of the backstory that cannot be represented efficiently through images and dialogue
 - Time-flow pointers: in order to show shifts in time, words such as 'meanwhile' or 'later' are sometimes used. Time shifts can also be indicated by changes in the image (such as sun to moon, or changes in weather that indicate seasonal shifts)
 - Speech bubbles containing dialogue
 - Thought bubbles containing character's thoughts or images from their dreams or daydreams

- Onomatopoeia and other textual representations of sounds
- Signs on shops, street signs, and so on
- Texts such as forms, books, other comics, letters, diary entries, and so on, either 'created' by the characters in the narrative or being read by them.

In some comics, text is treated as part of the illustration, and serious consideration is given to the look of the text, in terms of how it reflects character, story and context. The shape and colour of speech and thought bubbles can also be changed to reflect the emotional content of the text.

Types of comics

There are four common types of comics.

Comic strips

A comic strip is often published in a newspaper or magazine. It is a form of serialised narrative, in which there is a long, ongoing narrative arc featuring regular characters. Each individual strip relates an episode in this ongoing story. Episodes, like the episodes of long-running TV series, often include a small complete sub-narrative that connects to the larger story arc. Some common features of comic strips are the cliffhanger ending of each episode, and the use of comedy.

Comic books or albums

A comic book is an anthology of comic strips collected together in a single publication. Such

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collections usually include more than 20 comic strips, and were traditionally published with a hardback cover.

Graphic novels

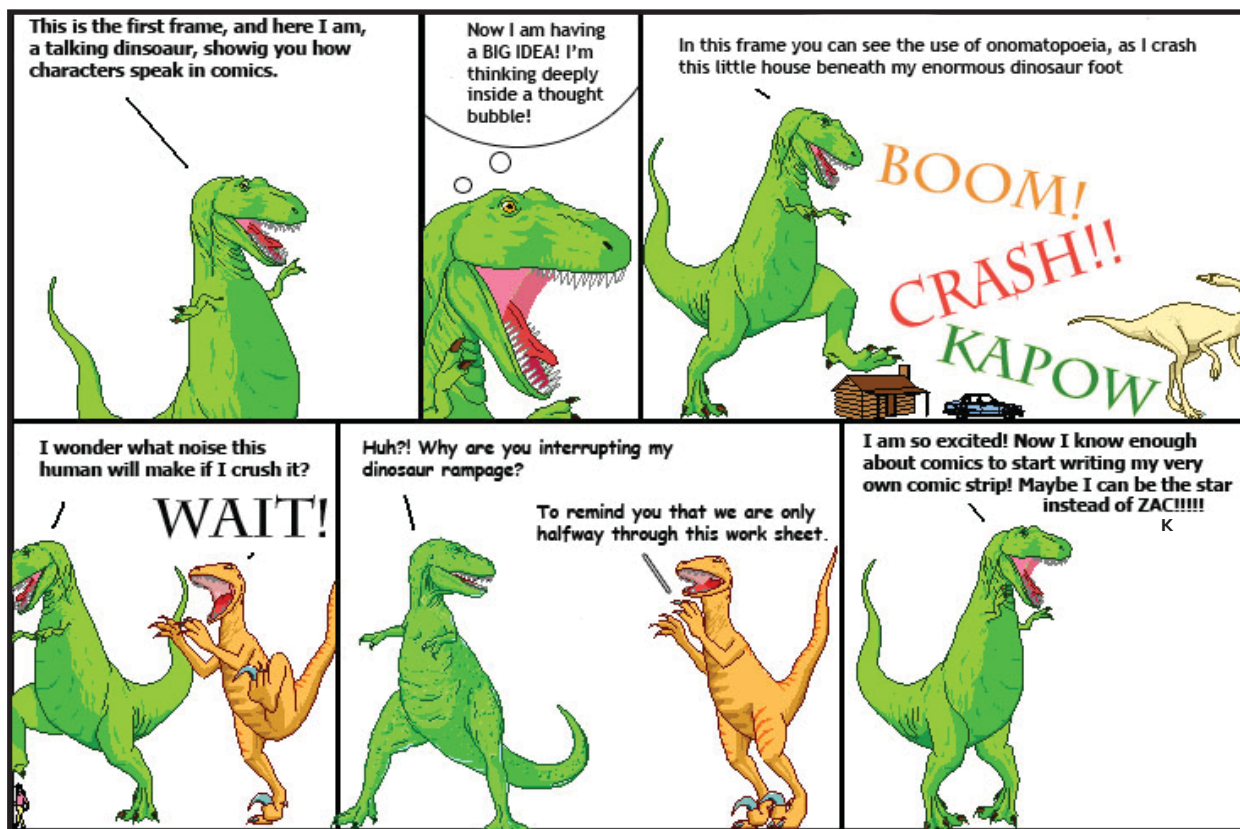
The term 'graphic novel' became popular in the 1970s, and is used to distinguish comic albums from works that use the same techniques to tell longer, non-serialised narratives, which more closely resemble novels in structure.

Webcomics

You may also have encountered the evolving world of webcomics. Webcomics share many of the features of comic strips. Some are published exclusively online, while others are published both online and in print.

One of the most famous webcomics is Ryan North's *Qwantz*. *Qwantz* is a constrained comic, where every script is based on the same six illustrations of three dinosaurs; only the text changes.

Source: www.qwantz.com



This comic has been adapted from a constrained strip created by Ryan North, under the terms of a GNU Creative Commons Licence.

Now for some comic relief ...

2

Indonesian comics, *komik*, are also known as *cergam*. *Cergam* is an abbreviation for *cerita bergambar*, meaning picture stories. Indonesia has a long tradition of storytelling using pictures, dating back to the ancient kingdoms of the archipelago. One example of how narrative images were used in ancient times are the reliefs on temples scattered throughout Indonesia.

Early Indonesian comics can be divided into two categories, comic strips and comic books. Comic characters such as *Flash Gordon* started appearing in the colonial Dutch language media in the 1930s. Put On, a Peranakan Chinese,

was Indonesia's first local cartoon character and appeared in the *Sin Po* Chinese-language newspaper.

In the 1940s many American comics such as *Tarzan*, *Rip Kirby*, *The Phantom* and *Johnny Hazard* were inserted as weekly newspaper supplements.

R.A. Kosasih, who became known as Mr Comic Indonesia, began his career by imitating *Wonder Woman* as a local heroine named *Sri Asih*. There

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are many more superhero characters created by other comic artists, among them are *Siti Gahara*, *Puteri Bintang (Star Princess)*, *Garuda Putih* and *Kapten Comet*, who were inspired by characters such as *Superman* and *Flash Gordon*.

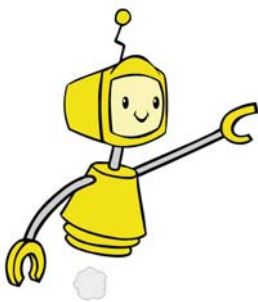
The adaptation of foreign comics drew criticism from both social and cultural commentators and, as a result, publishers began to look at the national cultural heritage. R.A. Kosasih achieved comic success by bringing the puppets of the *Mahabharata* epic into the comic-book medium.

Comics exploring the folklore of Sumatra also became popular from the 1960s and 1970s.

The comic industry in Indonesia has been influenced by the style of comics in America, Europe, China and, more recently, Japan with characters such as *Naruto*. Popular themes in modern Indonesian comics continue to be the epics of the *Mahabharata* represented through the hero *Gatot Kaca*, superheroes as represented by the modern-day Indonesian superhero *Komodo*, and humour through social or political satire.

3

How to create a comic



Now that you know a little bit more about comics it's time to write something more exciting, something with drama, intrigue and action – something about me! How about I start the story, you add a few embellishments and, presto, you will have all you need to create the first instalment of *The daring adventures of fantastic Zak!*

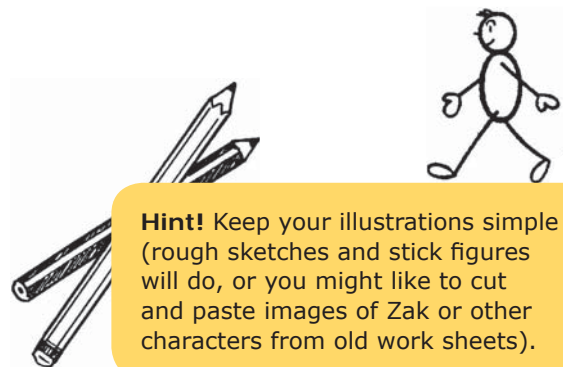
But, hold on to your pens! Before you start sketching, we need to review a few basic steps on how to construct a comic strip.

Create a storyline for your episode

- Since a comic strip is part of a serial, you don't need to introduce the characters or the overall story arc. You can base your episode on what you know about Zak and the Smarts from your adventures in *New Land, New Language*. You do, however, need to establish the focus of this particular episode: what (and who) is this episode about?
- Introduce the setting and the source of conflict in the episode.
- Think about how you can use dialogue and captions to build up the story and explore the relationships between the characters.
- Decide how your characters will deal with the conflict in this episode. This is the action stage so use lots of action words (verbs and adverbs) and onomatopoeia (words that imitate or suggest the sounds that they describe, such as Crack! Tick-tock! Meow!)
- Create a climax. This is the turning point of the story: will your characters be successful in dealing with the conflict? This should be in the last or next-to-last frame of your strip.
- Resolve the conflict. Did the characters survive, change, or prosper? But remember that you also want your readers to come back and find out what happens next in Zak's ongoing adventures, so don't tie up all the loose ends!

Create your comic

- Draft a storyboard in which you decide the event or events that will be covered in each frame of your comic strip. A storyboard is simply a rough plan for what will go in each frame of your strip.
- Decide on what illustrations and text to include in each frame to best show the reader what is happening. It's a good idea to include a balance in the number of frames that have a lot of text, just a little text, and no text at all.
- Sketch in your illustrations, making sure to allow enough space for your text!
- Write in your text, keeping in mind that while you might like to explore the visual dimension of text, you also need the text to be clear and easy to read (not too small or overly ornate).



Hint! Keep your illustrations simple (rough sketches and stick figures will do, or you might like to cut and paste images of Zak or other characters from old work sheets).

4

Onomatopoeia in Indonesian

Try adding a bit of life to your comic by including onomatopoeia, words that imitate or suggest the source of the sound they describe. These words are not the same in Indonesian as in English.

Here are just a few examples to get you started:

Animal sounds

| | |
|-----------|--------------------|
| Rooster | <i>Kukuruyuk</i> |
| Chicken | <i>Tek kotek</i> |
| Cat | <i>Meong</i> |
| Dog | <i>Guk guk</i> |
| Pig | <i>Grok grok</i> |
| Sheep | <i>Mbee, mbek</i> |
| Bird | <i>Cit cit</i> |
| Baby bird | <i>Ciap ciap</i> |
| Swan | <i>Kwang kwang</i> |
| Duck | <i>Kwek kwek</i> |
| Lion | <i>Aum</i> |
| Tiger | <i>Aung</i> |



Environmental sounds

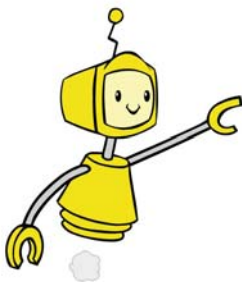
| | |
|---------------------------|-------------------|
| Crack! | <i>Krek!</i> |
| Bang! | <i>Gedubrak!</i> |
| Splash! | <i>Byur!</i> |
| Woosh! | <i>Wush!</i> |
| Pow! (gunshot) | <i>Dor! Der!</i> |
| A machine gun | <i>Dedededet</i> |
| Screech! | <i>Cit!</i> |
| Vroom! (car) | <i>Broom!</i> |
| Pitter patter (rain) | <i>Tik tik</i> |
| Beep! | <i>Tuut tuut!</i> |
| Knock! | <i>Tok!</i> |
| Ring | <i>Kring</i> |
| Smash! (something broken) | <i>Pyaaar!</i> |

Human sounds

| | |
|---------------------------|------------------------|
| Sssh! | <i>Sst!</i> |
| Ouch! | <i>Aduh!</i> |
| Ah ha ha (sinister laugh) | <i>Hehehe</i> |
| Tee hee hee (giggle) | <i>Hihhi</i> |
| Ha ha ha (laugh) | <i>Hahaha, Wakakak</i> |
| Hmm ... | <i>Ehmm ...</i> |
| Yuk! | <i>Ih!</i> |
| Yum!: | <i>Mmm</i> |
| Wah (crying) | <i>Huhuhu ...</i> |
| Gulp | <i>Gleg</i> |
| Ah-choo! (sneeze) | <i>Hacing! Hachu!</i> |
| Yep | <i>He'eh</i> |
| Wah (crying baby) | <i>Oeeek oeeek ...</i> |
| | <i>Owe owe</i> |

5

Exercises



Now – time for the story of my life. There have been so many adventures, where should we begin? I know! How about we start with something from my latest Australian adventure. Perhaps we should begin with the time I encountered that strong gust of wind on the Sydney Harbour Bridge climb, or what about the time I went into the shark tank at the aquarium. Nobody told me salt water would make me rust! So many tales, so little time! You can choose!

Exercise 1

Now it's your time to get adventurous. Choose one of the storylines Zak has suggested to turn into a comic book. Don't forget: use the steps outlined in Block 3 to help you out and complete the graphic organiser below.

Plan your comic

Initial conflict:

Circle one of the following story lines:

Zak encounters a strong gust of wind on the Sydney Harbour Bridge climb.

or

Zak begins to rust in the shark tank at the aquarium.

Main characters:

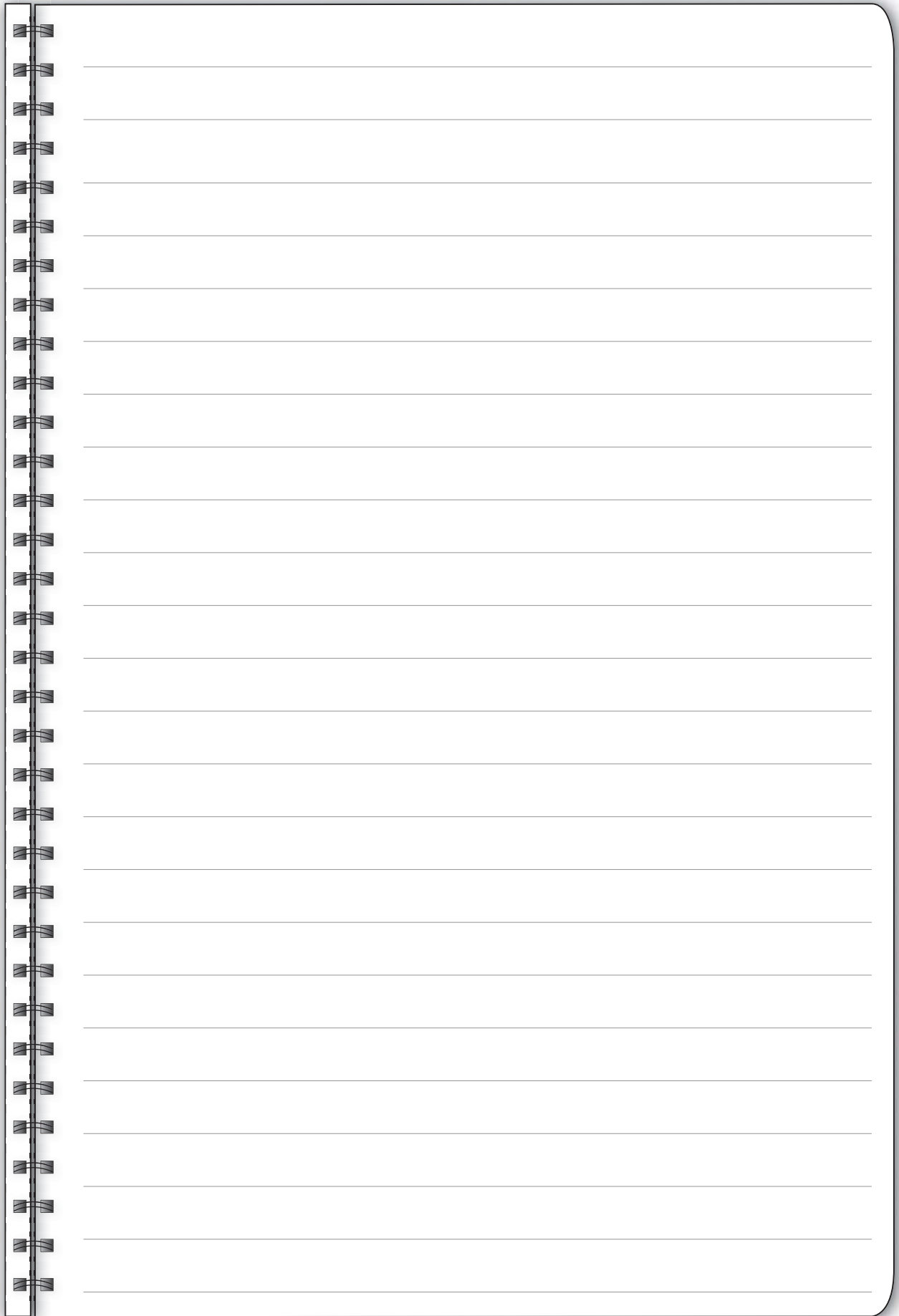
Setting:

Events: Including action, climax and resolution of conflict (in Indonesian).

Hint! Listing the chain of events one-by-one will help you determine (approximately) how many panels you will need for illustrations.

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Storyboard: In Indonesian, including speech and thought bubbles, any onomatopoeia and editorial narration of the action. No illustrations are required at this stage — these come much later in the process.

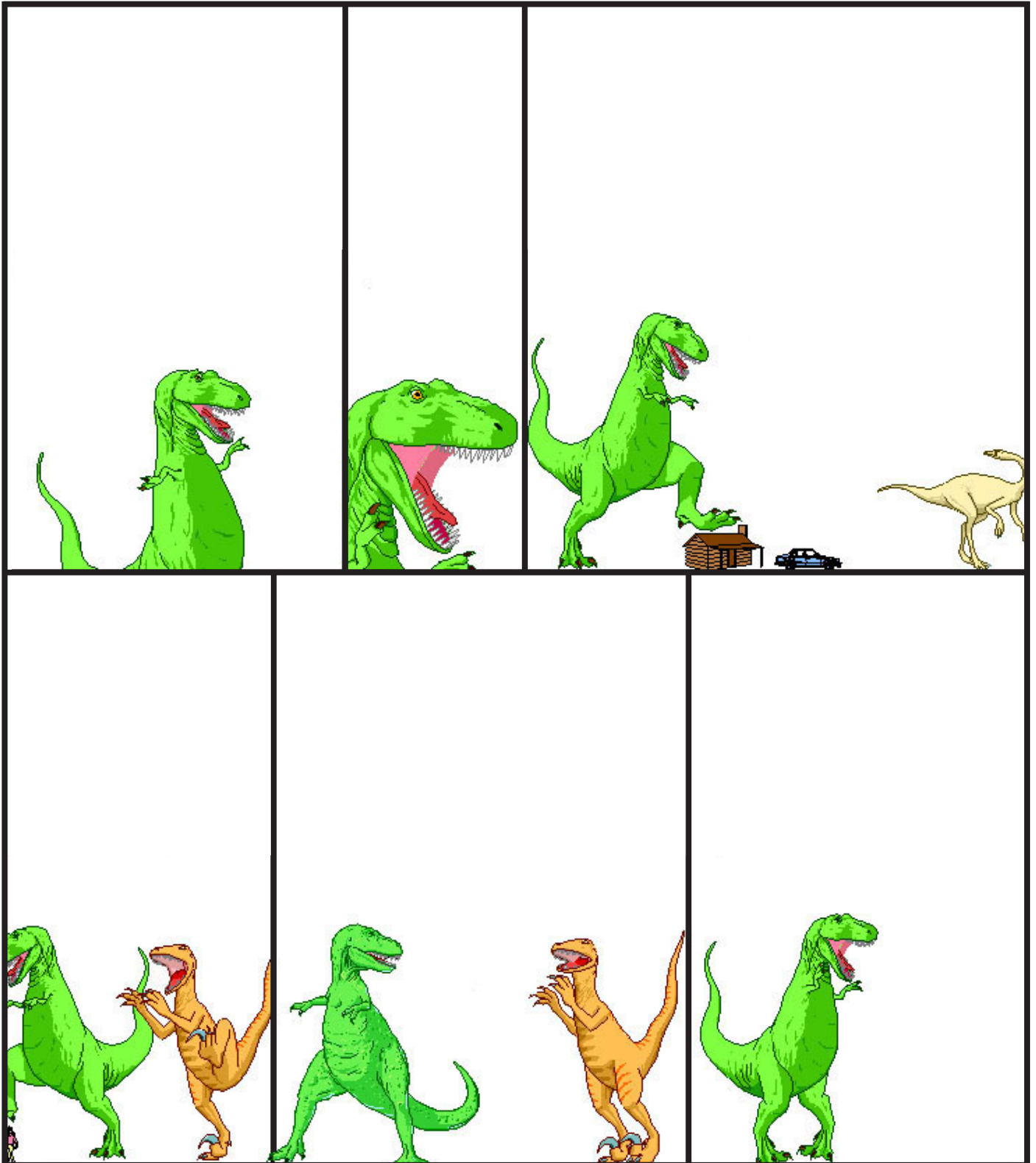
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Exercise 2

This time, it's your turn to create an episode of a constrained comic strip.

Complete an episode of the constrained comic strip *Qwantz* by providing speech bubbles and thought bubbles. You may also add onomatopoeia or even extra visual elements.

Be as creative and playful as you can!



Source: www.qwantz.com