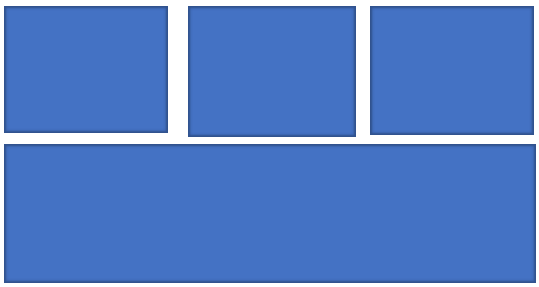
Draft 1: Write out your story (NO ART IN THIS DRAFT)

1) zoom in on a car speeding by
2) zoom out to show another car catching up to the first car
3) cars start to go around a bend
4) 1 car crashes and the other pulls ahead
5) ending – zoom out further and see that it is a child playing with toy cars

Draft 2: Edit your story and then draw out what you want your panel layout to look like. Big panels reflect important moments. Panels that are crooked or collide represent fighting or chaos.

1) zoom in on a car speeding by
2) zoom out to show another car catching up to the first car
3) ~~cars start to go around a bend~~ (removed this part because it was unnecessary)
4) 1 car crashes and the other pulls ahead (might need to make 2 panels - 1 showing the crash and another showing the car pass the crash)
5) ending – zoom out further and see that it is a child playing with toy cars



Draft 3: Create comic thumbnails/roughs – do not spend more than a couple of minutes to draw these sketches out. Think about the perspective, size, and placement of shapes in this stage. You should also consider where you are leaving open room for your text. Here are some examples.



