

Work Process For Comic Pages

Many of you have asked me what my work breakdown is and how long it take to make the comics, so I decided to create this quick PDF explaining really quickly how I do it. (Upon request I can make an even more detailed guides for Megafans/Ultrafans)

Things I use:

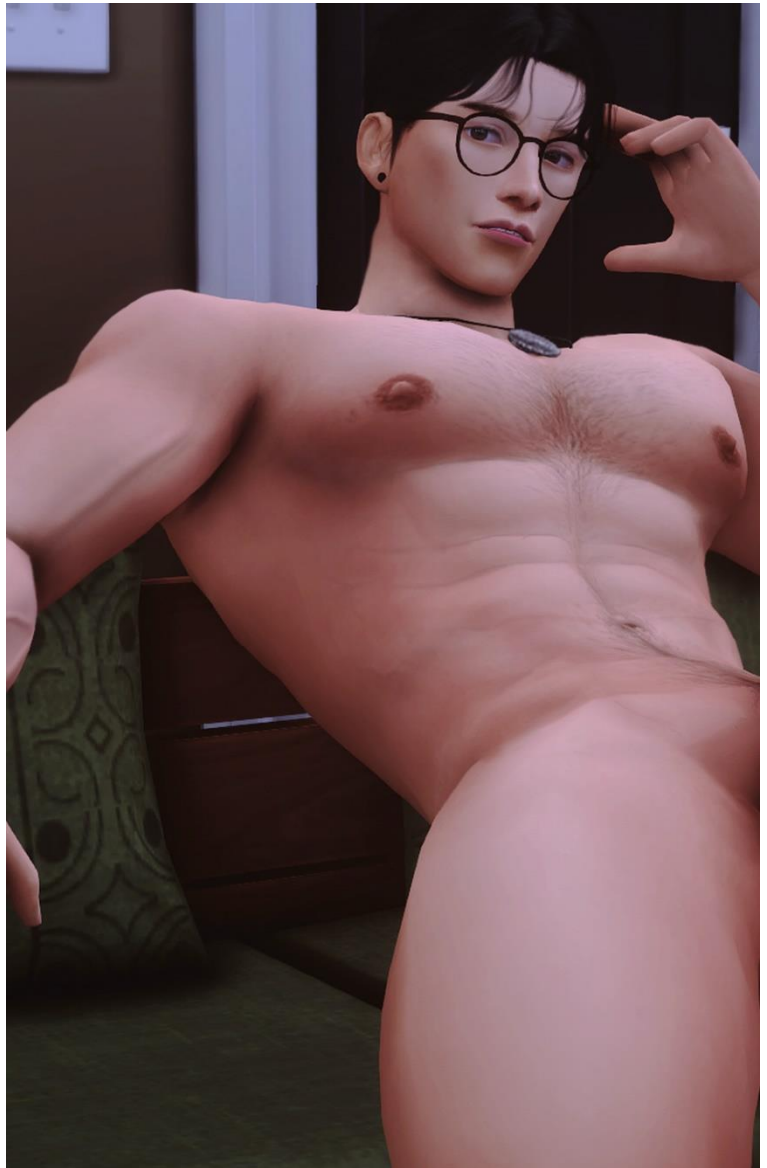
1. Photoshop + Photoshop Actions
2. Reshade
3. The Sims 4
4. Notebook

Editing Pictures with Photoshop & Photoshop Actions example 1:



Unedited Picture above
Edited Picture to the right

As you can see The Sims 4 has graphics which are a bit muted and don't have character like the



images I use to create comics.

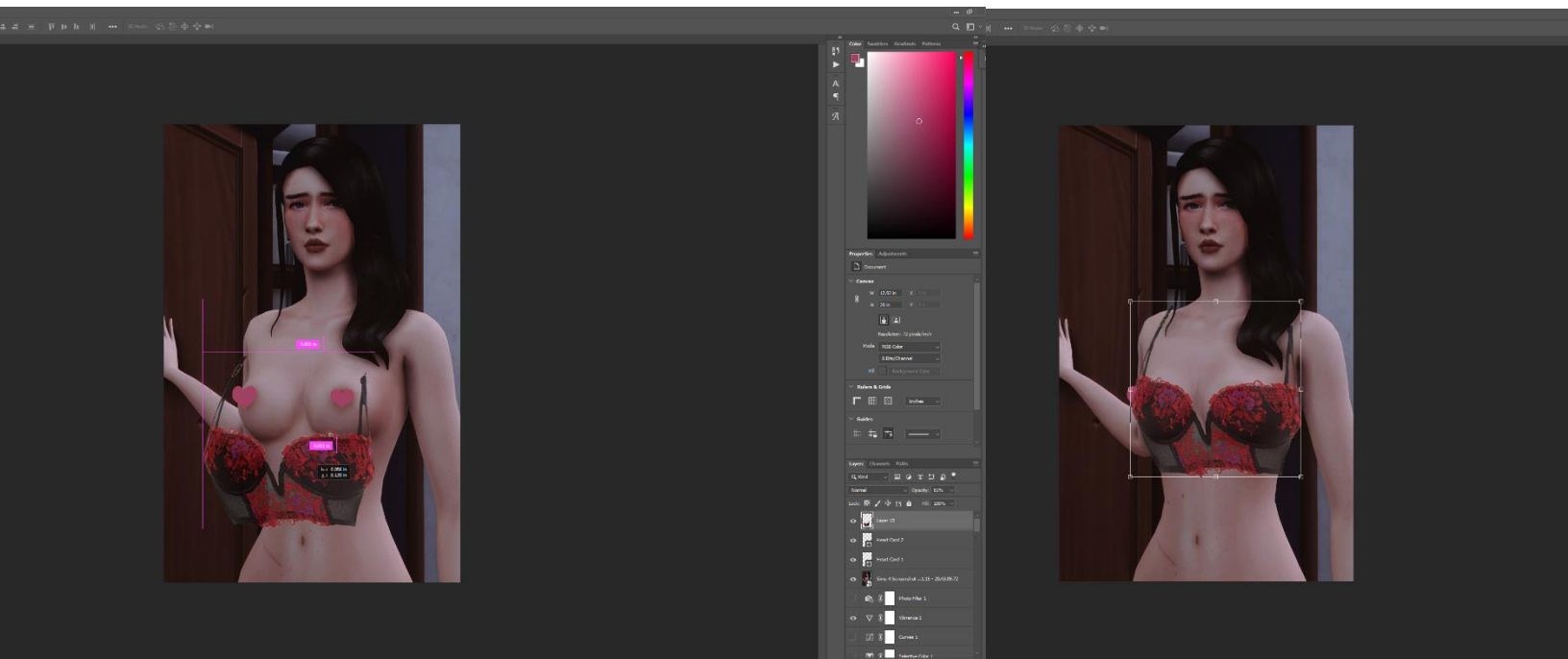
In order to achieve the style I use, I utilize Reshade and then I photoshop the hell out of the photo + use photoshop actions (which are procedures that edit images in specific ways).

The process by which I edit every image can take anywhere from 20 minutes up to 2 hours depending on what I want the final image within the comic to look like and whether I add things or not.

(This particular picture of John took me about 30 minutes to complete because I went in and erased a lot of his features and redid them (for example the abs)

- Total Time with planning about 45 minutes

Editing Pictures Example 2:



Sometimes (very often) there's the case that I do not find custom content for the game engine that I'm looking for which results in me having to photoshop things in which adds to the overall time it takes for me to photoshop a picture.

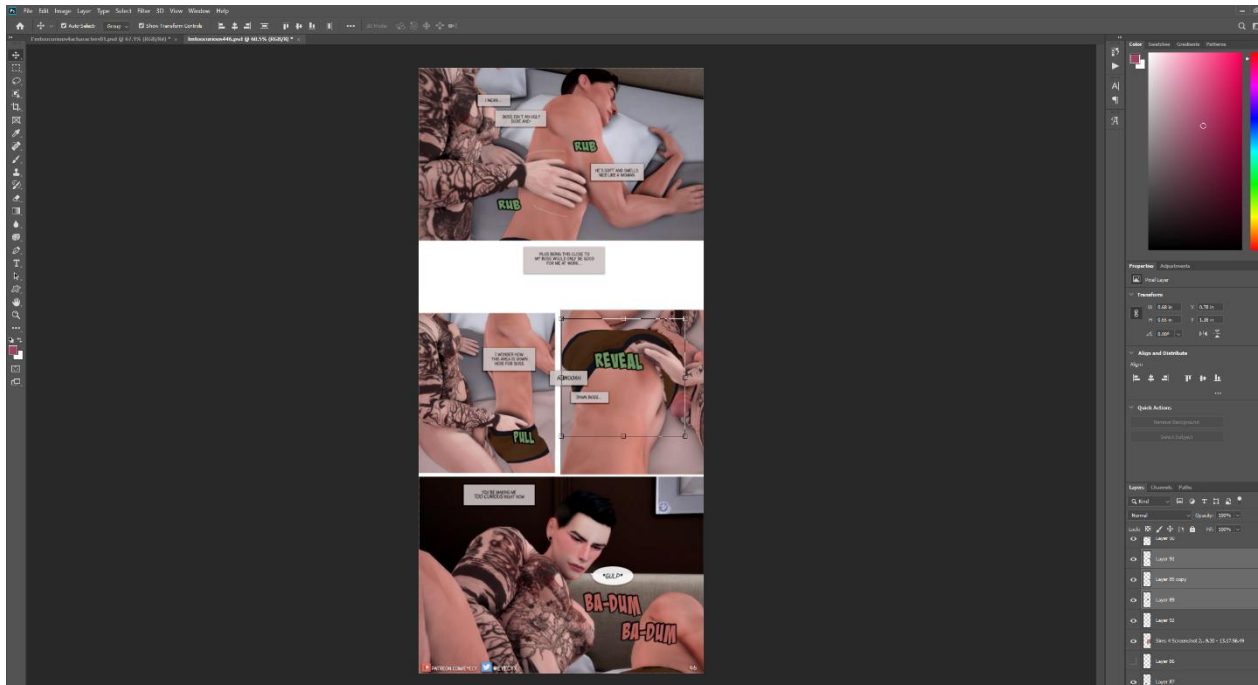


Other times I cannot find a particular pose I want my model to do in-game so I have to go in and create the exact pose I want (including the expression etc) which is why editing a photo's time can increase significantly. I'm talking up to 3 or 4 hours for one photo.

This photo with Paola took about 3 hours for me to do because I had to go in and create the pose to import it to the game.

- Total Time with planning about 3 hours 15 minute

Creating the comic page



After everything is set and done and I've edited all the pictures, On a blank canvas I plop them down and add the dialogue I planned for this particular page from my notebook. Sometimes I've only written an idea of what happens so I sometimes need to come up with the dialogue on the spot which can have me on a page for even longer.

I then save the comic page into corresponding folders I've organized on a separate hard drive and continue on to the next page until I feel I can stop working repeating the entire process all over again. So you're looking on average at about 5 hours in a day to make one comic page.

This is why sometimes I can go for multiple days without posting any pages, because it's a lengthy process that sometimes catches up to me and so I have nothing to post. So I really do apologize if it sometimes seems like I'm not doing anything.