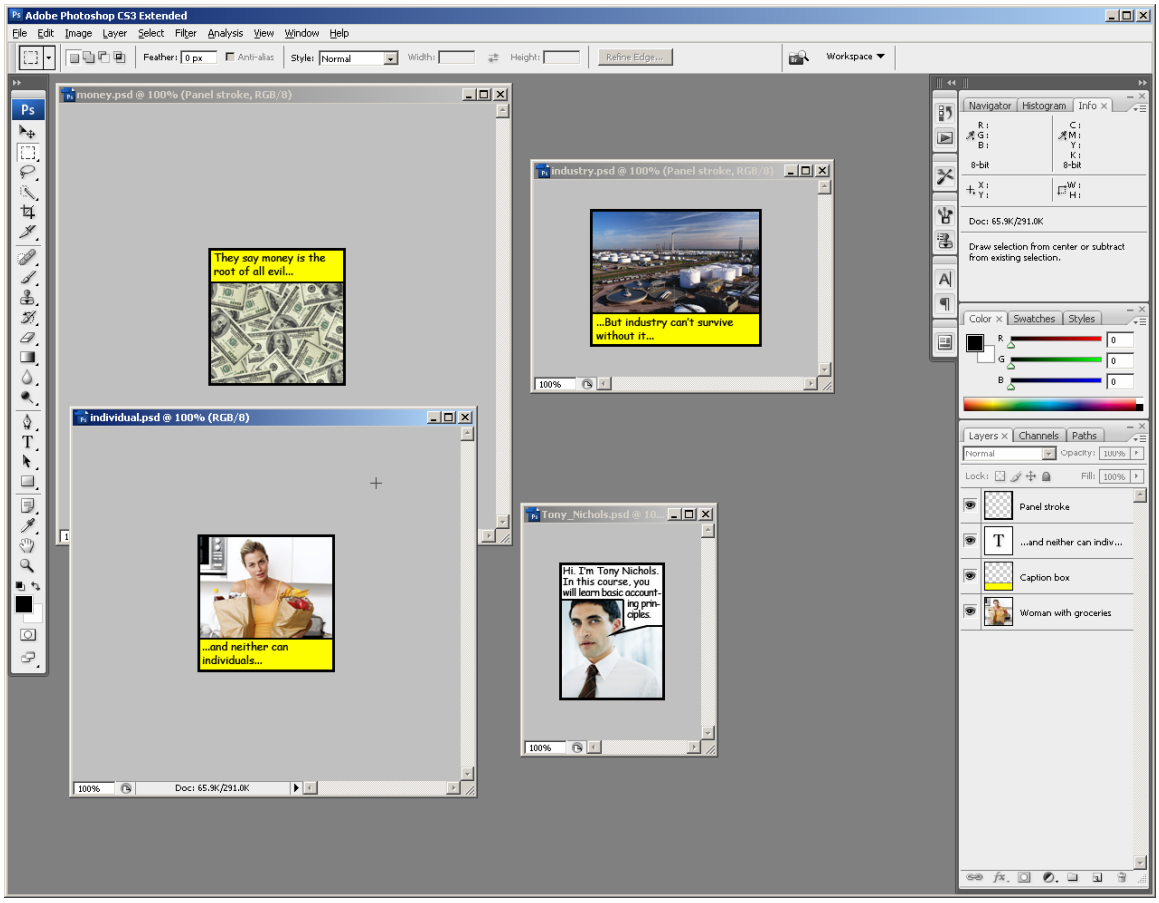
ITEC 715—Week 2, Supplement 2

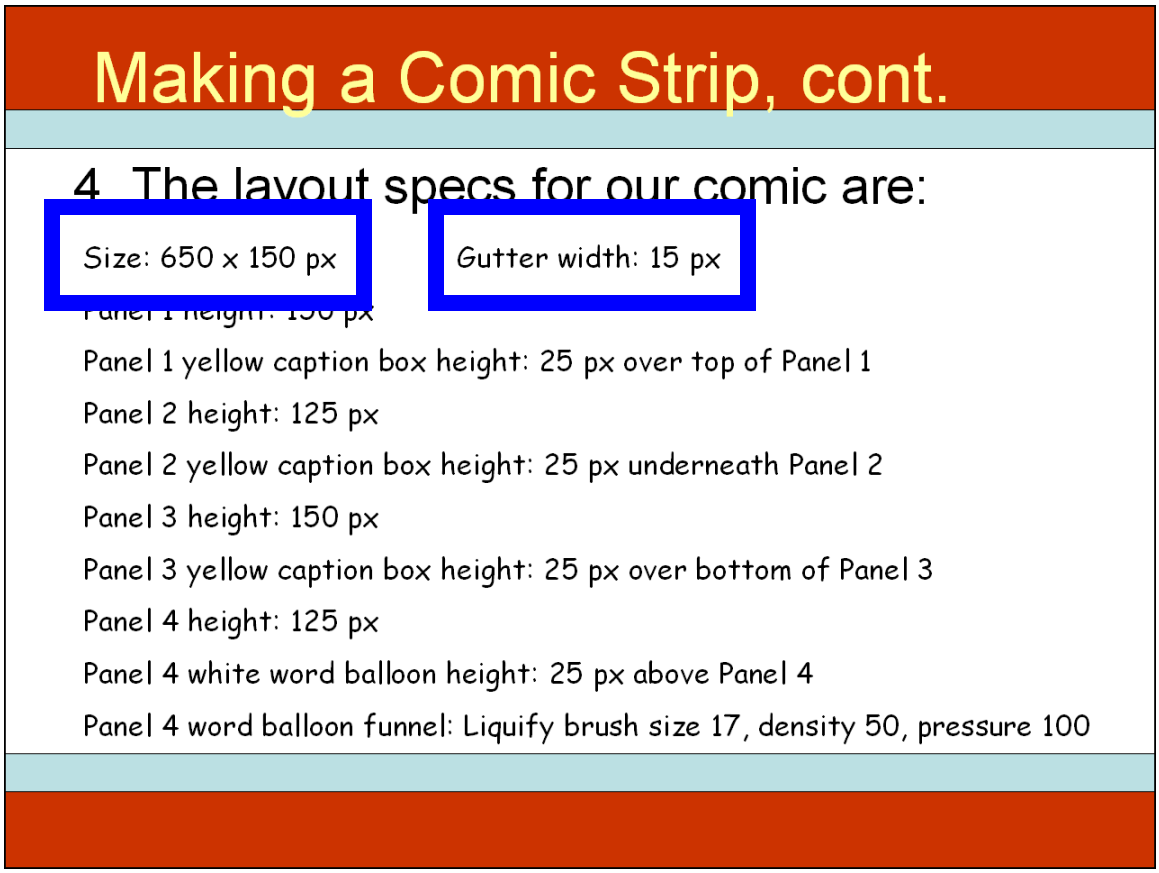
Putting Your Comic's Panels Together, And Saving

Some of you have asked how to put your panels together into the final comic. Here is one way to do it.

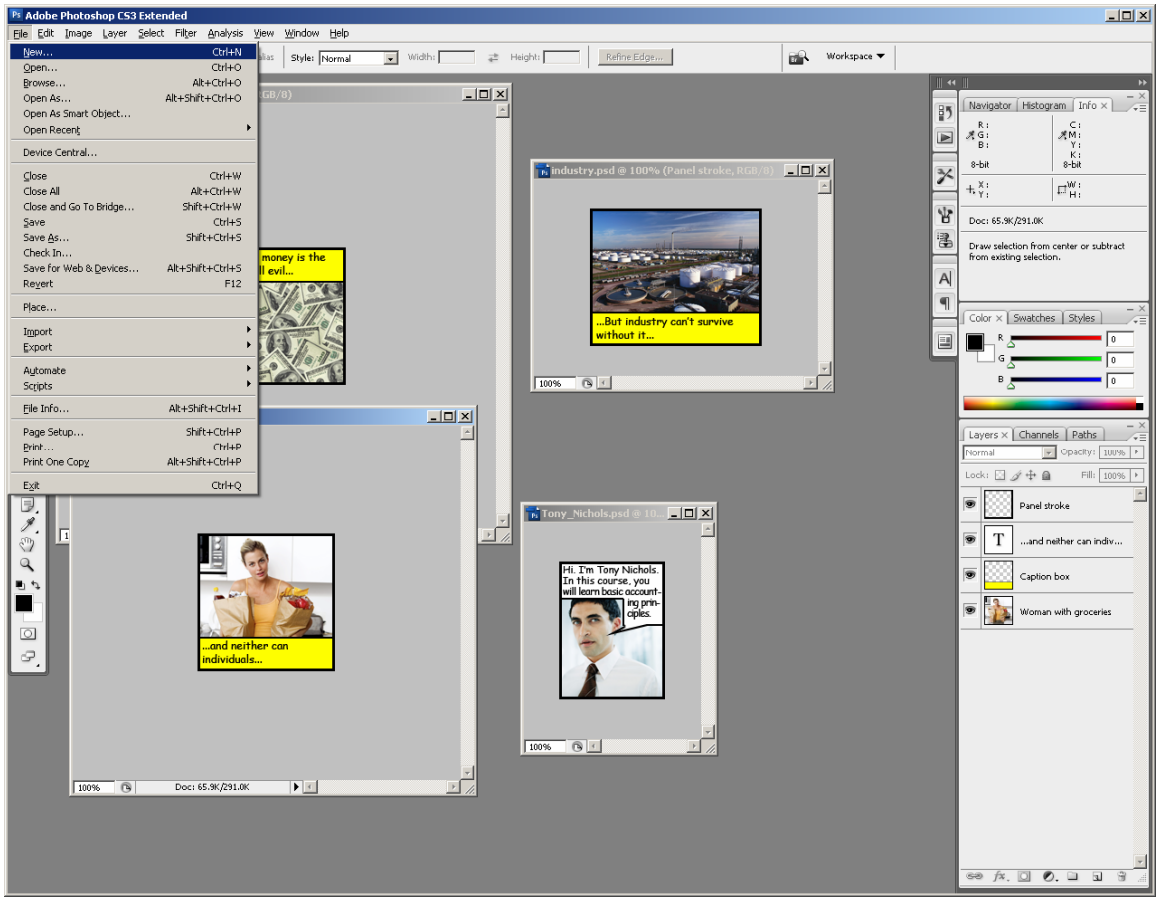
1. Start with your completed panels:

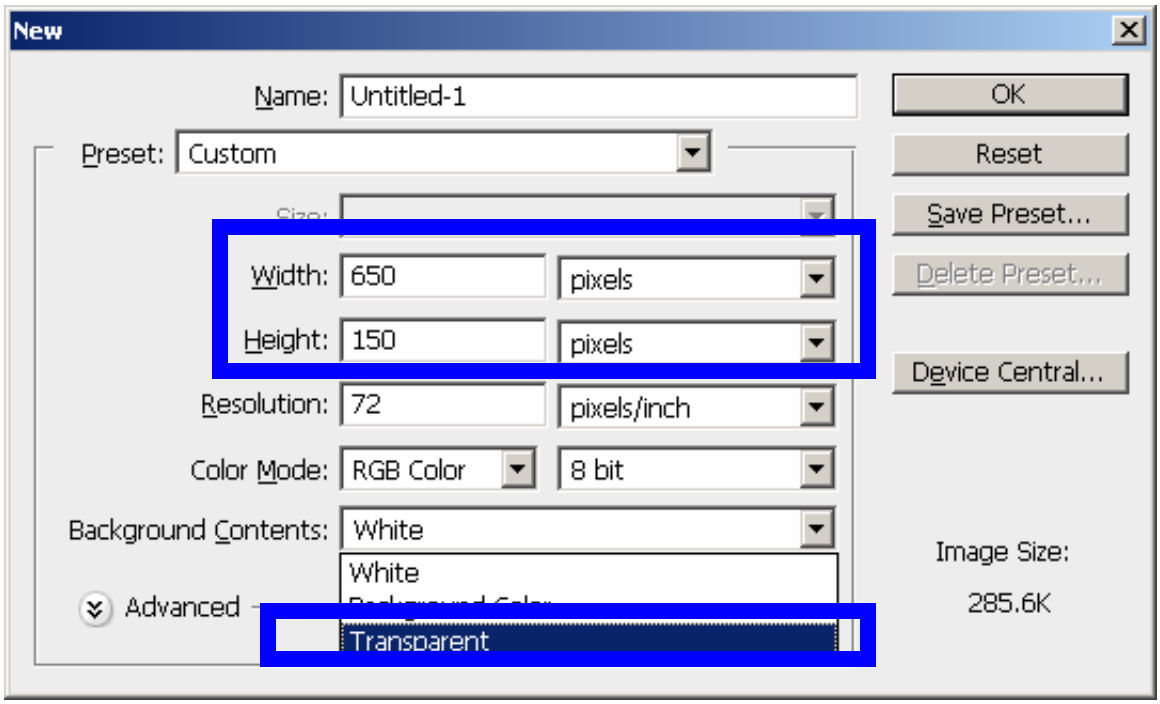


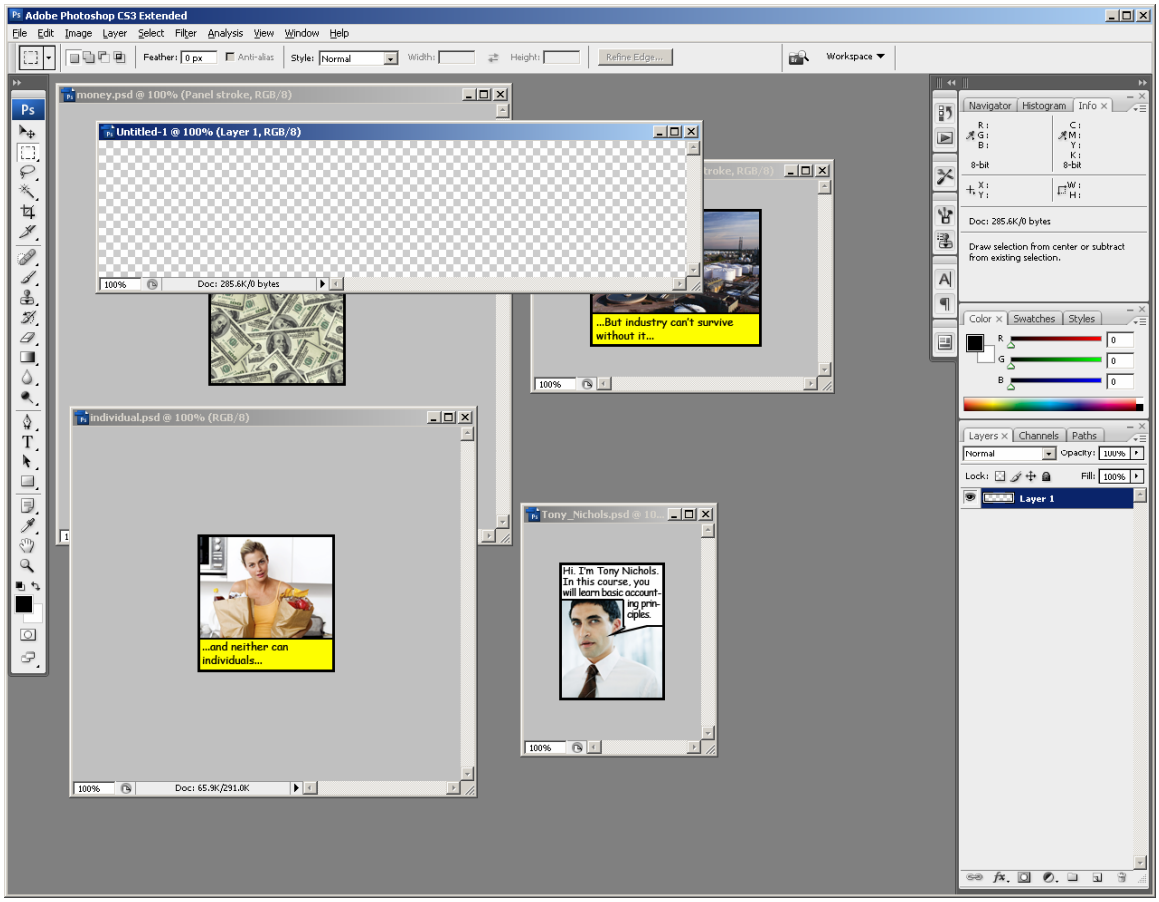
2. Consult your notes to remind yourself what size your finished comic is supposed to be. In this example, the design notes are:



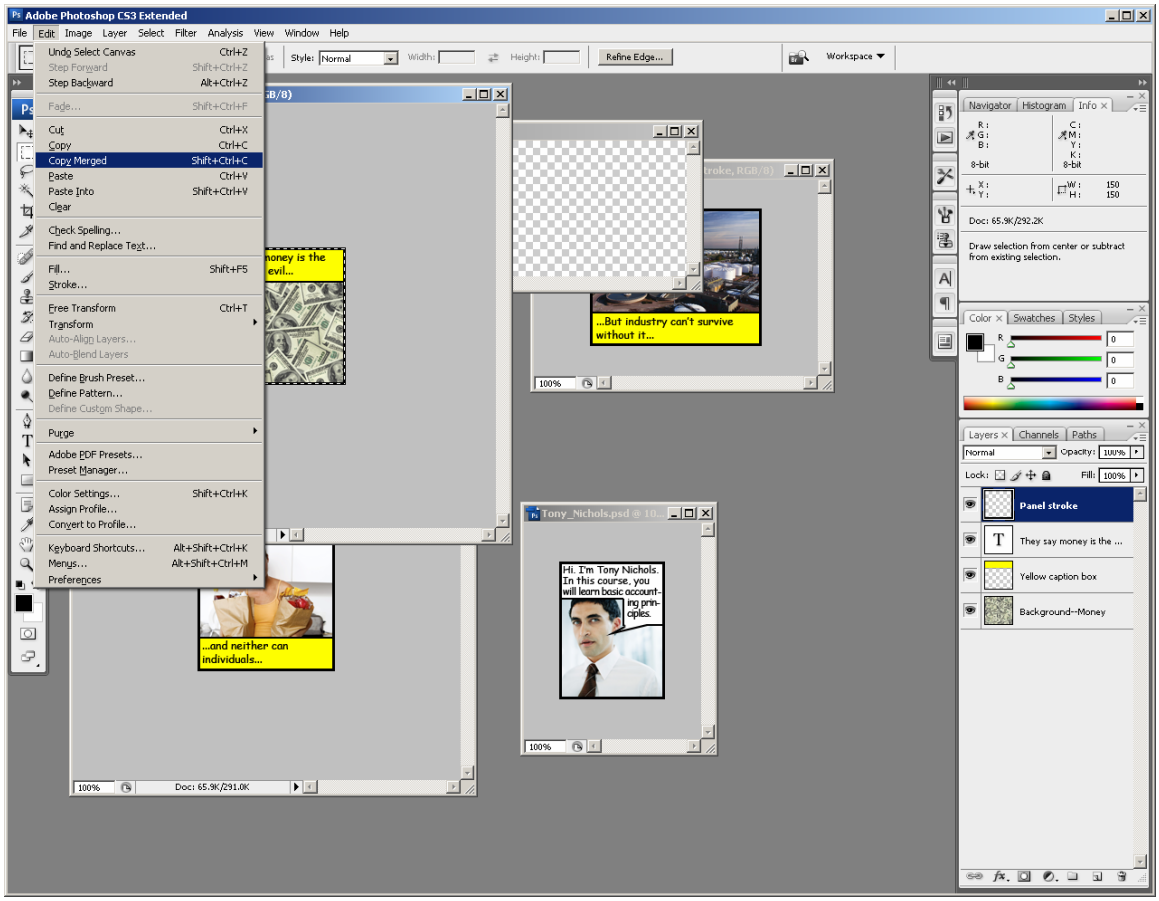
3. So in this case, you need to create a 650 x 150 pixel blank canvas. Use **File → New…**:



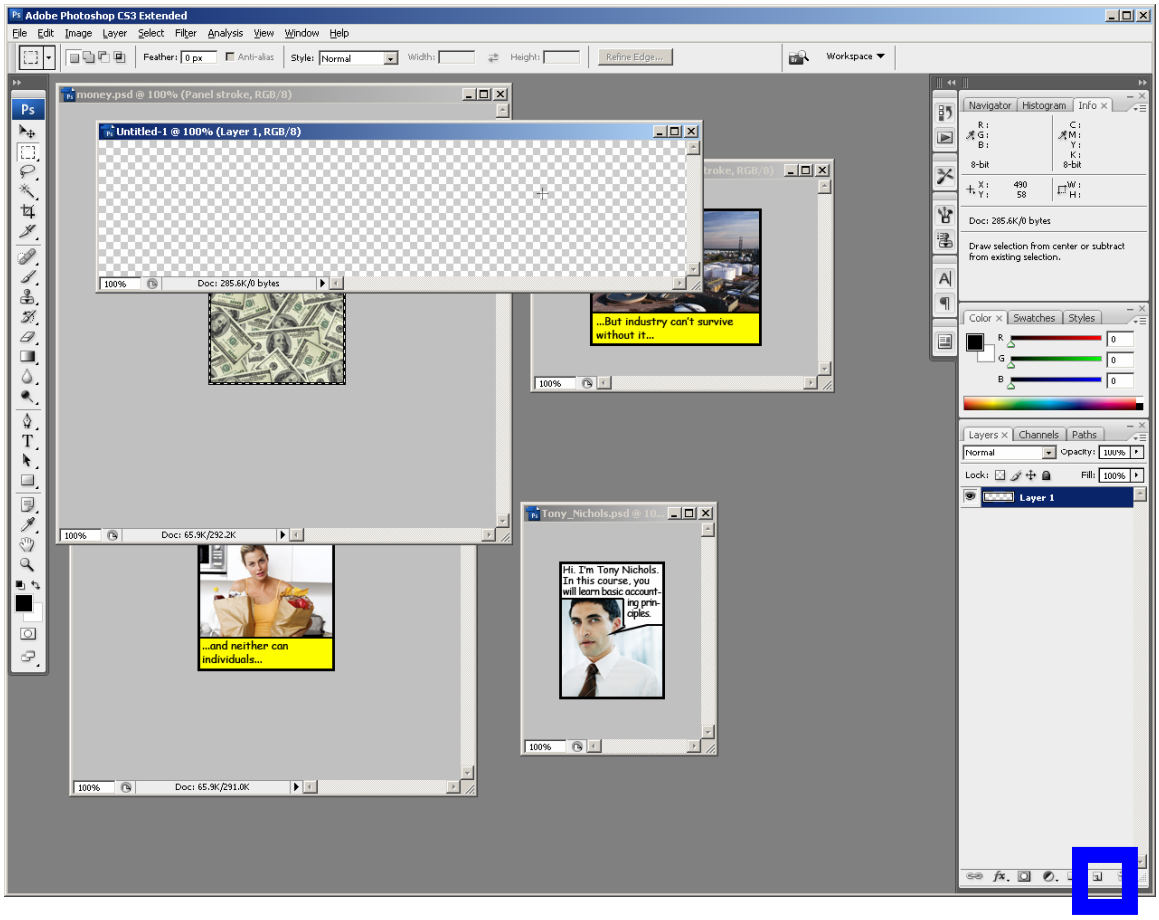



Adobe Photoshop CS3 Extended
File Edit Image Layer Select Filter Analysis View Window Help
money.psd @ 100% (Panel stroke, RGB/8)
Untitled-1 @ 100% (Layer 1, RGB/8)
...But industry can't survive without it...
individual.psd @ 100% (RGB/8)
...and neither can individuals...
Tony_Nichols.psd @ 10...
Hi. I'm Tony Nichols. In this course, you will learn basic account- ing prin- ciples.
Navigator Histogram Info
Color Swatches Styles
Layers Channels Paths
Layer 1

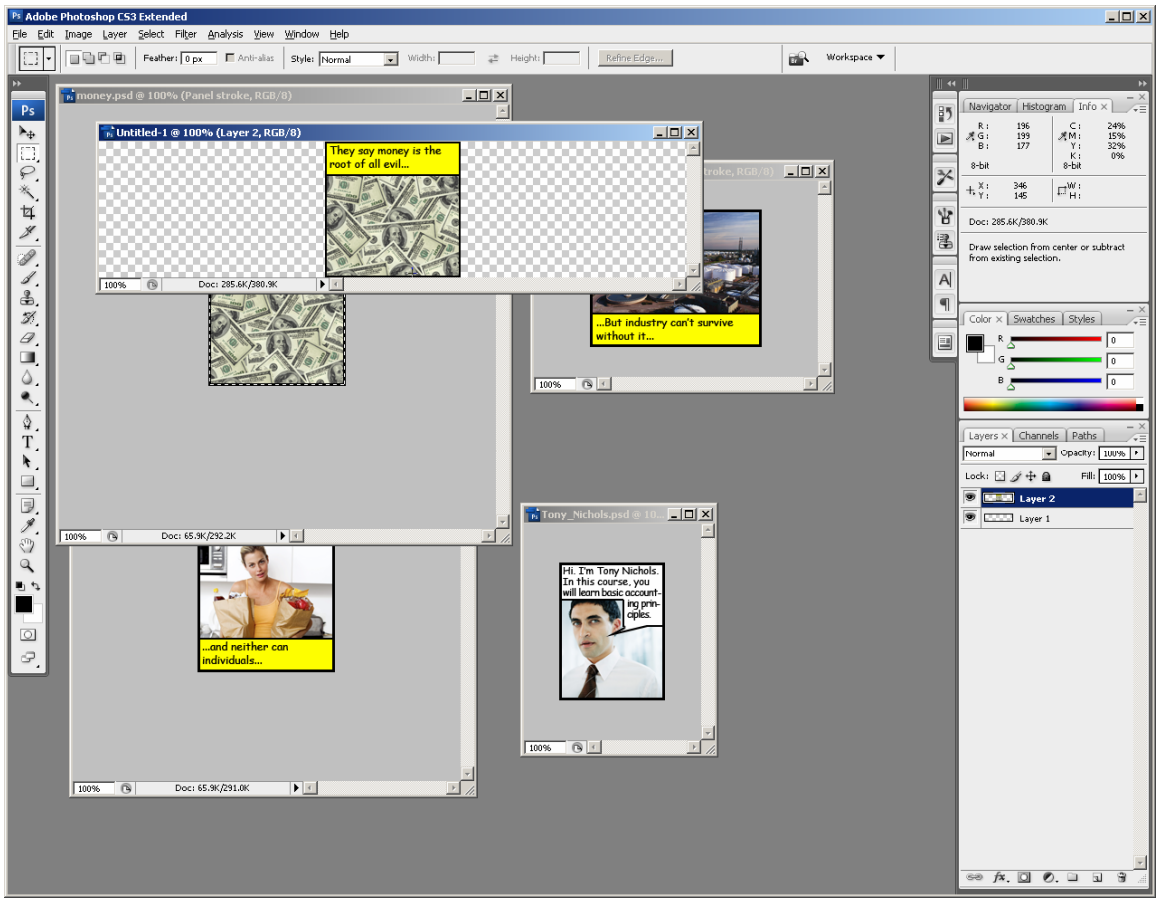
4. Start with the first panel. Click its window to give it focus, then click the panel stroke layer in the layer palette (or any other layer whose edges align with the canvas), and use control-a (Windows) or command-a (Mac) to put the selection marquee around the whole image. Then click Edit → Copy Merged. This will place into your copy buffer a copy of the image with all layers merged together. In other words, it will copy everything in the image, regardless of which layers contain which individual elements of the image:



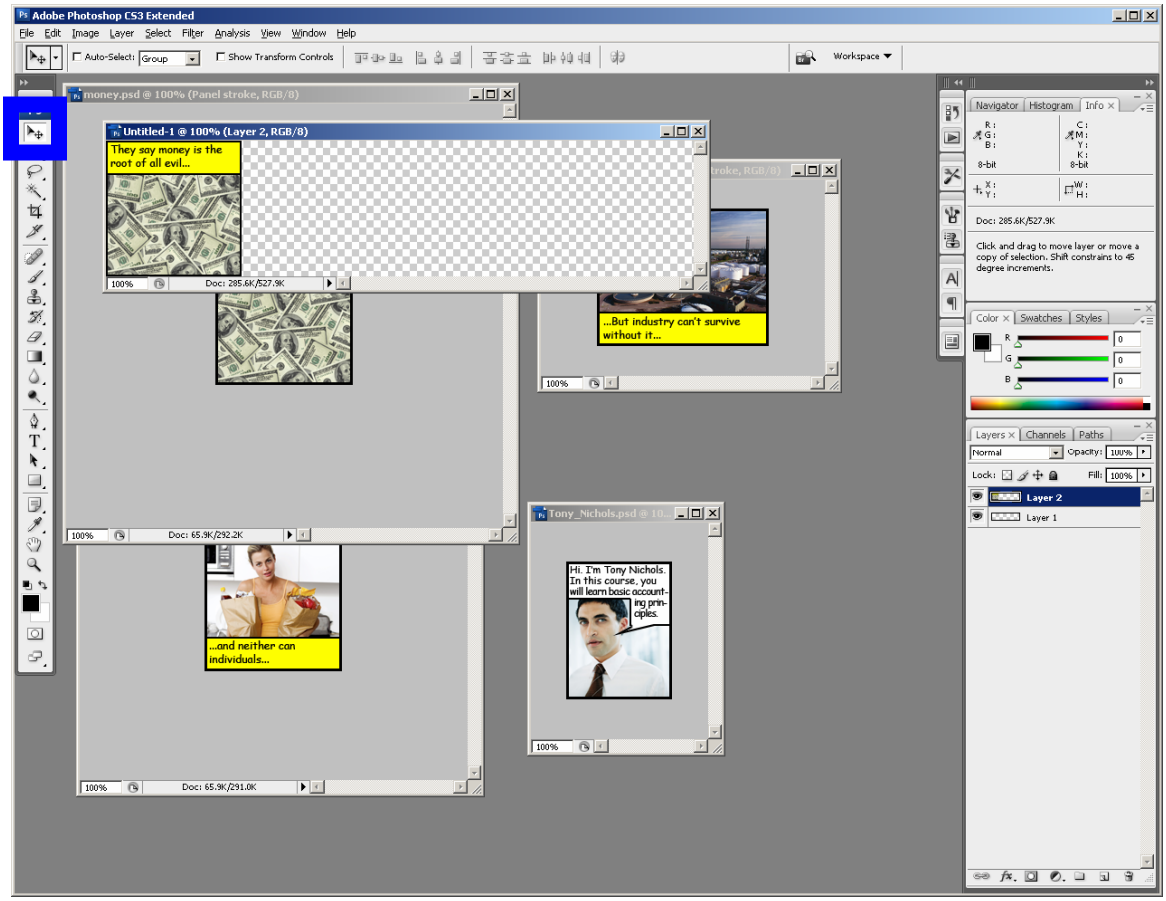
5. Now click the window for the blank canvas to give it focus. Use the new layer button at the bottom of the layer palette to create a new layer. This is the layer that will contain panel one:



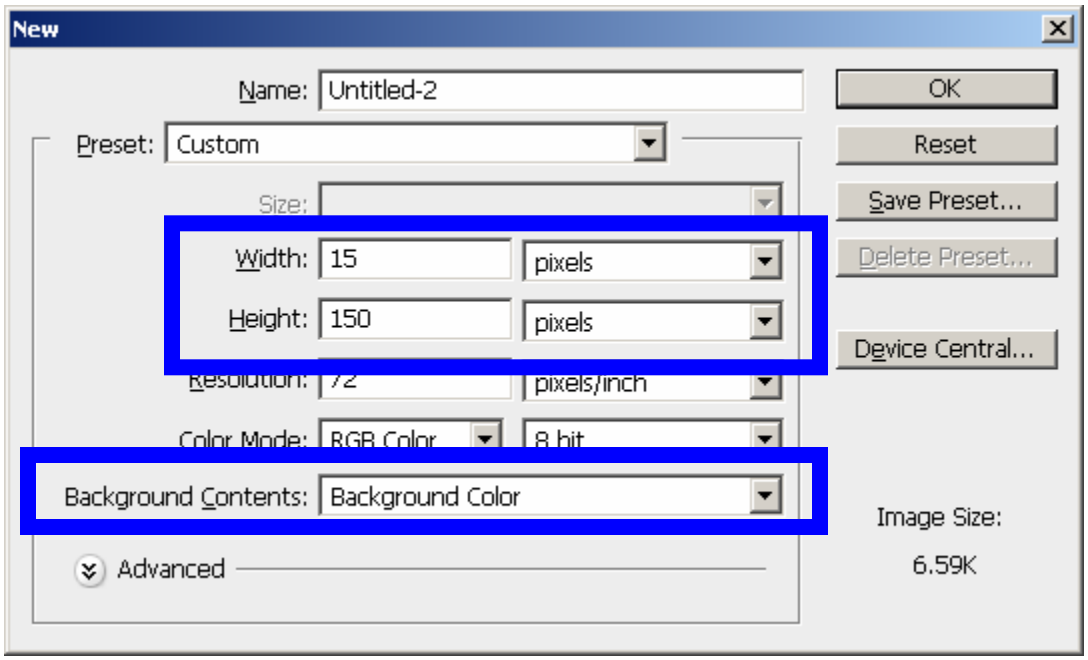
6. With the new layer selected in the layer palette, use control-v (Windows) or command-v (Mac) to paste the merged copy of panel one onto the canvas



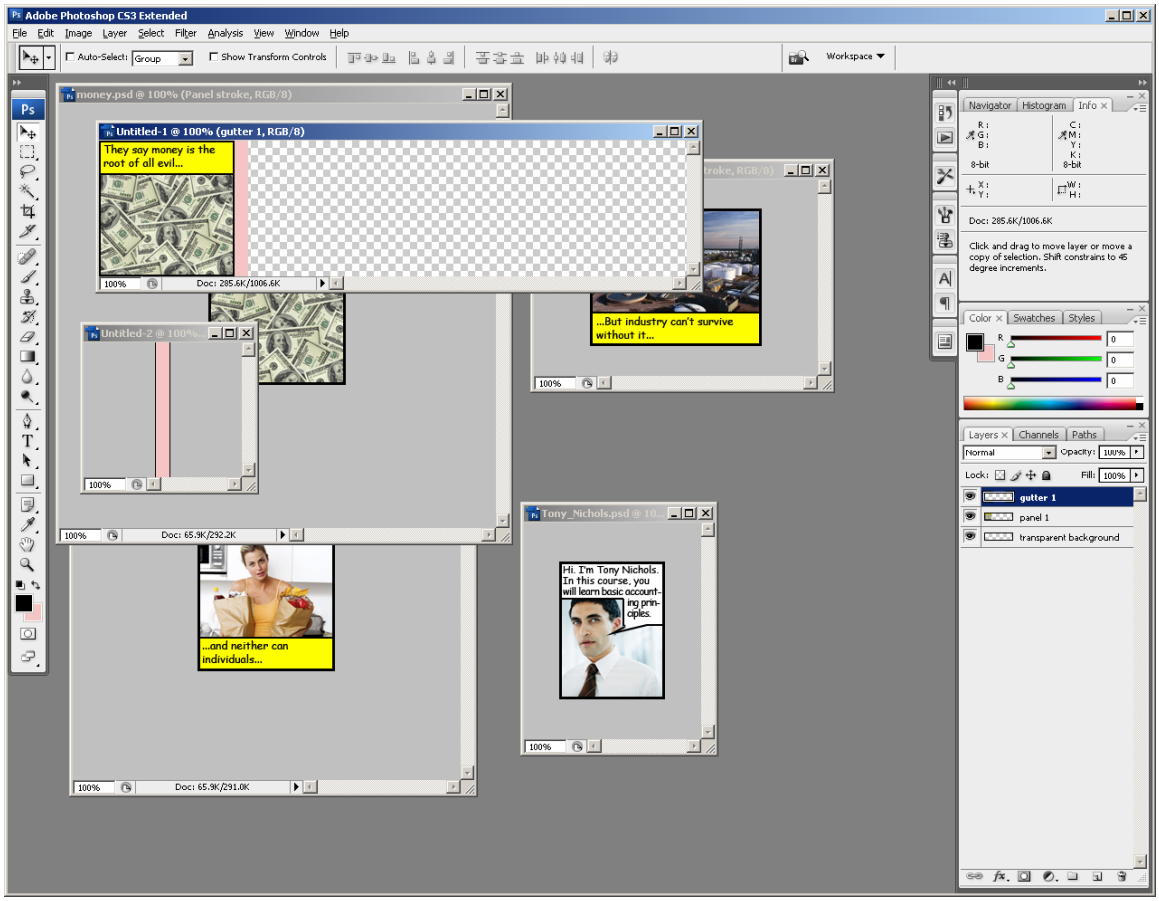
7. Next, click the **Move Tool**, and then either drag the panel into position at the far left of the canvas, or repeatedly use the left arrow key (for a finer level of control, and to ensure that the panel moves only to the left and not up or down as well):



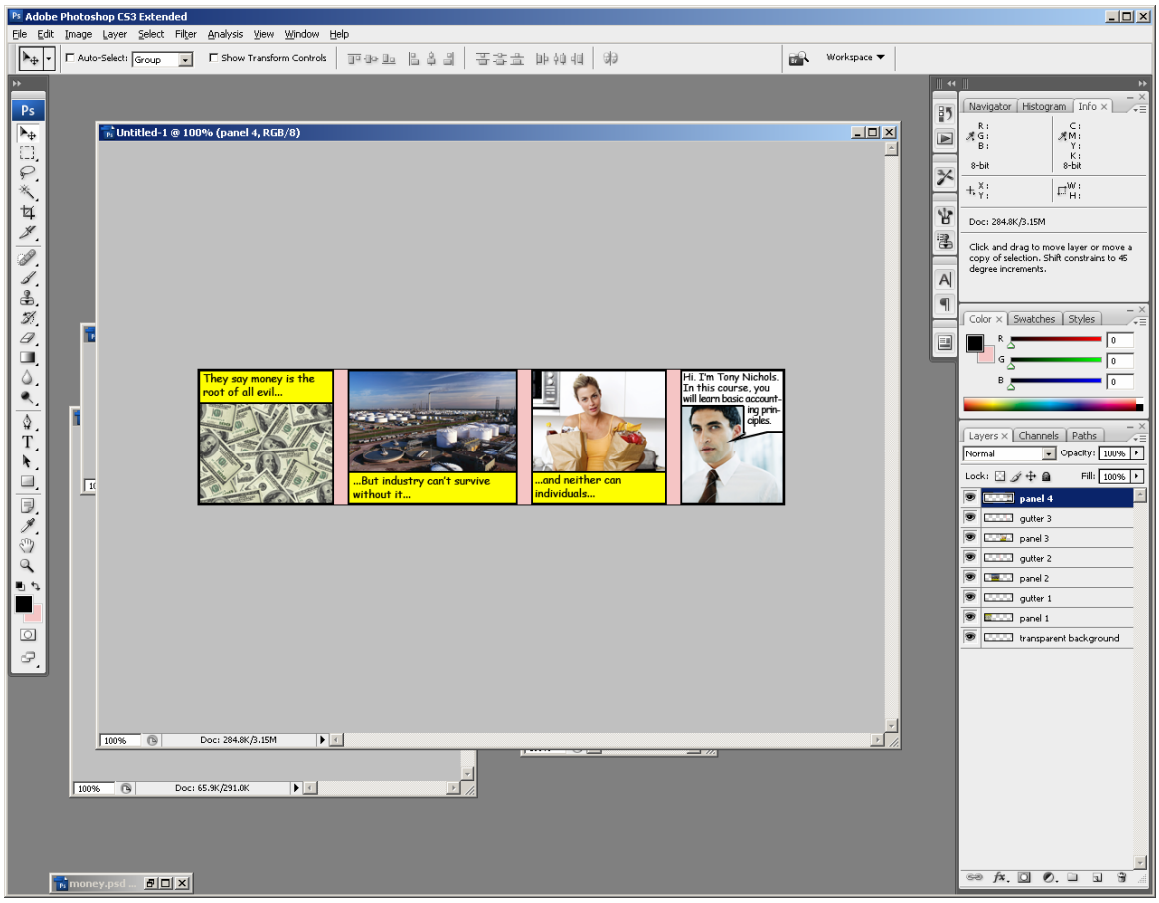
8. Panel one is in place. Now you need to leave a 15 pixel space for the "gutter" between panel one and panel two. An easy way to do this measurement is to create a simple image that is the size of your gutter, which in this case is 15 x 150 pixels (based on the design notes from step 2, above). First, set your background color to a color that is not prevalent in your comic strip's panels, like, say, pink. Then, use **File → New…** and choose 15 x 150. Instead of a transparent background, set the background to your background (pink) color:



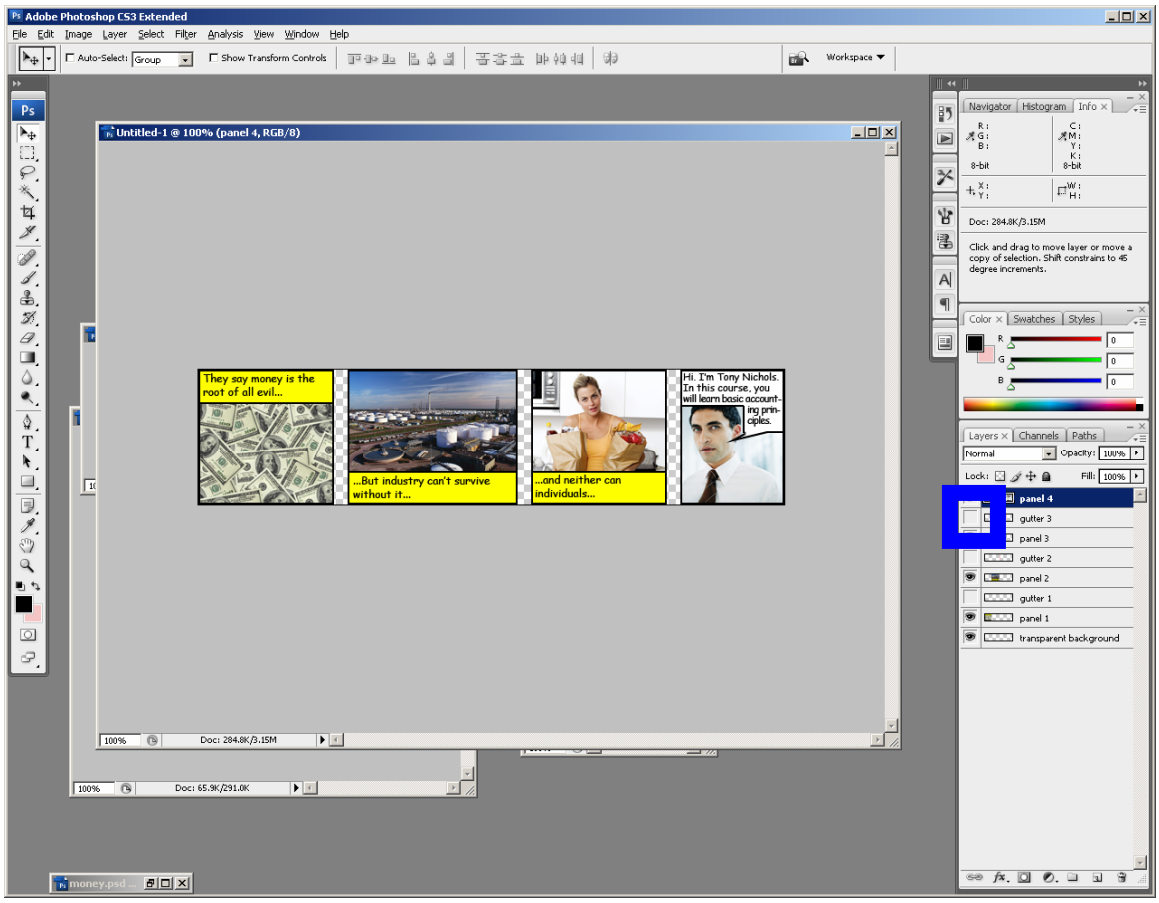
9. Next, use control-a (Windows) or command-a (Mac) to select this new pink rectangle and then use control-c (Windows) or command-c (Mac) to copy it. Then go back to the canvas where you are building up your final comic strip, and create a new layer. Finally, paste the pink rectangle into the new layer. Click the **Move Tool**, and then drag the pink gutter box over to the left (or use the left arrow key on your keyboard) until it is adjacent to and touching the right edge of panel one. Don't forget to name your layers!



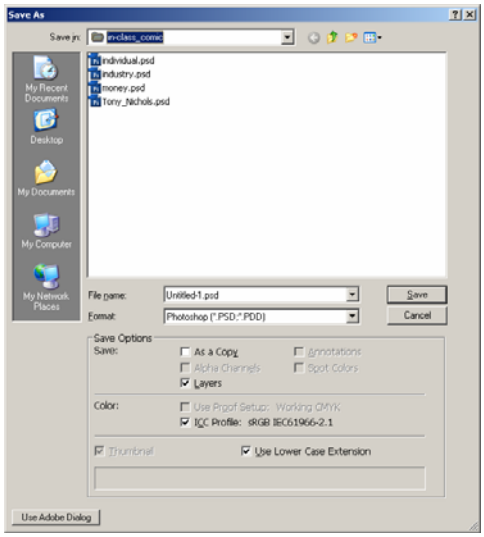
10. Now repeat these steps for each of the other panels, alternating panels with pink gutter place-holder boxes until you have constructed your complete comic strip:



11. Turn off the display of the pink gutter boxes by clicking the eyeball icons next to each of the pink gutter box layers in the layer palette:



12. Save your finished comic strip in the Photoshop native "psd" format with **File → Save as…**. The dialog box lets you choose the folder where you want to save your comic, and lets you give your comic a name. After choosing a folder and file name, click **Save**.



13. Finally, save your file as a TIFF so that your classmates will be able to view it in class, where the Photoshop installation might be of an earlier version than the one you used at home to create your comic. To save as a TIFF, use **File → Save as…** just like before, but this time, set the **Format** to **TIFF**: