

Creating Komic Books



The Character Maker

The Character Maker allows you to both create characters for your stories and print them out as stick puppets. We have provided hundreds of parts that you can use to assemble a character. Creating a character is much like creating scene.

To Start Creating Characters:

1. First, click on the **Character Maker** button. The screen immediately switches to a vertical rectangle, and the libraries switch to parts you can use to assemble your character.



2. Now, choose the type of character you want by click on the Set Menu on the Tool bar. You will see a list of types of characters you can create.
3. Next, create the **Head** for your character. The parts for the head automatically are shown when you choose the type of character you want to creat.

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4. Then switch to the **Costume** menu by , clicking on the **Parts** menu in the Tool Bar, to use the drop-down menu and choosing **Costume**.
5. The **Character Maker** uses the same tools as the **Scenes** mode. You can rotate, resize, move, or arrange any part using the buttons at the bottom of the screen until you have created exactly the character you want to use in your story.
6. Once you have created your character, you can now save it to use as a character in a story or print it OUT as a stick puppet. To find your character after saving it, switch to the **Scenes mode**, go to the **Library** menu on the **Tool** bar. In the **Library** menu will be an option labeled with your name. When you choose that option all the characters you have created will appear and you will be able to click on them and use them in your stories.

