DRAW OUT THE STORY 10 SECRETS TO CREATING COMICS

MORE TIPS FROM BRIAN MCLACHLAN



Picture these images...

- a wolf that howls at the sun
- a mermaid that has the head of a fish and the legs of a princess
- a monkey that brushes his teeth...with boogers

All of these things sound silly, and all of these things are surprising. Not all surprises are funny, but most funny things are surprising.

How could this comic end?

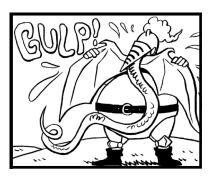








The comic could show exactly what you expect will happen but still surprise you with a funny drawing.



Or it could surprise you with the exact opposite of what you think is going to happen.



The surprise could completely change the meaning of the strip. This surprise is something familiar, not shocking. You probably know someone afraid of the dentist.



And maybe the surprise could completely change things in a way that is downright weird and absurd. Here the character actually knows he's in a comic. How often do you see that?



Here are a bunch of comics that need an ending. Can you think of a good surprise to end the strip? Feel free to add more than one panel if you like.



PRO TIP

The first part of a joke is called the setup. The final part is called the punchline. A good setup asks for an answer. Sometimes a setup is a question, and sometimes it's a statement that you just need to respond to. Your response to the question or statement gives you an opportunity to give your comic a surprising —and funny—ending.

Want help coming up with better jokes?



Check out chapter eight for lots of brainstorming tips!

