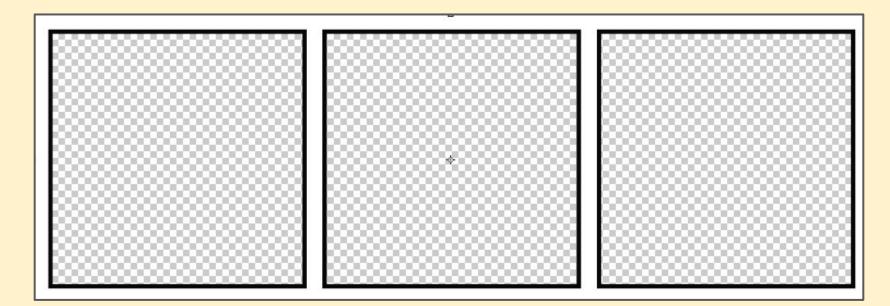
- 1. Download your frames template
- 2. Find, download and save the images you need
- 3. Square crop the background image
- 4. Remove backgrounds from other images if necessary
- 5. Combine the images
- 6. Add speech balloons and other text
- 7. Flatten the image and save as a JPEG
- 8. Bring the image in to your frames template

Step 1 - frames template

Decide what template you want to use, download it and save it. You'll need to use Photoshop to put the comic together.



Step 2 - save images

Save the images you'll need. Make sure they're big enough.







Step 3 - square crop the background



1. Use the **crop tool** on the left toolbar

 At the <u>top left</u>, set the Unconstrained box to 1 x 1 (Square)



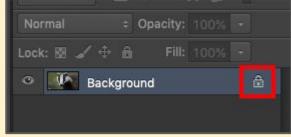
- 3. **Crop**
- File > Save as with a new name

Step 4 - remove backgrounds



1. IMPORTANT: <u>Double click</u> the lock on the layer stack > click

OK



nic3frames.png @ ..

- Use the quick selection tool to select the background
- 3. Use the (minus) brush to tidy any selection up
- Press delete the background should go

Step 5 - combine images





- Use the Move tool to bring the images on to the background
- Make sure Show Transform Controls is ticked at the top



3. **Resize** images as needed - tick at the top to set each size

If your background image is super large you might need to resize it (Image > Image size). Aim for 1000 pixels square

Step 6 - speech balloons



 Use the instructions to add speech balloons and other text elements

- Comic lettering is usually ALL IN CAPITALS
- Use a font like Comic Sans
- You might find that Bold text works better

Step 7 - flatten the image and save



THIS IS REALLY IMPORTANT

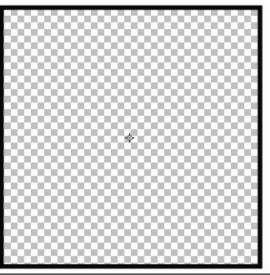
- Save the image first as a Photoshop file
- Click Layer > Flatten image.
 This will get rid of all your layers
- 3. **File > Save As** and save the file as a **JPEG**

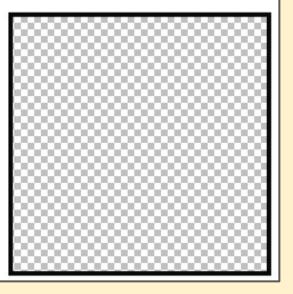
Step 8 - bring into the frames



- 1. Use the **Move Tool** to bring your finished comic frame into the template
- 2. Move the **frames layer** (Layer 0) to the **top** of the layer stack by **dragging** it up the stack







If your image is far too large, think about resizing it first - **Image** > **Image** Size and aim for **1000 pixels square**