

# SARJAKUVA - KANSIO

EMMA BERTLING - TRYING TO BLEND IN

OHJAAJA - PEUKA MANNINEN

— • —  
KUVATAITEEN PERUSOPETUS, LAAJA OPPIMÄÄRÄ  
LOPPUTYÖ  
SARA HILDÉNIN AKATEMIA



Before we get this started, if you know me personally well, like my parents, please don't read this. Idk why, I guess I am just embarrassed a bit.

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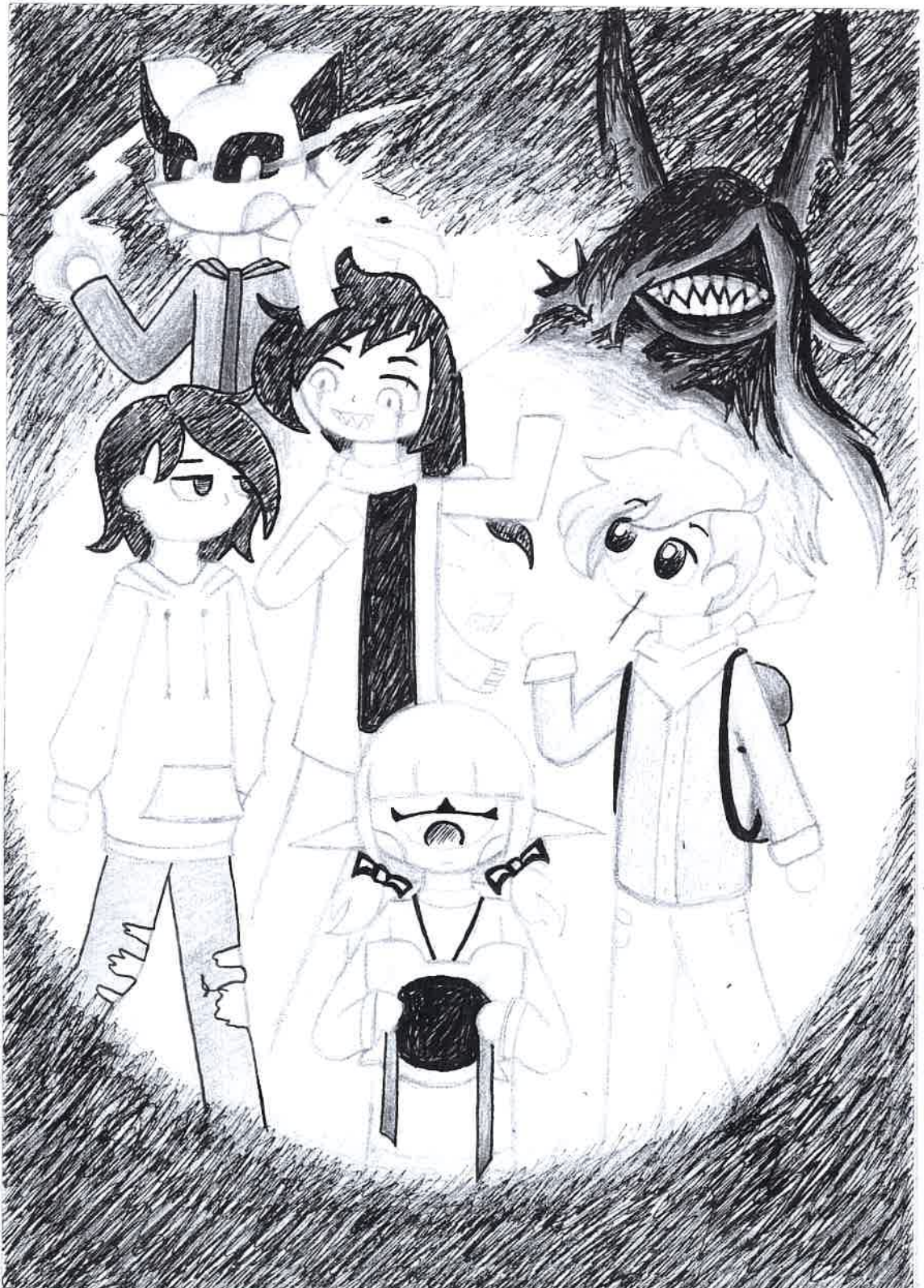
- Hello, my name is Emma, full name is Emma Bertling, and this is my portfolio. You are welcome to watch me go through multiple poor life decisions over the work process. But other than that, it was really fun to do this work. So be ready for the rollercoaster that is me remaking an older comic that is still in the making while remaking the start of it.
- Let's get this straight, I am so happy to manage to finish 15 pages of comic over this last year, which does not sound that impressive, but when I am part of (oppilaskunnan hallitus) which I think is called student council and the school's choir(kuoro), not to mention I cannot get anything done at home so most of my work before the last month was only made once a week for two hours. Not to mention I poured at least three hours per page just by polishing the pictures by coloring them. I am at the same time constantly busy and at the same time not really. Enough of my excuses, I should probably get to the point
- Also, if you're interested in making comics yourself, stick around, there is good advice on how and not how to make comics. Considering I have been doing this for years at this point, and some of these mistakes are things I have done myself; it can help see new possibilities on how to make comic's



- The stuff that is found here:
- 1 Hello :>
- 2 step by step and info on how I made the panels
- 3 My reasons for why what is and on personal background about making comics
- 4 Plans and changes that happened over the work process
- 5 The old reference what my comic is based on
- 6 What is after this? How will it continue?



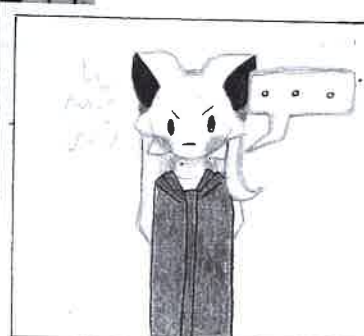
(my comic)





YOUR LATE

YOUR LATE



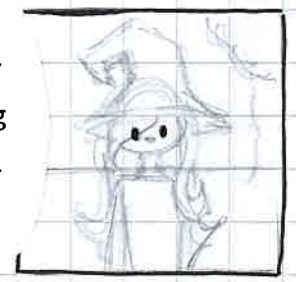
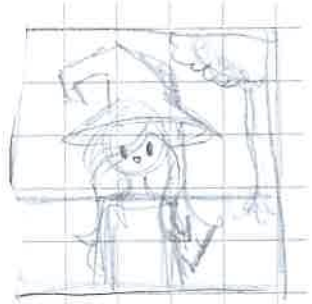


size of the pages is A3, which is a size I recommend for comic making because you can make more small details in pages. The technique that I mostly use is mixing all kinds of black markers and pencils together. Personally, I think these two works together quite well, because I can create cold and dark attention giving details while still being able to create easily shadows with pencils. Considering the two techniques that I have used separately over the years while making comics, I knew the difficulties and best qualities that are found while using specific tools.

The final product is not perfect, I still think I forgot to make couple small details in the pages. It is my fault because I didn't really have much time to go over them after finishing them. One regret I have is not making some of the books more interesting. In my old comic there were actual book covers while not great, could still have been added to the final product.

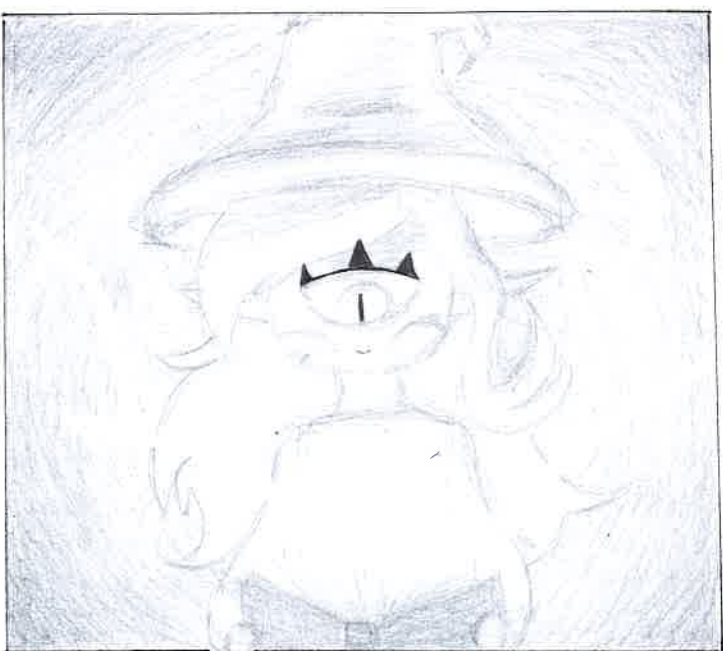
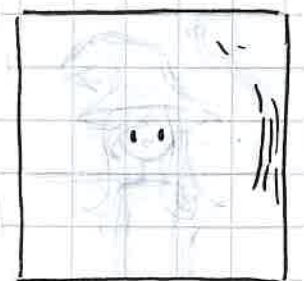
The order of what I did and when had to be planned out because pencils could smudge the other panels because of my hand while drawing. So first I sketched at the start all the pages so if I wanted over the months to change something, I could. Good side-effect for poor work planning. (. - .)

The next simple step is, you guessed it, outline the panels with markers. Even though I have not really left anything between panels or in other words gutter ever in my comics. (Gutter is the white outline between panels). You think this would be easy, but me being me, had issues sometimes because I lost my longer ruler and had to use a 15 centimeter one for really big panels. If you have ever tried to outline something without a needed sized ruler, it is not that fun





- The next step to take is to clear out your panels, almost erasing the sketch and outlining it again. That way it is not that messy anymore. Helps especially when the sketch is messy, like mine always. This is also the phase that I must do the marking if I have not done it before this.
- The next steps are making the characters finished, so the background can be worked on. I personally do this, so I do not smudge that much hopefully while making the last step, the background. This is also the step when small details can be added to the background either before or at the same time while coloring the background.
- A lot of pencil coloring and shadowing. Takes multiple coats sometimes to get darker and not chunky and messy looking background. For example, page 5 last panel background. It took three coats just to try to make it consistent and all around same looking everywhere.
- The target audience that this comic is made for is kind of for teens, I guess. When I started making these as a teen, it would make sense to the audience be on that range. For now, it is not that serious or dark, but I think it could be from certain angles. Also clearly fantasy loving people as well, I think that was quite clear.



I knew from over a year ago, before summer break that I wanted to redo my old comics start. Not only does the first page does not look that good, but there is also a massive mistake that I instantly regretted. It does not make any sense; I already had a giant hole in my storytelling, which bothers me dearly.

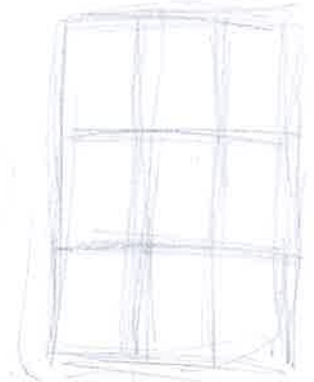
Considering I did almost nothing else but comics, I would feel weird not to do something related to it. It is like a point to see how much I have grown over the years, so when I can look at the panels that I recreated that see my process and how much it has changed.

As I mentioned earlier, I had made comics with these materials beforehand, so it felt natural to do it this way. Same with the page size. The thing I changed up was panel amount and size. I usually stick to nine panels per paper. I guess it was just easy and I didn't need to worry about how many panels I would make.

Funnily enough, I was actually struggling to decide whether I was going to make my panels with watercolors, pencils, markers or multiple of these at the same time. That was one of the reasons why I left my pages in the first sketch state at the start of the project.

The last reason that I wanted to remake my comics was the fact that my comics are very fast paced. I mean like I made four pages per half a year and these 15 pages I made are story wise on the old comics in two pages. It literally ends on the second page of the story on my 15 paged comic. Yeah, it was quite fast going. Well, I have more than enough materials for years.

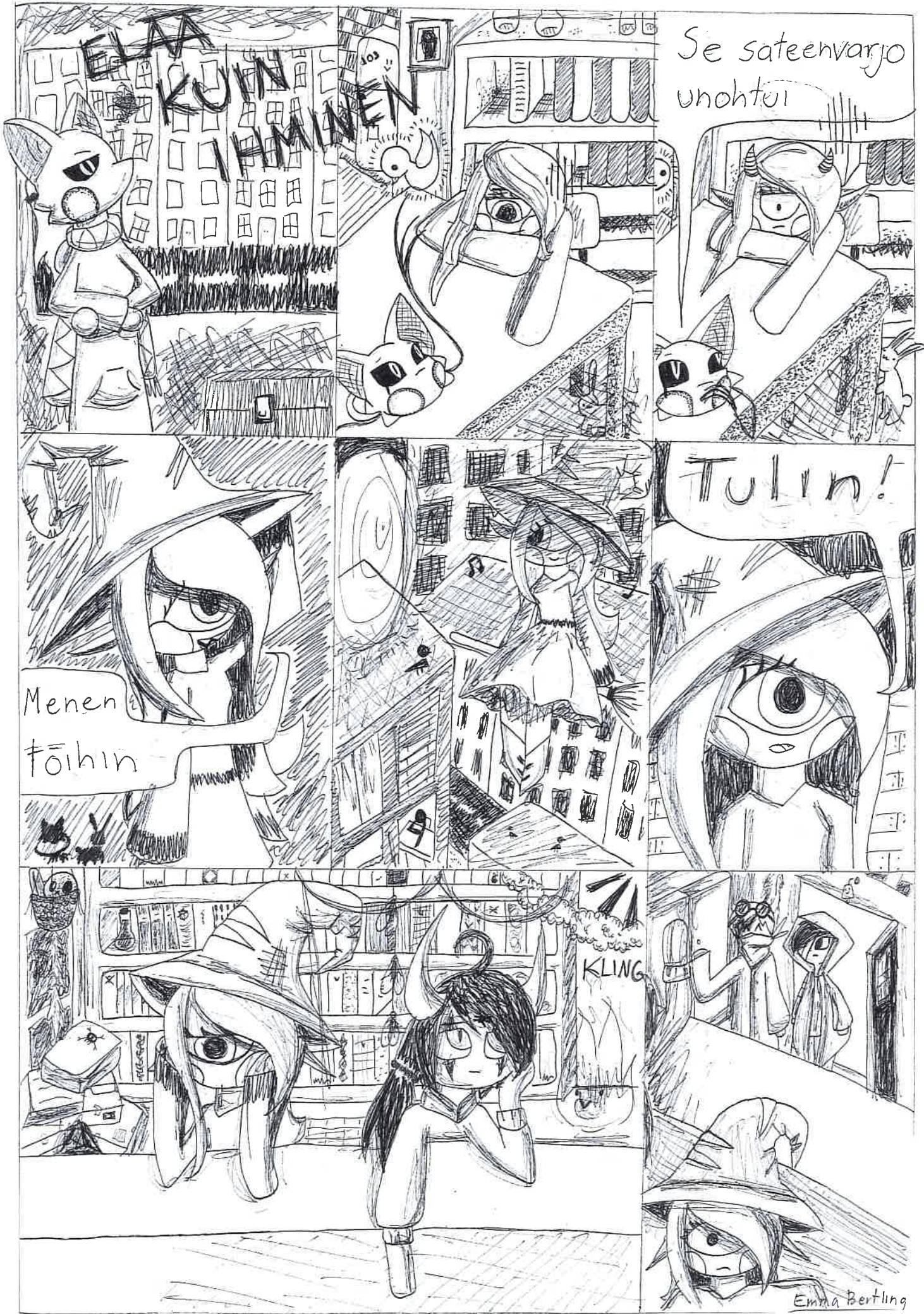
On the topic of old comic's story taking years before catching up to it, I also have my sketches and old materials from way back. Like I'm talking about a sketch of the cast from when I started 8-grade on my old folders cover page from when I started making comics. Really old stuff. And I still have them thanks to my mom buying me an actual folder that I have been saving everything on.



Autumn 2019 →







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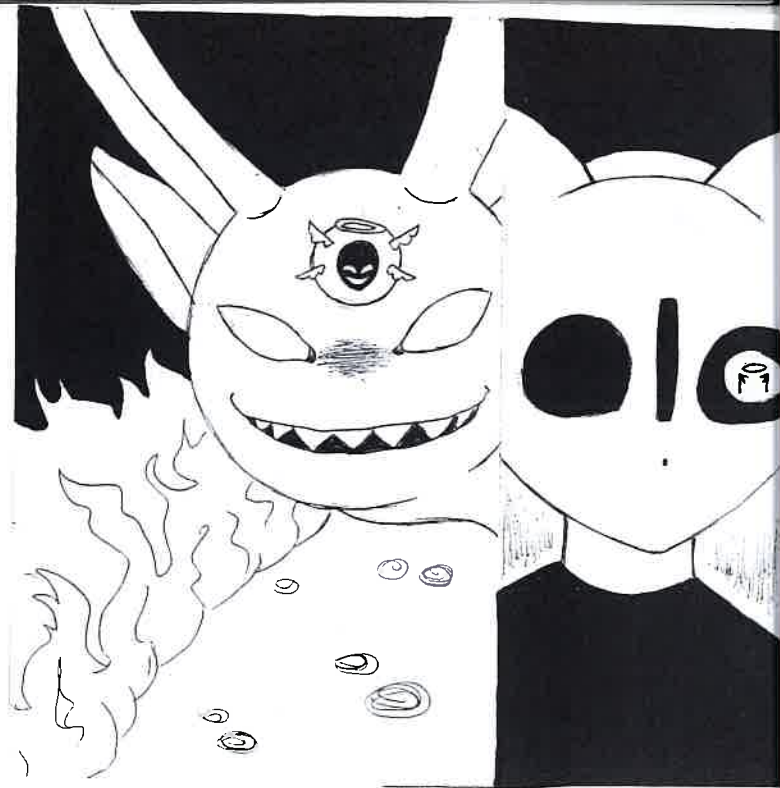
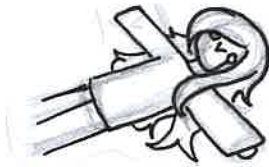
Tulin!

KLING

Emma Bertling



(the passtime comic ↑)



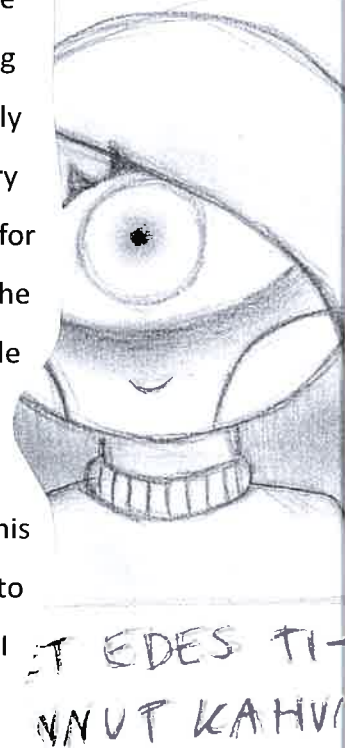
. Previous work and other work (THE sketchbook).

Funnily enough I had never done comics before starting to do them at Sara Hildén's academy. I actually ended up there by accident because I had messed up my courses and got put into what course was happening there at the time. That is how I started my journey making comics. Hilarious, I know. So, my first comics were the ones I made the first time I went to the course. I kept going there over and over because it was relaxing and fun to be there. Then I started my own comic. I had no idea what to do, so I quickly sketched a character and just started making the comic. Funnily enough, I was not very skilled at drawing hair, so the main character has the same kind of hairstyle as I draw for myself. In the comic making it get more and more story with every panel. The one of the first ideas I had was a basic story about good and bad, but I wanted to tell it by the side of the seen evil by masses. This is seen by the structure of the first page.

Over the years I continued those comics, developing the story and changing bits and pieces almost every year. I never actually did anything else outside of my hobby but this comic. Maybe if I had the chance at an art class but I can't really remember. I started to do something else only when I was in upper secondary school (lukio). It started when I didn't make comics at Sara Hildén's academy because I had other stuff. It is not something high quality, but I had fun making them. I have been making them when I am listening at lessons. It helps me focus on class sometimes if I draw something simple and small. If you have trouble focusing in class, try it.

For last, we have the sketchbook that I have been filling up for couple of years. The one and only reason I am mentioning this is the fact that I sketched out a drawing of the main cast and used it for reference on what will be filled with marker and what will be colored with layers of pencils. If you plan to make a long comic, do some kind of reference of your characters. Highly recommend.

(picture found on  
portfolio page 2)



ET EDES TI-  
NUUT KAHVI

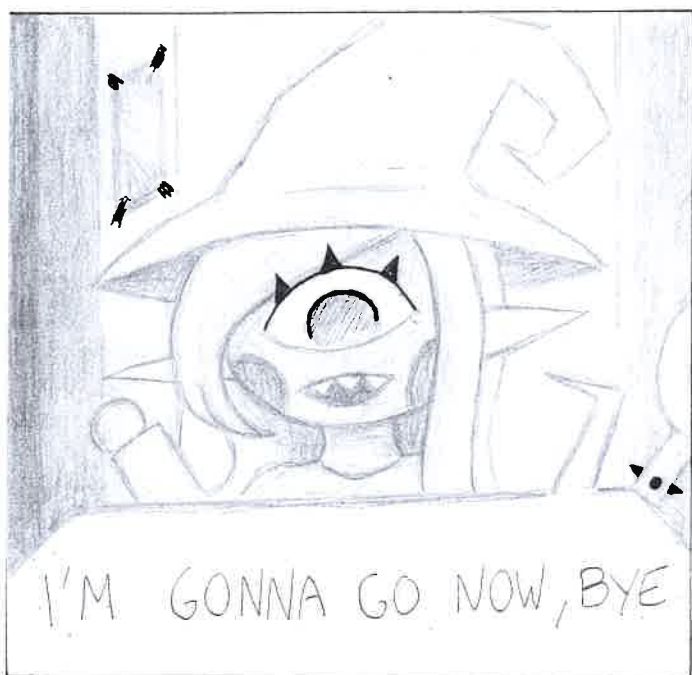


(first sketch after finished animating)  
2-3-first comic pages



- My own achievements that I put on myself when I started were unreachable. Don't get me wrong, the biggest achievement was to start the story again but this time I had an actual plan and knew what I was doing with the pages and story. Well, it could have been possible for me to make a lot more pages, but considering I know myself more than anyone else, well.....

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ARE YOU SURE (KUB) ← check your grammar



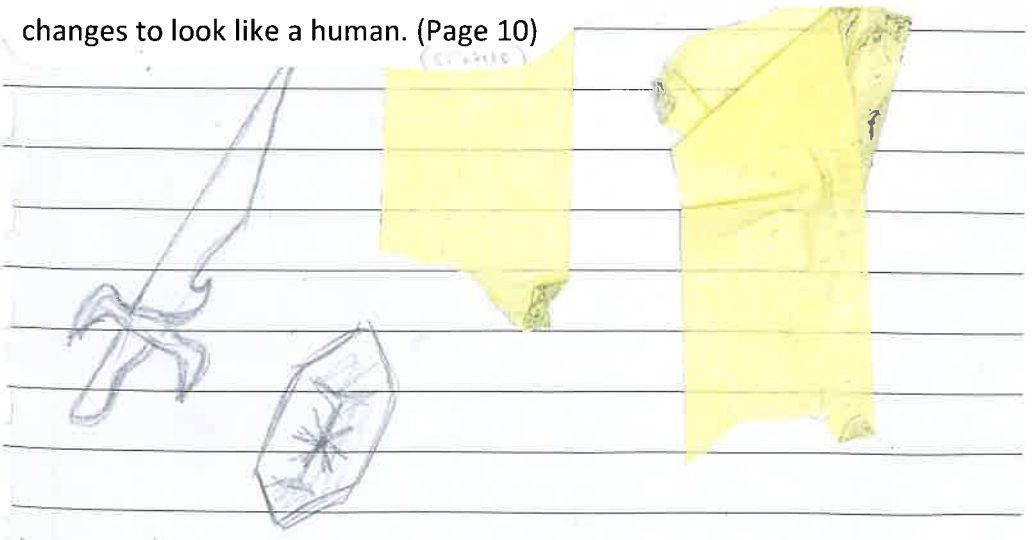
My failures. Nobody is perfect, I have my flaws but the biggest one is just my ability to not plan for almost a year ahead. My past of not making comics constantly over the years was my start to downfall. I have made mistakes; I am aware of it. I also finished fifteen comic panels done in two weeks. I am going to be completely honest, even if I tried, I could not make anything to replace my mistakes. :(

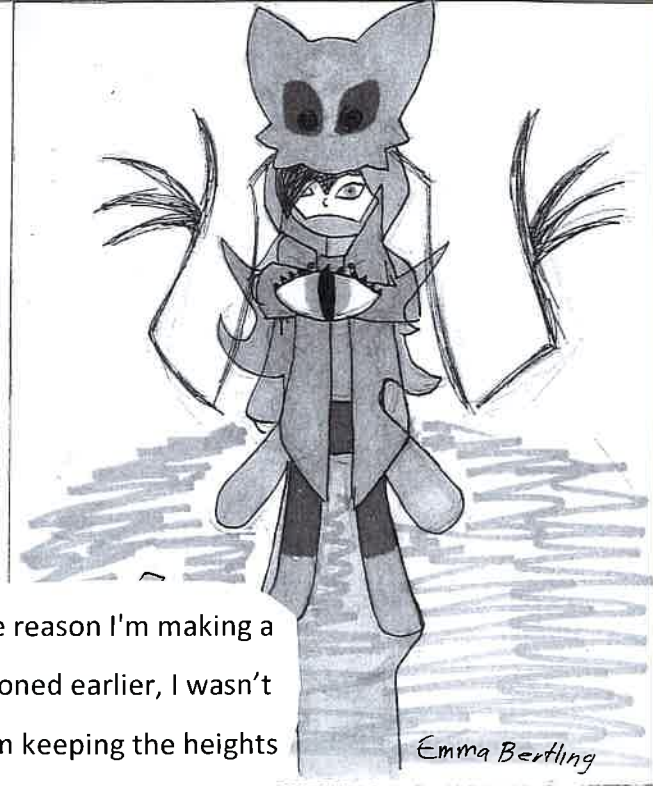
Well, my plans were changed multiple times.... First, I realized that I had to drop the amount of pages just by not having enough time. I went from 50 to 30 to 20 and ended up with 15 pages. When I was around Christmas, I realized that I would have to pick up the pace really quickly.

One of my bigger mistakes was leaving everything at the last minute. I do this quite often, so I was not surprised that I was in so much trouble before the deadline. As I said at the start, I basically did most of the steps of finishing the pages in the last two weeks before the deadline. Spoilers, I did not sleep that much during those times. This was a hole that I dug for myself, and I was determined to climb out of there with whatever I got. I am dumb, don't get me wrong, but I am also good at getting out of my problems because I get in those so often. So, the two weeks, especially the last week before the returning deadline, was spent just with school and making comics. I didn't actually sleep for one night, but it was actually the best day of the whole last week before the deadline. I guess it was exciting to stay up all night in the middle of the week and have fun. I sleep usually like 8-10 hours every day, so it was new for me.



Back to the comics. As you can see, I have made a couple of mistakes. I was making comics at the start at a really slow pacing and just doing them from time to time. Then I realized my mistakes and fixed them on time. There are a couple of mistakes that are on the pages, one being the staff and how I changed a panel just for forgetting to draw it differently. You can still see the original staff on the panel faintly on the panel when Zina changes to look like a human. (Page 10)



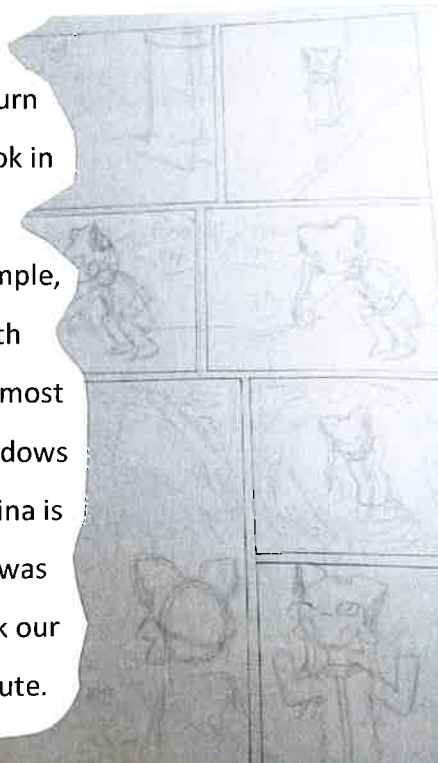


... it would not make any sense not to talk about the whole reason I'm making a recreation. The original comic and what I am recreating. As I mentioned earlier, I wasn't really happy about the first page and how it looked. I had a problem keeping the heights consistent and clearly just trying to find the one style I would be happy with. I also had no past making comics at the time, so it was one of my first comic panels. Also, it has one inconsistency that later pages try to desperately forget. It's the fact that one of the dudes, the one with the sword, (His name is Alec but it's not in the comic yet) saw Zina's face. The whole plot revolves around the fact that Zina knows who she is with, but they don't recognize her. Talk about a giant hole in your story.

Unlike the first page, I actually like some of the pages I made way back then. For example, the so-called death stare she gives is still one of my favorite's panels after all this time. Also, how much is going on in the background in the second page in the old comic ( page ) at the workplace is still making me proud, because I know I just came up with it on the spot. The last one I will praise is the shadows I made when she came back to her house. It was the second place I made have heavy shadows, so it was somewhat new still for me to use. Trust me, it looks even better on paper than in print.

I think it is important to see that there are panels that you always love, some that turn out better than imagined, some are less pretty in final than the sketch and some look in your opinion awful.

Of course, I have my own favorites from the current comics on the display. For example, I really didn't like the third page, because in sketch it did not look that good. But with the darker shadows it really went from one of my least favorites to top 3 pages I'm most proud of. The same applies to the fifth page but less. every page that has heavy shadows in my opinion is a great panel. Another one of my favorite pages is the one where Zina is looking for her hat and is leaving for her work (Seventh page). The pet that she has was a random character in two panels in my old comic, that had no personality, so I took our dogs personality and gave the bunny it. Our family's dog is the same size also, it is cute.



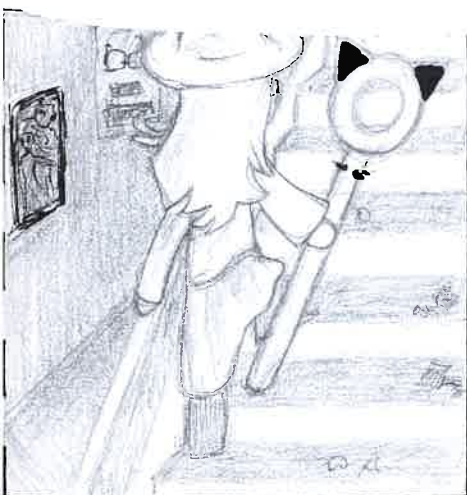
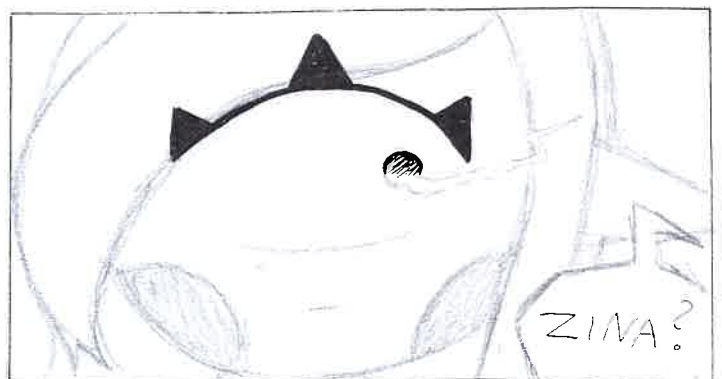
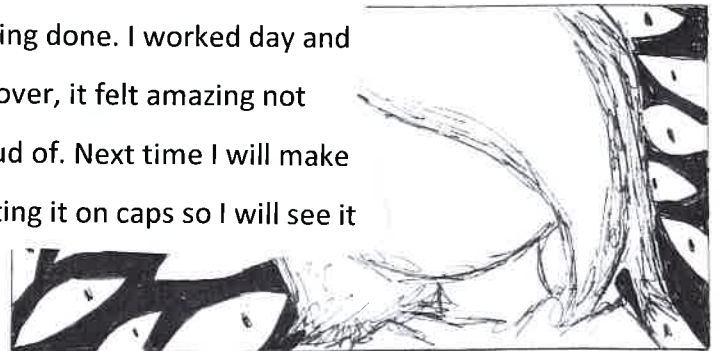
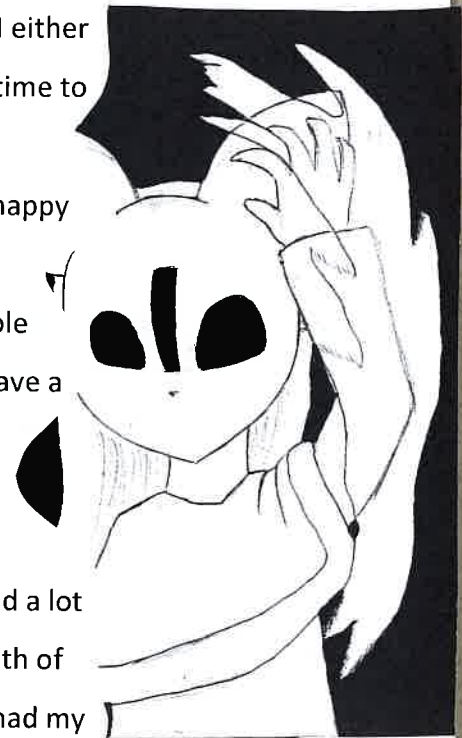
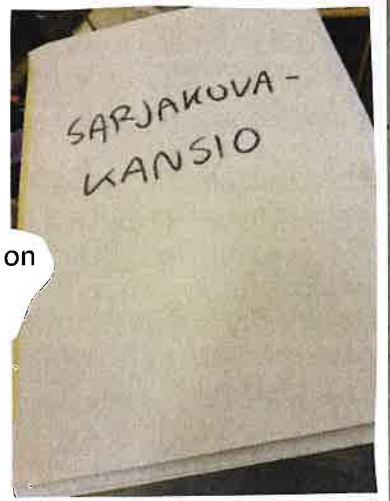
My comic has some small details in them, not usually, but sometimes. Like tiny cracks on the walls, birds in the background, the stupid mug quote was one of my favorites, and small details that have or have not a purpose, like random posters that are usually advertisement. (mainos)

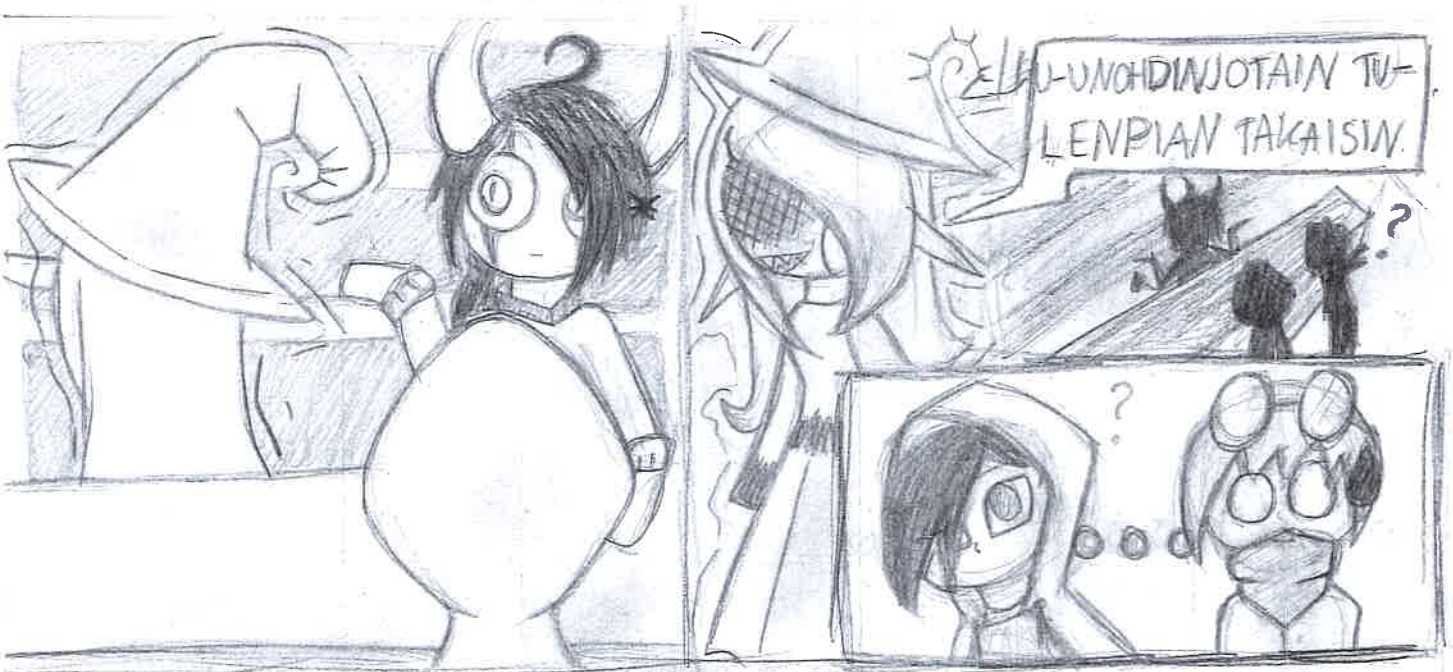
I Think I enjoyed most making when comics when I was just with no care in the world doing it calmly and having fun. When I started making comics, I had friends that were also on the courses from either there always or coming there half the year. It was one of the reasons I loved so much being there was that I was chatting also with people I either met there or friends that were not really into making comics but still came there time to time. I still talk to couple of them, but most I haven't seen in a long while.

Sometimes I wish I could go back to the past and relive those days, but I'm more happy right now in my school with meeting more friends.

Four years ago, I started making comics by accident. I found it funny, that the whole reason I even went to the course was because I had time on that day and didn't have a course. Then I stayed there for four years. Now, it is one of my passions.

The making of this thing has been inconsistent, and the planning is messy, but I had a lot of fun making it. The work process went from zero to one hundred in the last month of this work, but I have made it and make it with passion and putting effort into it. I had my ups and downs, and I still made the work on the time I had to, even when it felt impossible. I think the best part about it was getting everything done. I worked day and night because of my poor planning choices and when it was over, it felt amazing not only get them done, but still be something you could be proud of. Next time I will make something big, I need to remember to PLAN AHEAD. I'm putting it on caps so I will see it later when I randomly find it after multiple years.







The old comic's next page looks like this. I didn't get that far with my recreation, but this is how it will continue. Well, mostly. There will be probably some changes, as well as it being four pages at least long. For fast pacing there is not much on the talking on the old work, so it will be made to be an actual talk between characters.

I think that the story is starting to get more interesting from this point on. This is just the start before I would say the story gets more what I had imagined it to be from back then. The idea is that the four of them go together on so-called adventures, more like hunting down other criminals. The irony is, I haven't gotten to that point yet in my old story. I wonder how many years it's going to take me to get to that point really.

The story, that will continue after this, is basically Zina going with the group and signing some kind of form to be working with the organization who are after her. I don't think the story is astounding, but it was the best I could come up with. I am hopeful that I can now write the story in many better ways.

I think that there are good and bad in making in a long time span multiple pages. Personally, I should have made like a page per week, so it could have been gone much better. Making a plan beforehand would have been better. I never achieved my goal, but I still made the comics I had sketched and had fun doing them.

Sources: me

Special thanks to my friends and especially Ella, who helped me in her own way. I can't remember why exactly, but I remember having a good reason to giving Her special thanks. :) Also, I want to say thanks to the two art teachers who taught me about making comics over these years, I would not have started to even make comics without them.

