Create a Comic

Art Spiegelman chose to tell his story in pictorial form to bring new light to a well-researched subject. I’d like you to do the same for him. Start by researching Art Spiegelman. Gather facts that are integral to his background as an artist, an author, and a son to Vladek Spiegelman—in other words, any information that seems to shed light on his choices in writing Maus. Please DO NOT use Wikipedia. There are plenty of reputable sources available on Spiegelman and his writing. Once you’ve compiled information, visit makebeliefscomix.com to create a comic about Spiegelman. Your comic should be four panels in length, and each panel should contain at least one fact about Spiegelman that is pertinent for readers to know.

Here are some helpful hints in using the site if you’re having trouble.

1. At the bottom right hand corner, you will start by selecting the four panels. Click the four, small white boxes so four panels appear at the top of your screen.
2. Select a character under “Our Diverse Cast of Characters.” Once you’ve clicked on one, it will appear on the “Selection Window” where you can change his or her position. You then double click on the character as they appear in the “Selection Window” and they will appear on the first panel.
3. When you click on “Our Many Objects and Scenes” they will appear in the “Selection Window” and then you can use the arrows below the window to view the different objects and scenes. Double click for them to appear in the panel.
4. The applies to thought bubbles, word bubbles, and panels at the bottom of the screen. Once you double click to select which bubble you’d like, you click on the bubble as it appears in the panel and enter your own text.
5. The menu on the left-hand side has basic tools for you. YOU MUST CLICK ON THE OBJECT IN THE PANEL *AFTER YOU SELECT THE COMMAND* IN ORDER TO MANIPULATE IT.
   1. Scale: Click on the object you wish to manipulate and then click on “Scale.” A small bar will appear next to “Scale” which you can click and drag to make the object larger or smaller.
   2. Bring to Front: If an object is in back of another object you’ve added and you’d like to bring it to the front of the panel (so you can see it in plain view), click on the “Bring to Front” FIRST, and then click the object you’d like to move to the front.
   3. Flip: If you’d like your object to be facing the opposite direction, click “Flip” and then click on the object you’d like to manipulate.
   4. Delete: To delete an object, select “Delete” and then click the object you wish to remove.
   5. Start Over: WILL CLEAR ALL OF YOUR PANELS.
   6. Print/E-mail: This will take you to the page that allows you to print your work or send an e-mail of your work. Please send me an e-mailed copy if you finish before the bell has rung.