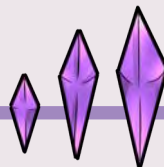


The Dream Door

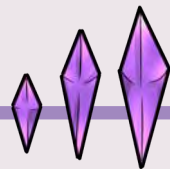
Cindy Ovando



About The Dream Door:

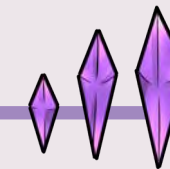
The Dream Door is a webcomic targeted for teens and up that focuses on self discovery. The main character learns to accept who she is no matter what others think of it.

Miruku is a dream knight who faced with a troubling situation that could possibly disban her group, Supernova. She must decide whether to face her problems head on and accept herself for who she is.



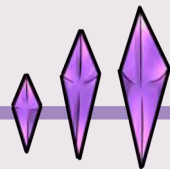
What is a webcomic?

A webcomic is a online comic that you can read on a website or mobile app. Many artist are free to use a variety of formats and aren't restricted to just one single format. Since webcomics are solely for the web, it's presented in a vertical scroll. Webcomics even are open to a variety of mediums, so you can experiment with your art and find a method that works for your overall aesthetic.

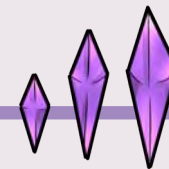


Link to my webcomic:

[The Dream Door](#)

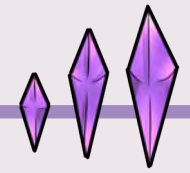


Thank you for reading my comic!

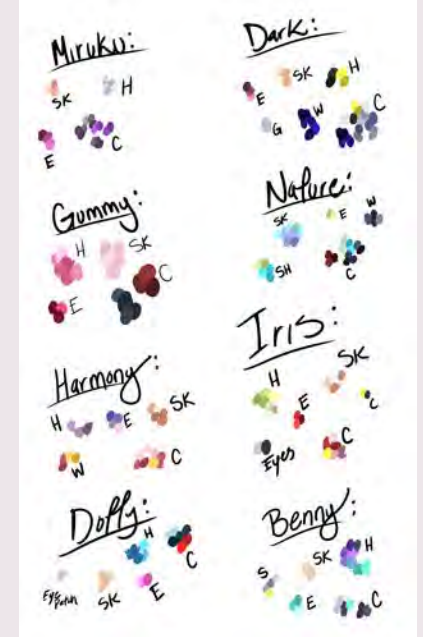
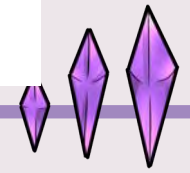




A quick mood board to get an idea for my overall story.



Concept sketches of the dream knight, Miruku along with the dream witches, Iris and Dotty.

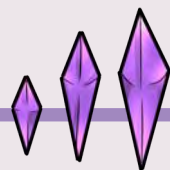




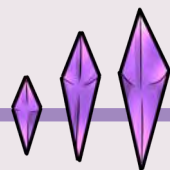
Some concept sketches of the other main cast members of Supernova, Nature, Harmony, and Dark.

When designing them, I was figuring out what particular class they would fall under.

Bruno was another dream knight that unfortunately didn't make it.



More concept designs of the main cast along with a background character.

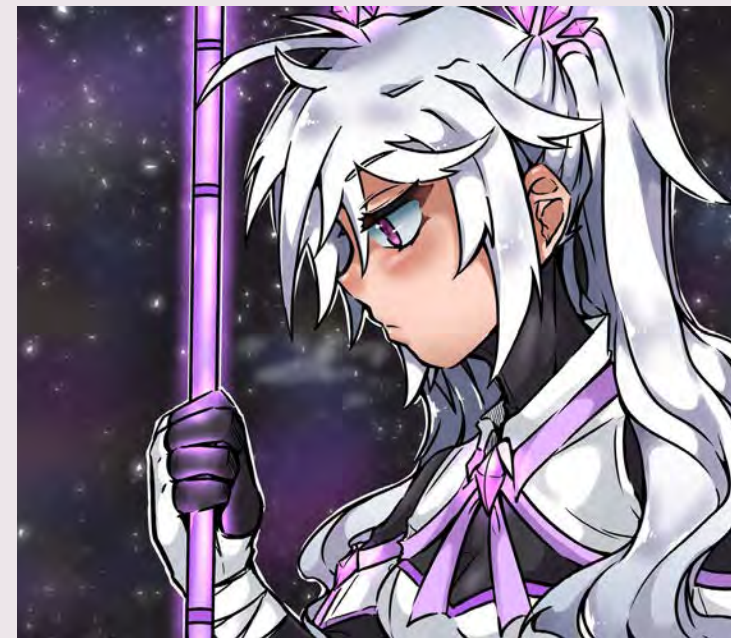
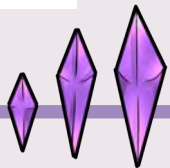


Certain characters and other designs didn't make it to the final story.

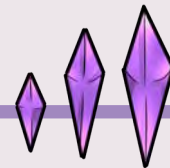


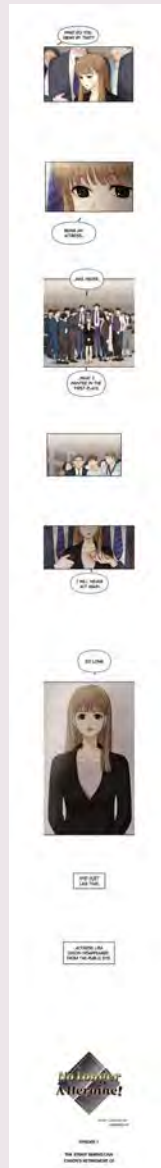
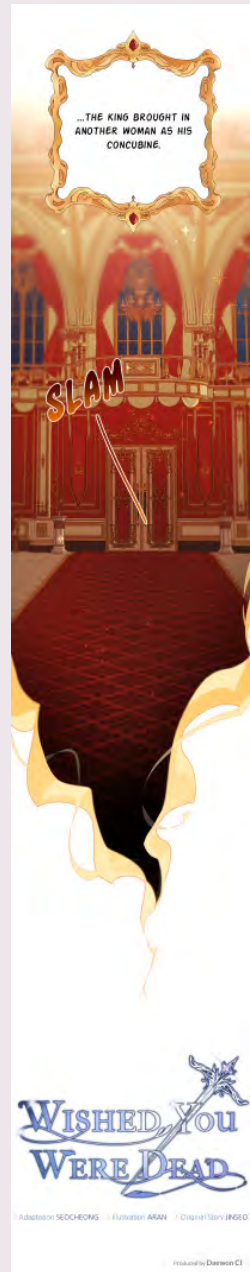
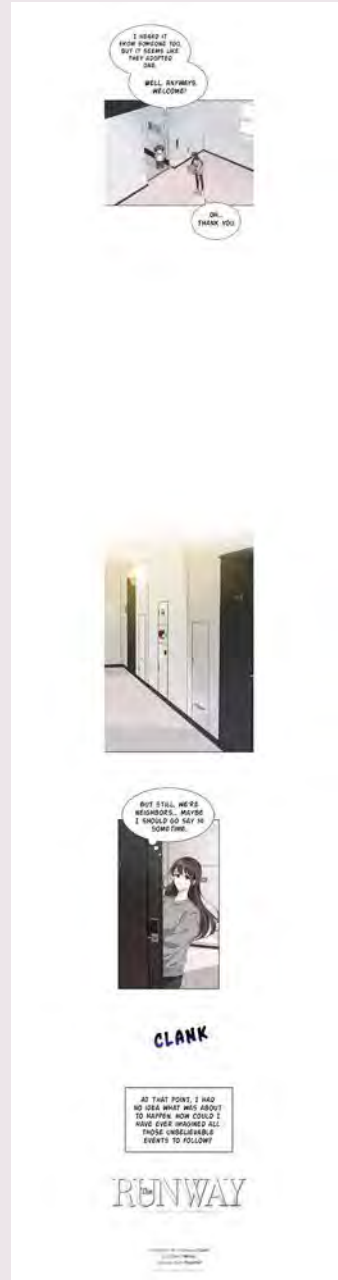


Here are some early rough sketches of how I was going to write and layout the dream door story in webcomic format.



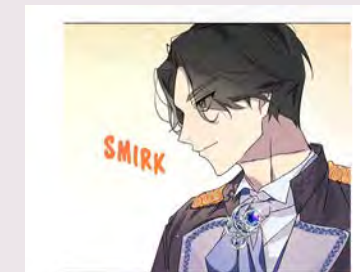
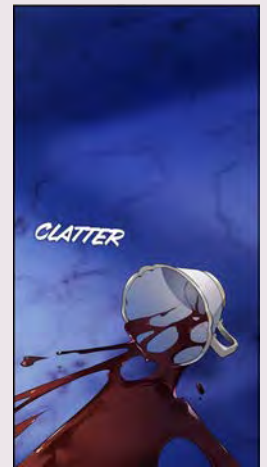
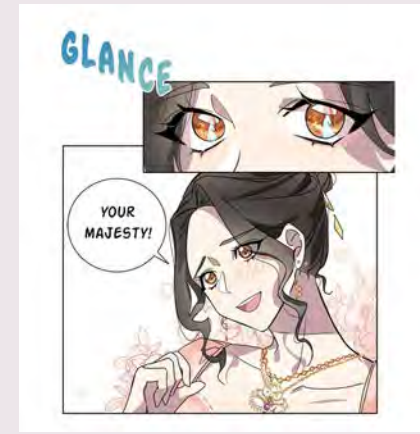
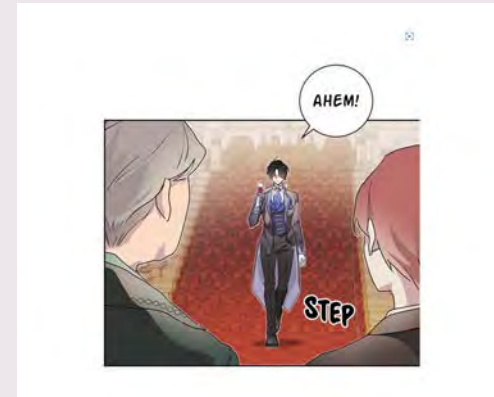
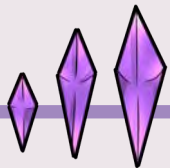
A process of the Dream Door cover from the sketch to the fully rendered illustration.



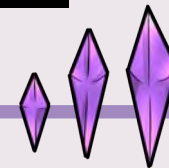
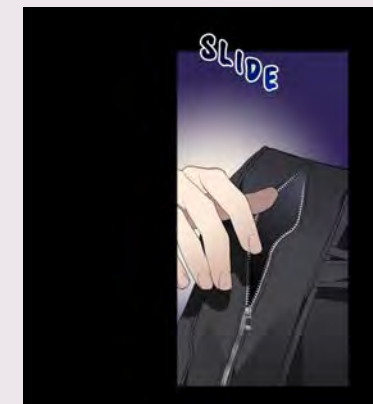


Here's a couple of examples of other webcomics and how they space out their pages.

These examples even show how webcomics showcase their titles in the middle or towards the end of a chapter.



Here are more examples from different webcomics that helped me with sfx.

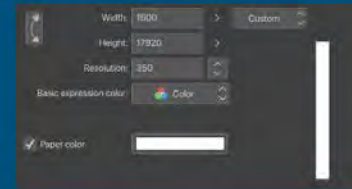


Here is a quick and simple guide on the resolution and specs of a webcomic.

Resolution

The recommended resolution is 300, but 350 is also good in order for it to be clear for the readers.

Anything under 300 is considered pixelated or rasterized where it's unclear and hard to see, so being in the middle is more safer and the best bet.



Specs

It is recommended for beginners to work with specs that are 800x1280px, but it is mostly up to you on how you want your specs.

Many webcomic artist work in different specs due to many other webcomic platforms. However, I mostly prefer to work in these particular specs for my comic.

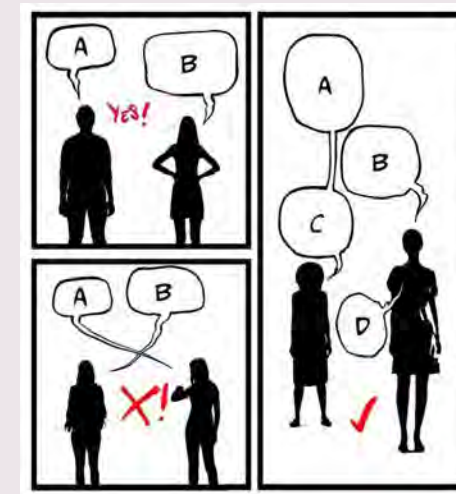
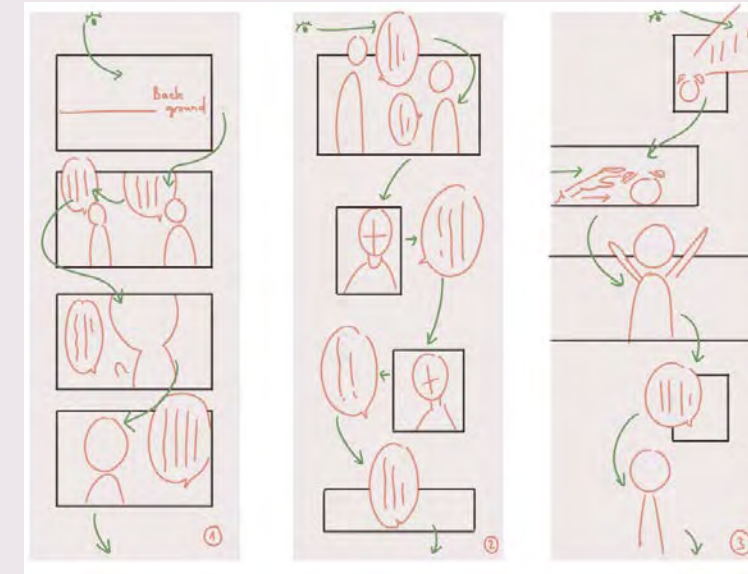


(If we want to mention comfortability when dealing with specs, you can change the size of the canvas that works with you such as making the canvas small or large.)

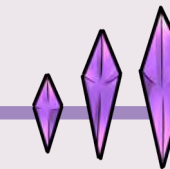


My specs

This process out all of the others had to be the biggest hurdle throughout senior project.



Some spacing and speech bubble tips that I used to help create a flow for the comic overall.



A reference for myself to color code character's speech bubbles.

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