



This is what we are Committed Comics are looking for in a submission packet for a penciler. Once you have completed your 5 page sample please send it to the following mailing address:

Committed Comics
Attention: Submission Department
7345 164th Ave NE
Ste 145 – PMB #326
Redmond WA, 98052

Again don't forget to include your cover sheet.

We are only looking for Pencilers who can produce high quality **sequential work**. If you are a penciler and you only have pin up/ cover work then do not send us your portfolio.

- A penciler must be able to follow the four points outlined below:
- Ability to tell a story through the images you put down on the page.
- Versatility in your ability to draw
- Human/animal Anatomy
- Consistency through panels

The first is obvious: if you cannot give the reader a clear idea of where your story is going without text then you may lose their interest. A person who glances at your story should get a basic idea of what the story is about. Besides storytelling, your samples should demonstrate good drawing - knowledge of anatomy, perspective, and convincing environments and backgrounds.

The second point listed above focuses on the different things you should be able to draw. If you only know how to draw super heroes and not regular people then do not bother to send in your submission. We are seeking pencilers who understand that even in the course of a super hero comic book you may need to draw regular people. Your samples should show your command of the human figure in a variety of activities: everything from simple conversation to a frenetic fight scene.

Concentrate on what's inside the panel borders, not just on the overall design of the page. Complicated page layouts, figures jutting through the borders, and other visual gimmicks usually hurt the story telling unless done correct.

The third point listed above is human/ animal anatomy. I mentioned it in the first point but it is so important that it needs to be noted again. As a penciler you need to fully understand the

muscles in the human body. Even if you are going to be drawing in a simple animated style (or even Manga style) you need to know the structure of the human body.

You need to know what muscles are where and which ones to eliminate to achieve your animated style. This point also focuses on the different types of people or animals that may come across your drawing table in the script. Make sure that you have some understanding of the characteristics of different ethnicities. That way you can draw different races and creeds and have your readers understand who is who. Last point about human anatomy may sound silly but it is a common mistake, make sure your characters have the same amount of fingers and toes throughout your story.

Animal anatomy is also important in your stories. The last thing you want is a picture of a tiger and having it look like a bear. Remember if the reader does not know what animals or people are in your script it will make it harder for them to follow the story.

Lastly, the name of the game is **consistency**. All of your panels need to have the same detail and line work throughout the book. One bad panel can ruin a beautiful page to the reader and even worse...your editor. When drawing out your panels make sure you follow the written story and also follow what would logically happen in a sequential pattern. For example: If you have a door open inward, make sure for the rest of the time you draw that door it always opens the same way. Also make sure your line weights are consistent throughout your work. Also make sure your artwork isn't too "sketchy" and that the lines that need to connect to show the detail and depth of the panel connect.

Pencilers who are submitting to Committed Comics should have no less than **three (3) pages** of a sequential story and no more than **six (6)**. All artwork should be 11 x 17 inch paper folded once and put in an envelope - Do NOT send submission pages in an 11x17 envelope. Never send in originals, always photocopies! If you would like you may include one (1) pin up or cover composition piece.

If you need a sample script there is one attached to this packet.