

# Graphic Books

## Welcome to AccessArt: Graphic Books



Making graphic books is a great way to explore narrative, composition and sequence, as well as practice skills such as drawing and painting. Exploring storyboards and keyframes can help learners be selective about what they would like to communicate and how they might do this.

Explore the resources below to find out how objects, literature and everyday interactions can provide inspiration for a graphic book.

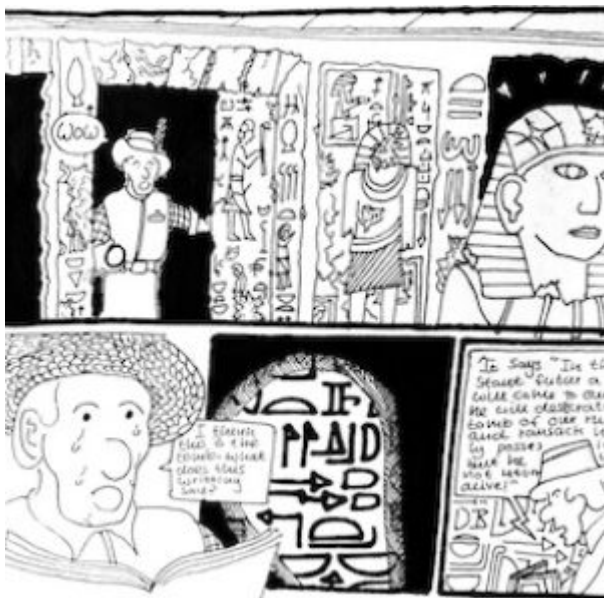
## DIP YOUR TOES INTO Graphic Books

Explore these sample resources to help introduce the concept of graphic books to your learners

## DrawAble: Creating a Poetry Comic with Irina Richards

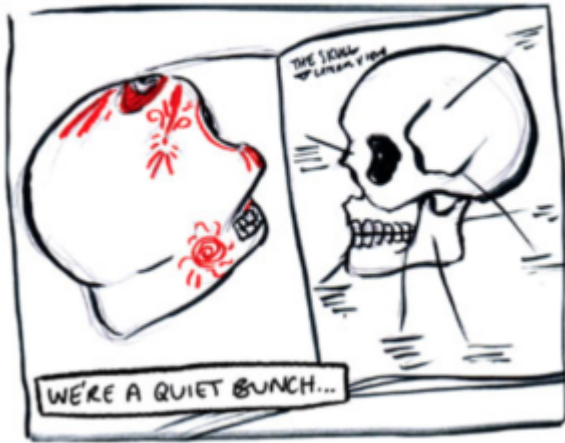


## Creating Comics inspired by museum collections



## Drawable: The 3 Panel Drawing Challenge

3.



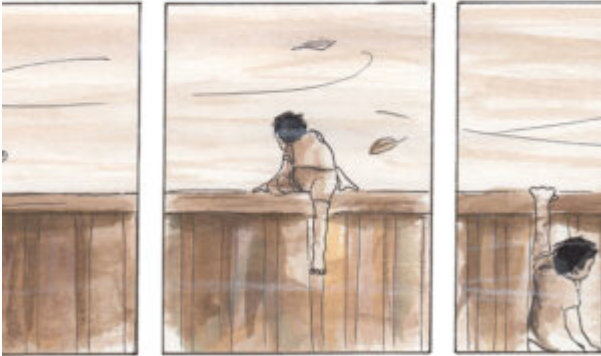
Explore graphic book illustrators

Explore graphic book artists

Shaun Tan



Rozi Hathaway



## **Explore Drawing Materials**

**Find out how different drawing materials can be used to create atmosphere in your graphic book**

## **Explore Graphite**



**Explore Pen**



**Explore Watercolour**



**See All AccessArt Graphic Book Artist Resources**