



DREWING.DE

TACH ZUSAMMEN! :)

FAHRPLAN

- Kurzvorstellung meinerseits
- Konzept
- Kreation
- Produktion
- Publikum finden
- Fragen

Ich so:

- Ingmar Drewing, Jahrgang 1978
- Dipl. Kommunikationsdesigner (2004)
- 2004 – 2006 Freiberuflerdasein
- 2006 Gründung FAZIT-DESIGN (<http://www.fazit-design.com>)
- 2011 Ausstieg FAZIT-DESIGN
- Ab 2011 Angestellter Softwareentwickler (Vollzeit)
- Zwischendrin:
 - Lehraufträge: Hochschule RheinMain
 - Workshop an der FH Mainz mit Michael Musal
 - Strip „Westend Galaxy“ für Mensch!Westend



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KONZEPT



KONZEPT

- Wer ist mein Publikum?



DOST THOU KNOW THAT CREATURE?

THEY ACT ON INSTINCT, KNOWING ONLY THEIR OWN NEEDS ...

© 2013 INGMAR DREWING - DEVABO.DE



... AND HAVING ZERO RESPECT FOR ANY OTHER LIVING BEING.

WE CALL THEM CLIENTS.



AND THIS IS YOUR WEAPON?

IT IS.



THEN I'M SORRY, BUT I'VE GOT TO TAKE YOU TO THE CHIEF.



KONZEPT

- Wer ist mein Publikum?
- Story One-Liners.

Pixar starts with close to 500 one-line movie pitches, such as **“A hot-shot race car named Lightning McQueen gets waylaid in Radiator Springs, where he finds the meaning of friendship and family”** (Cars).

These are then shortlisted, further developed, and iteratively narrowed down until they end up with one movie worth pursuing. As Toy Story 3 director Lee Unkrich shares, **“We fail a lot. We just don’t fail by the time the movie comes out.”**

Text stammt aus wired.com Artikel „You Can’t Predict Viral Hits, But You Can Help Make Them Happen“ von KARTIK HOSANAGAR:
<http://www.wired.com/opinion/2013/11/so-we-know-the-internet-makes-hits-but-can-we-predict-them/>



KONZEPT

- Wer ist mein Publikum?
- Story One-Liners.
- Welches Thema/Genre kann ich lang (Jahre, Jahrzehnte...) bearbeiten ohne dass es mir langweilig wird?

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- Wie oft kann ich liefern?
- Monetarisierung (?)



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KREATION

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- „Dramatic Need“ des Protagonisten definieren

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- Recherche, Figurenentwicklung, Biographie der Charaktere

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- Recherche, Figurenentwicklung, Biographie der Charaktere
- Dramatica-Archetypen als „Intermediate Impossibles“

Protagonist

Sidekick

Reason Character

Guardian Character

Antagonist

Contagonist

Emotional Character

Sceptic Character

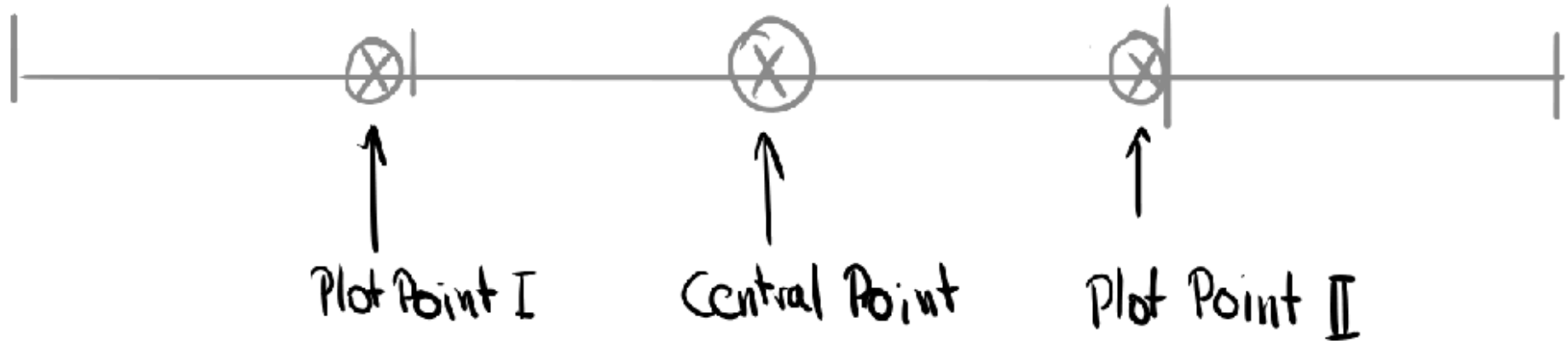
KREATION

- „Dramatic Need“ des Protagonisten definieren
- Recherche, Figurenentwicklung, Biographie der Charaktere
- Dramatica(R)-Archetypen als „Intermediate Impossibles“
- Paradigma nach Syd Field: Anfang, Schluss, PP I, PP II

Akt I
Exposition

Akt II
Konfrontation

Akt III
Auflösung



14 Szenen

28 Szenen

14 Szenen

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- Karteikartenmethode

ADA WAKES BRAM
FROM CRYOSTASIS.

HARVESTED CAPTAIN
IGNORES WARNING OF
HIS SUBORDINATE,

ADA RETURNING
TO THE ABODE.
(INTRODUCING EEZER)

KREATION

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- Karteikartenmethode
- Den „inneren Kritiker“ knebeln



DREWING.DE

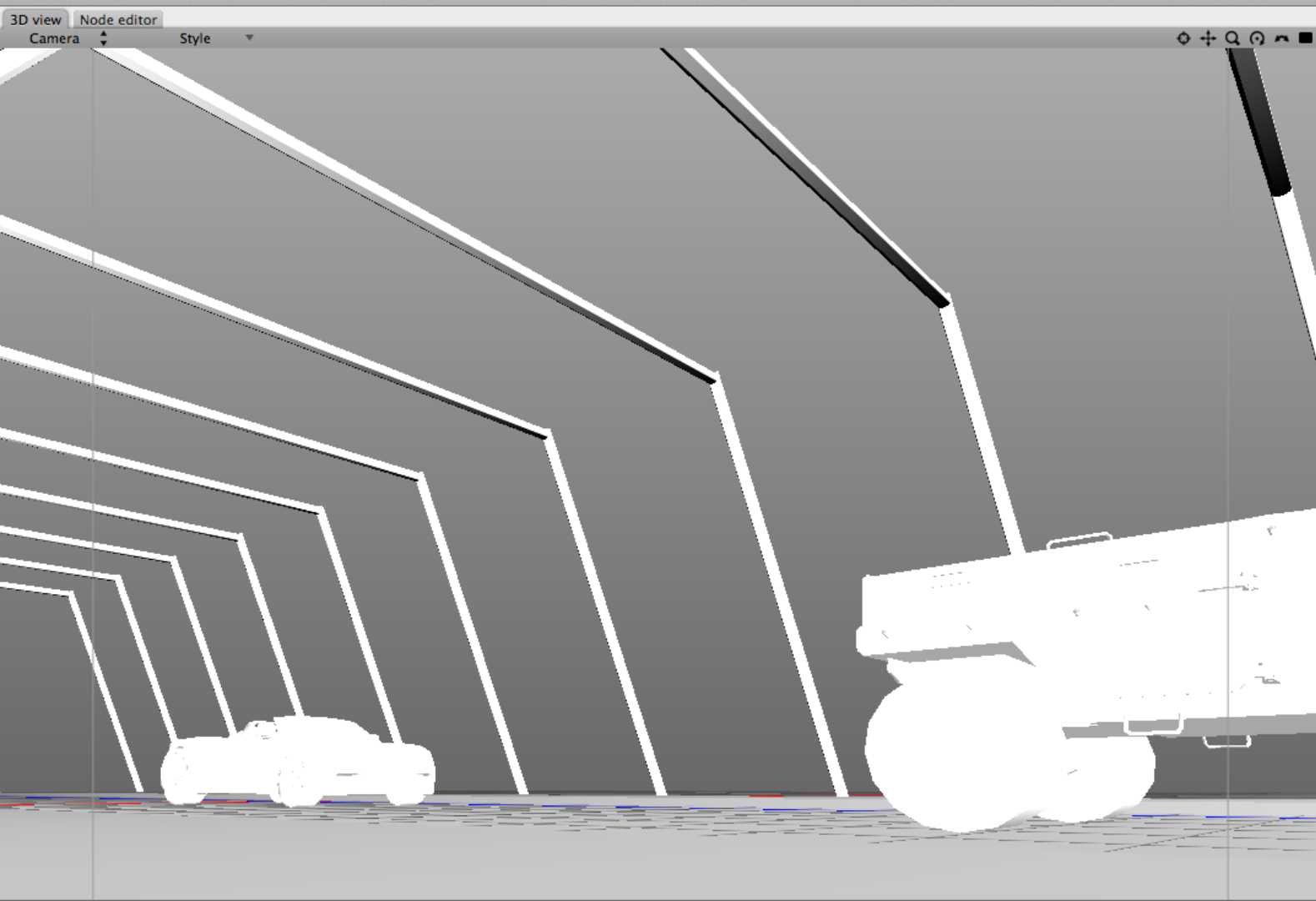
PRODUKTION

PRODUKTION

- Text-Versionierung via Git (bitbucket)

PRODUKTION

- Text-Versionierung via Git (bitbucket)
- 3D Modelle für Architektur und Technik



Properties

Mode

- Visible in editor:
- Visible in renderer:
- Editor shading: shaded
- Create:
- Modifier:

Tool

Transform

- Orientation: Normal
- Auto mode:

Snapping

- Snapping: None
- Points:
- Edges:
- Polygons:
- Object centers:
- Raster width: 0,1

Object browser

- Cylinder.9
- Cylinder.10
- Cylinder.1
- Cylinder.2
- Cylinder.3
- Cylinder.4
- Cylinder.5
- Object15_001
- Light
- SIL02
- Hemi

Material Add material

Timeline: 0 10 20 30 40

Status:

INSIDE THE DEVELOPERS ABODE CONSULTANTS
ARE ASSURING 100% CUSTOMER SATISFACTION ...

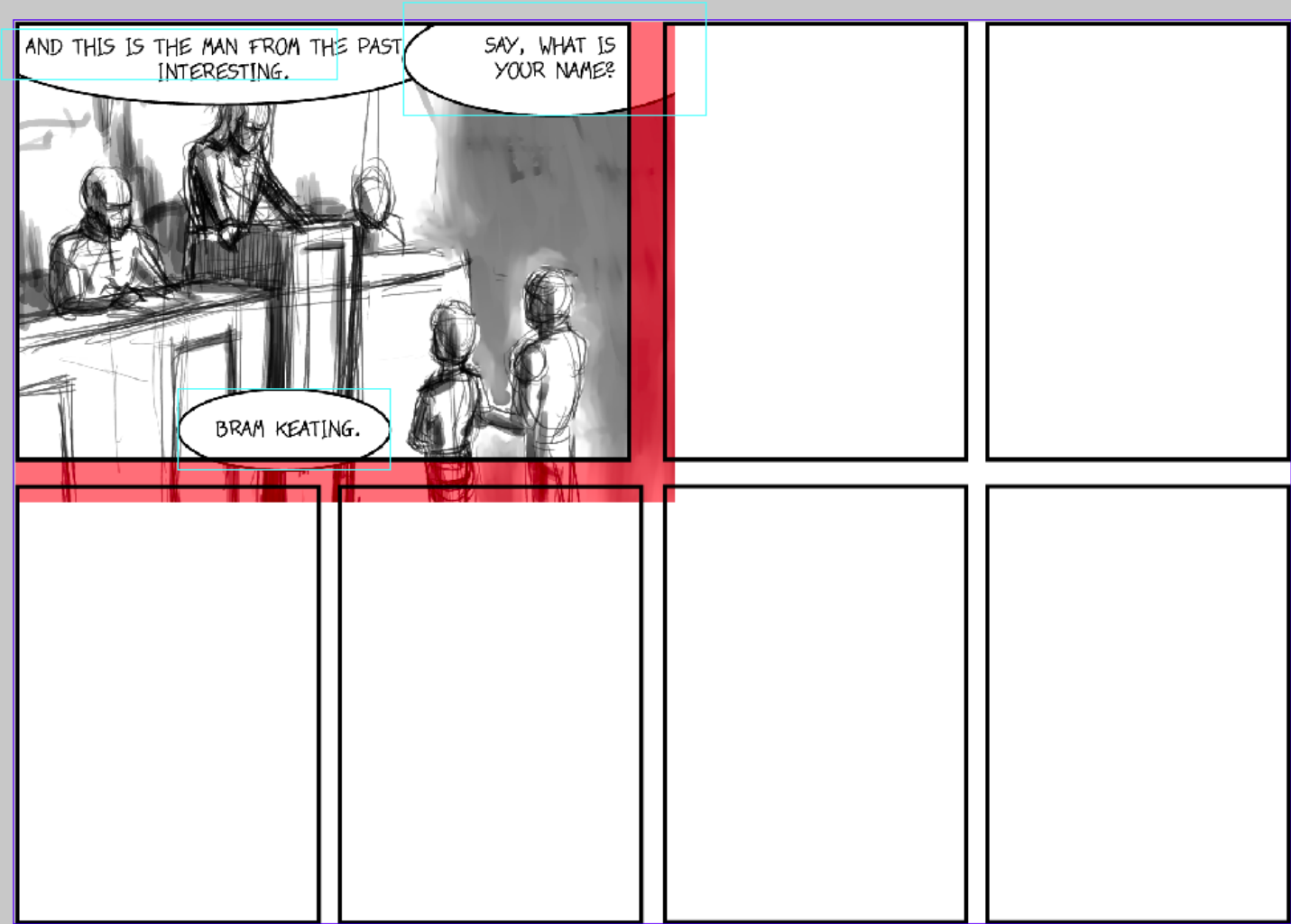


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- Text-Versionierung via Git (bitbucket)
- 3D Modelle für Architektur und Technik
- Googles Bildersuche hilft
- Skizze und Ausarbeitung digital



Move Layer Tool Options

- Auto Select Click Position Layer
- Auto Select Layer In Selection

Tone Operation: Move Pattern

Add To Actions: Position

Layers

100 %

- 05
- 04
 - Layer 2 Copy 3
- 03
- 01
 - Bram Keating.
 - Say, what is your name?
 - And this is the man from th...
 - sketch Copy
 - Earth. CATACOMBS of the ancien...
 - Layer 2 Copy

Dialog Balloon Layer

PRODUKTION

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- Font selbst anlegen

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- QA via FB

+ Neue Nachricht

* Optionen



Ingmar Drawing

13.11.2013 11:34

Wie immer interessiert mich was ich verbessern kann, bzw. was ggf. noch missverständlich ist 😊

13.11.2013 12:54

so musste erstmal den vorgänger lesen

also inside the developers abode our ladyhero of the hour is getting shouted at by someone who looks suspiciously like you

probably a developer but higher up than ada and knows daddy-o

client car is blown up but client is apparently unharmed



DREWING.DE

PUBLIKUM FINDEN

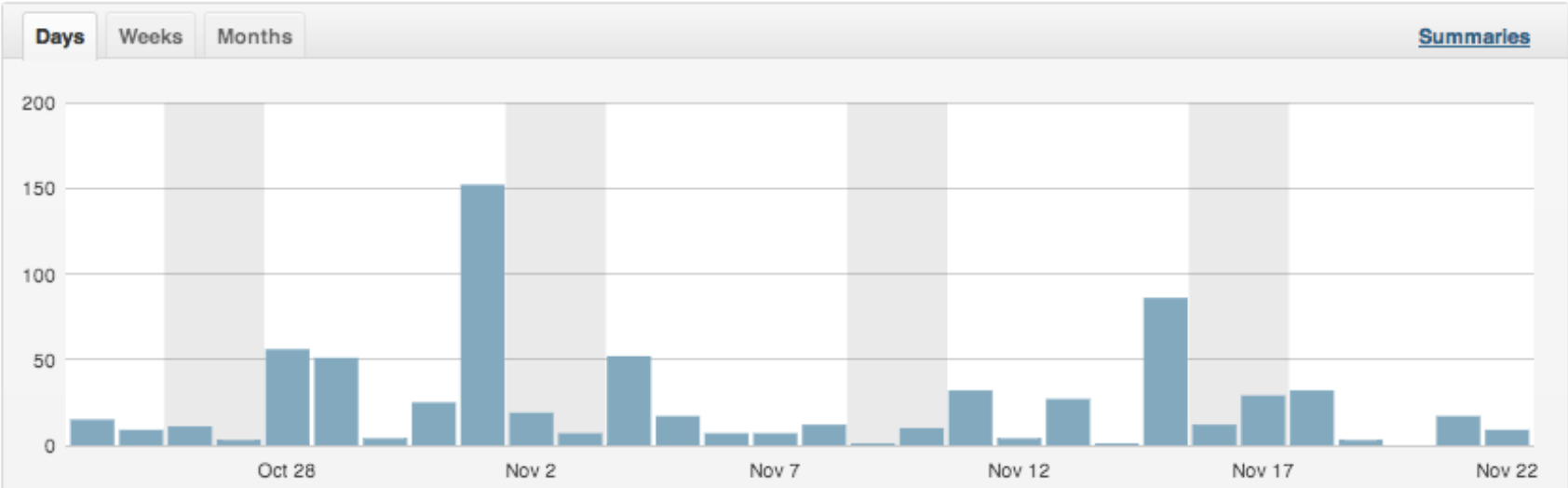


PUBLIKUM FINDEN

- Wordpress

- Dashboard
- Jetpack 2**
- Jetpack 2
- Omnisearch
- Site Stats**
- Akismet
- Akismet Stats
- Posts
- Media
- Pages
- Comments
- Feedback
- Appearance
- Plugins
- Users
- Tools
- Settings

November 22, 2013, 11:38 am



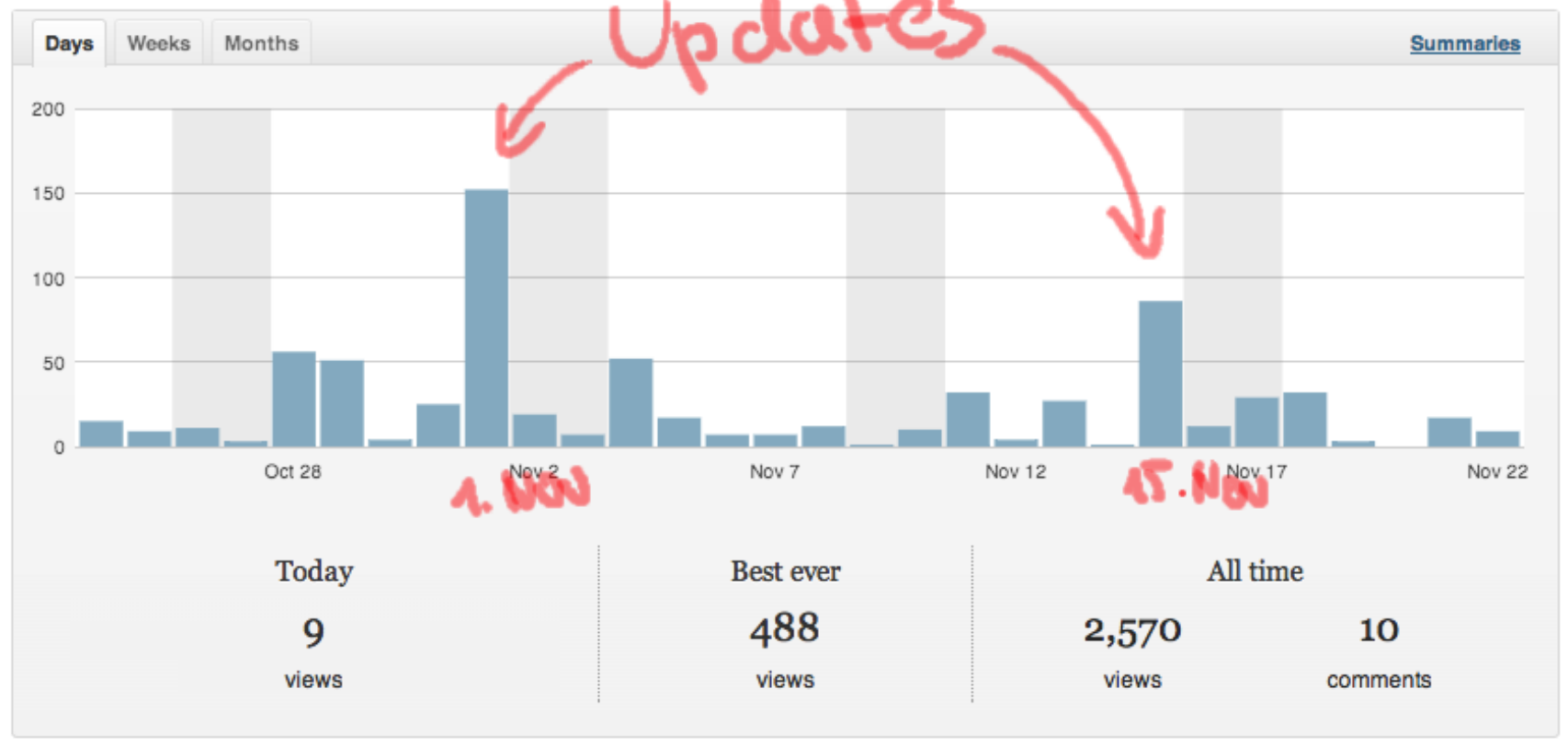
Today	Best ever	All time	
9 views	488 views	2,570 views	10 comments

Referrers

Top Posts & Pages

- Dashboard
- Jetpack 2
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November 22, 2013, 11:38 am

Postkarten
via XP Days



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November 22, 2013, 11:38 am



reddit...

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[« Return to Stats](#)

Friday, November 15, 2013

Views: 86

Referrers

People clicked links from these pages to get to your site.

2013-11-15	
Referrer	Views
Facebook	13
Twitter	5
Search Engines	2
StumbleUpon	1
inkoutbreak.com/inker.php?comic=...	1
drawing.de/blog/	1
Total views referred by links to y...	23

Top Posts & Pages

These posts on your site got the most traffic.

2013-11-15	
Title	Views
Home, Sweet Home	45
Super Saver	12
Home page / Archives	11
A Step in the Dark	6
Cassandra	4
Negotiation	4
Weapon of Choice	3
About	1
Total views of posts on your blog	86

PUBLIKUM FINDEN

- Wordpress
- Regelmäßig veröffentlichen

DEVABO.DE

UPDATES EVERY FIRST AND FIFTEENTH DAY OF EVERY MONTH.

NOVEMBER 15TH, 2013

HOME, SWEET HOME

INSIDE THE DEVELOPERS ABODE CONSULTANTS ARE ASSURING 100% CUSTOMER SATISFACTION ...



© 2013 INGMAR DREWING - DEVABO.DE

ADA! ARE YOU F**KING OUT OF YOUR MIND GOING OUT THERE ALONE?



IT WAS JUST A SHORT EXCURSION. EVERYTHING IS FINE AND ...

NOTHING IS FINE! I WAS ALREADY WONDERING HOW TO EXPLAIN YOUR DEATH TO YOUR FATHER!



I ... I AM SORRY. I DIDN'T MEAN TO CAUSE YOU ANY

TROUBLE? ADA, WE'RE JUST HAPPY TO SEE YOU

... IT SEEMS LIKE IT WASN'T A SOLO

[FACEBOOK](#) [TWITTER](#) [RSS](#) [MAIL-A-FRIEND](#) [IMPRESSUM / IMPRINT](#) [ABOUT](#)

- Dashboard
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Twitter	5
Search Engines	2
StumbleUpon	1
inkoutbreak.com/inker.php?comic=...	1
drawing.de/blog/	1
Total views referred by links to y...	23

Mitte



Rot: Reihenfolge in der Story: ...

Top Posts & Pages

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5 > 6

1

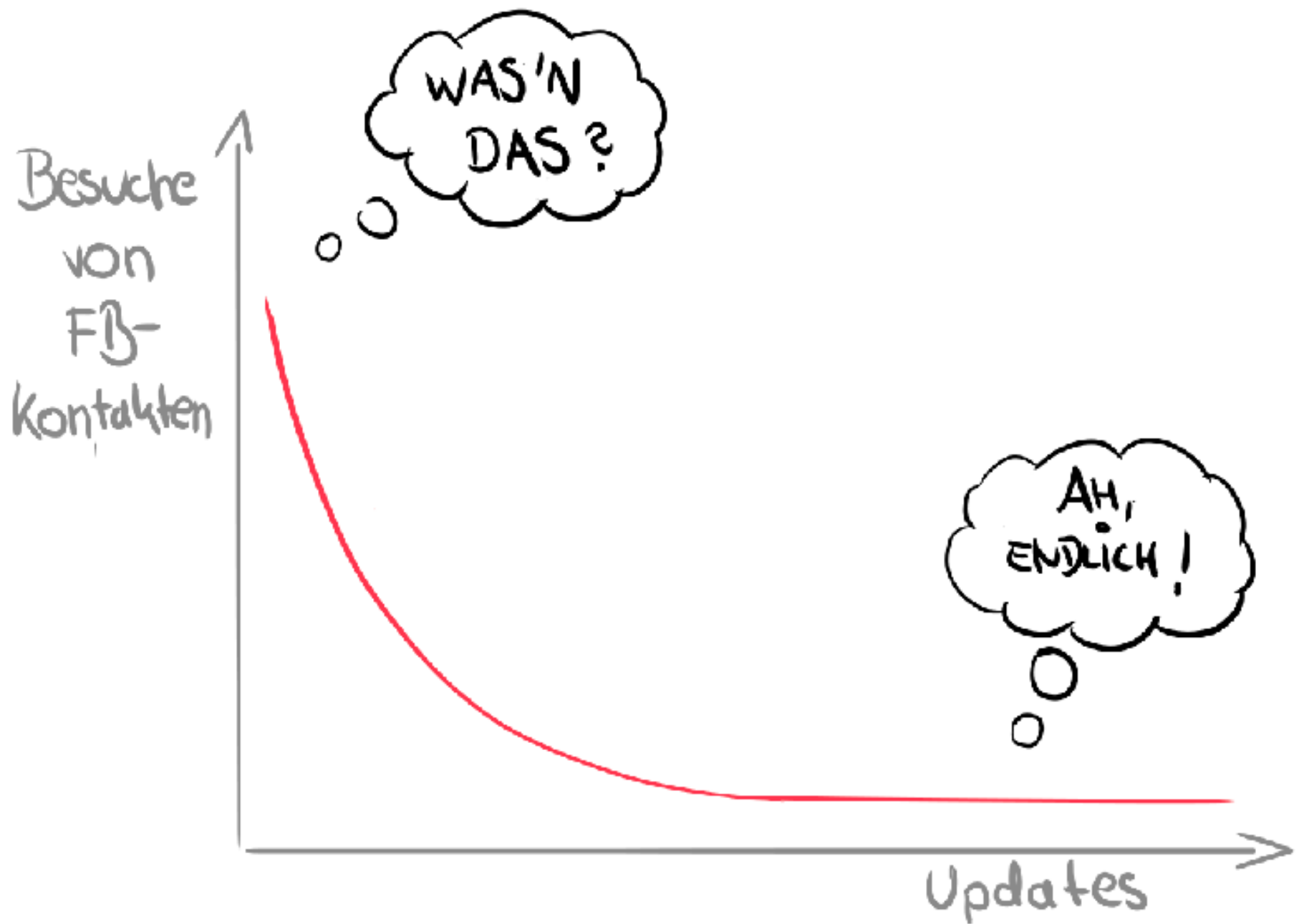
4

2

3

PUBLIKUM FINDEN

- Wordpress
- Regelmäßig veröffentlichen
- Bestehende Kontakte nutzen, FB, Twitter, Google+



Compose message...

Publisher


Schedule in Bulk

Scheduled


Require Approval

Past Scheduled

RSS Feeds

 Get the HootSuite Chrome extension to quickly schedule and share links, images and videos you visit on the web.



[Install Extension](#)

 Nov 22, 11:52 am (GMT+1) Europe/Berlin

Filter by profile  [List](#) [Day](#) [Week](#) [Month](#)

 [Export to...](#)

Friday, Nov 22

- 4:30pm**  I wonder when we'll have Sean Connery up there taking care of mining sites [htt...](#)
by ingmar@drewing.de
- 6:30pm**  If I ever have a daughter I will consider naming her after this genius [http://en.wi...](#)
by ingmar@drewing.de


Saturday, Nov 23

- 4:00pm**  Even non-web-comic science fiction novels can be literature ;) [http://litreactor.c...](#)
by ingmar@drewing.de
- 6:05pm**  Neutrinos, okay - but look at this architecture! Amazing location for a [#scifi](#) mov...
by ingmar@drewing.de

Sunday, Nov 24

- 4:05pm**  Did I mention I am a fan of @timminchin? :) [http://www.youtube.com/watch?v=...](#)
by ingmar@drewing.de

Monday, Nov 25

- 4:15pm**  Yessss, there are reasons to be anglophile: The British Interplanetary Societ...
by ingmar@drewing.de

Tuesday, Nov 26

PUBLIKUM FINDEN

- Wordpress
- Regelmäßig veröffentlichen
- Bestehende Kontakte nutzen, FB, Twitter, Google+
- Online Comic Communities:
 - tapastic.com,
 - webcomiclist.com
 - mangamagazine.com



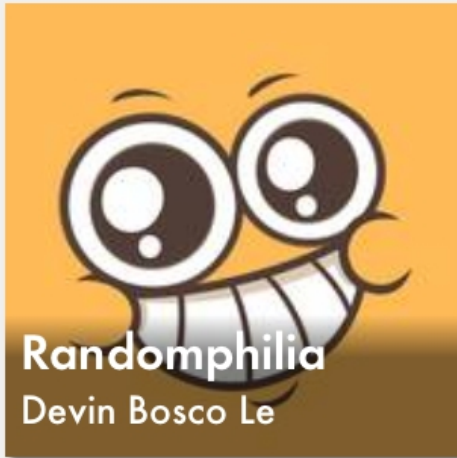
tapastic



Fisheye Placebo

Yuumei

POPULAR



Randomphilia
Devin Bosco Le



Daydreamers
Kenny

DAILY UPDATES



tapastic



HOME



FAVORITES



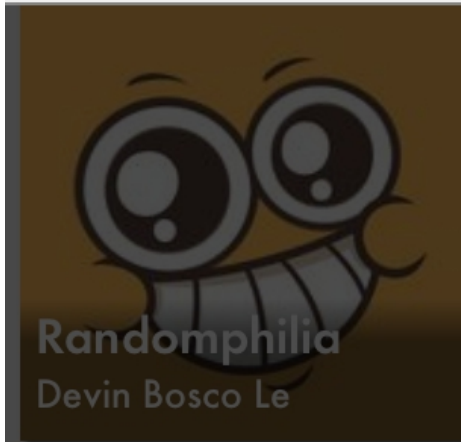
FORUM



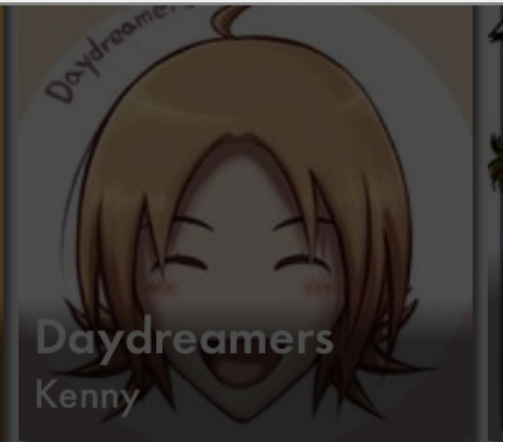
BLOG



INGMAR DREWING



Randomphilia
Devin Bosco Le



Daydreamers
Kenny

DAILY UPDATES

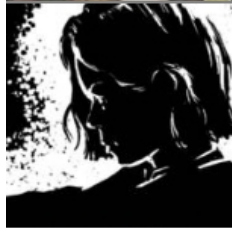


FAVORITES



Strays

by Samantha Whitten 1 hour ago



devabo.de

by Ingmar Drawing 1 week ago



Fisheye Placebo

by Yuumei 3 weeks ago



On Air

by KARMA ORANGE 1 month ag...



Brief Histories of Every...

by Andy Warner 4 months ago



devabo.de

★ ★ ★ ★ ★ 1 rating

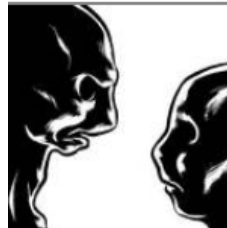
Action



Ingmar Drawing



EPISODES



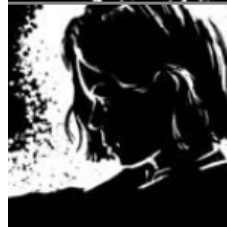
Cassandra

Ep 3



Weapon of Choice

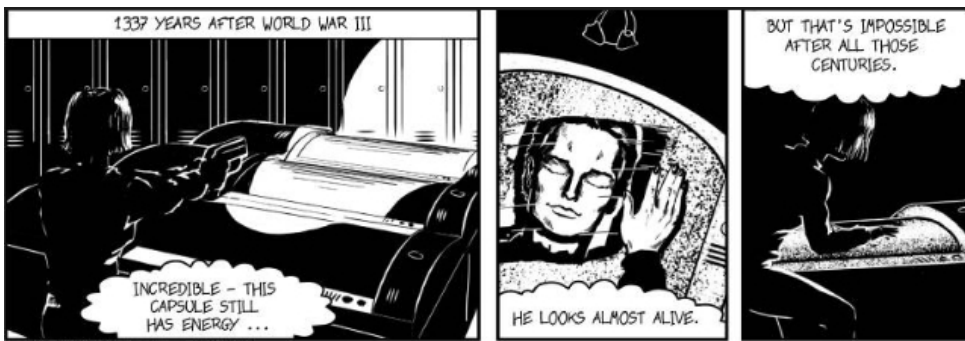
Ep 2



A Step in the Dark

Ep 1





NEXT EPISODE



tapastic
PUBLISHER WEEKLY

Hi ingmar. Regardless if you're just starting out or are a seasoned pro, we all know that growing your audience from scratch is no walk in the park. Where do we begin? How do we start? What works and what doesn't?

Brian K Vaughan once said that breaking into comics is a lot like breaking into a castle: No two people can break in the



PUBLIKUM FINDEN

- Wordpress
- Regelmäßig veröffentlichen
- Bestehende Kontakte nutzen, FB, Twitter, Google+
- Online Comic Communities:
 - tapastic.com,
 - webcomiclist.com
 - mangamagazine.com
- Pressemeldung schreiben, Werbung schalten, ...?

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 - mangamagazine.com
- Pressemeldung schreiben, Werbung schalten, ...?
- Sessions auf BarCamps anbieten ;o)



Twitter: @ingmardrawing

<http://drewing.de>

<http://devabo.de>

ingmar@drewing.de

DANKE! :)

LESEEMPFEHLUNGEN

- Robert McKee „Story“
- Syd Field „Screenplay“
- Scott McCloud „Understanding Comics“
- #StoryMOOC (<http://iversity.org/my/courses/the-future-of-storytelling/>)
- Intermediate Impossibles:
<https://medium.com/front-line-interaction-design/d02f26bd9a74>
- „You Can’t Predict Viral Hits, But You Can Help Make Them Happen“ by KARTIK HOSANAGAR:
<http://www.wired.com/opinion/2013/11/so-we-know-the-internet-makes-hits-but-can-we-predict-them/>
- Dramatica-Theory-Book als podcast:
<http://dramatica.com/audio/play/theory-book>