How to Use Make Beliefs Comix

Make Beliefs Comix is an in-browser comic creator that allows you to illustrate such things as instructions or conflicting ideas; really, your imagination is the limit. It doesn’t require any downloading or installing which makes it easy to use anywhere, and you don’t even have to log in!

1. To get started, go to makebeliefscomix.com

2. If you would like to view a demo, click the bird-man to the left of the sample comic. Otherwise, click “Enter Here!” under the sample comic.

3. Add a name for your comic and your own name at the top of the empty white boxes.

4. Scroll down and use the red diamond to look at the range of characters. Click on your choice.
5. When you click on your choice, it will appear in the side box. Use the red arrows to choose the pose you want, then click on your character in the center of this box.

6. Now your character appears in the first white box. In the bottom right you'll click on the white pile of objects (#1) and move back to the red arrows (#2) until you see a prop you like in the selection window (#3). Click on that object, and it will appear in the panel we are working on (#4). Click on the prop that appears in the panel (#4) and drag to move it to where you want it. You can do this again if you want to have multiple copies of the prop, as shown below.
7. Now click on the rain in the bottom right (#1). This will show you the backgrounds you can choose from. Click the red arrows (#2) to find the background you want to use. Click on it (#3).

8. Now click on the second panel, and follow steps 4 through 7 to create the second scene in your comic. You can add your character with a different pose or expression, and add a different prop. Below, you see an alien turning letters into dollars.
9. Click back to the first panel (#1) and then click "panel prompts" (#2). Click on the red arrows under #3 to find the "type your own" option, and then click on that box. It will appear at the top of your first panel. Click on it (#4) and then type in a caption, something short that explains the scene.

10. Now use what you've learned so far to complete the third panel. Choose your character, add a background, add props, and add panel prompts.
11. Let's go back and change the character so we can try a few things we didn't do. Click on the "delete" button on the far left, then click on your character. You have to click delete first each time because the cursor defaults to moving items rather than deleting them.

12. Now you can add a different character in their place. First click on the panel you're putting the character into (#1), then use the slider to find your new character (#2), and use the red arrows to choose their expression (#3). Then click them into the scene (#4). Changing the character works well if you need an expression your character doesn't have, because each character only has four expressions.
13. If props and characters are stacked awkwardly, you can organize by bringing something to the front. Click on the "Bring to Front" icon on the far left and then click on the object that you want to be in the front. In the image below, the ice cream cone is awkwardly floating behind the person's hand, so we need to bring it to the front so that the person is holding it.

14. You can also make an object fit better in the scene by using the "Flip" button. Below, we made the ice cream cone fit more naturally by clicking "Flip" and then clicking the ice cream cone. Once you are satisfied with the direction, click the "Move" button on the side to stop flipping things.
15. To change the size of an object or person, click on the panel you want to work in (#1), then add the object if you haven't already (#2 & #3). Next, click the "scale" button on the left (#4), click the object you want to resize (#5), and use the slider that appears to change the size (#6). Here, we added a fairy and shrank it down.

16. To add a fourth panel, click the set of four boxes in the bottom right corner.

Use your skills from steps 4, 5, and 7 to add your character, a background, and a new character. If your characters aren't facing each other, use step 14 to flip one so that they are facing each other.
17. To add speech bubbles or thought bubbles, click on the "talk balloons" or "thought balloons" at the bottom and then use the red arrows to choose a size and direction of speech. Once you click on the blank bubble in the selection window, it will appear in your selected panel. Click on it to add text and then grab the edge of it to move it around. With the largest bubble, you can hit enter at the beginning of your text in order to move your text lower and put the upper edge of the bubble out of sight. This is useful if you don’t quite fill the bubble because it defaults to more text at the top than the bottom.

18. Now admire your completed comic!
19. Let's save your comic! Go to the top left corner of the yellow box and click "Print/Email."

20. On this screen, you can click "save image to disk" which is useful if you are at home, or you can fill in your email address twice under number 3 in order to email yourself a copy (great if you want to use it somewhere other than the computer that you're currently using).

Instructions created by James Monroe, May 2015