View a list of comic templates by type by using the drop down list in the templates section.

Each gives you a visual of the layout before you choose.

Choose one by dragging it to the work area or double clicking on it. This will create a new page with that template.

Bosler 209 & Bosler Microroom currently have the deluxe version of Comic Life and has a larger pool of templates available.
Below the Template area is the image selection area.

There are 3 buttons at the bottom that allow you to find images in your My Documents or iPhoto folder, browse your computer, or capture images from a camera connected to the machine. You can also use images from the web but you will have to download them to a folder and then pull them into comic life.

Use the slider bar under the images to view them larger or smaller in their thumbnail view.
Drag images from your images window into the panels. If you don’t like what you dropped in, simply drop a different image overtop of it to change it.

If you want to add multiple images to the same panel, hold down the ‘alt’ key while you are dragging it over. This will drop the image on top of the current one. To make the other image come forward on top of the new image, click the ‘front’ button on the top toolbar.

Each image can be sized so you can add multiple images to the same panel and size them so they can all fit in the frame.
Each template is used as a guide but can be altered. Each item in comic life can be selected individually and will then be outlined in green with small green squares around the corners. You can grab these squares to change the size of the item.

A circular shape also appears in the center with 2 arrows around it. If you grab this and move your mouse, you can spin the item around.

You can also grab the item and move it to another location on the comic. Each item can be duplicated by copying and pasting.
When word bubbles are added, a small orange plus sign is shown when it is selected. This allows you to add additional points coming out of the bubble to show additional people are talking. Each point that has a blue circle over it can be moved individually and the whole piece can be moved and shaped as well.

The lettering and word bubble panel is at the bottom of the screen. Drag any item to the comic to add text.

When you add lettering, the same blue circles appear around the corners and these can be pulled to stretch the word across the page and shaped in any way.

Drag Blue circle to move point

Click orange + sign to add a talking

Your words here...
Every element that is added to the comic work area is added in its default form. Every image, word bubble, background or panel can be customized to fit your exact type of the comic. The top toolbar has a button called “style”. Select any element on the page and then click 'style' to see a list of options.

When you want to alter an image itself, you need to double click on the panel to select the image and not just the panel frame. This will change the style option to show image changes.
You first select the item you want to customize and then hit style. You will give a list of options for each type of item you have selected. Here are some examples of word art, panel, and word bubble options.
**ADDITIONAL TOOLS**

Front and Back allow you to overlap panels and move them forward and back, on top of each other.

Bigger & Smaller change text size

Zoom in & out allow you to look at your comic up close and farther away. Zoom to fit changes some items that might not be in the correct position on the screen to fit better.
Save often! The undo function has seemed quirky and shouldn’t always be relied on. Periodically save your document in Comic Life form. This means that you will be able to come back and work on your project later in the Comic Life program.

Click Save or choose File=>Save
To Export: When you are finished, choose export under file. Choose “export to Images”.

This defaults to save in bitmap form but in the save window, you can use the drop down option to choose jpeg. Hit save.

1) IMPORTANT!! Choose JPEG & a resolution of 72 DPI!

2) SAVE (on Macs it says Export)