

Graphic Books

Welcome to AccessArt: Graphic Books



A graphic book is a story told through images. It can be fiction or non-fiction and may span many genres. A graphic book could take the form of a comic, manga, or graphic novel.

Creating graphic books is a great way to explore narrative, composition, and sequence, as well as to practise skills such as drawing and painting. Exploring storyboards and keyframes can help learners be more selective about what they want to communicate and how they choose to do so.

Explore the resources below to discover 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

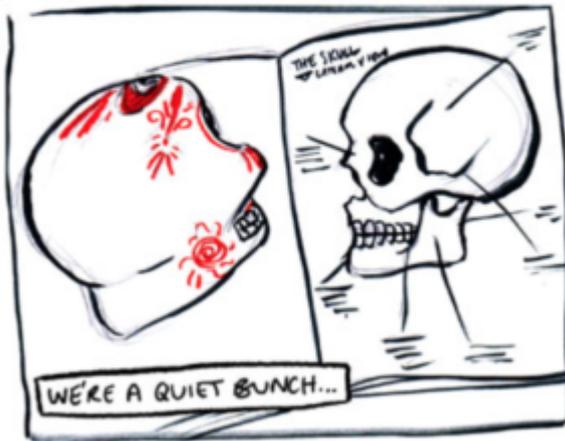


Creating Comics inspired by museum collections



Drawable: The 3 Panel Drawing Challenge

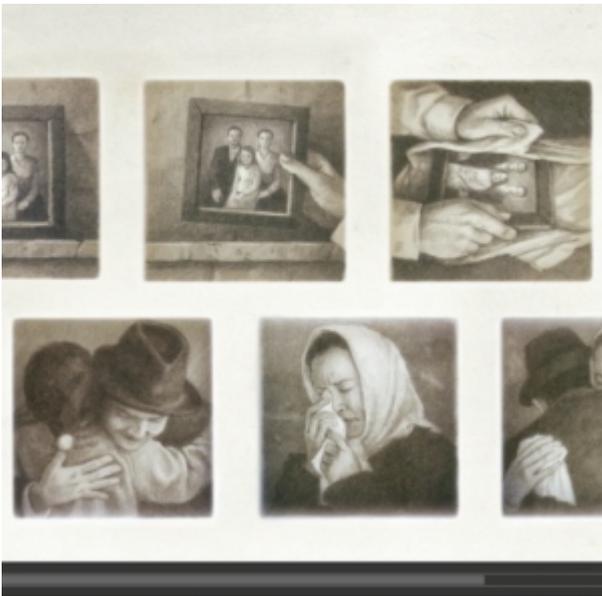
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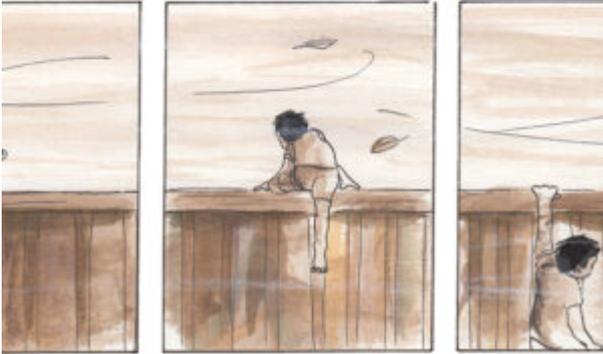
Explore graphic book illustrators

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