

MS-18 • Make Stuff • AI Move of the Day

6-Panel Comic Quest

Always wanted to make a comic? Start with one chapter. Today, Claude helps you plan six panels. You draw them — rough is allowed.

Start the chapter

Jump to the prompt

YOUR CURRENT LEVEL

0 XP

Level 1: Idea Holder

Choose a comic idea

Build the 6-panel prompt

Generate the outline

Read the panel plan

Improve one panel

Sketch panel 1

The big idea

A graphic novel chapter is not just drawings. It is story beats, pacing, and what the reader sees in each panel.

AI can help you plan the panels. But the drawing is yours. Stick figures count. Messy pencil boxes count. Starting counts.

1 Choose one comic idea

Do not plan the whole universe. One chapter. Six panels. That is enough.

Your idea can be about a student who finds a strange notebook, a football match that goes wrong, a train ride with a secret, a future Mumbai, a funny classroom mystery, or anything you want to draw.

My graphic novel idea

Example: a Class 10 student who finds a talking umbrella during Mumbai rains

What happens in this chapter?

Example: the student discovers the umbrella can predict tiny disasters

Mystery

Comedy

Adventure

School life

Sci-fi

Mumbai rains

THOUGHT BULB

Good comic scenes are visual. “The hero feels sad” is hard to draw. “The hero sits alone under a flickering streetlight” gives you something to draw.

☐

I chose one clear graphic novel chapter idea.

2 Use the 6-panel outline prompt

Open Claude, ChatGPT, or Gemini. Claude is the recommended tool for this one.

Paste this prompt. Replace the bracketed idea with your own.

YOUR FILLED PROMPT

Help me outline **ONE** chapter of a graphic novel about a **Class 10** student who finds a talking umbrella during Mumbai rains. Give me 6 panels: what happens + what we see in each. I'll draw them.

COPY-PASTE PROMPT

Help me outline ONE chapter of a graphic novel about [your idea]. Give me 6 panels: what happens + what we see in each. I'll draw them.

Copy my filled prompt

CAUTION BOARD

Do not ask AI to write the whole book. That becomes too big and too vague. Ask for one chapter, six panels, and what we see in each panel.

☐

I built a 6-panel outline prompt for one chapter.

3 Generate the panel-by-panel plan

The result should look like a comic map, not a long story.

When AI replies, check that each panel has two parts: **what happens** and **what we see**.

Panel 1 image idea

Panel 2 image idea

Panel 3 image idea

Setup: where are we?

Problem: what changes?

Reaction: what does the character do?

Panel 4 image idea

Panel 5 image idea

Panel 6 image idea

Complication: what gets harder?

Choice: what decision happens?

Hook: why turn the page?

THOUGHT BULB

Pacing means deciding what gets a panel and what gets skipped. Six panels force you to choose. That is why this is a good starting size.

☐

I generated a 6-panel outline using AI.

4

Check if the panels are drawable

A good comic outline gives you pictures, not just ideas.

Good panel line

“We see the student standing at a bus stop, holding a glowing umbrella while rain freezes mid-air.”

Weak panel line

“The student realises destiny is complicated.” Nice sentence. Hard to draw.

Good panel beat

One clear action or moment. The reader knows what to look at.

Weak panel beat

Three actions in one panel. Too crowded. Split or simplify.

QUICK TEST

For each panel, ask: “Can I draw this as one picture?” If the answer is no, ask AI to make it more visual.

☐

I checked whether each panel can be drawn as one picture.

5

Ask AI to fix one weak panel

Do not redo everything. Improve one panel first.

If one panel feels too vague, paste this follow-up.

REPAIR PROMPT

Panel [number] is too vague to draw. Rewrite it as one clear visual moment. Tell me:

1. What happens
2. What we see
3. One detail I can draw easily

Copy repair prompt

The panel I want to improve

Example: Panel 4 feels too abstract. I need one clear image to draw.

☐ I improved one weak panel so it became easier to draw.

6 Sketch panel 1 today

This is the closer. Rough is not failure. Rough is how comics begin.

Take a notebook. Draw one rectangle. Sketch Panel 1. Stick figures, arrows, labels, and bad buildings are all allowed.

WIN CONDITION

You win if Panel 1 exists on paper today. Not perfect. Not Instagram-ready. Just real.

PANEL 1 SKETCH CHECKLIST

Where are we? Show the place.

Who is there? Show the character.

What feels interesting? Add one clue, object, or mood detail.

☐

I sketched Panel 1 today, however rough.

7 Optional: make your AI Move card

A small reminder of the comic move you just learned.

CARD COPY

Title: AI Move of the Day

Move: Use Claude to outline one graphic novel chapter.

Prompt: “Help me outline ONE chapter of a graphic novel about [your idea]. Give me 6 panels: what happens + what we see in each. I’ll draw them.”

Closer: Sketch Panel 1 today, however rough.

☐

I made, sketched, or saved the AI Move card.

Final 5-minute move

Close the AI tab. Open your notebook. Draw Panel 1. The chapter becomes real when the first box is on paper.

☐ I planned one chapter, not a whole giant series.

☐ I checked that each panel shows something drawable.

☐ I will draw the panels myself.

NOTEBOOK LINE

Write this under your sketch: **“Panel 1 exists. The comic has started.”**

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