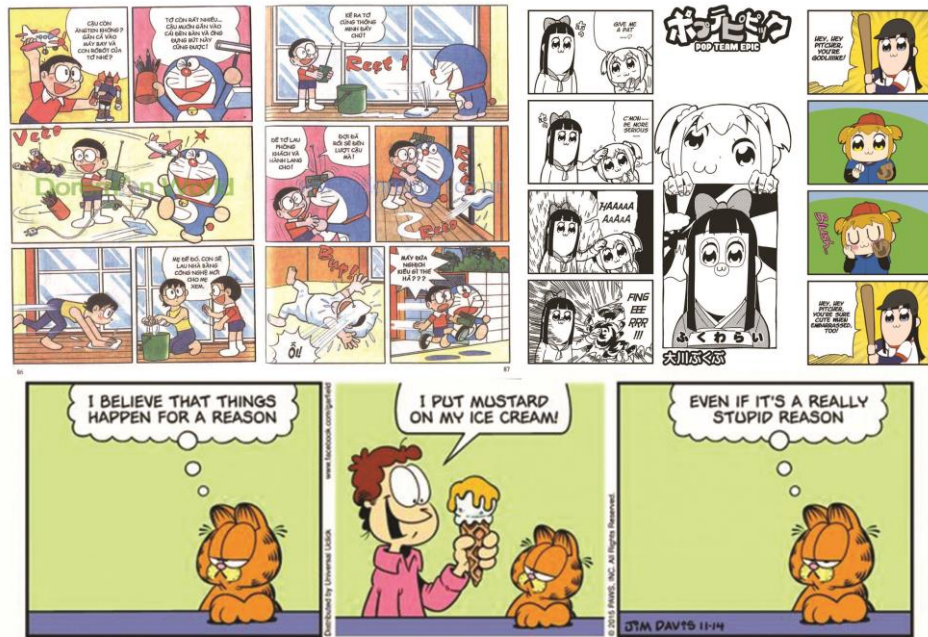


5.1.2. Design Preferences



5.2. Illustration Design Reference

The comic illustration design will be in cartoon style with simple background in full color. The layout of the comic will be the same as the comic strip from Japan called “Pop Team Epic”, in order to make the readers easier to read from top to bottom in vertical alignment and it gives a blank area beside the comic so the eyes could rest so the readers will not get bored easily.

5.1.3. Local Comic



5.3. Local Comic Reference

Indonesian local comic that will be used in comic as a *Cosplay* costume material (that will be used by the comic characters) is Wanara by Sweta Kartika since he has published a big amount of comic titles in Indonesia and he was one of the writer interviewees to complete the qualitative data. Wanara is one of the local comic in Indonesia that got inspired by local legend Ramayana. This comic tells about an action to save “Lima Mandala”, a group of legendary superheroes which is already old from villains who want those superheroes vanish.

5.2. Concept and Design Development

5.2.1. Storyline

This comic book will have one big storyline and will be divided into three chapters. Each chapter will have their own conflict and moral message. Overall, this story tells that the main character wants to join a *Cosplay* Group Competition with Wanara by Sweta Kartika (one of Indonesian comic title) and he got various obstacles to reach his goals.

In chapter one, the main character seeks for people to join him in *Cosplay* Group Competition. This chapter shows the real situation from *Cosplayers* in Indonesia according to the interview result with Clarissa, which they (*Cosplayers* from Indonesia) rarely interested in *Cosplaying* Indonesian characters. This also tells that the main character is not giving up easily until he reaches his goal even though there are obstacles in the process.

For chapter two, the main character and his friends try to make the costume and properties. This chapter shows that *Cosplay* gives positive impacts to people in improving their creative skills such as sewing, crafting, make up and acting. This chapter also tells about the steps to start a *Cosplay*

Last chapter of this comic takes place at the competition, the main character and his friends try to get rid of their nervous feeling before going up to the stage and finally reach their goal in popularize the Indonesian comic characters among *Cosplayers* in Indonesia.

5.2.1.1. Story Details

5.2.1.1.1. Chapter I

Andra is a *Cosplayer* from Indonesia, likes to read Indonesian local comics, especially Wanara by Sweta Kartika. One day, Andra finds a flyer of *Cosplay* group competition. He wants to join this competition to introduce his favorite comic to Indonesian people, but he needs help from other *Cosplayer* to make a full team. Accompanied by his childhood friend, Maula, they start searching for people for days but no one interested in local comic characters, he almost hopeless but he still have one more chance at a Japanese convention at his town. Finally, he meets a *Cosplayer* named Bintang, half-Japanese siblings, Yuuka and Uca, and a theater actor named Febry.

5.2.1.1.2. Chapter II

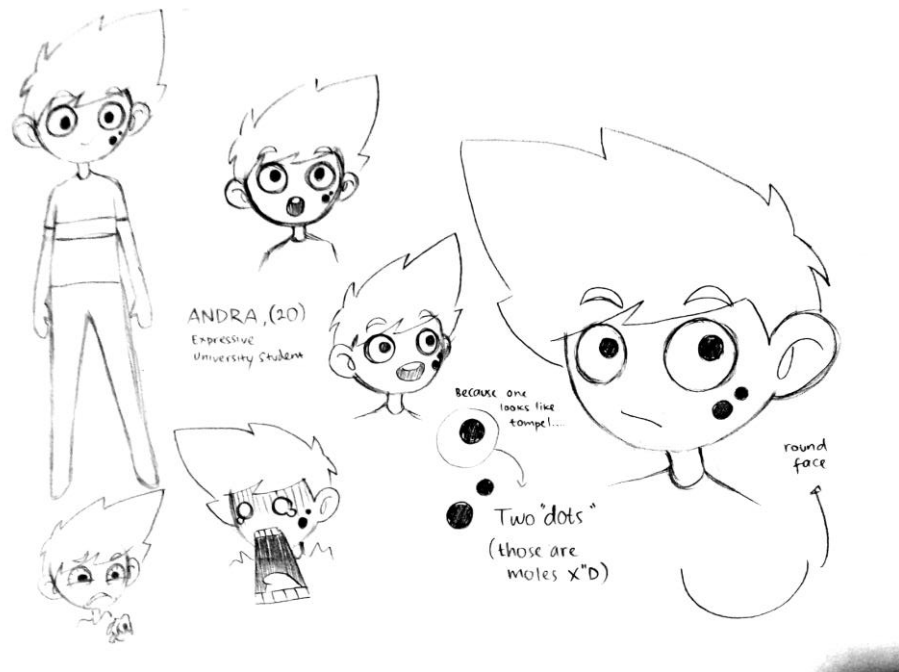
They prepare everything they need to make their costume for *Cosplay* group competition, seek for materials, make patterns, sew, and craft their properties. They also are perfecting their *Cosplay* with practicing choreographies to steep in their roles. The deadline is two days away, they have done everything but unfortunately some of their properties are broken, they need to remake it in two days.

5.2.1.1.3. Chapter III

Finally they finish the properties on time and could attend the competition with their complete costume. At first, Andra and some of them were so nervous before they go on stage but they could get rid of it together. They perform stunning on stage. After their performance, the judges are interested

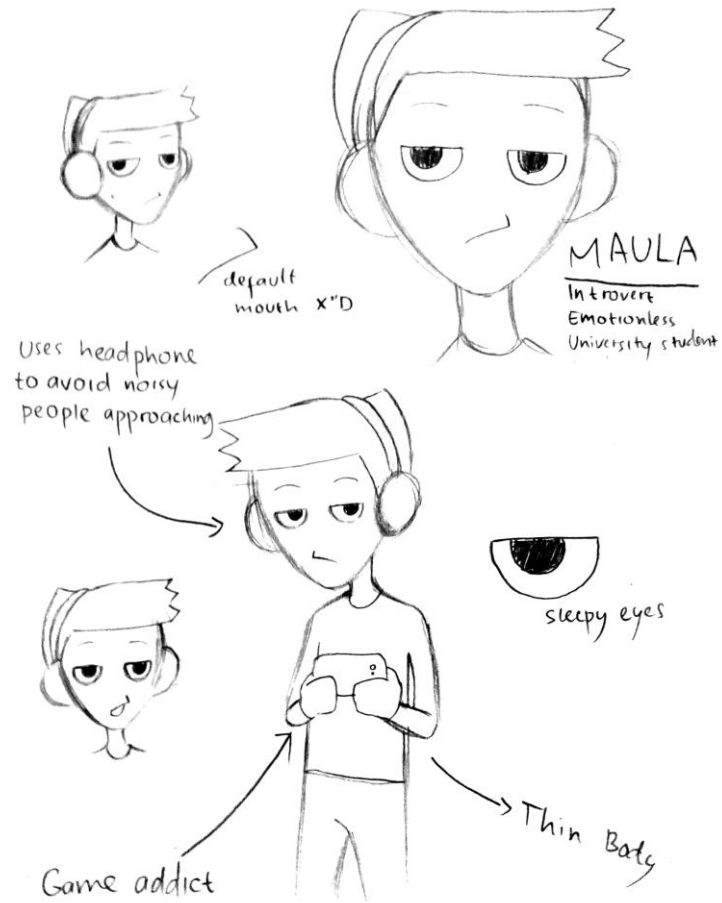
to know the characters they *Cosplay*. It is time to announce the winner, Andra and friends is not the winner but they are awarded as the most favorite *Cosplay* group because they use local comic character which rarely done in *Cosplay* competition. The pictures of them at that *Cosplay* competition have gone viral. Although they are not the winner, they are really grateful that they have introduced the local comic characters to people.

5.2.2. Character Development



5.4. Andra Character Concept

Since the main character will be dominating the whole story, the writer decided to make the character appears as an expressive college student. Big bright round eyes define his personality as cheerful, optimistic, and open. There are two moles appear on his left cheek to give him a trademark even when he is in *Cosplay* mode. Since he will *Cosplay*, his hairstyle was inspired by Seta, the main character in *Wanara* by Sweta Kartika which will be used as the costume material in the comic strip. The main character name will be Andra which means “boy” in Indonesian language, this name was taken from the writer’s brother.



5.5. Maula Character Concept

The main character will have a sidekick or friend who always there near him. This character name will be Maula, it was from the first name of the writer's friend. The personality of the sidekick will be extremely different than the main character to balance the main character reaction. Maula is an expressionless man who loves gaming and has a "childhood friend" relationship with the main character. Maula goes the same major with Andra and has a bit crush with Uca. To represent the expressionless personality, sleepy eyelid and thin body give the right gesture in bring it up.



5.6. Bintang Character Concept

In the process, the main character needs someone who already has higher experience in *Cosplay* and has the same interest with him. This character named Bintang means “star” in Indonesian language, this also comes from the name of one of the writer’s friends who helped when the data gathering process. This character has a charming and feminine personality so the body and face defines female appearance that appears in cartoon style in general (curvy and long eye lashes). There are star hairpins attached on the left and right side of her hair to strengthen the meaning of her name.



5.7. Febry Character Design

To support the fun aspect in this comic, one unique character will be useful as a supporting material. This character has a big body just like a gorilla but his personality is really soft, careless and shy although he has a powerful physical strength, he often accidentally causes damage around him because of his strength. His name is Febry, this name was taken from the writer's close friend.

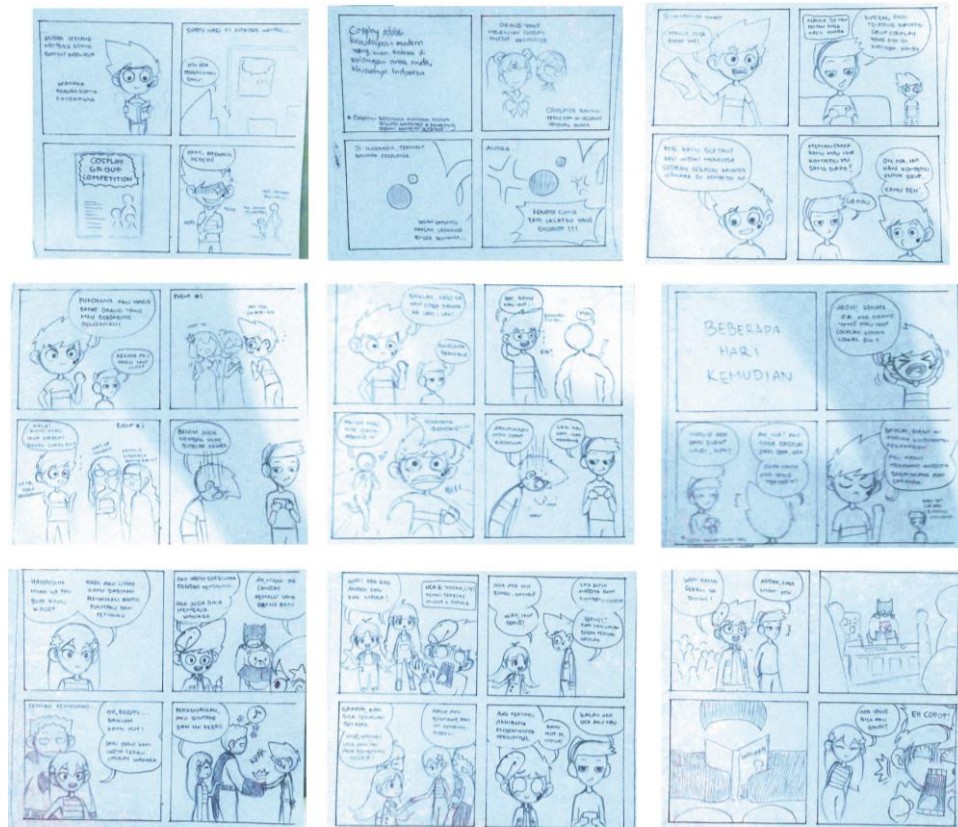


5.8. Uca & Yuuka Character Concept

The last character will be a dissimilar twin named Uca and Yuuka. In this comic, they appear as a Japanese teenagers who moved to Indonesia to accompany their grandmother while going to the same college as Andra and Maula. Uca is the older sister who has smaller body than Yuuka. Their character is pretty similar to each other as a talkative and curious person.

5.2.3. Storyboard and Panelling

The panels alignment for a comic strip are pretty simple, as used by the reference, Pop Team Epic and Garfield, the writer decided to use only four panels for each pages that arranged into vertical reading order and put closer to both left and right side of the spread. This alignment gives the center a wide space to give the eyes chance to rest in the middle of reading process. This area is also used to place the title for each event. The storyboard was using a temporary paneling layout in manual version.



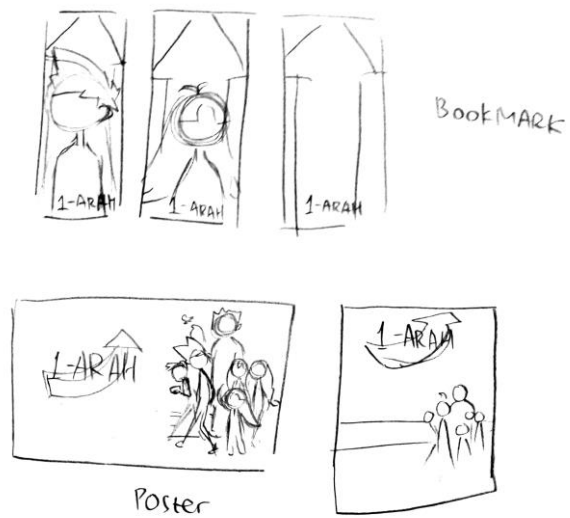
5.9. Storyboard Sketches

5.2.4. Cover Development



5.10. Cover Design Sketches

5.2.5. Supporting Material Development



5.11. Supporting Material Sketches