

NO BS AI

CLASS MATERIALS

The Comic Book Pipeline

(Script to panel, in your style)

Pilot Class // May 2026

Instructor: RJ // Platform: Rippily

The Goblin Mining Cave // Print Edition

The Comic Book Pipeline

From character spreadsheet → AI prompt → published page

"That could be done tomorrow. You know what I mean?"

— RJ to Jamie, Week 7

SECTION 1: WHO THIS IS FOR

This guide came out of Jamie's question in class. Paraphrased:

"I want to write comic book scripts and have AI render them in my art style — using my characters. My carpal tunnel and arthritis mean I can't draw comic books anymore, but I want them so badly. I want to direct, not draw."

If that's you — or if you have:

- A consistent character roster
- An established art style
- A desire to produce visual work without doing every line yourself
- A coloring book idea
- A graphic novel concept
- An illustrated children's book series

This pipeline is for you.

SECTION 2: THE PRINCIPLE

Most AI image generators struggle with:

1. Keeping a character consistent across many panels
2. Matching a specific human's drawing style
3. Following a panel script in narrative order

The fix isn't a different tool. The fix is **architecture**:

"Load Claude with 20 comic strips you've already done. It'll get your shading style for the comics — which may be different than what you draw for life of fiction. It'll get every one of those things."

Once Claude understands your style and characters in DEPTH, the goblin can construct prompts that produce consistent panels. Your job becomes: write the script, let the goblin draw.

SECTION 3: THE PIPELINE OVERVIEW

```
[ Your existing art ] → [ Claude analyzes ] → [ Style spreadsheet ]
■
▼
[ Character files ] → [ Claude reads when prompting ]
■
▼
[ Your script ] → [ Claude writes panel prompts ]
■
▼
[ Image gen tool: Gemini / Midjourney / etc. ]
■
▼
[ Drawn panels ]
■
▼
[ You arrange + publish ]
```

Each step is independent. Each step can be refined without rebuilding the others.

SECTION 4: STEP 1 — LOAD CLAUDE WITH YOUR ART

Gather:

- 15-20 of your best existing pages or panels
- A few examples of your character drawings (front, side, three-quarter)
- 3-5 examples of your shading style
- Your color palette (if your work is colored)

Open Claude. Use Sonnet 4.5 to start, **upgrade to Opus 4.7** for this analysis pass — it's worth the credits to get richer detail.

The Analysis Prompt

I'm going to feed you 20 of my comic book pages and character drawings. I want you to study them and create an extraordinarily detailed description of my illustrative style.

This description will be used to generate prompts for AI image tools to create new panels in MY exact style. So include:

- Line weight and quality
- Shading approach (cross-hatching, halftone, flat color, etc.)
- Color palette and how I use it
- Character anatomy patterns (proportions, face shapes, expressions)
- Panel composition tendencies
- How I use background detail vs. negative space
- Lettering style (if I'm doing my own lettering)
- Genre and emotional tone
- Anything else you observe that's distinctive

I'll be using these comics for [black and white graphic novel / coloring book / etc.]. Bias the description toward that use case.

Give me a single comprehensive style document I can save and reference.

You'll get back something massive. Save it. This is your style bible.

SECTION 5: STEP 2 — STORE THE STYLE IN A SPREADSHEET

Once Claude has produced the style description, ask:

"Now break this into a structured spreadsheet so when I need to generate a panel, you can quickly grab what's needed. Suggest the columns."

You'll likely end up with rows for things like:

- Core style tags (always-on attributes)
- Line weight specs
- Shading rules
- Color palette per scene type
- Character anatomy locks
- Composition guidelines
- Mood-specific overrides
- Cover-vs-interior style differences

This is the same pattern RJ uses for her Goblin Grotto V2.0 visual style spreadsheet. **Year-over-year, you build it up.**

Hook the spreadsheet to Claude via Airtable MCP or Google Sheets MCP. Now Claude can grab style elements instantly.

SECTION 6: STEP 3 — BUILD A FILE FOR EACH CHARACTER

For each main character, you want **two things**:

A character.md document (the prose)

```
# CHARACTER: [Name]

## Visual Description
[Detailed description of how they look – face shape, hair, eyes,
typical clothing, build, distinguishing features]

## Personality
[How they think, talk, react]

## Voice
[Speech patterns, vocabulary, catchphrases]

## Relationships
[Who they care about, conflict with, fear, love]

## Constants
[Things that never change about them across panels – scar on left
hand, always wears a particular pendant, missing tooth, whatever]
```

A character row in the spreadsheet (the structured data)

Field	Example
Name	Hoban
Hair color	Auburn / red
Eye color	Pale blue
Build	Tall, lanky

Usual outfit	Long coat, spectacles, vest
Distinguishing	Pushes spectacles down nose when thinking
Style notes	Always rendered slightly more detailed than secondary characters
First appearance	[book title, page #]

The .md is for Claude's reasoning. The spreadsheet is for fast lookup.

SECTION 7: STEP 4 — WRITE YOUR PANEL SCRIPT

This is the part that's all you. Claude can help refine, but the story is yours.

A workable panel script looks like:

```
PAGE 1, PANEL 1 (Wide establishing shot)
ACTION: Hoban stands at the edge of a moonlit cliff, wind in coat.
The valley below is full of glowing mist.
DIALOGUE: HOBAN (looking down): "It's worse than they said."
MOOD: Foreboding, awe, lonely
```

```
PAGE 1, PANEL 2 (Medium close-up)
ACTION: Hoban's spectacles slip down his nose. He pushes them up,
eyes narrowed.
DIALOGUE: HOBAN (V.O.): The valley wasn't supposed to glow.
MOOD: Tension building
```

Don't worry about getting the format perfect. Claude can normalize it.

SECTION 8: STEP 5 — CLAUDE WRITES THE PROMPT

This is the magic step. With your style spreadsheet, character files, and panel script all available, you ask:

```
Use my visual style spreadsheet (Goblin Mining Cave V2.0 – or whatever
yours is named) and my character files to generate a panel prompt for
PAGE 1 PANEL 1 of [project name].
```

The script for this panel is:

```
[paste the panel script]
```

Write the prompt for [Gemini / Midjourney / Replicate / etc.] in their preferred format. Include:

- All the always-on style locks
- Character description with all constants
- Scene-specific composition
- Mood and lighting

Output ONLY the prompt - I'll paste it into the image tool.

Claude reaches into your spreadsheet, grabs the right rows, pulls character constants, and constructs a comprehensive prompt.

SECTION 9: STEP 6 — GENERATE AND ITERATE

Take Claude's prompt. Paste it into your image tool of choice.

If the result is right: save it, move to the next panel.

If the result is half-right: come back to Claude.

"That came out too cartoony — how can we rewrite this prompt so I get better results?"

"The character looks African American but should be Greek — let's fix the prompt."

"The mood is too cheery — adjust the lighting language."

Claude rewrites. You re-render. Within 2-3 cycles, you get what you want.

This is normal. **The prompt evolves. Don't get frustrated.** This is the iteration loop, and it gets faster every time.

SECTION 10: TOOLS — WHICH IMAGE GENERATOR?

For your specific style needs:

Tool	Best For	Notes
Gemini direct	Photorealistic, detailed scenes	RJ's choice

FLUX Kontext Pro	Style transfer (apply your art style hard)	Strong at matching uploaded style refs
Midjourney	Painterly, atmospheric	Discord-based, decent style consistency
NIM / Cling / Halo	Multiple reference image input	Anne uses these — can input character refs directly
Replicate	All of the above through one API	RJ's recommendation: pay one place, use many models

For comics specifically: line-art consistency is the hard part. Test multiple tools with the SAME prompt and pick the one that holds your style best.

SECTION 11: THE LIP-SYNC / VIDEO BONUS

If you ever want to ANIMATE a panel:

- **Hedra** is the best lip syncer (per Anne in class)
- **Cling** for general video clips
- **NIM Video** allows up to 3 reference images for character consistency
- **VO** is good for many effects

Anne's pipeline (see Week 7 transcript Section 13):

1. Generate static panel image
2. Send to Hedra with audio
3. Hedra animates the lip sync
4. Bring back to DaVinci Resolve for editing
5. Add zoom, pan, scene transitions

200 clips for a 10-minute story is real. **Singular shots track better than multi-character shots** with current tools.

SECTION 12: WORKFLOW REALITY CHECK

What this pipeline does NOT do:

- It doesn't make you a 200-page graphic novel in a day
- It doesn't perfectly match your art style with zero iteration

- It doesn't free you from creative direction

What it DOES do:

- Lets you produce work without drawing every line
- Keeps your characters consistent across many panels
- Gets you from script to draft panel in ~5 minutes
- Frees up your hands and energy for the parts that matter to you

For Jamie specifically (and anyone with hand/wrist limits): this means **you can make comics again**. Maybe not the same way you used to. But you can make them.

SECTION 13: YOUR FIRST PANEL — THE 30-MINUTE TEST

If you want to know whether this pipeline will work for YOU before investing in the full setup:

1. Pick 1 character. Just one.
2. Write a 100-word description of them (the most distinctive details)
3. Pick 1 panel from a story idea. Describe it in 50 words.
4. Open Claude.
5. Say: *"Here's my character description. Here's a panel I want drawn. Generate a Gemini prompt that I can paste in. Use as much specific visual detail as possible to keep this character recognizable."*
6. Take the prompt. Paste into Gemini.
7. Generate.

In 30 minutes you'll know:

- Does the character look like YOUR character?
- Is the style anywhere close to yours?
- How many iterations would it take to nail it?

If you get within 80% on the first pass, the full pipeline will work for you. Build it out.

SECTION 14: REMEMBER

"You're just getting your hands dirty.

Just keep at it. Year over year you build something."

Comics aren't a one-shot. The pipeline gets better as your style spreadsheet gets richer. As your character files get deeper. As you teach Claude more about what good looks like.

A year from now, you'll be producing pages in minutes. But only if you start.

"My hands cannot endure drawing comic books anymore.

I want to figure out how to do this so I can write the script and draw it for me — but use my characters in the selected database that I give it.

I would love to figure out how to do that. That would actually be a dream come true for me."

— Jamie Buckley, Week 7

You can.

End — The Comic Book Pipeline