

Digital storytelling can be employed as a tool that integrates human creativity with technology to create engaging stories and compelling narratives. To this end, this thesis presents an approach that can be used as an assistant tool for comics artists. It focuses on generating comics-based narratives through a system that integrates three components in the creation process: an agent-based system which generates raw narrative material based on the behavior of the system's agents, an interactive evolution process where the author participates in the creation process, and a comics generating engine that creates comics as final outputs. The general scope of the research is to construct a generative system that has the ability to create comics and fictional characters.

Relevant aspects of computer science, visual arts, comics and storytelling have been combined together to form a unified research project that can answer the research questions: How can one employ computing generative methods in creating tools for comics artists that can simplify their tasks and enrich their creativity? How can one use such methods as co-authors in creating new form of comics? How can one integrate between human creativity and machines' abilities in generating comics through an interactive process between the user and the machine?

The research findings are discussed in terms of story characterization, properties of the generated stories, and the comics visual representation. The constructed system shows high flexibility, scalability, and capability that allow it to be employed in various applications for different purposes



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# Generative Comics

## A Computational Approach to Creating Comics Material

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