SUCCESS SITCOMS

VOL. 104

ALMOST ANIMATED

WITH JASON

THE FIRST SPARK



SAGE AND SPARK BRING BREAKING FREE TO THE SCREEN

A Success Sitcoms production comic

BITS OF BRILLIANCE

FIND THE STORY

1



Jason opens his notebook. Sage wants a story they can show in pictures.

2



Around the table, the first question is what the character wants.

3



Jason pulls out a script page. Spark studies how the drawing and the words share the page.

4



A plain script page keeps the dialogue easy to find.

5



Jason picks the story of a bulb who feels trapped inside his own mind.

CAST THE CONFLICT

1



Z-Bulb can see through the bars. He still feels stuck behind them.

2



Twilite arrives in a wash of violet light. He's the higher self Z-Bulb can finally talk to.

3



Sage and Spark work together at the table. Each begins with a different picture in mind.

4



A character sheet keeps one bulb's silhouette and expression easy to recognize.

5



An opening above the cell gives Z-Bulb somewhere to look.

FIND THE VISUAL TURN

1



At the beginning, bars fill the frame. Z-Bulb grips them with both hands.

2



“Are these prison doors like limiting beliefs, limiting beliefs that are holding us back?”

3



Spark lays out a possible image for the next beat. Each step catches its own light.

4



The key gives the breakthrough something Z-Bulb can hold.

5



Sage keeps the opening frame nearby to check how far Z-Bulb has come.

BUILD A WORLD TO SCREEN IT IN

1



Sage starts outside, where the path can lead the audience into town.

2



A second pass follows the stream into the trees.

3



Close to the trunk, the purple bulb has a moment of his own.

4



The wider views give the group enough room to gather.

5



As the sky darkens, lights come on one by one.

GIVE THE AUDIENCE A PLACE

1



Spark tries several seats and groupings for the audience.

2



One view makes the front row easy to see. Another leaves more room for the setting.

3



The same room can carry a close conversation or a busy group scene.

4



Spark tests how the lineup reads at a distance.

5



A single frame makes it easier to see where everyone is looking.

CUT FROM WIDE TO CLOSE

1



The wide shot shows the road into town.

2



The group shot brings the bulbs together.

3



A closer frame lets the smaller expressions carry the beat.

4



Red and purple turn toward each other. The next line can start here.

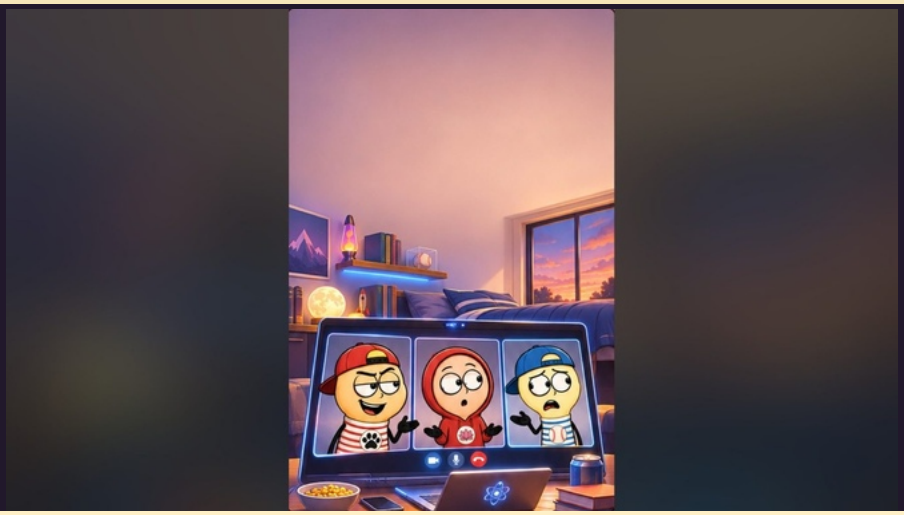
5



Spark checks the pair’s eyelines before he moves on.

HOLD ON THE REACTION

1



A row of faces waits in the theater.

2



Outside, two bulbs share a quieter beat.

3



More of the cast comes into view. Sage leaves room for the entrance.

4



One face against the night sky gives the pause its own shot.

5



A two-shot brings the conversation back.

MAKE THE CUT FEEL CALM

1



A return to the town gives the cut a place to breathe.

2



Spark stays with the pair long enough to read their expressions.

3



The gathering scene brings a little wonder back into the sequence.

4



Sage keeps the wide group frame for the end of the scene.

5



For the final hold, everyone faces the same pool of light.

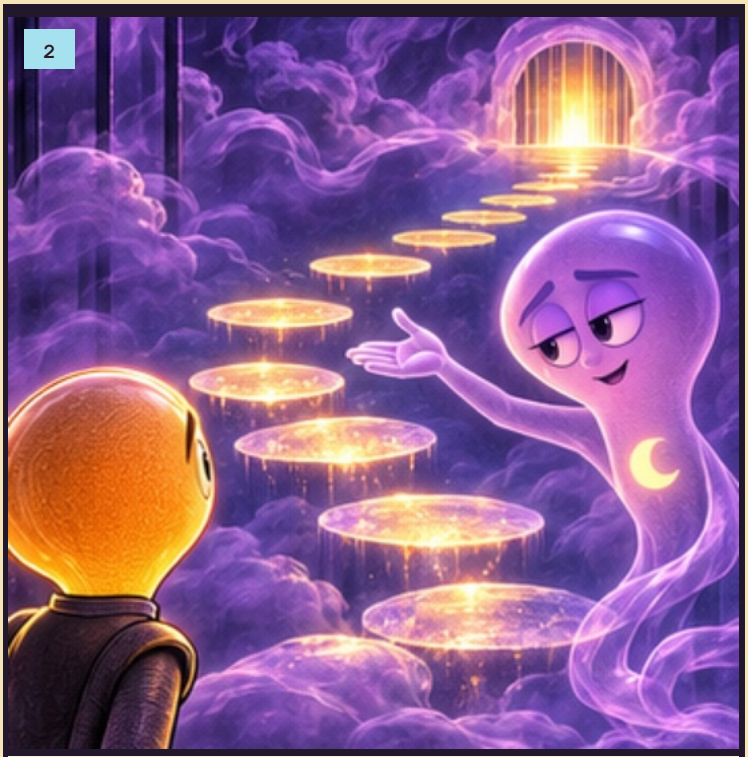
SCREEN THE BREAKTHROUGH

1



Z-Bulb asks what the bars stand for. Twilite gives him room to ask.

2



“A journey of a thousand miles begins with a single step.”

3



“I did it. I did it. I did it. I broke free of my limiting belief.”

4



Back at the screening, the audience gets a quiet moment to take in the ending.

KEEP THE GOOD PIECES

1



Jason keeps the covers together so he can see the series at a glance.

2



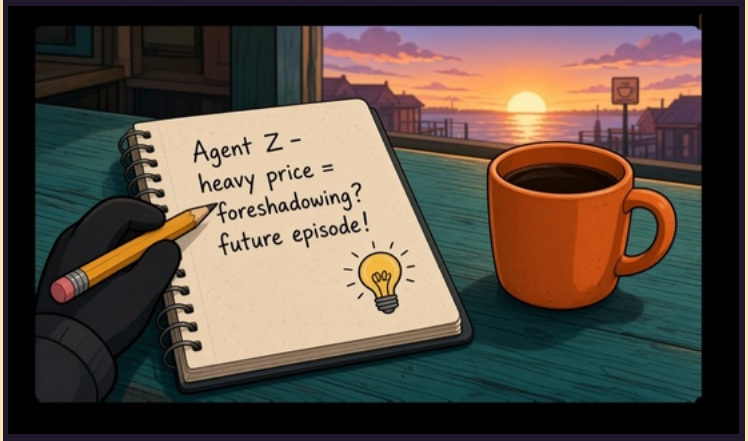
Sage saves the storyboard sheets for the next cut.

3



Spark saves a finished cover to remember how the artwork, title and lettering fit together.

4



The notebook stays open for the next story.

THANK YOU, LIGHTBULB #1!



The first donation brought 18,460 sats from an anonymous backer.

Sage, Spark and Jason put their thank-you on the movie screen.

THE END