

**COVID-19 AWARENESS THROUGH DIGITAL COMIC IN 2D  
ANIMATION VIDEO**



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

## BORANG PENGESAHAN STATUS LAPORAN

JUDUL: [COVID-19 AWARENESS THROUGH DIGITAL COMIC IN 2D ANIMATION VIDEO]

SESI PENGAJIAN: [2020/2021]

Saya: \_\_\_\_\_SITI NOR ATHIRAH BINTI ROSDAM\_\_\_\_\_

mengaku membenarkan tesis Projek Sarjana Muda ini disimpan di Perpustakaan Universiti Teknikal Malaysia Melaka dengan syarat-syarat kegunaan seperti berikut:

1. Tesis dan projek adalah hakmilik Universiti Teknikal Malaysia Melaka.
2. Perpustakaan Fakulti Teknologi Maklumat dan Komunikasi dibenarkan membuat salinan untuk tujuan pengajian sahaja.
3. Perpustakaan Fakulti Teknologi Maklumat dan Komunikasi dibenarkan membuat salinan tesis ini sebagai bahan pertukaran antara institusi pengajian tinggi.
4. \* Sila tandakan (✓)

\_\_\_\_\_ SULIT

(Mengandungi maklumat yang berdarjah keselamatan atau kepentingan Malaysia seperti yang termaktub di dalam AKTA RAHSIA RASMI 1972)

\_\_\_\_\_ TERHAD

(Mengandungi maklumat TERHAD yang telah ditentukan oleh organisasi/badan di mana penyelidikan dijalankan)

\_\_\_\_\_✓\_\_\_\_\_ TIDAK TERHAD

(TANDATANGAN PELAJAR)  
Alamat tetap: Dt 3012, Jalan Angkasa Nuri 10, Taman Angkasa Nuri, 76100 Durian Tunggal, Melaka  
Tarikh: 26 Jun 2021

(TANDATANGAN PENYELIA)  
Nama Penyelia: Ass. Prof. Ts. Dr. Hjh. Norasiken Bakar

Tarikh: 26 Jun 2021

CATATAN: \* Jika tesis ini SULIT atau TERHAD, sila lampirkan surat daripada pihak berkuasa.

COVID-19 AWARENESS THROUGH DIGITAL COMIC IN 2D ANIMATION  
VIDEO

SITI NOR ATHIRAH BINTI ROSDAM



This report is submitted in partial fulfillment of the requirements for the  
Bachelor of [Computer Science (Interactive Media)] with Honours.

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY  
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

## DECLARATION

I hereby declare that this project report entitled  
**[COVID-19 AWARENESS TROUGH DIGITAL COMIC IN 2D ANIMATION  
VIDEO]**

is written by me and is my own effort and that no part has been plagiarized  
without citations.

STUDENT

:



Date : \_\_26 JUNE 2021\_\_

(SITI NOR ATHIRAH BINTI ROSDAM)

اونيور سيتي تيكنيكل مليسيا ملاك

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

I hereby declare that I have read this project report and found  
this project report is sufficient in term of the scope and quality for the award of  
Bachelor of [Computer Science (Interactive Media)] with Honours.

SUPERVISOR

:

Date : \_\_26 JUNE 2021\_\_

([ASS. PROF. TS. DR. HJH. NORASIEN BAKAR])

## DEDICATION

This final project is dedicated especially to my family for their support and motivation that keep me moving forward to complete my final project. Besides, I would like to thank my friend for helping and giving moral support if I gave up.

I also would like to dedicate my biggest appreciation to my Ass. Prof. Ts. Dr. Hjh. Norasiken Bakar for her guidance and useful advice that helped to accomplish this final project.



## ACKNOWLEDGEMENTS

Bismillahirrahmanirrahim,

Firstly, I would like to give all the praise to Allah S.W.T for giving me strength and patience for the whole process of completing this project. Without Him, I cannot complete this project according to what has been planned.

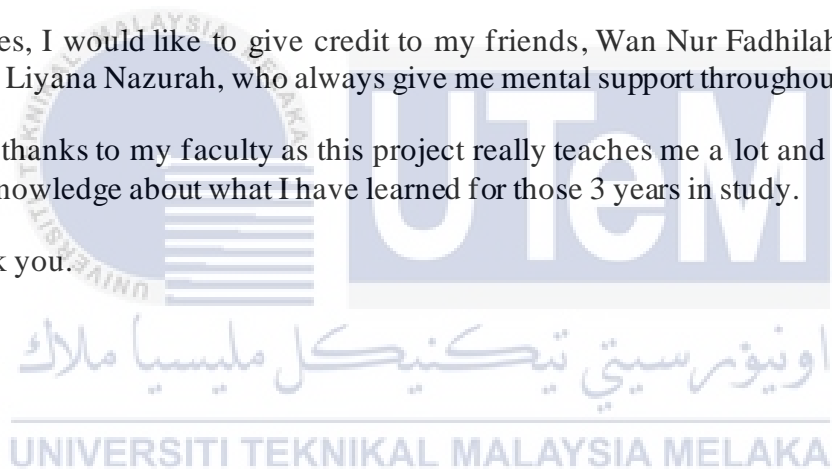
I would like to thank the people around me who keep supporting, guiding and helping me during the development of this project. Also, thanks to my supervisor, Ass. Prof. Ts. Dr. Hjh. Norasiken Bakar, for her guidance, constant supervision and kindness in completing this project.

I also would like to give special appreciation to my parents for their endless support of me.

Besides, I would like to give credit to my friends, Wan Nur Fadhilah Madihah and Nurul Liyana Nazurah, who always give me mental support throughout this project.

Also, thanks to my faculty as this project really teaches me a lot and tests my skills and knowledge about what I have learned for those 3 years in study.

Thank you.



## ABSTRACT

As daily positive cases in Malaysia are growing rapidly, the project aims to develop digital comics that will help people become more aware of COVID-19 and evaluate the effectiveness of video-based digital comics. Adaptation in the digital age has led people to have an alternative approach to reading books through comics. The project still uses frames as separators between slots and is combined into one page to represent comic books. There are some simple 2D animations involved in each slot that will help viewers gain new knowledge on how to keep themselves from COVID-19. This digital comic is easy to read because it uses Malay as the language. The time it takes to complete this project is 22 weeks. The software used to produce this digital comic is Microsoft PowerPoint. To ensure this project is successful, two types of testing have been conducted which are alpha and beta testing. During the testing, there are several factors that need to be changed, including increasing the font size used and using more attractive animation techniques. In conclusion, this digital comic can enhance the effectiveness of comic readers. This digital comic can also be used by kindergarten teachers as a teaching material for students on ways to prevent the COVID-19 virus.



## ABSTRAK

Disebabkan kes positif harian di Malaysia meningkat dengan pesat, projek ini bertujuan untuk mengembangkan komik digital yang dapat membantu orang ramai menjadi lebih peka terhadap COVID-19 dan menilai keberkesanan komik digital berasaskan video. Penyesuaian dalam era digital telah menyebabkan orang ramai mempunyai pendekatan alternatif dalam membaca buku melalui komik. Projek ini masih menggunakan bingkai sebagai pemisah antara slot dan digabungkan dalam satu halaman untuk melambatkan buku komik. Terdapat beberapa animasi 2D mudah yang terlibat dalam setiap slot yang akan membantu penonton untuk mendapatkan pengetahuan baru mengenai cara menjaga diri dari COVID-19. Komik digital ini senang dibaca kerana penggunaan bahasa Melayu sebagai bahasa penghantar. Tempoh masa yang diperlukan untuk menyiapkan projek ini adalah selama 22 minggu. Perisian yang digunakan untuk menghasilkan komik digital ini adalah Microsoft PowerPoint. Bagi memastikan projek ini berjaya, dua jenis pengujian telah dijalankan iaitu ujian alfa dan beta. Semasa pengujian dijalankan, terdapat beberapa faktor yang perlu diubah, antaranya adalah meningkatkan saiz font yang digunakan dan menggunakan teknik animasi yang lebih menarik. Kesimpulannya, komik digital ini boleh meningkatkan keberkesanan parapembaca komik. Komik digital ini boleh juga digunakan oleh para guru tadika sebagai bahan mengajar kepada murid-murid terhadap cara-cara mencegah diri daripada dijangkiti virus COVID-19.

اونيورسيتي تيكنيكل مليسيا ملاك

UNIVERSITI TEKNIKAL MALAYSIA MELAKA



## TABLE OF CONTENTS

	<b>PAGE</b>
<b>DECLARATION.....</b>	<b>II</b>
<b>DEDICATION.....</b>	<b>III</b>
<b>ACKNOWLEDGEMENTS.....</b>	<b>IV</b>
<b>ABSTRACT.....</b>	<b>V</b>
<b>ABSTRAK.....</b>	<b>VI</b>
<b>TABLE OF CONTENTS.....</b>	<b>VII</b>
<b>LIST OF TABLES.....</b>	<b>XI</b>
<b>LIST OF FIGURES.....</b>	<b>XII</b>
<b>LIST OF ABBREVIATIONS.....</b>	<b>XIV</b>
<b>LIST OF ATTACHMENT.....</b>	<b>XV</b>
<b>CHAPTER 1: INTRODUCTION.....</b>	<b>16</b>
1.1    Project Background.....	16
1.2    Problem Statement.....	17
1.3    Objectives.....	17
1.4    Scope.....	18
1.5    Project Significance.....	18
1.6    Conclusion.....	18
<b>CHAPTER 2: LITERATURE REVIEW &amp; PROJECT METHODOLOGY.....</b>	<b>19</b>
2.1    Introduction.....	19

2.2	Domain.....	19
2.2.1	Concept of Digital Comic.....	19
2.2.2	Styles of Comics.....	20
2.2.2.1	Franco-Belgian Comic .....	20
2.2.2.2	Graphic Comic.....	21
2.2.2.3	Superhero Comic .....	22
2.2.2.4	Manga .....	23
2.2.2.5	Webtoon.....	24
2.2.3	Definition and Concept of 2D Animation.....	24
2.3	Existing System .....	25
2.3.1	Comparison of Existing System.....	25
2.4	Project Methodology .....	26
2.5	Project Requirement.....	27
2.5.1	Hardware Requirement.....	27
2.5.2	Software Requirement.....	27
2.6	Conclusion.....	27
<b>CHAPTER 3: ANALYSIS.....</b>		<b>28</b>
3.1	Introduction .....	28
3.2	Requirement Analysis .....	28
3.2.1	Project Requirement.....	28
3.2.1.1	Requirement Gathering .....	28
3.2.2	Software Requirement.....	39
3.2.3	Hardware Requirement.....	40
3.3	Project Schedule and Milestones.....	40

3.4	Conclusion.....	42
<b>CHAPTER 4: DESIGN .....</b>		<b>43</b>
4.1	Introduction .....	43
4.2	System Architecture.....	43
4.3	Preliminary Design.....	43
4.3.1	Storyboard Design .....	44
4.4	Conclusion.....	46
<b>CHAPTER 5: IMPLEMENTATION.....</b>		<b>47</b>
5.1	Introduction .....	47
5.2	Media Creation .....	47
5.2.1	Production of Text.....	47
5.2.2	Production of Graphic.....	48
5.2.3	Production of Audio.....	51
5.2.4	Production of Video.....	52
5.2.5	Production of Animation.....	52
5.3	Media Integration.....	54
5.4	Production Configuration Management.....	54
5.4.1	Configuration Environment Setup.....	54
5.5	Implementation Status.....	56
5.6	Conclusion.....	58
<b>CHAPTER 6: TESTING .....</b>		<b>59</b>
6.1	Introduction .....	59
6.2	Test Plan.....	59
6.2.1	Test User.....	59

6.2.2	Test Environment.....	60
6.2.3	Test Schedule.....	60
6.3	Test Strategy.....	61
6.3.1	Alpha Testing.....	61
6.3.2	Beta Testing.....	62
6.4	Test Implementation.....	63
6.4.1	Test Description.....	63
6.4.2	Test Data.....	63
6.5	Test Results and Analysis.....	65
6.5.1	Testing Result for Expert.....	65
6.5.2	Testing Result for User.....	66
6.6	Conclusion.....	68
<b>CHAPTER 7: PROJECT CONCLUSION.....</b>		<b>69</b>
7.1	Observation on Weakness and Strengths.....	69
7.2	Propositions for Improvement.....	69
7.3	Project Contribution.....	70
7.4	Conclusion.....	70
<b>REFERENCES.....</b>		<b>71</b>
<b>APPENDIX A.....</b>		<b>73</b>
<b>APPENDIX B.....</b>		<b>78</b>
<b>APPENDIX C.....</b>		<b>83</b>
<b>APPENDIX D.....</b>		<b>86</b>
<b>APPENDIX E.....</b>		<b>89</b>
<b>APPENDIX F.....</b>		<b>90</b>
<b>APPENDIX G.....</b>		<b>91</b>

## LIST OF TABLES

	PAGE
<b>Table 2-1 Comparison between Printed Comic, Interactive Comic and Digital Comic.....</b>	<b>25</b>
<b>Table 3-1 List of Software Requirement .....</b>	<b>39</b>
<b>Table 3-2 List of Hardware Requirement .....</b>	<b>40</b>
<b>Table 3-3 Project Milestone.....</b>	<b>41</b>
<b>Table 5-1 Sample Text Created in Microsoft PowerPoint 2013 .....</b>	<b>48</b>
<b>Table 5-2 Example of Graphic Image.....</b>	<b>49</b>
<b>Table 5-3 Example of Animation using Microsoft PowerPoint.....</b>	<b>53</b>
<b>Table 5-4 Software Setup.....</b>	<b>55</b>
<b>Table 6-1 Hardware and Software Requirement for Testing.....</b>	<b>60</b>
<b>Table 6-2 Test Schedule.....</b>	<b>60</b>
<b>Table 6-3 Linear Scale used in Questionnaire.....</b>	<b>62</b>
<b>Table 6-4 Description of the Experts.....</b>	<b>64</b>
<b>Table 6-5 Characteristics of Respondents .....</b>	<b>65</b>
<b>Table 6-6 Test Results from Expert Test.....</b>	<b>65</b>
<b>Table 6-7 Measurement of Control Group for Pre-test and Post-test.....</b>	<b>66</b>
<b>Table 6-8 Measurement of Experimental Group for Pre-test and Post-test.....</b>	<b>67</b>

## LIST OF FIGURES

	PAGE
Figure 2-1 Example of Franco-Belgian Comics Style.....	21
Figure 2-2 Example of Graphic Novel Comic’s Style.....	22
Figure 2-3 Example of Superhero Comic .....	23
Figure 2-4 Example of Manga Comic.....	24
Figure 3-1 Gender of Respondents .....	29
Figure 3-2 Race of Respondents .....	30
Figure 3-3 Age of Respondents .....	30
Figure 3-4 Education Level of Respondents.....	31
Figure 3-5 Do Respondents Know Well COVID-19 .....	31
Figure 3-6 Do Respondents Know COVID-19 Precautionary Measurements ..	32
Figure 3-7 Source of Information about COVID-19 .....	32
Figure 3-8 Infection Symptoms of COVID-19 .....	33
Figure 3-9 Most Serious Symptoms of COVID-19 .....	33
Figure 3-10 Possible Transmission Route of COVID-19 .....	34
Figure 3-11 Precautionary Measurements to Reduce the Risk of COVID-19...	34
Figure 3-12 Consequences of COVID-19 Infection .....	35
Figure 3-13 Most Susceptible Group to Death Due to COVID-19.....	35
Figure 3-14 Respondent Know About Digital Comic .....	36
Figure 3-15 Number of Respondent that Have Read or Saw Digital Comic .....	36
Figure 3-16 Source to Read Digital Comic .....	37
Figure 3-17 Number of Respondent that Interested to Learn COVID-19 Prevention through Digital Comics.....	37
Figure 3-18 Reason to Learn COVID-19 Prevention through Digital Comics..	38
Figure 3-19 Number of Respondent Agree that Digital Comic can Help More Understanding in COVID-19 Prevention .....	38

<b>Figure 3-20 Number of Respondent Agree that Digital Comic can Presented in Video.....</b>	<b>39</b>
<b>Figure 3-21 Project Gantt chart .....</b>	<b>42</b>
<b>Figure 4-1 System Architecture of COVID-19 Awareness through Digital Comic in 2D Animation Video .....</b>	<b>44</b>
<b>Figure 4-2 Storyboard 1 .....</b>	<b>45</b>
<b>Figure 4-3 Storyboard 2 .....</b>	<b>45</b>
<b>Figure 4-4 Storyboard 3 .....</b>	<b>46</b>
<b>Figure 5-1 Step of Create Text in Microsoft PowerPoint 2013.....</b>	<b>47</b>
<b>Figure 5-2 Step of Create Graphic in Adobe Illustrator CC 2019.....</b>	<b>48</b>
<b>Figure 5-3 Step of Creating Graphics in Microsoft PowerPoint 2016.....</b>	<b>48</b>
<b>Figure 5-4 Step of Creating Audio using Audacity.....</b>	<b>51</b>
<b>Figure 5-5 Step of Creating Video in Adobe Premiere Pro CC 2019 .....</b>	<b>52</b>
<b>Figure 5-6 Step of Creating Animation in Microsoft PowerPoint 2016.....</b>	<b>53</b>
<b>Figure 6-1 Comparison Graph between Pre-test and Post-test for Control Group .....</b>	<b>67</b>
<b>Figure 6-2 Comparison Graph between Pre-test and Post-test for Experimental Group .....</b>	<b>68</b>

اونيورسيتي تيكنيكل مليسيا ملاك

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

**LIST OF ABBREVIATIONS**

<b>2D</b>	-	<b>Two-dimensional</b>
<b>COVID-19</b>	-	<b>Coronavirus Disease</b>
<b>SME</b>	-	<b>Subject Matter Expert</b>
<b>IT</b>	-	<b>Information Technology</b>



اونيورسيتي تيكنيكل مليسيا ملاك

UNIVERSITI TEKNIKAL MALAYSIA MELAKA



**LIST OF ATTACHMENT**

	<b>PAGE</b>
<b>Appendix A</b>	<b>75</b>
<b>Appendix B</b>	<b>80</b>
<b>Appendix C</b>	<b>85</b>
<b>Appendix D</b>	<b>88</b>
<b>Appendix E</b>	<b>91</b>
<b>Appendix F</b>	<b>92</b>
<b>Appendix G</b>	<b>93</b>



## CHAPTER 1: INTRODUCTION

### 1.1 Project Background

The coronavirus disease or COVID-19 is a new virus that began in Wuhan, China in December 2019. Coronavirus is an illness brought about by SARS-CoV-2 that can trigger what specialists call a respiratory tract infection. It can influence your upper respiratory tract (sinuses, nose, and throat) or lower respiratory tract (windpipe and lungs). It spreads a similar way different COVIDs do, fundamentally through individual to-individual contact. Infections range from gentle to fatal. SARS-CoV-2 is one of seven sorts of COVID, including the ones that cause serious infections like Middle East respiratory condition (MERS) and unexpected intense respiratory disorder (SARS). The different COVIDs cause the wide majority of the colds that influence us during the year yet are insane not a genuine danger for in any case sound individuals. Some of the symptoms faced by frequently discovered patients are fever, dry cough and fatigue. The virus is spread very fast because the virus moves breathing or touch drops.

Digital comics or also known as electronic comics are the latest way to read comics. The first ever comic was *The Adventures of Obadiah Oldbuck* that was produced in 1842 (Chandran D, 2015). As time goes by, different genres of comics have been produced. Most international film productions make comics a platform to convey 'Easter eggs' to readers so that they can follow the storyline. For example, Marvel is one of the most well-known companies that publishes films based on comics. Digital comic earnings have made it easier for Marvel fans because they no longer have to wait for comic books to be delivered to their homes. Readers can access the comic through Marvel's official website or download the 'Marvel Comic' application. In Asia, digital comics have gotten exceptionally famous because of readers generally looking through titles on their cell phones and the lower obstruction to make their own

comics. In certain nations, digital comics have refreshed the business or even made them where they didn't exist previously. Digital comics are very suitable to be read using a tablet because of their wide size and seem to be the same size as a regular comic book.

## **1.2 Problem Statement**

The Government of Malaysia has established a standard operating procedure (SOP) to reduce the spread of COVID-19 cases. In addition, various other initiatives are used to remind people how important care is in preventing the spread of the COVID-19 virus. Among them are placing posters at public transportation places and requiring the wearing of face masks as well as a fine of RM10, 000 if not done so. But there are still other Malaysians who take it easy on the SOP set by the government. They did not seem to be afraid of the virus until there was a group who said it was a scam designed by the westerners. Residents have separated various false info without checking its validity. This has caused doubt among the population. Earlier this year, the first COVID-19 vaccine arrived in Malaysia and the government was pleased to provide the vaccine for free to all Malaysians. There are still others who do not want to receive the vaccine and have been called anti-vaccine groups. These people have spread false information related to vaccines and caused a handful of people to panic and do not want to receive vaccines. According to the Minister of Health official website, the total number of COVID-19 positive cases in Malaysia was 5,293 as of 20 June 2021. Malaysia's chief health minister has repeatedly reminded people to always do their own quarantine by sitting at home if there is no important business outside to reduce the spread of this epidemic unnoticed. If this continues, there is no way positive cases in Malaysia will increase to thousands. The virus is not expected to disappear completely in the next few years.

## **1.3 Objectives**

The objectives of this project are as below:

- a) To develop a digital comic that can help kindergarten to be more sensitive to COVID-19.

- b) To enhance the user experience when reading digital comics through video.
- c) To evaluate the effectiveness of video based digital comics compared to old versions of comics.

#### **1.4 Scope**

The target user in this project is focused on kindergarten and it is also suitable for all. They can learn awareness campaigns about the COVID-19 in digital comics. This project is also suitable for people who want to try new ways to read digital comics as they can be easily accessed through YouTube because this project will be presented in a continuous video. Users can use their own smartphone, tablet or computer to read this digital comic. As this project is localized in Malaysia, this project will use Malay language to ensure that all Malaysian can understand and are able to read the digital comic.

#### **1.5 Project Significance**

As the digital comic focuses on the topic of awareness of COVID-19, ways to prevent the COVID-19 virus from spreading without realizing it will be shown in digital comics. This project will benefit everyone as they can learn knowledge through reading digital comics through video.

#### **1.6 Conclusion**

In conclusion, this chapter briefly explained about the purpose and the objectives that will be carried out along the project. For the next chapter, methodology of the project will be discussed.

## CHAPTER 2: LITERATURE REVIEW & PROJECT METHODOLOGY

### 2.1 Introduction

This chapter will discuss the findings and research of the related topic about 2D animation and digital comics. Besides, this chapter also will cover the project methodology to show the process of development and the requirements such as software and hardware in order to develop the digital comic.

### 2.2 Domain

In this part, the concept of visualization will be discussed which are the concept of digital comics, style of comics, definition and concept of 2D animation.

#### 2.2.1 Concept of Digital Comic

Like print comics, digital comics are a wide medium, and albeit huge numbers of comic-known things from a look, it's difficult to make a bunch of highlights that apply to all things that can be viewed as a digital comic. The advanced idea of comics can arrive at a few unique parts of creation and utilization. For instance, many printed comics are currently made utilizing computerized programming. There are digital book forms of comics accessible, just as applications. Some digital comics are intentionally made to be perused in computerized designs, while others are variations from print distributions. A part of these comics utilizes computerized innovation expressly through hyperlinks, movement, or sounds, while others firmly look like printed comics yet have been distributed on advanced stages. Any of these highlights seemingly permits comics to be alluded to as digital, while a few viewpoints, for example, digital born comic might be nearer to the overall impression of what digital comics mean than others like have been made utilizing programming bundles.

## 2.2.2 Styles of Comics

Comic books began in the late 19th century. Since then, a wide collection of comic books has been produced and various comic delivery styles have been introduced. For example, many comic artists now use digital platforms to draw their comics because digital comics have more place in the hearts of comic readers in this age of information technology. Comic artists have used various types of art styles.

### 2.2.2.1 Franco-Belgian Comic

In 1908, the Franco-Belgian comics were first published through newspapers as “episodes” and became sarcastic materials addressed to peers and government bodies (UKEssays, 2018). Currently, speech bubbles are not yet in use because it is still in accordance with the traditional text comic format where the text is written under the image. People can get this comic book nowadays as a hardcover book which contains a compilation of stories with different genres. Among the famous characters through the Franco-Belgian comics is "The Smurfs". In Franco-Belgian comics, all the pages are arranged in neat tiers and usually are highly stylized drawings like exaggerated proportions, bug eyes and large nose. The gutters are white and evenly sized. The colors used are black and white or saturated colors with very shading. Speech bubbles, onomatopoeia and character never spill outside the frames.



Figure 2-1 Example of Franco-Belgian Comics Style

### 2.2.2.2 Graphic Comic

Graphic novels are typically interpreted as a long comic story for mature people, distributed in hard or soft covers and sold in book shops, with pure scientific subjects and fine craftsmanship. Graphic novels are often not unique in distribution, but are responded to by various types of comics distributed in a subsequent manner. Although some materials are shipped mainly to the graphic novel market, bookstores and libraries do not make authentic adaptation, so graphic novel terms often fill no

genuine expressive reasons (Murray, 2017). Nowadays, graphic novels help children practice reading because they contain texts and images same as the comic strip style.



Figure 2-2 Example of Graphic Novel Comic's Style

### 2.2.2.3 Superhero Comic

Superhero comics have existed for 80 years ago and the characters that appear are not superheroes who have superhuman powers. They began with ordinary characters such as Popeye (1929) and The Phantom (1933) (Staff, 2017). Comic fans and collectors divide the era of superhero comics into 4, Golden (1938-1950), Silver (1956-1970), Bronze (1970-1985) and Modern (1985-present). In 1938, Superman was introduced by DC as the first superhero character to wear a costume. Superhero comics are used as references to create great movies nowadays.