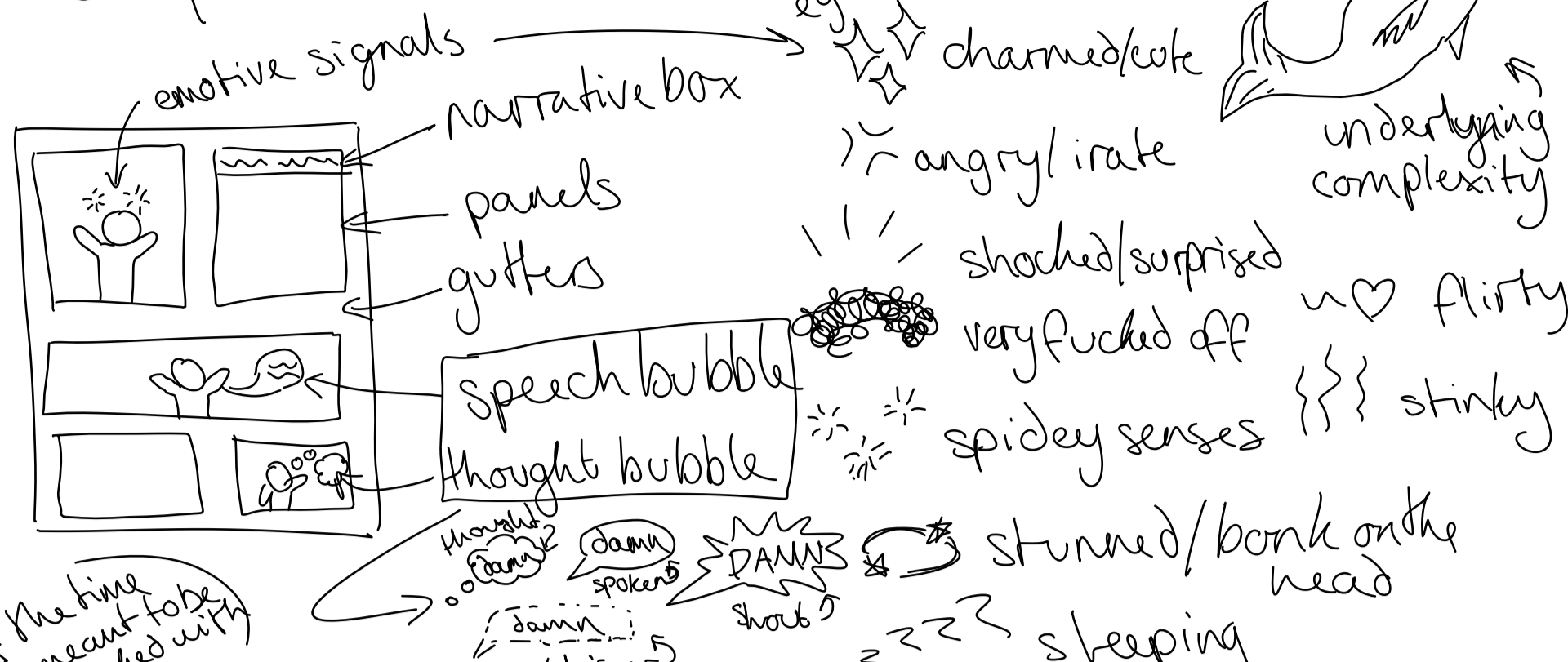


The Graphic Code of Comic Books 1 March

Will Eisner - comic strip artist

↳ Book: "Graphic Storytelling & Visual Narrative"

Comics have many signs/signals unique to them



Speech balloons are not an object within a picture, the comic characters cannot interact with it.

Balloons must attach to something capable of thought

Make sure it is understandable

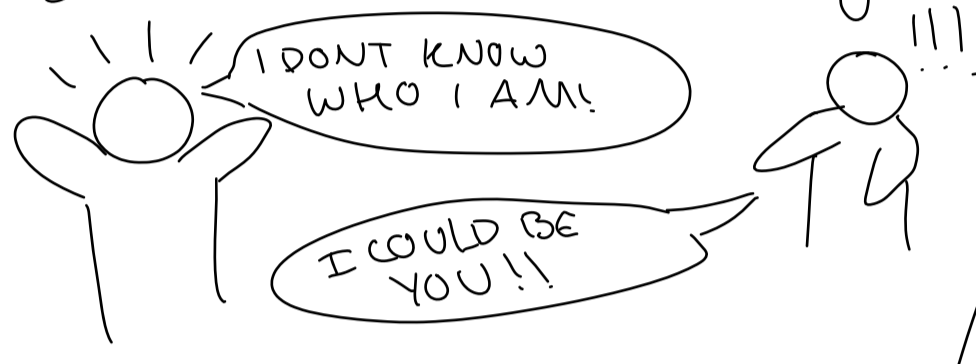
↳ eg: lying, sarcasm, etc

Onomatopoeia is amazing

Character abstraction

photo real chars show someone else

abstract chars allow you to project.



Control measures

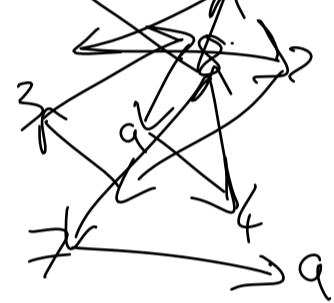
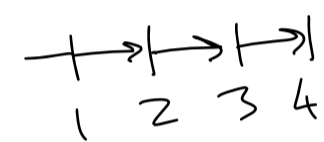
- Multiframe
how the page structure is set up: panels, gutters, balloons, etc
- Level of the page
the balance of the scenes, the colours, the dark/light
- Strip ellipses

Plurivectorial Flow

Past present and future all at once

Eye movement can be erratic, you can go back and fourth.

eg: film vs comic



6 transition types

1) moment to moment
eg: spider climbing a web

2) action to action
eg: hitting a ball
crashing a car
drinking a coffee

3) Subject to subject
same scene moving from one subject to another
eg: character to character
character to inanimate object

4) Scene to scene
geographic location changing
panel to panel

5) Aspect to aspect
scene setting, appears as no time change
showing different aspects of the scene to build a picture of the emotional resonance of the scene

6) Non-sequiter
no apparent relation between the panels, reader has to work very hard to find closure

- Key Panel Coordinates
entry/exit panels, centre panel, etc used to punctuate the narrative generally L → R Top → Bottom
- page breaks & Cliffhangers
- Negative Space
acts as a surrogate for gaps in the narrative the drawn is only half of the story comics can only show part of a setting eg: spider man in a city only shows some of the city, need fill in the rest
- Transition types to show time passing of time and 'closure'
eg: the gutter can act as a transition to show time passing



subject
action
moment
subject

you can also completely break all the rules to make a point/set a tone

↓
love a good fourth wall break

Kabuki

Chris Ware

Blogtash: either analyse a page of a comic

OR

write a one page 6-9 panel comic