

# EPUB et la bande dessinée Hackathon BD Numériques

Mihnea Tufiş

# + Bienvenue!

## Hackathon #BDnumérique

6, 7, 8 juin 2014 ~ 33 h de création

réunion de démarrage le 6 juin à 18 h

Labo de l'édition

SEQUENCITY

<http://bit.ly/1jclbEL>  
@labodeledition  
@sequencity



2 rue Saint-Médard  
75005 Paris



#dessinez

#animez

#développez

### PROPULSÉ PAR

la fonderie

Agence numérique de la France



Hadopi

Membre Autorité pour la diffusion des œuvres  
et la protection des droits sur Internet

### TECHNOS DU HACKATHON



ePub



Readium.js



wacom



### PARTENAIRES ÉDITEURS



LES HUMANOÏDES ASSOCIÉS



Glénat



### PARTENAIRES MÉDIAS



LIVRESHEBDO



lesdedicaces.com

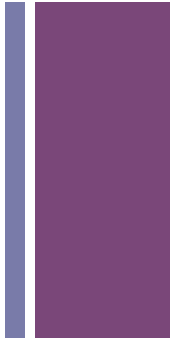


ActuaLitté

© dessin : Cassandre Poiret-Simon



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## Première Partie

- EPUB
- Structure
- Exemples

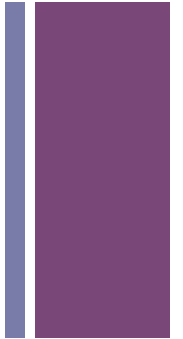
## Deuxième Partie

- Les limites du standard
- Transitions
- Votre défi – les scénarios

# + Première partie



# + EPUB



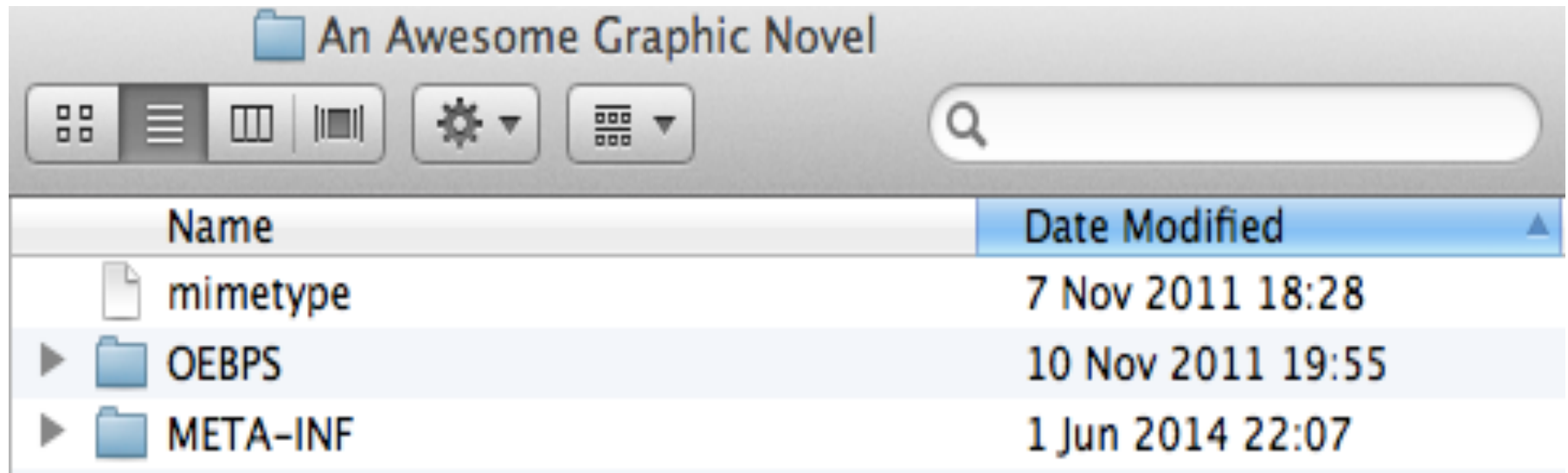
- format d'échange et livraison des publications électroniques
- famille de 3 standards basés sur
  - XML
  - technologies web (HTML5, CSS, SVG)
  - forte orientation vers W3C
- standards composantes
  - Publications 3.0 [1]
  - Content Documents 3.0 [2]
  - Open Content Format 3.0 [3]

+ Mais... qu'est-ce que c'est? [7]

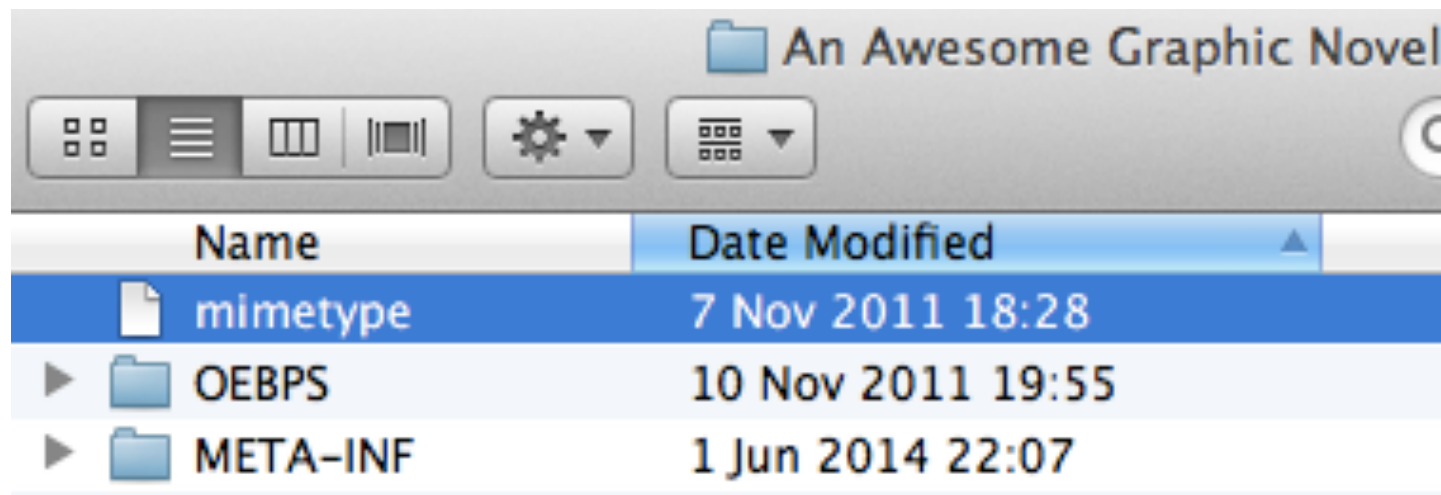
AnAwesomeGraphicNovel.epub



# + A l'intérieur d'un EPUB

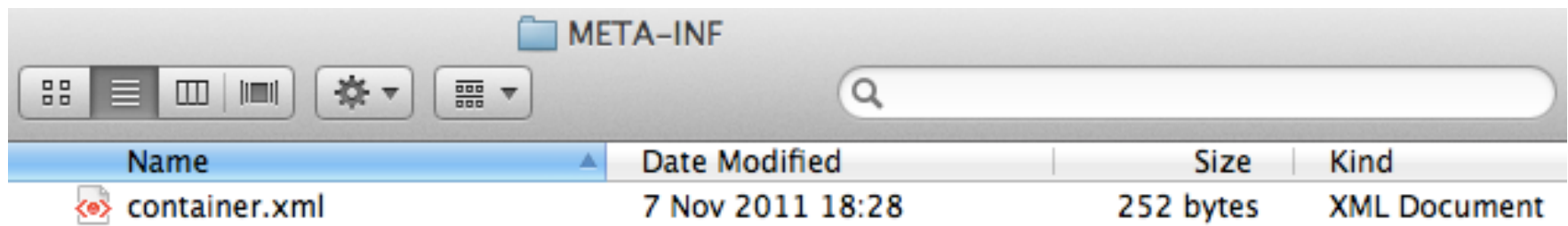
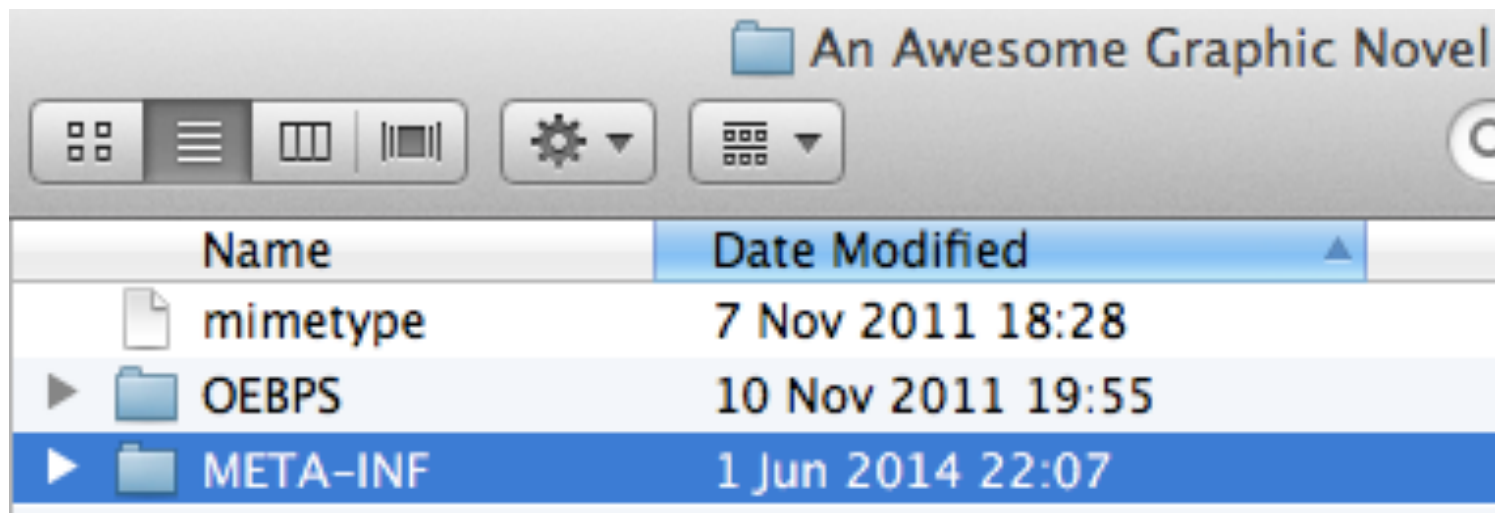


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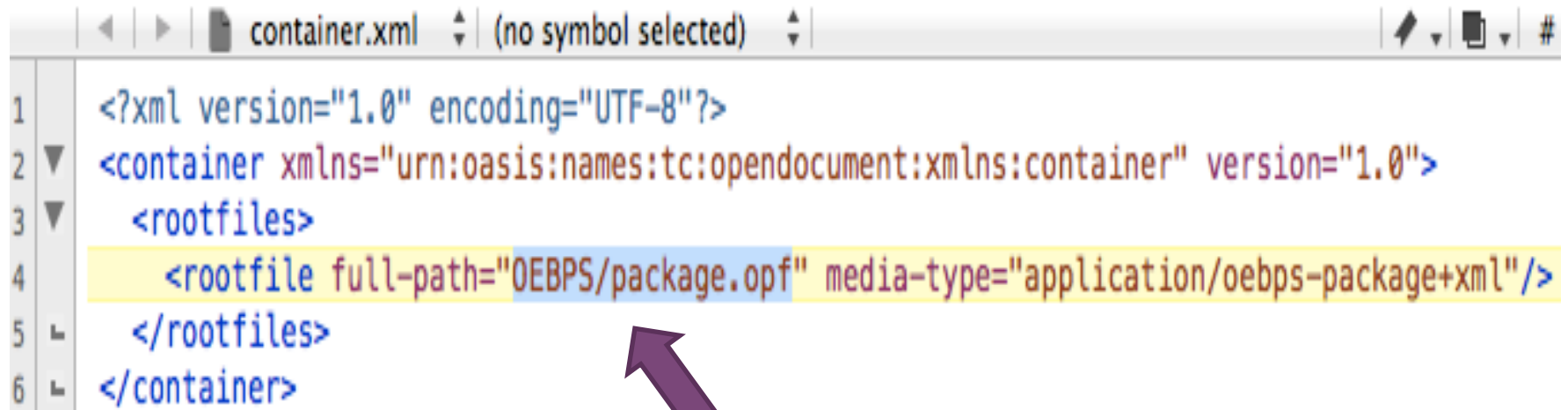




# + Le conteneur (1/2)



## + Le conteneur (2/2)



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5   </rootfiles>
6 </container>
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OEBPS		
Folders	Size	Kind
covers	--	Folder
css	--	Folder
fonts	--	Folder
images	--	Folder
lexicon	--	Folder
Developer		
ch01.xhtml	7 KB	XM...ent
ch02.xhtml	68 KB	XM...ent
ch03s04.xhtml	7 KB	XM...ent
ch03s05.xhtml	34 KB	XM...ent
ch03s06.xhtml	2 KB	XM...ent
ch04.xhtml	5 KB	XM...ent
co01.xhtml	453 bytes	XM...ent
index.xhtml	3 KB	XM...ent
bk01-toc.xhtml	4 KB	XM...ent
ch01s02.xhtml	7 KB	XM...ent
ch02s02.xhtml	12 KB	XM...ent
ch02s03.xhtml	10 KB	XM...ent
ch03s02.xhtml	29 KB	XM...ent
ch03s03.xhtml	42 KB	XM...ent
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pr01.xhtml	4 KB	XM...ent
pr01s02.xhtml	2 KB	XM...ent
pr01s03.xhtml	2 KB	XM...ent
pr01s04.xhtml	2 KB	XM...ent
pr01s05.xhtml	1 KB	XM...ent
spi-ad.xhtml	387 bytes	XM...ent
ch03.xhtml	15 KB	XM...ent
Documents		
package.opf	5 KB	Tex...ent

Publications 3.0





package.opf (no symbol selected)

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    <dc:contributor>Arthur Martin</dc:contributor>
    <dc:publisher>Fictive Awesome Comics Inc.</dc:publisher>
    <dc:rights>Copyright © 2014 Fictive Comics, Inc</dc:rights>
  </metadata>
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metadata



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  xmlns:dcterms="http://purl.org/dc/terms/" version="3.0" xml:lang="en"
  unique-identifier="pub-identifier">
  <metadata>
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    <dc:title id="pub-title">An Awesome Graphic Novel</dc:title>
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    <dc:date>2014-06-06</dc:date>
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    <dc:contributor>Arthur Martin</dc:contributor>
    <dc:publisher>Fictive Awesome Comics Inc.</dc:publisher>
    <dc:rights>Copyright © 2014 Fictive Comics, Inc</dc:rights>
  </metadata>
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    <item id="htmltoc" properties="nav" media-type="application/xhtml+xml" href="bk01-toc.xhtml"/>
    <item media-type="text/css" id="epub-css" href="css/epub.css"/>
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    <itemref idref="id-id2604743"/>
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    ...
  </spine>
</package>
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manifest

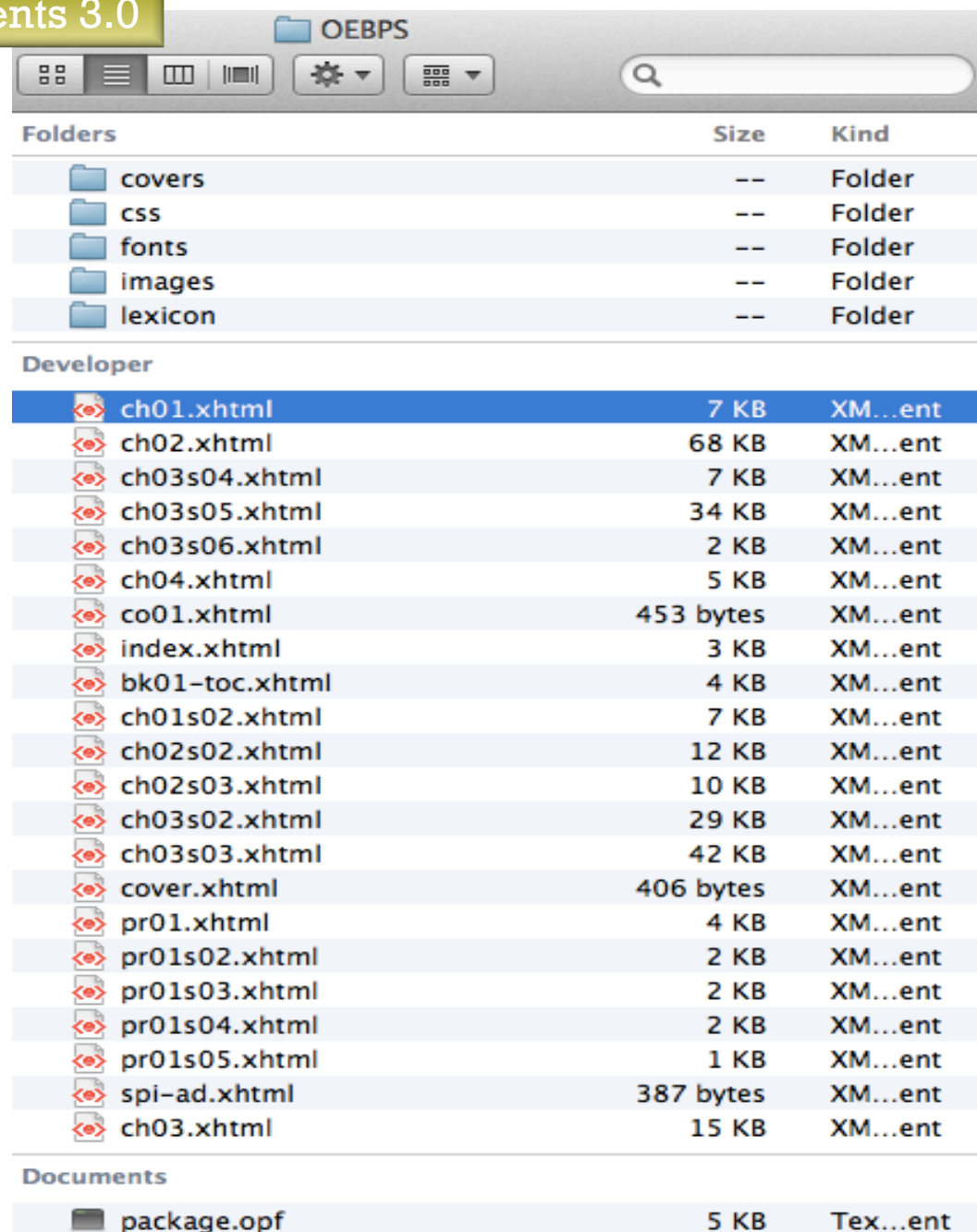




package.opf (no symbol selected)

```
1 <?xml version="1.0" encoding="utf-8" standalone="no"?>
2 <package xmlns="http://www.idpf.org/2007/opf" xmlns:dc="http://purl.org/dc/elements/1.1/"
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4   unique-identifier="pub-identifier">
5   <metadata>
6     <dc:identifier id="pub-identifier">urn:isbn:1234567890</dc:identifier>
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11    <dc:creator id="pub-creator12">John Smith</dc:creator>
12    <dc:contributor>Arthur Martin</dc:contributor>
13    <dc:publisher>Fictive Awesome Comics Inc.</dc:publisher>
14    <dc:rights>Copyright © 2014 Fictive Comics, Inc</dc:rights>
15  </metadata>
16  <manifest>
17    <item id="htmltoc" properties="nav" media-type="application/xhtml+xml" href="bk01-toc.xhtml"/>
18    <item media-type="text/css" id="epub-css" href="css/epub.css"/>
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20    <item id="cover" href="cover.xhtml" media-type="application/xhtml+xml"/>
21    <item id="cover-image" properties="cover-image" href="covers/9781449328030_lrg.jpg" media-type="image/jpeg"/>
22    <item id="id-id2442754" href="index.xhtml" media-type="application/xhtml+xml"/>
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24    <item id="id-id2604743" href="pr01s02.xhtml" media-type="application/xhtml+xml"/>
25    <item id="id-id2629773" href="pr01s03.xhtml" media-type="application/xhtml+xml"/>
26    ...
27    <item id="id2670620" href="images/web/epub3_0401.png" media-type="image/png"/>
28    ...
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30    <item id="epub.embedded.font.6" href="fonts/FreeSansBold.otf" media-type="application/vnd.ms-opentype"/>
31    <item id="pls-en" href="lexicon/en.pls" media-type="application/pls+xml"/>
32    <item id="pls-fr" href="lexicon/fr.pls" media-type="application/pls+xml"/>
33  </manifest>
34  <spine>
35    <itemref idref="cover" linear="no"/>
36    <itemref idref="spi_ad"/>
37    <itemref idref="id-id2442754"/>
38    <itemref idref="htmltoc" linear="yes"/>
39    <itemref idref="id-id2632344"/>
40    <itemref idref="id-id2604743"/>
41    <itemref idref="id-id2629773"/>
42    ...
43  </spine>
44 </package>
```

spine



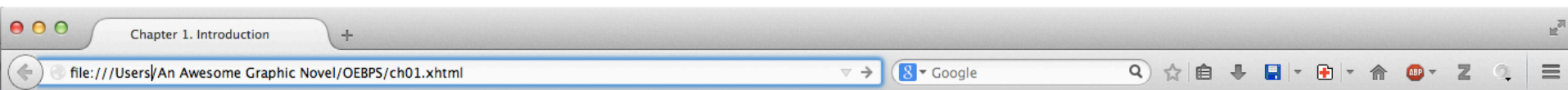
Folders	Size	Kind
covers	--	Folder
css	--	Folder
fonts	--	Folder
images	--	Folder
lexicon	--	Folder

Developer	Size	Kind
ch01.xhtml	7 KB	XM...ent
ch02.xhtml	68 KB	XM...ent
ch03s04.xhtml	7 KB	XM...ent
ch03s05.xhtml	34 KB	XM...ent
ch03s06.xhtml	2 KB	XM...ent
ch04.xhtml	5 KB	XM...ent
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pr01s05.xhtml	1 KB	XM...ent
spi-ad.xhtml	387 bytes	XM...ent
ch03.xhtml	15 KB	XM...ent

Documents	Size	Kind
package.opf	5 KB	Tex...ent



## Chapter 1. Introduction

If you're expecting a run-of-the-mill best practices manual, be aware that there's an ulterior message that will be running through this one. While the primary goal is certainly to give you the information you need to create accessible EPUB 3 publications, it also seeks to address the question of why you need to pay attention to the quality of your data, and how accessible data and general good data practices are more tightly entwined than you might think.

Accessibility is not a feel-good consideration that can be deferred to republishers to fill in for you as you focus on print and quick-and-dirty ebooks, but a content imperative vital to your survival in the digital future, as I'll take the odd detour from the planned route to point out. Your data matters, not just its presentation, and the more you see the value in it the more sense it will make to build in accessibility from the ground up.

It's a common misconception, for example, that any kind of data is accessible data, and that assistive technologies like screen readers work magic and absolve you of paying attention to what's going on "under the hood," so to speak. Getting the message out early that this is not the case is essential to making EPUB more than just a minimally accessible format and preventing past mistakes from being perpetuated.

It's unfortunately too easy when moving from a visual medium like print to treat digital content as nothing more than yet another display medium, however. The simple path is to graft what you know onto what you don't. But it's that thinking that perpetuates the inaccessibility of content. Everything starts with the source. All the bells and whistles your reading system can do for you to assist in rendering and playback ultimately rely on the value of the content underneath and the ability to make sense of it.

Treat your data as a second-class citizen and eventually you'll be recognized as a second-class publisher.

But try and turn your brain off to the word accessibility as you read this guide and focus instead on the need to create rich, flexible, and versatile content that can make the reading experience better for everyone.

Inaccessible content typically means you're settling for the least value you can get, so get ready to think bigger.

## The Digital Famine

Before getting into the best practices themselves, there are two subjects that it would be a lapse for me to not talk about first. The digital famine is the first, as it will hopefully give you some real-world perspective on why accessibility matters.

You're probably wondering what the famine is, since there are some impressive statistics emerging to show that the ebook revolution isn't slowing down any time soon. Unfortunately, the numbers aren't where it matters most yet if you believe in universal access to information. Sales are rising exponentially year over year, but the number of accessible ebooks available at the source is still small.

A commonly cited statistic in accessibility circles is that only about 5 percent of the books produced in any year are ever made available in an accessible format. Although there are signs that this rate is beginning to tick upward with more ebooks being produced, the overall percentage of books that become available in accessible formats still remains abysmally small. Fiction bestsellers are a bright spot, as they've been the first to receive the digital treatment, but there's more to reading than just fiction.

Picture yourself in the situation where you'll only ever have a spattering of books at your fingertips in any given subject area, and probably none in the more niche topics you delve into. It's not a matter of finding another bookstore or reading application; those books just aren't coming and there's nothing you can do to change it. This dearth of content is what people refer to as the *digital famine*.

Not a pleasant thought, and it's a reality that many people are forced to live right now; it's only imaginary if you're fortunate not to be affected. The ebook revolution holds out the promise of improvement, as mainstream

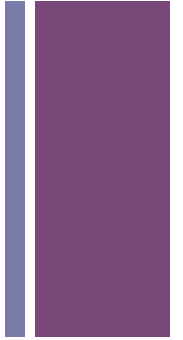




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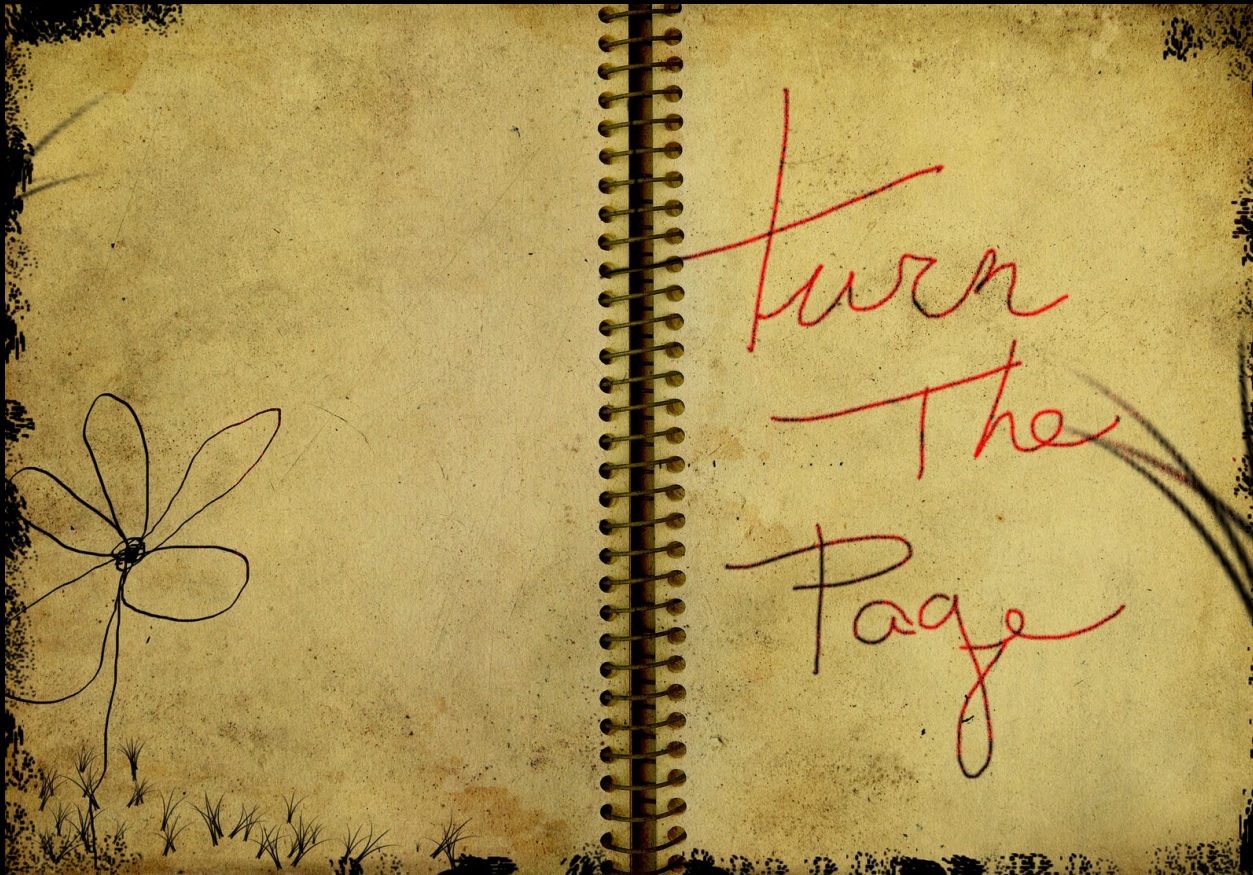
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    <title>Chapter 1. Introduction</title>
    <link rel="stylesheet" type="text/css" href="css/epub.css" />
  </head>
  <body>
    <section class="chapter" title="Chapter 1. Introduction" epub:type="chapter" id="introduction">
      <h2 class="title">Chapter 1. Introduction</h2>
      <p>If you're expecting a run-of-the-mill best practices manual, be aware that there's an
        ulterior message that will be running through this one. While the primary goal is
        certainly to give you the information you need to create accessible EPUB 3
        publications, it also seeks to address the question of why you need to pay attention
        to the quality of your data, and how accessible data and general good data practices
        are more tightly entwined than you might think.</p>
      <p>Accessibility is not a feel-good consideration that can be deferred to republishers
        to fill in for you as you focus on print and quick-and-dirty ebooks, but a content
        imperative vital to your survival in the digital future, as I'll take the odd detour
        from the planned route to point out. Your data matters, not just its presentation,
        and the more you see the value in it the more sense it will make to build in
        accessibility from the ground up.</p>
```

# + Beaucoup plus...

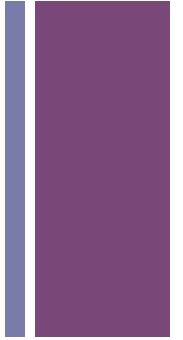


- publications basées sur des images
  - BD, comics, manga
  - atlas
  - infographies
- contenu vidéo
- contenu audio
  - synchroniser le texte avec l'audio
  - EPUB Media Overlays 3.0 [4]
- référencer du contenu “aléatoire” dans la publication
  - EPUB Canonic Fragment Identifiers (epubcfi) [5]
- Javascript

# + Deuxième partie



# + Limites



- surtout les publications basées sur des images
  - comics, BD, manga
  - atlas
  - infographies
- des améliorations des standards sortiront bientôt (EPUB Advanced Hybrid Layouts)
  - mais, on peut déjà anticiper
  - et surtout... jouer avec!

# + Transitions

- le sang dans les caniveaux  
(Scott McCloud, *L'art invisible*)
- augmenter l'expérience de lecture
  - la séquentialité
  - l'ellipse
  - le pouvoir technique des nouveaux medias, outils, standards





# Scénarios En EPUB 3

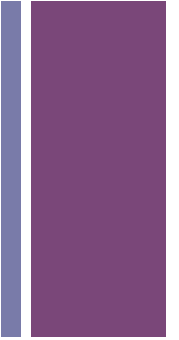


1. navigation simple page-par-page
2. double page [Ex. 1]
3. *navigation verticale continue (en scrollant)* [Ex. 6]
4. *navigation horizontale continue (en scrollant)*



# Scénarios

## En EPUB 3 + AHL



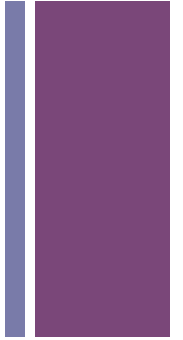
5. navigation guidée [6]
  - régions d'intérêt (ROI)
  - spécifier l'ordre d'affichage
  - avancer d'une région à l'autre
  - vocabulaire structurel pour les comics
  
- pour beaucoup plus de détails et des exemples, voir [6]





# Scénarios

## Pas possibles... pour l'instant (1/2)



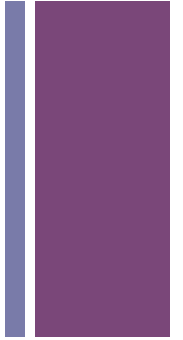
6. transitions de page à page, augmentées d'un effet artistique (intention de l'artiste) [Ex. 3]
7. navigation guidée avec des transitions de région à région augmentées par des effets artistiques (un mélange entre 5 et 6)
8. transformations indépendantes sur des éléments composant la page (ex. un bateau qui bouge un peu, un ballon en train de rouler)
9. animations entre pages





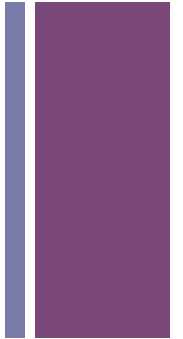
# Scénarios

## Pas possibles... pour l'instant (2/2)



10. des “longues” pages verticales / horizontales sur lesquelles on avance en scrollant et des transformations qui se déroulent avec le scroll [Ex. 4]
11. comme 10, mais cette fois-ci, à la place des transformations, il y a des animations ponctuelles dans l'avancement sur la “longue” page [Ex. 7]
12. changements dans la direction de lecture [Ex. 2]

# + Transitions dans la lecture





# Lecture numérique avec des transitions – un langage (1/2)



- `NavigationUnit = Page | ROI`
- `Page = SimplePage | DoublePage | VerticalScrollPage | HorizontalScrollPage`
- `Action = Gesture | Click | PhysicalButtonPressed`
- `Gesture = ProgressionGesture | ToggleGuidedNavGesture`
- `ProgressionGesture = DiscretePG | ContinuousPG`



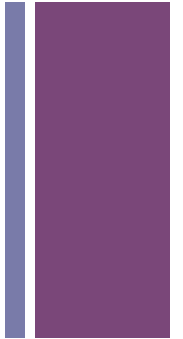
# Lecture numerique avec des transitions – un langage (2/2)



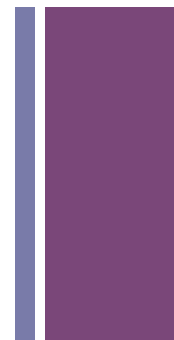
- Effect = Transformation | Animation
- Transformation = GeometricTransformation | EnhancedTransformation
- GeometricTransformation = Translation | Rotation | Homothety
- EnhancedTransformation = Fade | Cut | Dissolve | PageFlip | ...



# Plus d'aide!



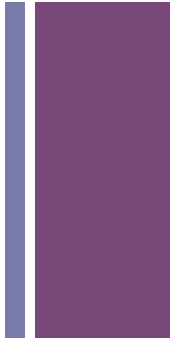
- Une collection des exemples EPUB construits par des différents procédés et avec des contenus variés:  
<https://code.google.com/p/epub-samples/downloads/list>
- *EPUB in 20 minutes*. Une excellente présentation par Bob Oeste, PhD:  
[http://idpf.org/sites/default/files/digital-book-conference/presentations/db2013/oeste\\_idpf\\_2013.pdf](http://idpf.org/sites/default/files/digital-book-conference/presentations/db2013/oeste_idpf_2013.pdf)
- Les spécifications (provisaires) sur les régions d'intérêt et la navigation guidée:  
<http://www.idpf.org/epub/renditions/region-nav/epub-region-nav.html>
- *Writing EPUB 3*. Un tutoriel très utile réalisé par Liz Castro:  
[http://idpf.org/sites/default/files/digital-book-conference/presentations/db2012/DB2012\\_Liz\\_Castro.pdf](http://idpf.org/sites/default/files/digital-book-conference/presentations/db2012/DB2012_Liz_Castro.pdf)
- *What is EPUB3? An Introduction to the EPUB Specification for Multimedia Publishing*. Matt Garish. O'Reilly Media, 2011



MERCI

A yellow sticky note with the word 'MERCI' written in black, casual handwriting. Below the word is a simple black curved line representing a smiley face. The note is slightly tilted and has a soft shadow.

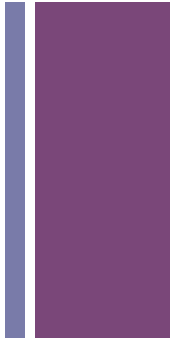
+ Go wild!



DESIGN PASCAL COLRAT TEXTE GASTON BACHELARD



# Exemples – support pour les scenarios

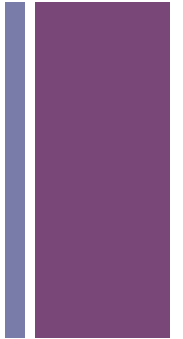


1. <http://goodcomics.comicbookresources.com/wp-content/uploads/2009/12/battlestar3.jpg>
2. <http://www.du9.org/entretien/hugues-micol/>
3. <http://leblogamalec.blogspot.fr/2013/11/newton.html>
4. <http://everylastdrop.co.uk/>
5. <http://stephenvuillemin.com/ANIMATED-COMICS-EXTRACT-3>
6. <http://www.bouletcorp.com/blog/2013/08/02/le-long-voyage/>
7. <http://comic.naver.com/webtoon/detail.nhn?titleId=350217&no=20&weekday=tue>



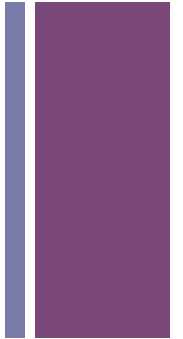


# Ressources



1. <http://idpf.org/epub/30/spec/epub30-publications.html>
2. <http://idpf.org/epub/30/spec/epub30-contentdocs.html>
3. <http://idpf.org/epub/30/spec/epub30-ocf.html>
4. <http://idpf.org/epub/30/spec/epub30-mediaoverlays.html>
5. <http://idpf.org/epub/linking/cfi/epub-cfi.html>
6. <http://www.idpf.org/epub/renditions/region-nav/epub-region-nav.html>
7. [http://idpf.org/sites/default/files/digital-book-conference/presentations/db2013/oeste\\_idpf\\_2013.pdf](http://idpf.org/sites/default/files/digital-book-conference/presentations/db2013/oeste_idpf_2013.pdf)

# + Images



- [http://upload.wikimedia.org/wikipedia/en/1/14/EPUB\\_logo.svg](http://upload.wikimedia.org/wikipedia/en/1/14/EPUB_logo.svg)
- <http://www.buzzle.com/img/articleImages/363180-392317-30.jpg>
- <http://www.mes-portes-et-fenetres.fr/wp-content/uploads/2014/01/merci.jpg>
- <http://1.bp.blogspot.com/-q83FjYbznyg/Uv6pTliYg0I/AAAAAAAAAIk/3yzBeoAq3Ro/s1600/imaginer-hausser-le-re%CC%81el.gif>
- <http://jezcomics.files.wordpress.com/2011/03/panel-transition.jpg>
- <http://4.bp.blogspot.com/MH8n-88K9d8/S912w0upN I/AAAAAAAAEGM/F0PfP wASvM/s1600/turn+the+page.jpg>