

GLOSSARY

Action: Visual movement of the subject within the panel.

Angle shot: Composition within the panel from a different point of view, or a different angle of the action from the previous panel.

Antagonist: Principal character in opposition to the protagonist or hero of a narrative.

Background: General scene or surface against which characters, objects, or action are represented in a panel.

Bird's-eye view: Point of view elevated above an object, with a perspective as though the reader were a bird looking down at the action of the panel.

Bleed: The art is allowed to run to the edge of each page, rather than having a white border around it. Bleeds are sometimes used on internal panels to create the illusion of space or to emphasize action.

Burst: Speech balloon with jagged edges to indicate volume/stress or broadcast/electronic transmission, such as a cell phone or radio.

Camera angle: Angle of the point of view from the reader's perspective to a subject or scene, the camera angle can greatly influence the reader's interpretation of what is happening on the comic book page.

Captions: Comic book captions are a narrative device, often used to convey information that cannot be communicated by the art or speech. Captions can be used in place of thought bubbles, can be in the first-, second-, or third-person, and can either be assigned to an independent narrator or one of the characters.

Close-Up (CU): Concentrates on a relatively small object, human face, or action. It puts an emphasis on emotion to create tension.

Composition: The arrangement of the physical elements (or the subject matter) within a comic book panel. A successful composition draws in the reader and directs their eye across the panel so that everything is taken in.

Crop marks: Registration marks placed at the corners of an image or a page to indicate to the printer where to trim it for final print size for publication.

Dialogue: Conversation between characters in a narrative.

Double-page spread: Two comic book pages designed as one large page layout.

Double truck: Refers to a pair of facing pages (pages both seen visibly), found in newspapers, magazines, and comic books with content that stretches over both pages.

Dots Per Inch (DPI): Measure of printing resolution. The higher dpi you scan your artwork, the larger the file size and sharper the image for printing. The industry standard is 400 dpi.

Establishing shot: Sets up the context for a scene by showing the relationship between its important figures and objects.

Exterior (EXT): A scene that takes place outside any architectural structure.

Extreme Close-Up (ECU): Subject or action in a panel is so up close that it fills the entire panel.

Extreme Long Shot (ELS): Typically shows the entire object or human figure in some relation to its surroundings.

Eye movement: Arrangement of words and pictures in the panel, directing the narrative eye of the reader throughout the page layout.

File Transfer Protocol (FTP): Facility on the internet that allows you to copy files from one computer to another. The address (or URL) is usually something like <ftp://ftp.somewhere.com>.

Flashback: An interjected scene comprising of panels that takes the narrative back in time from the current point the story. Often used to recount events that happened before the story's primary sequence of events or to fill in crucial backstory. Character-origin flashbacks specifically refers to flashbacks dealing with key events early in a character's development.

Focal point: Emphasis of action, subject, or any element in a panel on a page.

Foreground (FG): Objects, characters, or action closest to the reader in a panel.

Full Shot (FS): Composition that illustrates the entire subject comprised of one individual, a group, or the center of the action in one panel.

Graphic novel: Narrative work in which the story is conveyed to the reader using sequential art in either an experimental design or in a traditional comics format. The term is employed in a broad manner, encompassing non-fiction works and thematically linked short stories as well as fictional stories across a number of genres.

Grid: Series of panels organized on a page, often found to be consistent in size and shape for visual storytelling. The artwork is traditionally composed within each panel separated by the equal spacing of gutters.

Hook: Inciting incident at the beginning of the story to immediately engage the reader.

Inker: The inker (also sometimes credited as the finisher or the embellisher) is one of the two line artists in a traditional comic book or graphic novel. After a penciled drawing is given to the inker, the

Inker uses black ink (usually India ink) to produce refined outlines over the pencil lines.

Inset panel: Panel within a larger panel, often used as a close up on the action to invoke emotion or to drive the narrative.

Interior (INT): Setting that takes place inside a structure such as a house, office building, space ship, or inside a cave.

Lettering: The art of lettering is penned from the comic book creator responsible for drawing the comic book's text. The letterer crafts the comic's "display lettering": the story title lettering and other special captions and credits that usually appear on a story's first page. The letterer also writes the letters in the word balloons and draws in sound effects. The letterer's use of typefaces, calligraphy, letter size, and layout all contribute to the impact of the comic.

Line quality: Variance in the thickness and design of the line drawn with a pencil, inked with a brush, or penned with a crowquill/pen nib.

Long Shot (LS): Typically shows the entire object or human figure and is intended to place it in some relation to its surroundings.

Medium Shot (MS): Subject and background share equal dominance in the panel. A medium shot of a character(s) will take in the body from the knees or waist up, with incidental background decided upon by the discretion of the writer/artist.

Mini-series: Tells a story in a planned limited number of comics or graphic novels.

Montage: Combination of illustrated images used for flashbacks, accelerated pacing of a story, transition between scenes, and emotional devices to engage the reader.

Narrator: The person who tells the story to the audience. When the narrator is also a character within the story, he or she is sometimes known as the viewpoint character.

Pacing: Time it takes for the plot to unfold throughout the story.

Page: Art board your original work is created on, consisting of one or more panels on the page.

Panel: Individual frame in the multiple-panel sequence of a comic strip or comic book. Consists of a single drawing depicting a frozen moment.

Panel transition: Method a creator takes the reader through using a series of static images. Clearly transitions the contents of the action of one panel to the next panel.

Penciler: Artist who works in the creation of comic books, graphic novels, and similar visual art forms. The penciler is the first step in rendering the story in visual form and may require several steps of feedback from the writer. These artists are concerned with layout (positions and vantages on scenes) to showcase steps in the plot.

Plot: Literary term for the events a story comprises, particularly as they relate to one another in a pattern, a sequence, through cause and effect, or by coincidence.

Point of View (POV): Camera angle positioned for a key character, allowing the reader to view the action as a character within the panel can view it.

Roughs: Conceptual sketches or thumbnails of layouts that help plan the story visually.

Scene: Setting in a narrative sequence throughout several panels that can run for a page or more in a story involving key characters.

Script: Document describing the narrative and dialogue of a comic book. Comic book equivalent of a television program teleplay or a film screenplay. In comics, a script may be preceded by a plot outline, and is almost always followed by page sketches, drawn by an artist and inked, succeeded by the coloring and lettering stages.

Sequence: Series of panels/pages involving character, situation, and place in a visual narrative.

Setting: Time, location, and everything in which a story takes place, and initiates the main backdrop and mood for a story.

Sound Effects (SFX): Lettering style designed to visually duplicate the sound of a character, object, or action within a panel or page.

Speed lines: Often in action sequences, the background will possess an overlay of neatly ruled lines to portray direction of movements. Speed lines can also be applied to characters as a way to emphasize the motion of their bodies.

Splash page: Full-page drawing in a comic book, often used as the first page of a story. Includes the title and credits. Sometimes referred to simply as a "splash."

Spotting blacks: Process of deciding what areas in a comic panel should be solid black. Gives the illustration depth, mass, contrast, and a focal point on the character or action of the panel.

Stat panel: Artwork within the panel copied, and then repeated in subsequent panels from the original.

Story: Common term for a description of a sequence of events involving a narrative arc from beginning to end.

Story arc: Extended or continuing storyline in episodic storytelling media such as television, comic books, comic strips, board games, video games, and in some cases, films.

Story line: Plot or subplot of a story.

Tangent: When two objects within a panel, or in separate panels close in proximity, confuse the eye and create unusual forms thereby disrupting the visual narrative. Often, it's the panel border, or similar linear composition in a nearby panel, that creates unwanted tangents.

Thought balloon: Large, cloud-like bubble containing the text of a thought.

Tier: Row of panels horizontally from left to right. Traditionally, comic page layouts were designed with three tiers of panels.

Tilt: Cinematic tactic used to portray psychological uneasiness in the subject or compounding action within a panel.

Whisper balloon: Word balloon broken up by small dashes throughout its border to indicate a character is whispering.

Word balloon: Oval shape with rounded corner used to communicate dialogue or speech.

Worm's-eye view: Low angle shot from the ground looking up at the focus of the composition. Used to make the subject more imposing and larger than it appears to be.

Zoom: Proximity of the camera, that moves toward or away from the central character or focal point of a composition in a panel.