

Operationalizing Comic Panel Transitions

Paper type: Technical Paper

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Abstract

This abstract is so awesome.

Introduction

- What are we trying to do?
- What is our approach?
- Talk about how creative the discipline is
- Why are comics a great domain for computational creativity?

Related Work

- Talk about Understanding Comics (McCloud 1993)
- Talk about Visual Language of Comics (Cohn 2013)
- Talk about the MEXICA System (Pérez y Pérez and Sharples 2001) and how we're different
- Talk about the departure from traditional narrative generation work
 - Talk about the pipeline model of narrative generation (primarily simulation focused)
 - We're exploring an alternative account - focus on the telling of the story, let story consumers "fill in the gaps"

Acknowledgments

These acknowledgments are tubular.

References

- Cohn, N. 2013. *The Visual Language of Comics: Introduction to the Structure and Cognition of Sequential Images*. London, England, UK: Bloomsbury.
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- Pérez y Pérez, R., and Sharples, M. 2001. MEXICA: A computer model of a cognitive account of creative writing. *Journal of Experimental and Theoretical Artificial Intelligence* 13(2):119–139.