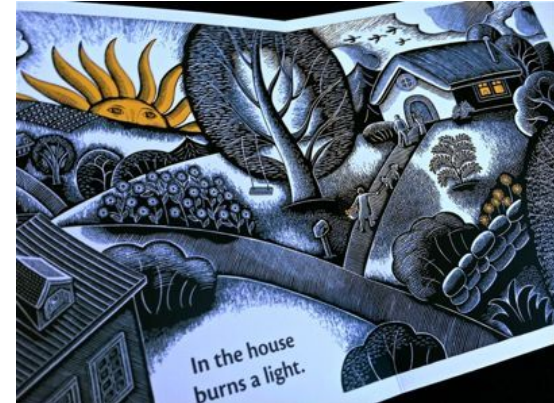
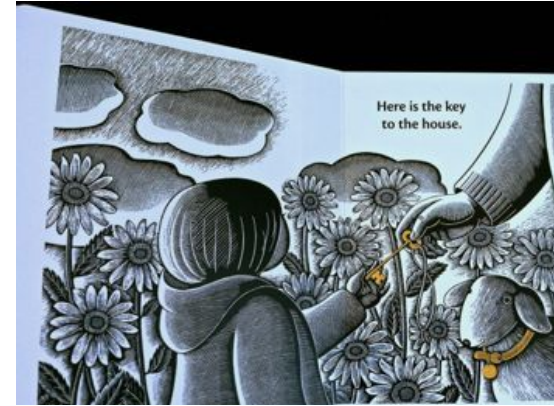
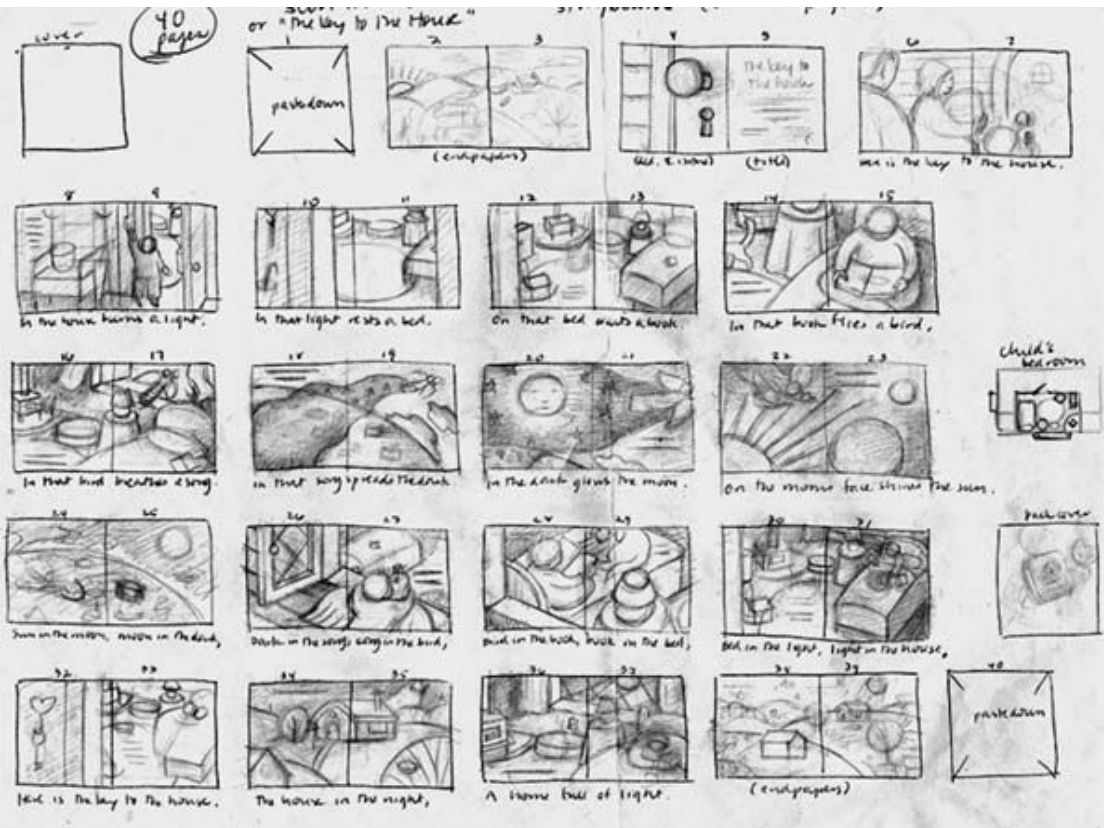


Comic Book Panel Design

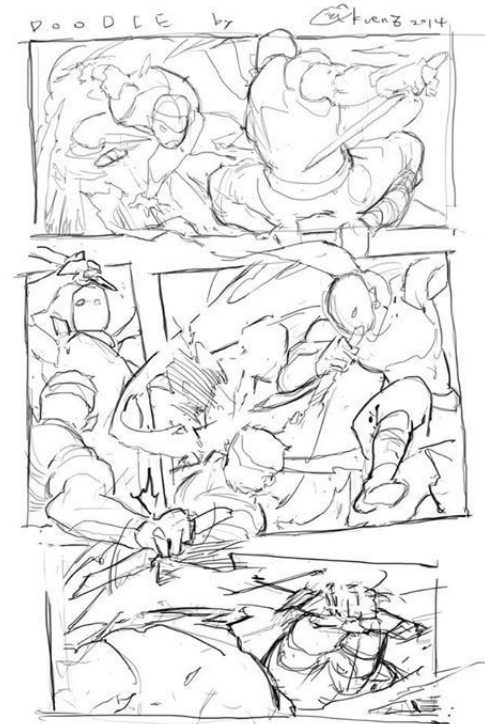
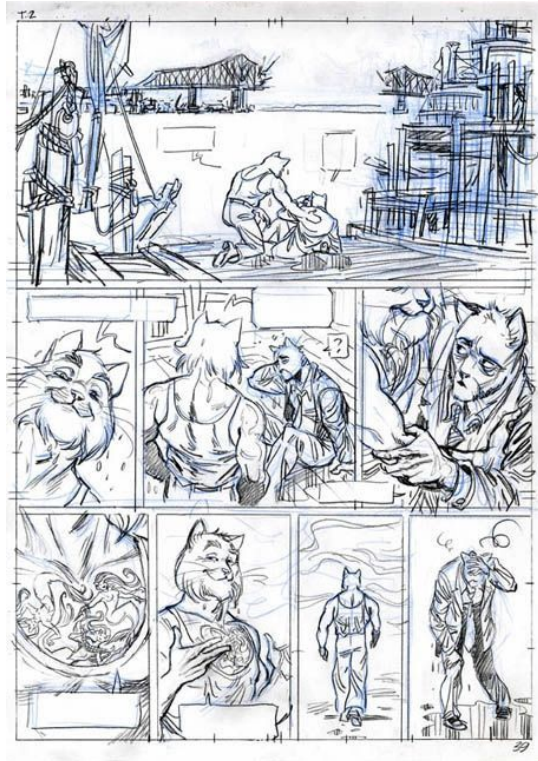
STORYBOARD

A storyboard is a tool used by authors, illustrators and designers to **map** out a book (or a magazine, film, animation, game etc.). It is usually done after the manuscript has been edited, at the start of the illustration or design process. A storyboard is used to organise the text across the number of available pages of the book, to iron out any problems. Illustrations are usually sketched on the 'pages' of the storyboard, so **the author, illustrator, editor and designer can each see the author's concept of the book**. Storyboarding helps the author to nut out any issues, and detect any dead spots or sequence dilemmas.

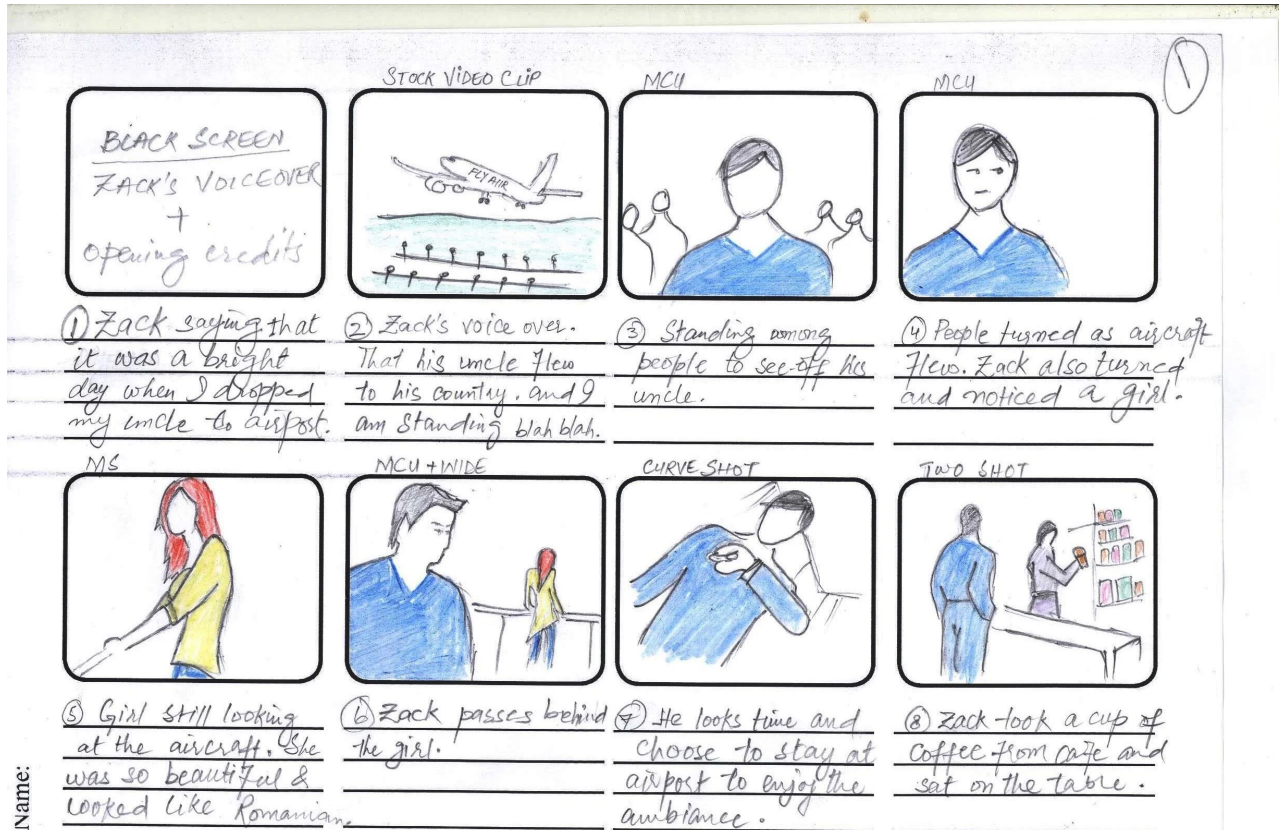
STORYBOARD FOR PICTURE BOOK



STORYBOARD FOR COMICS



STORYBOARD FOR TIME BASE MEDIA I



STORYBOARD FOR TIME BASE MEDIA II

Project: Hit The Pros - 2004

Scene: Intro Cinematic

Notes: Yellow arrows indicate direction of camera movement.



Shot 1a: "HomePlate" Entrance, Minute Maid Park
Camera: Dolly back revealing more of building facade.



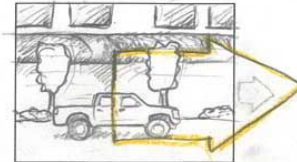
Shot 1b: Minute Maid Park
Camera: Continue dolly; Begin to pan left revealing more of facade.



Shot 1c: Minute Maid Park
Camera: Continue. Pan Left
Audio: GMC truck engine heard



Shot 1d: Minute Maid Park
Camera: Pan slows
Audio: GMC truck engine heard
Action: Truck comes into view



Shot 2a: (CUT) Truck Driving In
Camera: Dolly Right, truck centered
Audio: GMC truck engine.
Action: Follow truck, Stadium in bkg.



Shot 2b: Truck Driving In
Camera: Continues to follow truck
Audio: Truck down shifts



Shot 2c: Truck turns
Camera: Dolly slows to stop
Action: Truck turns into stall



Shot 2d: Truck parks
Camera: No movement
Audio: GMC truck engine stops
Action: Truck stops parked



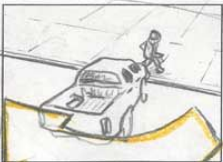
Shot 2e: Minute Maid Park
Camera: Dolly into truck
Action: Move in for a closer look at the truck.



Shot 2f: Passenger exits
Camera: Pan Rt as dolly slows
Audio: Truck door open/slam shut



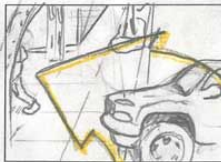
Shot 3a: (CUT) View Truck
Camera: Dolly around truck - fan and truck both in frame
Action: Fan walks towards entrance



Shot 3b: cont. View Truck
Camera: Dolly around truck - fan and truck both in frame
Action: Fan continues towards ent.



Shot 3c: Follow fan
Camera: Dolly around truck/begin to dolly in towards entrance
Action: Fan continue in to entrance



Shot 3d: cont. following fan
Camera: Dolly into truck
Action: Fan continues walking



Shot 3e: Into the game
Camera: Dolly towards door (dark)
(cut to black)
Action: follow fan toward door/cut to black

COMIC BOOK PANEL LAYOUT : Gutter & Closure

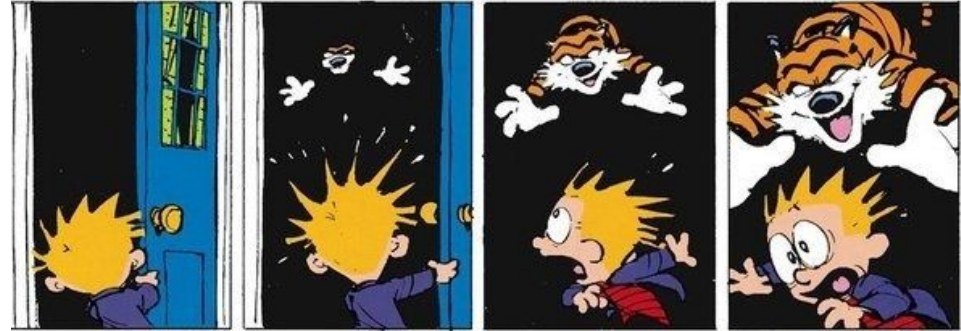
GUTTERS



The gutter is a **blank space that separates two panels**. This blank space creates a **transition** from one moment to the next within a story.--> **The audience perceive the whole by fill in the space: The Closure**

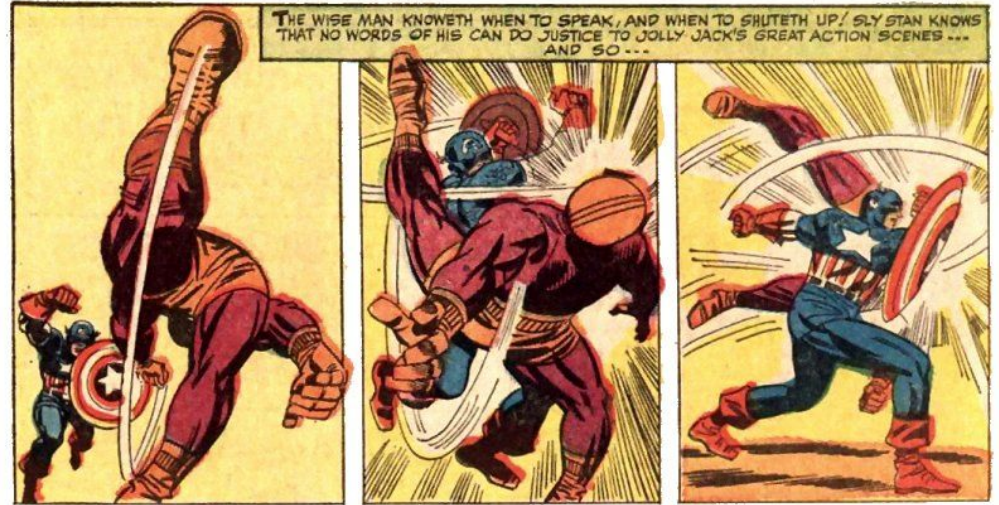
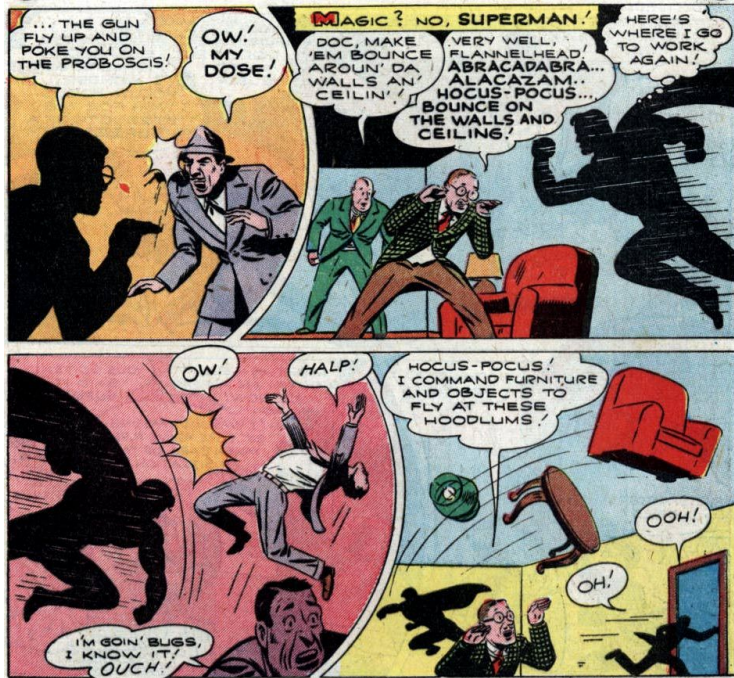
COMIC BOOK PANEL LAYOUT : Types of Transition

Movement to Movement



COMIC BOOK PANEL LAYOUT : Types of Transition

Action to Action



COMIC BOOK PANEL LAYOUT : Types of Transition

Subject to Subject



COMIC BOOK PANEL LAYOUT : Types of Transition

Scene to Scene



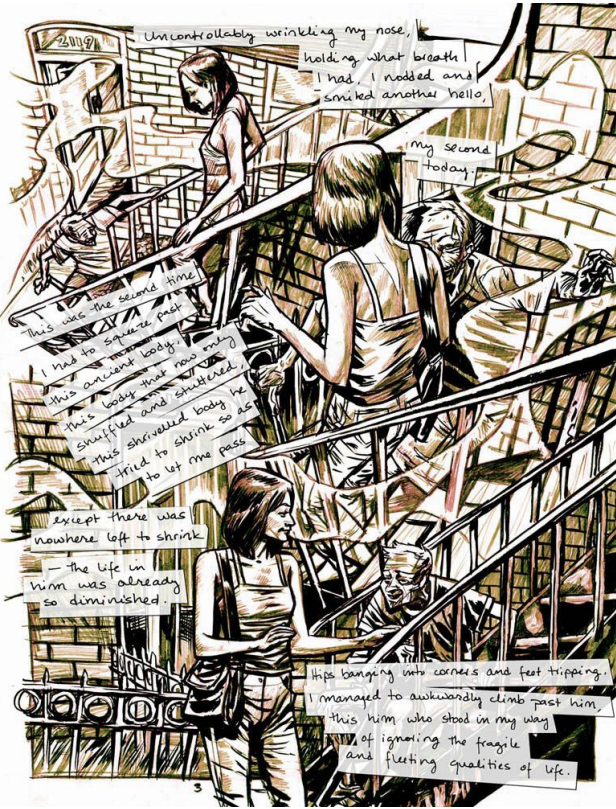
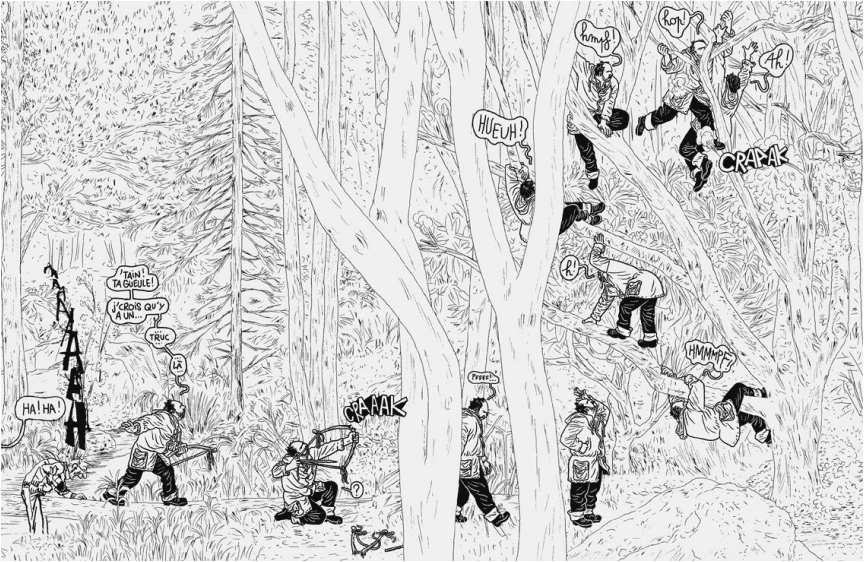
COMIC BOOK PANEL LAYOUT : Types of Transition

Aspect to Aspect



COMIC BOOK PANEL LAYOUT : Types of Transition

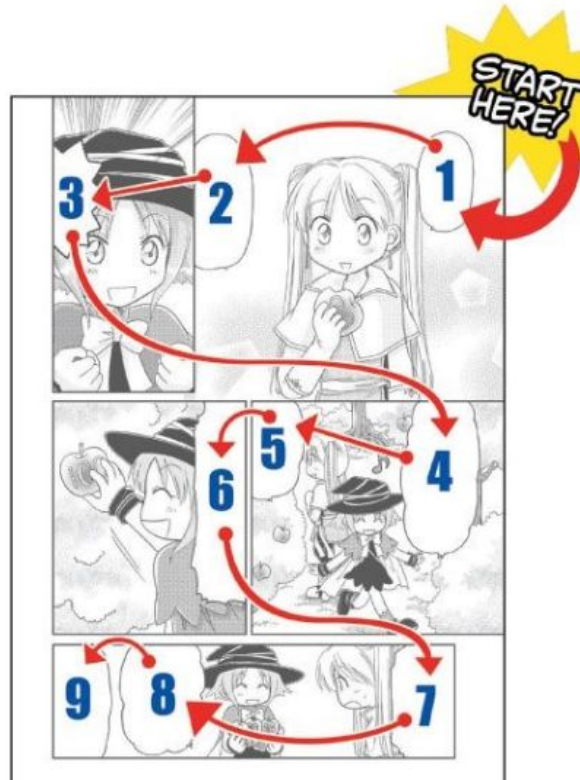
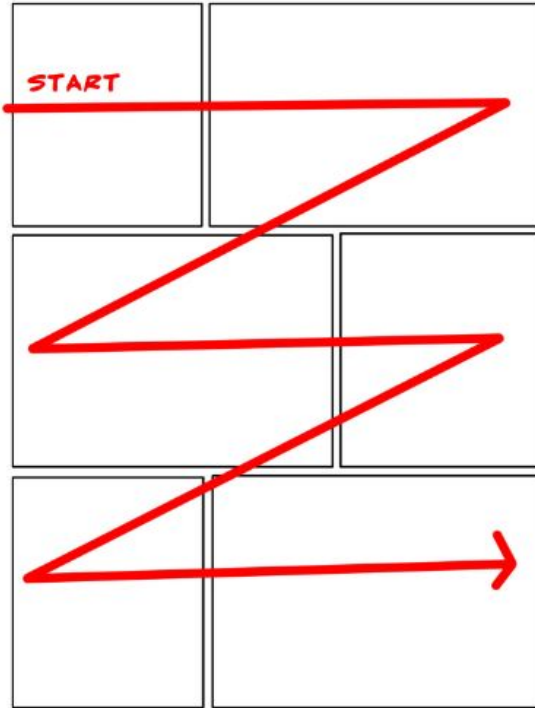
Rolling



COMIC BOOK PANEL LAYOUT : Sequencing



COMIC BOOK PANEL LAYOUT : Sequencing & Flow

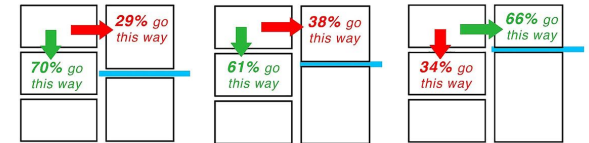


According to our latest **scientific study** on comics, when people get to choose where to go in a page layout...

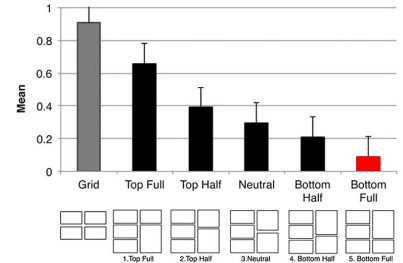


...meaning this layout using "blockage" is **not** confusing.

It only gets confusing if the **lower border** is raised higher.

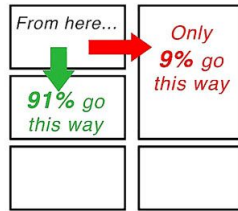


a. Z-path reading order for Blockage/Staggering



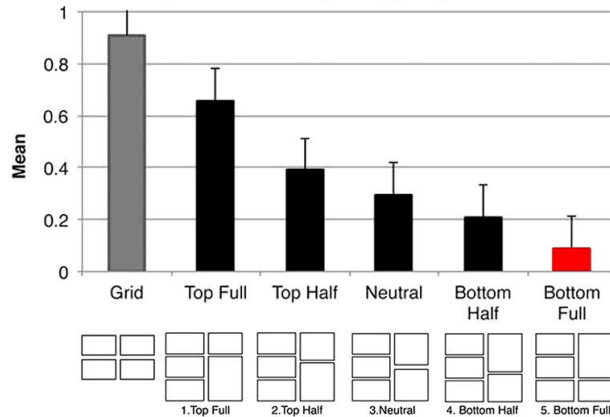
COMIC BOOK PANEL LAYOUT : Sequencing & Flow

According to our latest **scientific study** on comics, when people get to choose where to go in a page layout...



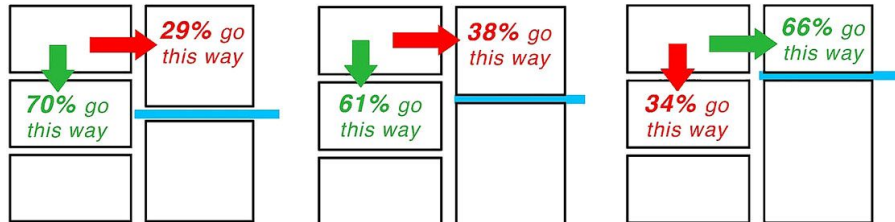
...meaning this layout using "blockage" is **not** confusing.

a. Z-path reading order for Blockage/Staggering

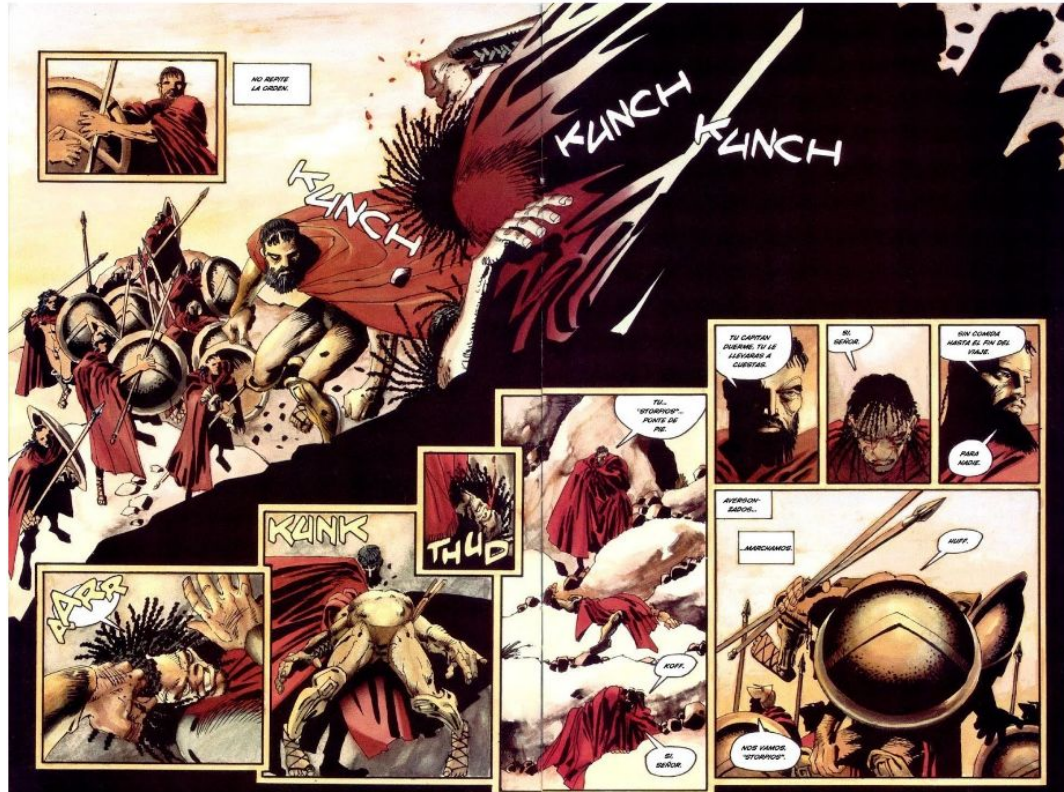


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It only gets confusing if the **lower border** is raised higher.



COMIC BOOK PANEL LAYOUT : Breaking the Rules



COMIC BOOK PANEL LAYOUT : Breaking the Rules



COMIC BOOK PANEL LAYOUT : Breaking the Rules



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