

Reading Guide #1 - Making Comics

Writing with Pictures pt 1: Choice of Moment & Frame pp. 8-25

1. The five basic types of choices you must make while creating visual stories:

Choice of _____: Deciding which moments to include and which to leave out.

Choice of _____: Choosing the right distance and angle to view those moments and where to trim them.

Choice of _____: Rendering the characters, objects and environments in those frames clearly.

Choice of _____: Picking words that add valuable information and work well with the images around them.

Choice of _____: Guiding your audience through and between panels on a page or on a screen.

2. The six different types of panel to panel transitions:

_____ : A single action portrayed in a series of moments.

_____ : A single subject (person, object, etc) in a series of actions.

_____ : A series of changing subjects within a single scene.

_____ : Transitions across significant distances of time and/or space.

_____ : Transitions from one aspect of a place, idea or mood to another.

_____ : A series of seemingly nonsensical, unrelated images and/or words.

3. Readers like _____ and _____, so it's tempting to vary angles a lot. Just make sure that the changes in your artwork aren't distracting readers from _____ changes taking place in your story.

4. Choosing how to frame moments in comics is like choosing _____ in photography and film. 1