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Producer's Note

Since this type of work is very different from the typical books we produce, you will need to add a Producer's Note to the beginning of the comic. Please check out the page on Producer's Note for more general information on how and when to use them.

The Producer's Note for a comic has been designed to help introduce the reader to comic terminology and structure, as well as highlight what is different compared to the original comic.

> This is an example of what was created for *The Walking Dead*. Each comic will be different and may require additional or different definitions; some items may also need to be removed. Please amend and edit as needed for the comic you are working on.

The following is an example of what can typically go into a Producer's Note for a comic:

Producer's Notes (Apply Heading 1 Style)

(Apply Normal Style for body text)

This book is structured differently from other NNELS books. The editors have tried to describe this comic book to recreate the comic experience. Attention has been paid to the structure and layout of each page and panel in how it relates to the story being told. Instead of having chapter and section headings the comic is broken down into page headings and panel headings. We have also included a description of the cover image, since it is part of the storytelling of a comic book.

We create these readers for you to enjoy, so we encourage you to share with us and feedback of comments you have about this reader so we can improve.

About this Comic Book (apply Heading 2 Style)

[Include general details about the comic - is it in full colour or black and white? What is the drawing/art style? Are the gutters consistent all the way through, or will their description be included in the Page descriptions? Also include a brief intro or summary of the comic, if needed.]

Page and Panel Descriptions (apply Heading 2 Style)

At the beginning of each page, we provide a description of the layout of the rows and panels that make up the page. When appropriate, we also provide a brief description of the page in general, including information about setting and time of day. The panel size and layout of a page is part of the storytelling of the comic book. This controls the way a page is read and can indicate different aspects of a story, such as the passing of time and the physical space the characters exist in.

Panels & Rows (apply Heading 2 Style)

Pages are made up of a number of panels laid out in a number of rows. There is

one exception to this: when a page is labeled a "Splash Page", this means that it has a single panel that takes up the whole page.

Common panel types & row configuration:

- Horizontal panels: a panel with a landscape orientation (wider than it is tall). Usually two to a row.
- Wide panel: a single panel that spans the width of the page and makes up a row by itself.
- Vertical panels: a panel with a portrait orientation (taller than it is wide). Usually 3 to a row.
- Narrow panel: a vertical panel that is narrower than usual. Usually 4 to a row.
- Tall panel: a larger vertical panel that spans more than one row. Usually spans two rows, and there will be other panels in the rows, beside the tall panel.
- Square panel: a panel of equal height and width. Usually two or three to a row.

Other combinations exist – for example, a row may have two vertical panels on either side of a square panel – the full layout of the page and its rows and panels will always be provided.

In general, larger panels (like wide and tall panels) will be indicative of a longer length of time, and smaller panels are indicative of shorter lengths of time. Rows on a page may be of equal or differing heights; this too will be provided in the page description.

Borderless and Bleeding panels (apply Heading 3 Style)

Unless otherwise noted, most panels will be set in a rectangular frame. Scenes in borderless panels will "bleed", sometimes to the edge of the page, sometimes behind the other panels on the page. When panels are borderless, this will be noted.

Splash Pages (apply Heading 3 Style)

A splash page has an image that takes up the entire page. Sometimes, there will be also insert panels on top of the main image, but often it is simply a single full page image.

Frame (apply Heading 3 Style)

The frame is the border around the panel. It is not described unless it is part of the story of the panel. Sometimes the frame can be an image.

Insert Panel (apply Heading 3 Style)

These are panels that float over a borderless panel or splash page.

Gutter (apply Heading 3 Style)

The space between panels. Every page has gutter space, except for splash pages. This is only described if there is something in the gutter, or if something overlaps the gutter.

Point of View/Angles (apply Heading 2 Style)

- Very/Extreme Wide View: Characters, if present, will usually be quite small in comparison to their surroundings. Examples include: a whole field or an eight-lane highway leading into a city.
- Wide View: characters can usually be seen in full figure, panel includes more such as the exterior of a building, a cityscape or forest.
- Mid View: Generally character focused, minimal detail to background. Character generally seen from the waist or chest up.
- Close Up: Generally, character see in close-up view, from the shoulders up.

Speech Bubbles and Text (apply Heading 2 Style)

Speech Bubble (apply Heading 3 Style)

A balloon that comes from mouth of character. What is written within the bubble is what the character is saying or thinking. Speech bubbles are only described if it is important to the narrative or to the composition of the panel. Most speech bubbles are standard oval shapes with a tail that points to the characters mouth. They generally appear in the panel in order of who is speaking in the conversation.

Speech bubbles are described when;

- a speech bubble overlaps the gutter into the next panel.
- the speech bubble comes from out of frame from a character not in the panel (i.e., its tail points leads off panel).
- When it highlights important aspect of story, and its placement is a stylistic choice by the author or illustrator. Example: if a character is interrupting or talking over another character, their bubble may cover the other character

Bubble & Text Types (apply Heading 3 Style)

There are few different kinds of bubbles that indicate different kinds of speech. The common ones are:

- Scream Bubbles (aka Burst Balloons, Shout Bubbles): These bubbles have a jagged outline, and usually indicate that the character is screaming. When there is a scream balloon, we will say that the character screams.
- Emphasis bubbles (aka Double Outline Bubbles): These bubbles have a bold outline, and may be used to enclose a variety of different speech types. We will use a descriptor that best describes how the character is speaking; it may enclose a shout, or if a character snaps at someone, etc.
- Whisper Bubbles & Whispered Text: Whispering and muttering may be indicated in a number of ways, including being enclosed in a bubble that uses a dashed outline, or by using text that is smaller than usual. When whispered text appears, we will say that the character whispers.
- Thought Bubbles: These bubbles usually have a rounded, cloud like outline, and smaller bubbles for the directional tail. When these are used, we will

say that the character thinks.

Sound Effects (apply Heading 3 Style)

This are words that appear outside of speech bubbles and captions and are used to describe a sound. Common examples are the sound of someone falling, or being hit. These words are often in a different and larger font than other text. Some examples include:

- CLANGG!
- REEARHUH!
- BLAM!

Visual Effects (apply Heading 2 Style)

Motion Lines (apply Heading 3 Style)

The abstract lines that appear by a person or object to indicate movement are motion lines. Usually, the are used to indicate movements such as shaking or speed.

Impact Explosion/Starburst (apply Heading 3 Style)

These are visuals effects that that are commonly drawn in the background as a starburst or concentrated explosion of line. Impact explosions are used in cartooning to show impact, whereas starbursts are usually used to show quick movement.

Graphic Weight/Graphic Detail (apply Heading 3 Style)

A term that describes the way some images draw are drawn with more detail than others to create focus using color and shading in various ways including:

- The use of light and dark shades; dark-toned images or high-contrast images that stand out more than light or low-contrast images do
- A pattern or repeated series of marks
- Colors that are more brilliant or deeper than others on the page