

style

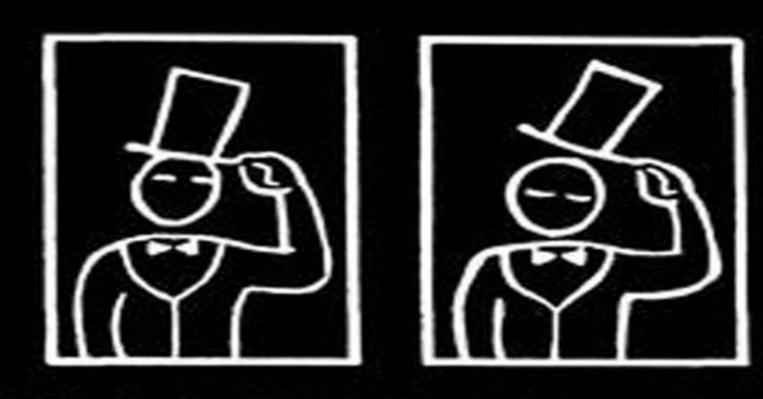
Kinesthetic voice-over

Bleed simplistic

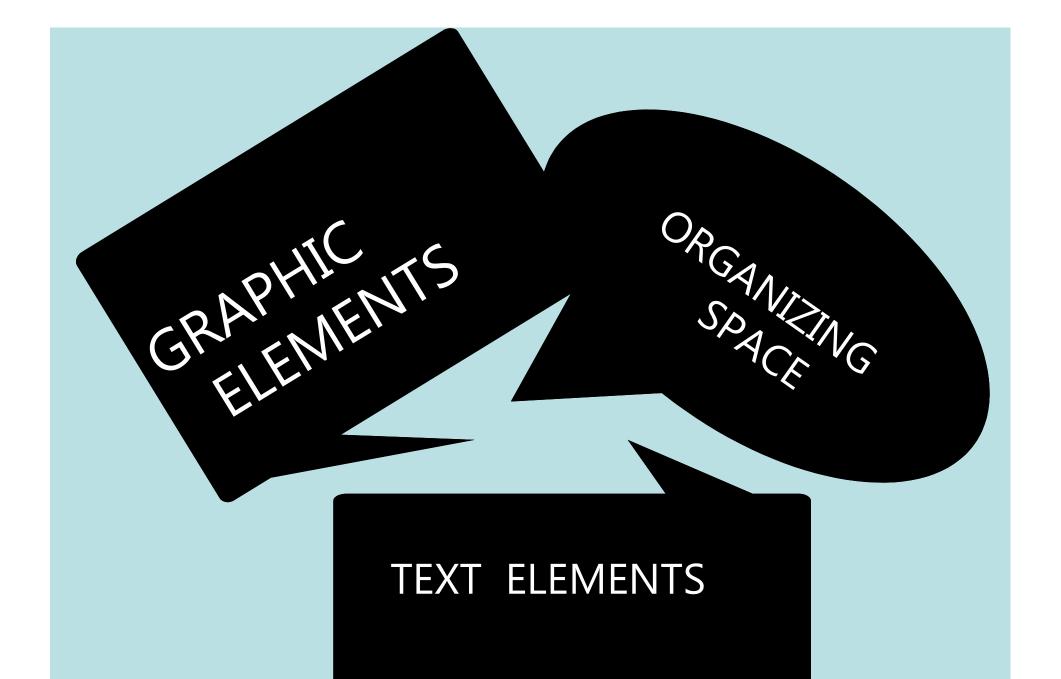
tell storydrawing comics art storytelling

Speech sequential visual metaphor graphic image

Narrative settled balloop

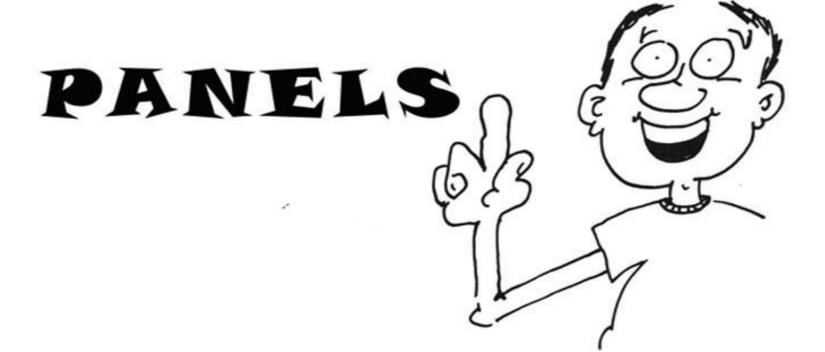


SEQUENTIAL

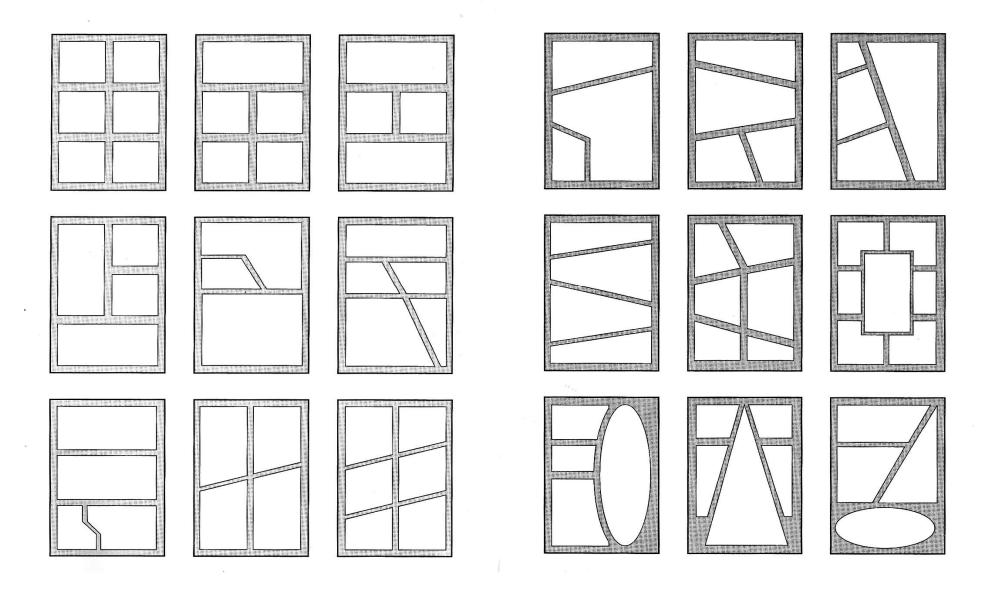


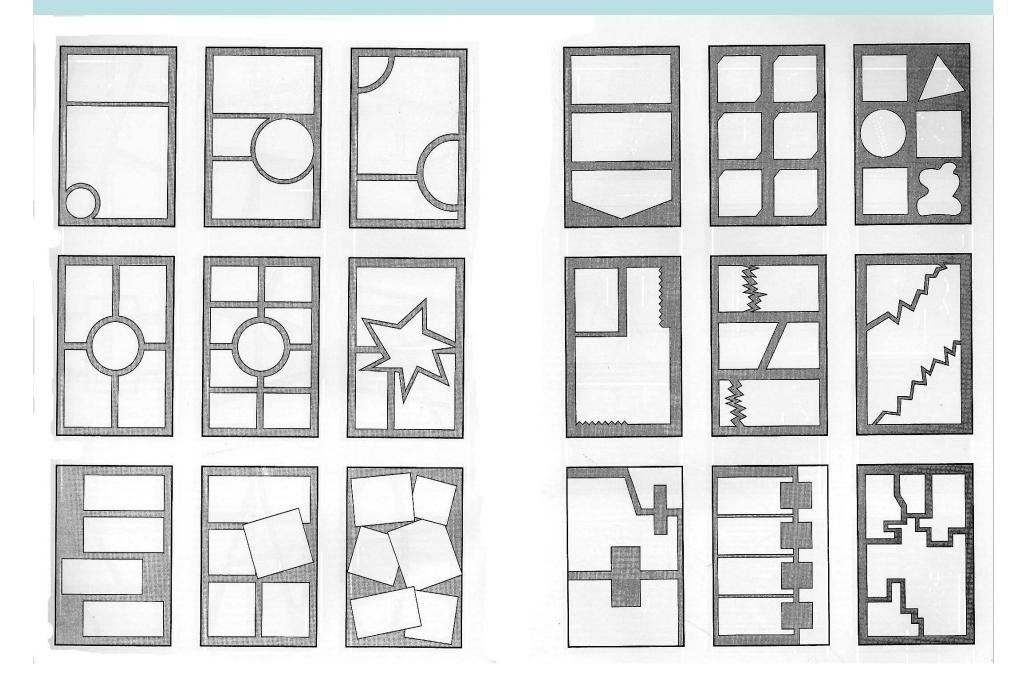
THE IMAGES THAT ARE USUALLY LAID OUT WITHIN BORDERS

THE LAYOUT OF THE PANELS
CAN BE IN A GRID



Diferent kinds of grids





INSET

BLEED

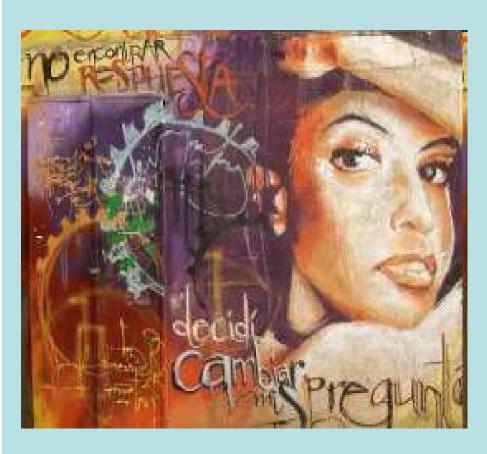


Photo courtesy Photos8.com

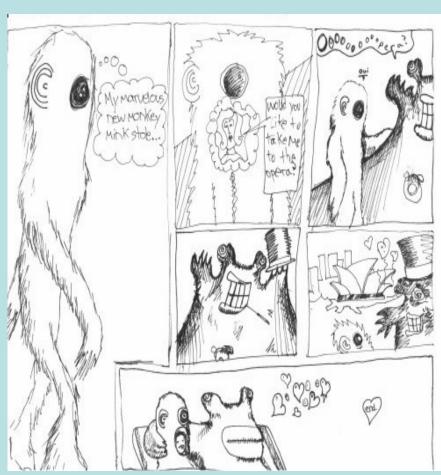


Photo courtesy: www.everystockphoto.com

GUMER

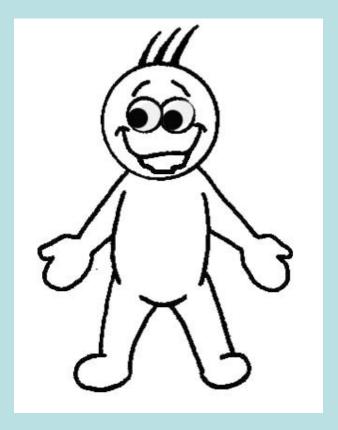
It is the space between borders

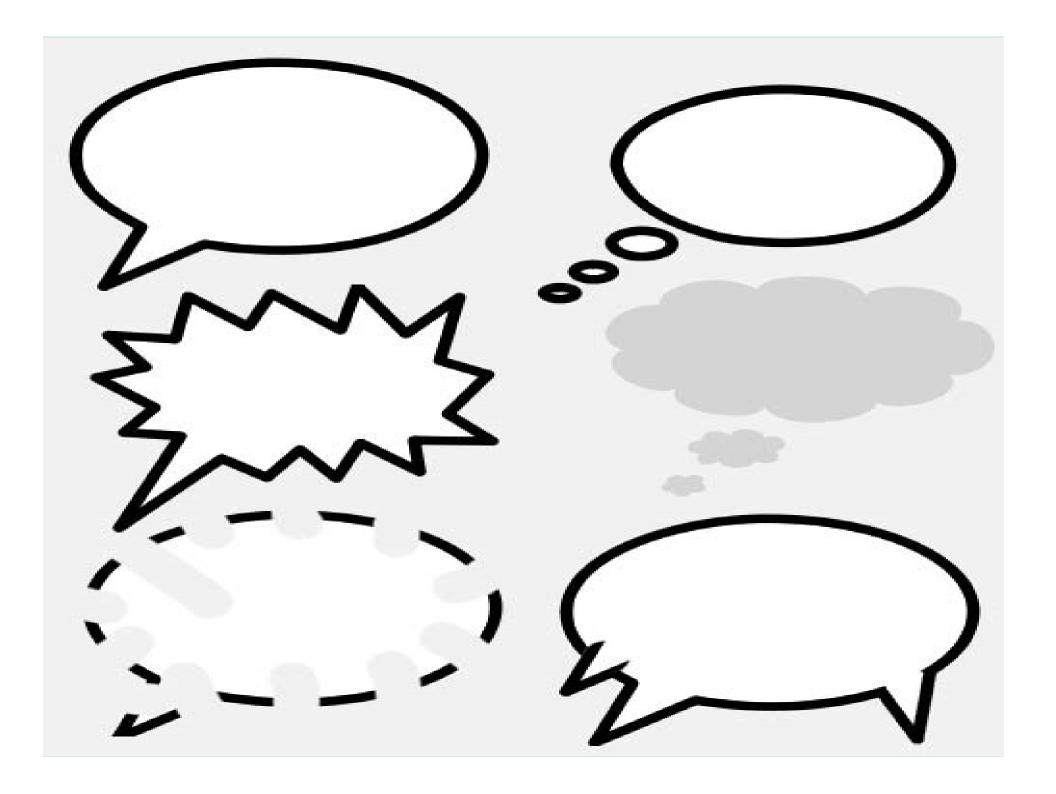


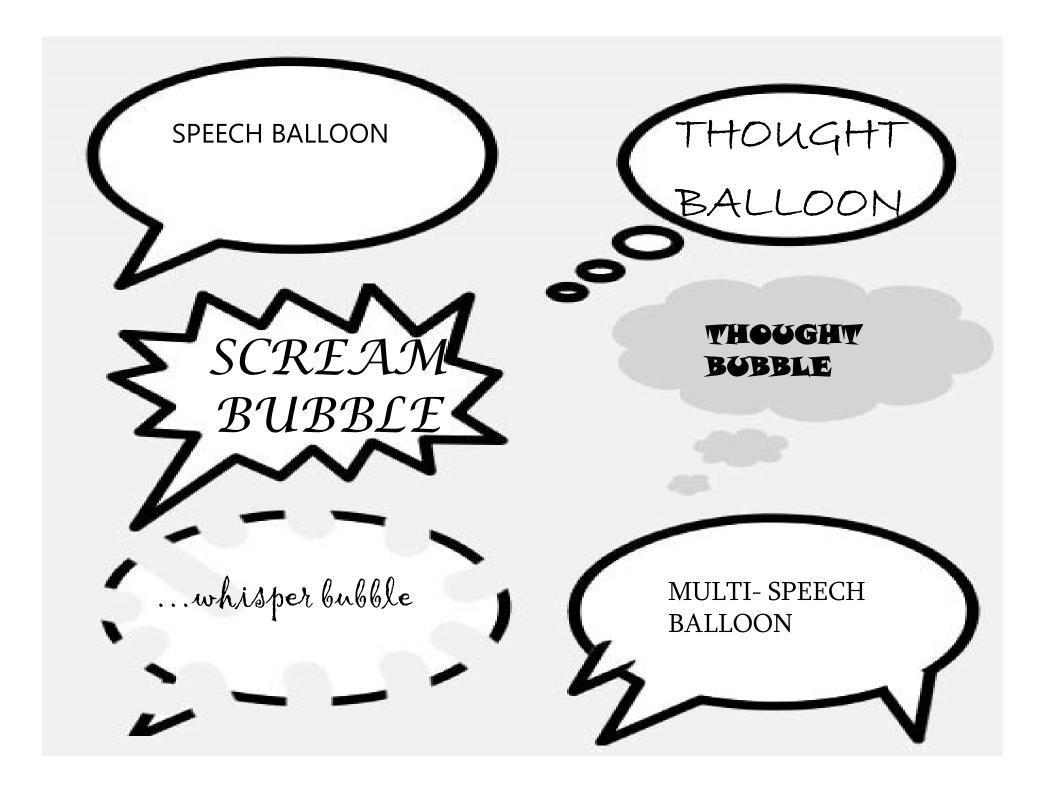


GRAPHIC ELEMENTS

- BALLOONS AND BUBBLES
- MOTION LINES
- VISUAL METAPHORS





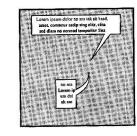


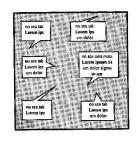
WHE ARRANGEMENT

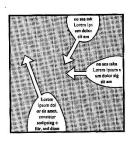




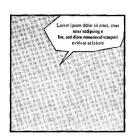






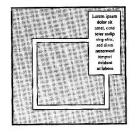






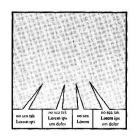






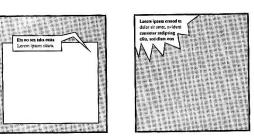


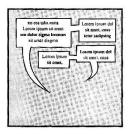




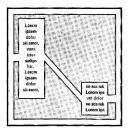


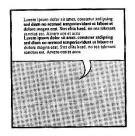




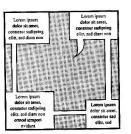












We use Kinesthetic lines to suggest movement

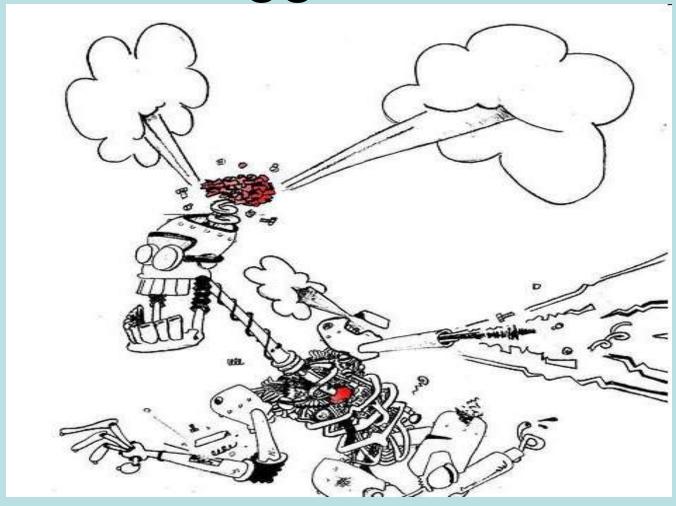


Photo courtesy: www.everystockphoto.com



Photo courtesy <u>pixelmesh.studio</u>

The key to using these successfully, is not to use them! That is, don't overdo it. A single well placed puffle may be better than a combined whoosh whacko and wiffle

VISUAL MEVAPHORS





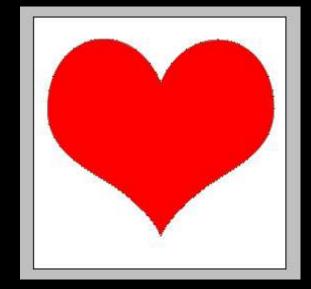


Photo courtesy:

TEXT ELEMENTS



• CAPTIONS BOXES

• SOUND EFFECTS

CAPTION BOX



ONOMATOPOEIAS SOUND EFFECTS

BANG

SPLASH

CRACK

AHAHAH

CREACK

CLICK

ROAR

SLURP

SLAP

TIN

TOC TOC

TAM

WHACK

WHOOPS

WOW

ZZZZ

CRASH

