Word - Image Relationship COMICS Analysis

-By Ayesha Rana

Under the guidance of Prof. Nina Sabnani

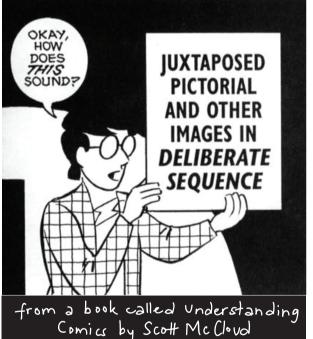


I've always wanted to make comics and tell people stories about me, about other people but i never started. Never knew how comics were drawn.

i open my gpo to find a list of topics for my design research seminar Boom!! Word Image Relationship under Prof. NINA SABNANI. Hurrah i said to myself and planned to learn more about comics and its structure.







These are the key elements that make a comic a comic.

panel text

formula for comics

comics

secrets!

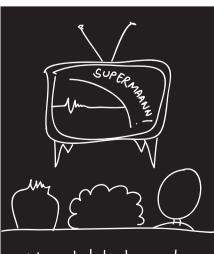
a lot of building blocks make a comic.

PANEL

panels are the varied boxes which demarkate the transitions. They can have an optional border to make the separations more prominant eg all the black boxes you see on this page containing a single frame each are the panels.





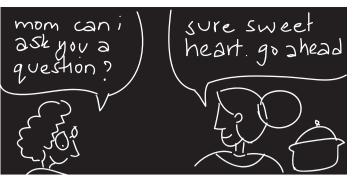


We got late by an hour but we made it on time for our favourite Kids show-Superman 1

TRANSITIONS 'MOMENT'

This requires the reader to construct very little between any two given frames.





TRANSITIONS 'ACTION'

This shows a single subject moving over a progression of actions in a story.





TRANSITIONS 'SUBJECT'

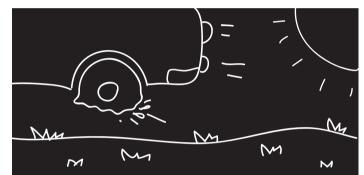
This type stays within a scene or an idea, but moves from one part of the scene to another. Requires a lot of reader participation.

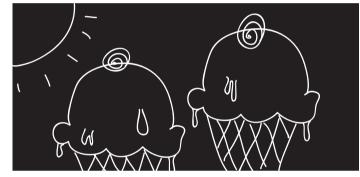




TRANSITIONS 'SCENE'

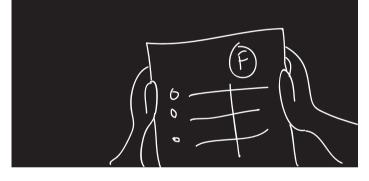
This requires more reader participation because they cover a large amount to time and space.





TRANSITIONS 'ASPECT TO ASPECT'

Here images reflect a mood rather than a given place.







TRANSITIONS 'NON - SEQUITUR'

In this panels have no identifiable relationship to one another. This kind of a panel is rarely found in Comic books.



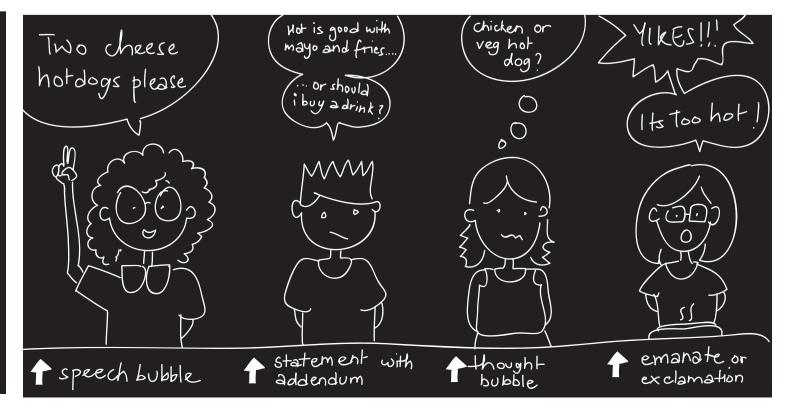


BALLOONS

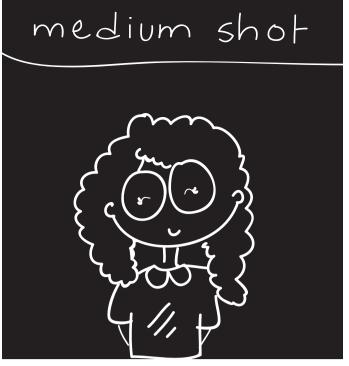
There are several ways a character can communicate in a comic strip. Almost all require balloons.

Dialogue balloons are drawn with a pointer that points to the character who is talking

Thought balloons point to the character with little round circles called bubbles.









The most important thing about comics is that it immediately appeals to more senses than a normal process of reading does. To read them requires only a minuscule amount of effort because they are a perfect amalgamation of graphics, words, colours and a perfect tool of expressiveness. The reader does not have to render his/her own images since the characters, complemented with callouts/thought bubbles and the background are already accessible to the eyes. The comics are therefore a treat to the languid imagination.