

COMIC LANGUAGE

exercise 1

You are given a short part of a comic book by Will Eisner.
After reading the pages, look for the following elements (highlight them):

A regular frame or panel
Speech balloons or bubbles (with different borders)
A caption

Onomatopoeias or sound effects (and its meaning)
Motion lines (kinetic lines)



Visual metaphors
Some different examples of **labelling**

Framing and Camera angle:

The way in which subjects and objects are framed within a shot produces specific readings. Size and volume within the frame speak as much as dialogue. So too do camera angles

Wide shot (full shot) (plano general)
extreme wide shot
very wide shot
Wideshot
Mid shot (plano medio)
American shot
Medium close up
close up (primer plano)
extreme colse up

Camera angles:

Eye-level camera
high-angle shot (picado)
low-angle shot (contrapicado)
point of view shot (or subjective camera) (plano subjetivo)
Dutch angle