

## **Comics & Graphica Analysis Guide**

### **Dr. Frank Serafini**

#### **Graphica – includes all forms of comics**

**Eisner (1980's):** defined comic art as sequential art

**McCloud (1993):** comics are juxtaposed pictorial and other images in deliberate sequence, intended to convey information and / or to produce an aesthetic response in the viewer

**Lewandowski (2005):** 4 Criteria for Graphica

1. intent of creator
2. audience experience
3. closure and synthesis
4. use of visual language

#### **Formats / Conventions:**

1. Layout – divide attention across modes
2. Panels – frames for narrative sequence
3. Speech Bubbles – thoughts – dialogue
4. Narrative boxes – summarize – settings – time change – narrators
5. Lettering – create mood, phrasing, intonation, all CAPITAL letters
6. Directionality – meaning based (L-R) except Manga
7. Images – words are often set in images, interrelated
8. The Gutter – can interrupt story, inferential gaps, what happens in the white space?

#### **Word & Images:**

1. replicate (symmetry)
2. amplify (enhance)
3. separate / parallel tracks
4. ironic juxtaposition (counterpoint)

#### **Panel to Panel Transitions:**

1. moment to moment – time passing in same scene
2. action to action – actions in one or more scenes
3. subject to subject – characters change in same scene
4. scene to scene
5. aspect to aspect (of same scene)

## **Graphic Novels:**

90% are comics collected into book form

10% are published books

Majority of graphic novels are in genre of fantasy.

1992 – Maus – won Pulitzer Prize

2005 – Jeff Smith – Scholastic publishes “Bone” series

In France – 1 out of 5 novels sold is GN

1990’s - Dragonball Z and Pokemon appear on US cartoon network

## **Comics:**

Cartoons – comic books – single image cartoons – tv cartoons

Monthly publication dates allow for quick response to current events

Anime            animation of Manga style art

Manga           Japanese comic book style art  
Read back to front  
Adult themes and situations  
All genres  
40% of all books in Japan  
narratives rely on images, not dialogue

Use of “Benday Dots” for shading

## **Analysis Guide for Comics and Graphic Novels**

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Levels of Abstraction:

Gutter / Frame (Closure):

Techniques for Motion:

Techniques for Thinking:

Use of Onomatopoeia:

Techniques for Time: