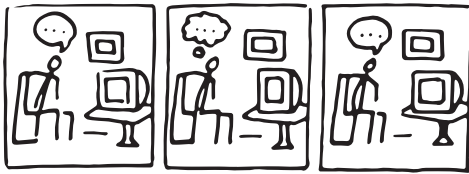
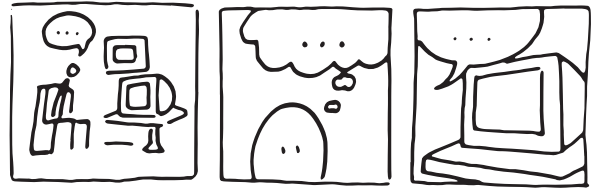




ZOOM IT or PAN IT (Avoid repetitive panels.)

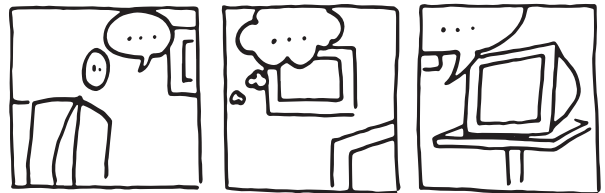


Ⓐ Consider using an establishing shot* then zooming in on other relevant bits of the scene.



If a comic's detailed panels simply repeat themselves, your readers may lose interest quickly. If we repeat all of the art at the same scale, we give equal importance to everything.

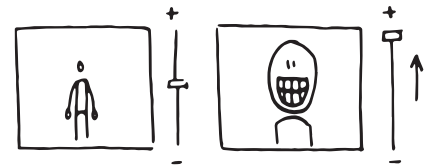
Ⓑ You can also pan over** to reveal different bits of the scene as the story progresses.



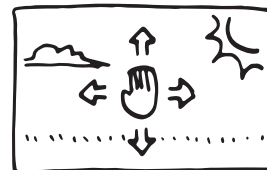
Add visual interest by making small changes to your panels.

TIP

Zoom in and out of the scene by click-n-dragging the slider up and down.



If you select a character or prop, the zoom will center on that selected object. Otherwise, if nothing is selected, the zoom will center on the mid-point of the panel.



To pan, hold down the space bar and click-n-drag your scene in any direction.



WHOSE BUBBLE IS IT? (Clarify speech bubbles.)

- Ⓐ Not too far.
- Ⓑ Not too close.
- Ⓒ "Find the sweet spot."

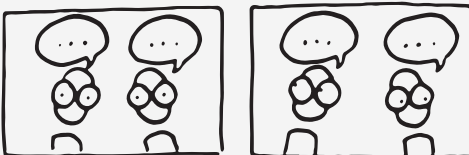
Be sure your speech bubbles use tails (arrows), and that they're used wisely. Make it perfectly clear who is speaking so that you don't confuse your readers.

TIP

Click-n-drag the "+" icon on your speech bubble to the appropriate speaker. An "X" will appear over your character's face. You can always detach (by clicking the X) and re-attach a bubble to a character to return to the default tail.



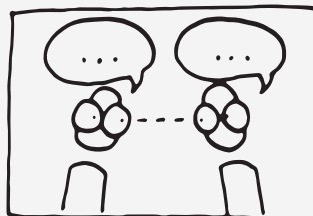
THE INAPPROPRIATE GAZE (Make use of eye direction.)



If your characters aren't looking in the right direction, you may end up mistakenly telling the wrong story.

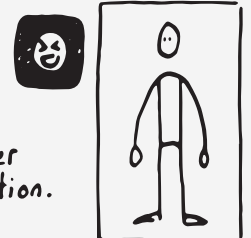
If your character is speaking while looking straight-ahead, she'll appear to be talking to the reader.

If your character is speaking while looking in a random direction, the reader will have difficulty understanding your story.



TIP

Using "Edit Expression" mode, click-n-drag your character's eye so that her gaze is in the right direction. Her other eye will follow.



Simply imagine a straight line from your character's eyes to what they ought to be looking at.

* "Establishing shot" is a movie industry term meaning the first view of a scene, composed in a way that it demonstrates where it's happening.
 ** "Panning" is a movie industry term meaning to move a camera's view horizontally or vertically from a fixed position.