






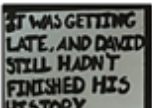
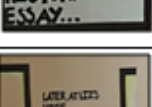
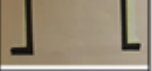
KS3 ICT Knowledge Organiser - Publishing – Cartoon Project

The Z rule - How you want the reader's eye to move over the page. In the UK we read from left to right, top to bottom so publishers use a Z shape when planning their panel designs to make the comic easy to read.



Digital Inking is a process of adding colour digitally using Photoshop software. It is quicker & makes it easy to correct mistakes or move/copy sections

COMIC STRIP CONVENTIONS

	Thought Bubbles	Cloud shaped bubbles showing what the character is thinking
	Speech Bubbles	Speech in a bubble pointing to the mouth of whoever is speaking. Can point out of frame showing a character we can't see is speaking
	Facial expression	Simple alterations to a characters face to show emotions
	Emotion words	Words to show exactly how a character is feeling, e.g. BOOOOOOOOORED
	Movement Lines	Lines around the edges of characters' bodies and objects to show movement
	Sound Words	Inventive onomatopoeic words like POW and ZAPP to give the impression of sounds
	Text Boxes	Gives details that are hard to show in just pictures. Placed at the top, bottom, or underneath a frame. Common in young children's comics
	Frame Links	Text between frames helping readers understand events which happened after the last frame and before the next

KEYWORDS:

Connote - deeper meaning (e.g. red connotes anger, passion, love, danger)

Conventions - generally accepted ways of doing something that are typical of a specific medium (what you expect to see).






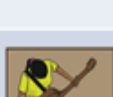
Narrative - The way in which a story, or sequence of events, is put together within a media text.

Representation - The way the media "represents" the world around us in the form of signs and codes for audiences to read.

Stereotypes - a general belief about a particular group of people. Incorrectly assuming it is true for each individual person in the category.

Superhero conventions

- A superhero has a moral code and is dedicated to protecting the public and risk their safety for others.
- They usually have a secret identity so the public cannot guess who they are, and wear a costume with a signature trademark (such as a bat for Batman or their initials such as WW for Wonder Woman). Their alter ego often uses alliteration such as **Susan Storm** and **Bucky Barnes**
- They believe in justice and have a vendetta against criminals, especially their arch enemy.
- Their name links to their amazing talents, skills or powers

	CAMERA ANGLE	EFFECT
	MID SHOT - between a long & close-up shot.	Common on comic covers this is a neutral shot which helps with mise en scene (setting the scene) & direct mode of address.
	LONG SHOT - The onscreen object appears small or is seen from some distance away	Gives a sense of time & place, good for mise en scene as can see location as well as full person. It allows viewers to decide where to look, as so much is visible. Good for comic covers as can put puffs around sides of image (text) and key signifier (main image) is still in middle.
	CLOSE UP - The onscreen object appears to be large, taking up about 80% of the screen.	Forces the viewer to see what the publisher intends. It is revealing & great for direct mode of address. A focus on features usually shows face and body up to waist.
	EXTREME CLOSE UP - so tight that only a detail of the subject, such as someone's eyes, can be seen.	An artificial shot used for dramatic effect. The tight focus needs care when setting up and lighting the shot as the slightest camera shake is noticeable so use a tripod. Not suitable for a magazine cover as is too close to recognise the subject or use mise en scene.
	HIGH ANGLE - the camera is above the subject.	Characters shot from high angles tend to be weak and vulnerable.
	LOW ANGLE - the camera is below the subject.	Characters shot from low angles tend to be more powerful and commanding.