

Things to consider when doing a comics form analysis...

- Panels:

Are the panels uniform in size? Uniform in position? Are they bordered or borderless? Unusual frame shapes?

- Transitions:

Which transitions are in use? Just one type or a selection? Is this type typical for the genre of comic? Use McCloud *Understanding Comics* for this.

- Colour

Black and white? Atypical colour palette? 'Mainstream' palette (ie bold primary colours and very little shading)?

- Speech and Thought Bubbles/Captioning

Are there speech and thought bubbles? Do they contain standard directional pointers – why/why not? Does the comic use voiceover and captioning? Is the fourth wall broken? Does it use labels?

- Silence

Is the comic totally or partially silent? When does the silence occur? To what effect?

- Timing

How long does the action within the section of the comic take? How long does each panel take? Is there any indication as to this given or is the reader left to make this up entirely alone?

- Viewer angle and perspective ('camera angle')

Where does the viewer stand in the panel? What angle is used – above? Below? To the side? Why – what effect is created?

- Bleeds

Are bleeds used? What's the subject of the bleed? Why is it used?

The question you need to be asking yourself constantly is 'Why is it done in this way? What does this particular presentation do for the plot/tone/characterisation/overall text?'