**Panel Examples Chart**

|  |  |  |
| --- | --- | --- |
| **Orientation**  Horizontal/Landscapes  Used to show nature or the environment/location. |  |  |
|  |  |  |
| **Orientation**  Vertical/Portrait  Used to show people or tall objects. |  |  |

**Panel Examples Chart**

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| --- | --- | --- |
| **Viewer-Text Relationship**  Offer  Used for scenes with less impact.  Positions the reader as a viewer. |  |  |
|  |  |  |
| **Viewer-Text Relationship**  Demand  Emphasizes part of the story.  Connects the reader and the character.  Brings the viewer into the story.  Can make the reader uncomfortable or empathetic. |  |  |

**Panel Examples Chart**

|  |  |  |
| --- | --- | --- |
| **Panel Size**  Small  Used to show a specific detail.  Used to show specific movements. |  |  |
|  |  |  |
| **Panel Size**  Medium  Used to show people.  Used to show larger actions.  These are the typical or average panel size, so these panels “disappear” for the viewer. |  |  |

**Panel Examples Chart**

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| --- | --- | --- |
| **Panel Size**  Large  Used to establish locations.  Used to show big events.  Often used at the beginning and end of a comic to start and stop the story. |  |  |
|  |  |  |
| **Composition**  Top  Items in the top of a panel are given importance and power.  Draws the eye to a specific area. |  |  |

**Panel Examples Chart**

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| --- | --- | --- |
| **Composition**  Bottom  Items in the bottom of a panel are often less important or weak.  Draws the eye to this area of the panel. |  |  |
|  |  |  |
| **Composition**  Center  Draws the reader’s eye to the middle of the panel.  Objects in the middle are considered important and are the focus of that particular moment. |  |  |

**Panel Examples Chart**

|  |  |  |
| --- | --- | --- |
| **Composition**  Left  The left side of an image is often associated with the old, the familiar, the accepted, and the past. For example, Before and After pictures always have the Before picture on the left hand side. |  |  |
|  |  |  |
| **Composition**  Right  The right side of an image is often associated with the new, the unknown, the unaccepted, and the future. For example, the After side of a Before and After picture is always on the right. |  |  |

**Panel Examples Chart**

|  |  |  |
| --- | --- | --- |
| **Viewing Angle**  Worm’s Eye View  Used to make an object or character seem larger.  Used to make an object or character seem powerful.  Used to make the reader feel small and insignificant.  Used to create a feeling of hopelessness or lack of control.  Can give the viewer the POV of the character. |  |  |
|  |  |  |
| **Viewing Angle**  Bird’s Eye View  Used to make an object or character seem smaller.  Used to make an object or character seem weak.  Used to make the reader feel powerful.  Used to create a feeling of rising above it all.  Can give the viewer the POV of the character. |  |  |

**Panel Examples Chart**

|  |  |  |
| --- | --- | --- |
| **Viewing Angle**  Eye Level  Resembles a movie and the way people look at the world.  Creates a feeling of normalcy.  Used when the artist doesn’t want a special effect created by the panel. |  |  |
|  |  |  |
| **Distance**  Close  Helps the reader focus on what is important.  Draws attention to a specific object, character, or action.  Creates a sense of connection between the subject and the viewer because they are “close” to each other.  Can make the viewer feel involved in the story. |  |  |

**Panel Examples Chart**

|  |  |  |
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| **Distance**  Medium  Positions the viewer as familiar with the subject, but not “close”.  Allows the viewer to see more of the subject which can give the viewer context and more detail. |  |  |
|  |  |  |
| **Distance**  Far  Allows the viewer to see large amounts of information.  Positions the viewer far away from the subject of the panel.  Can be used to draw a viewer’s attention away from the subject.  Can be used to help set the scene. |  |  |