WiP

Time: Tension, pacing, + rhythm

Alison - Lizzy Stewart
- Echo lands - A3 landscape format.
Nomads - ~~Webtune~~ - digital publishing platform
Webtoons
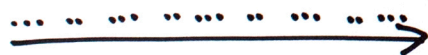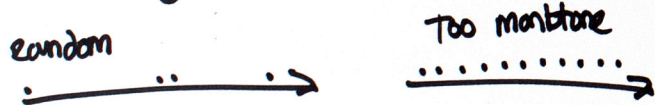
~~Lies~~ Lynda Barry Making Comics

" Have you ever felt a story to be truly musical? "

* How Rhythm Work by Michael New - Youtube *

random → Too monotone →

....··...···...····...···...··→

1 beat event
2 beat event

every event length can be measured with beats - 1 beat is the standard length, 2 beats twice length

Sets - groups of sets of an equal amount beats.

Alternate patterns so they don't become boring

Use fast or slow pacing to creat high tension etc...

In comics - Micro pacing + Macro pacing
↓ ↓
image by image, word by word
(pacing within scene)

The broads structure and scene place in narrative -

Micro pacing - centres around panels the the beats within them. Image pacing depends on complexity and amount of focal points
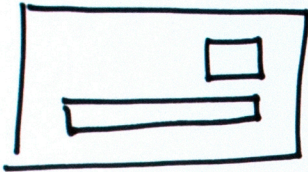
1 thing in each panel - even

The longer the panel the longer the beat

Panel boarders also affect pacing

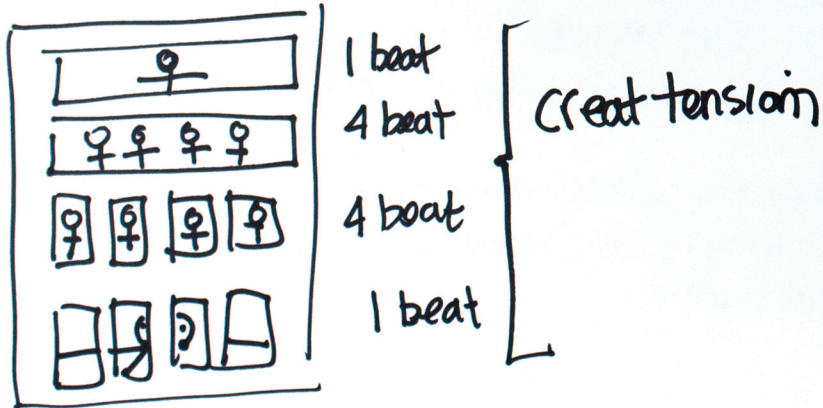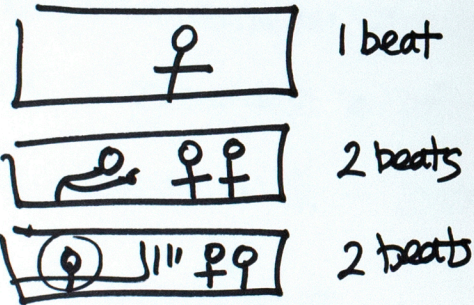Wide boarders produce a stronger/louder beat.

Long vertical panels creat feeling of long beat.

The more complex the image the longer it will take to read.
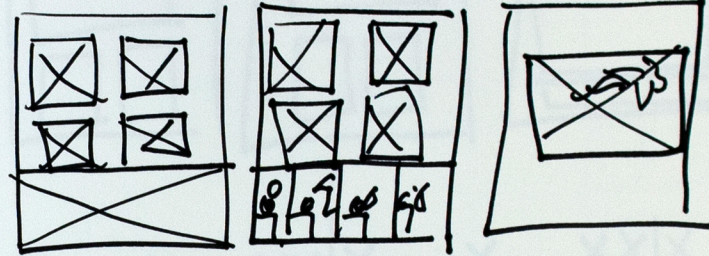
The more focal points, the more beats

1 beat

2 beats

2 beats

1 beat
4 beat
4 boat
1 beat

Creat tension

Change time felt using image device.

Text. the longer the text, the longer it takes to read - long beat.

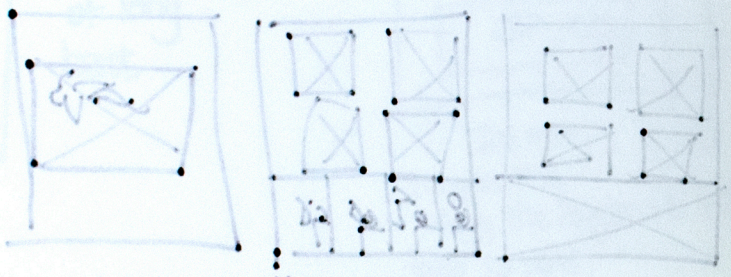Split text across severals panels

Tense moment

dog barking gives sense of time

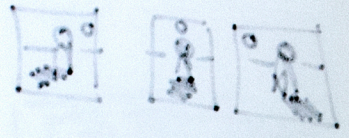Activity #1
take a rhythm you like + recreat it using panels
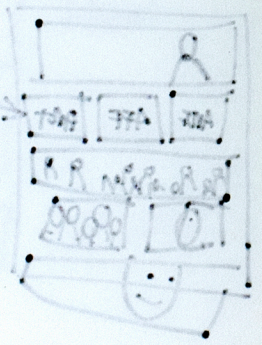
Rhythm

$$X--|X--|XX-$$

$$X\_\_X\_\_XX|X\_\_X\_\_XX|X\_\_X\_\_X|$$

```
  1  +  2  +  3  +     1  +  2  +  3  +     1  +  2  +  3  +
X  -  -  -  X  -  |  X  -  -  -  X  -  |  -  -  -  -  X  -  |
xx  x  x  x  xx | x  x  x  x  x | x  x  x  x  xx
```
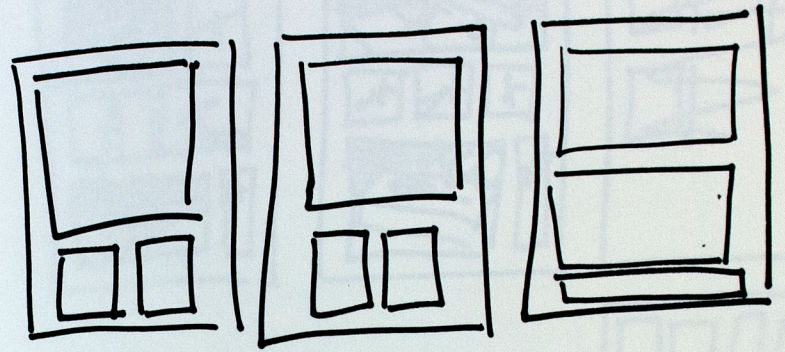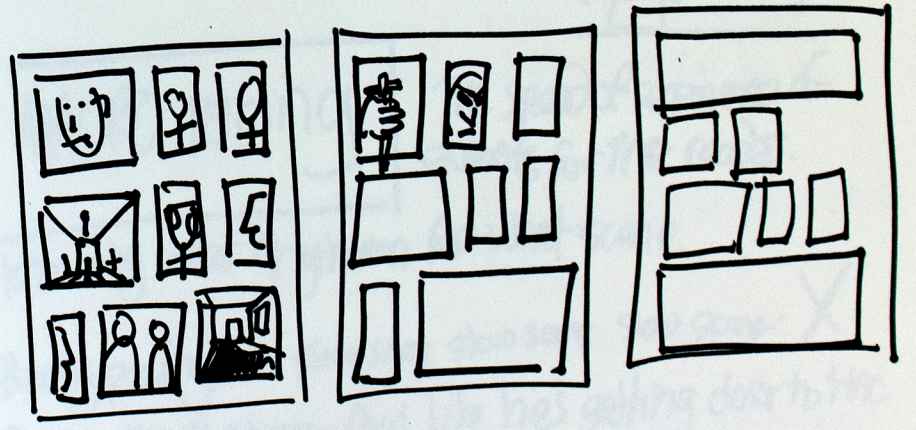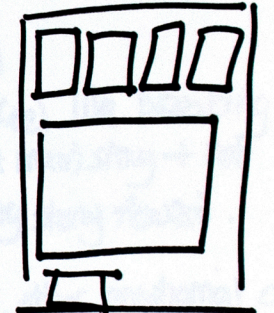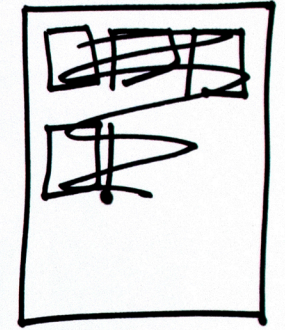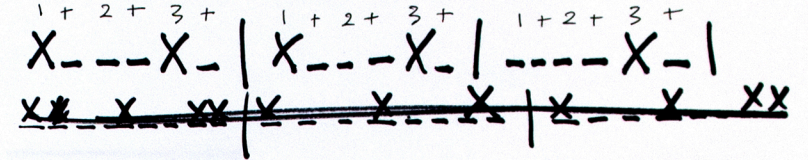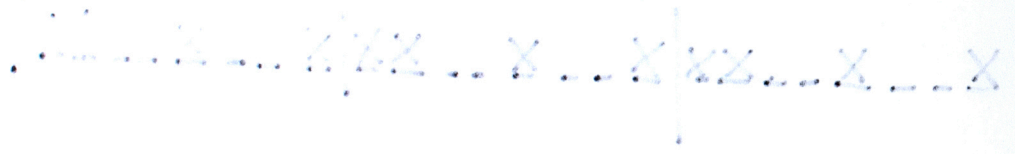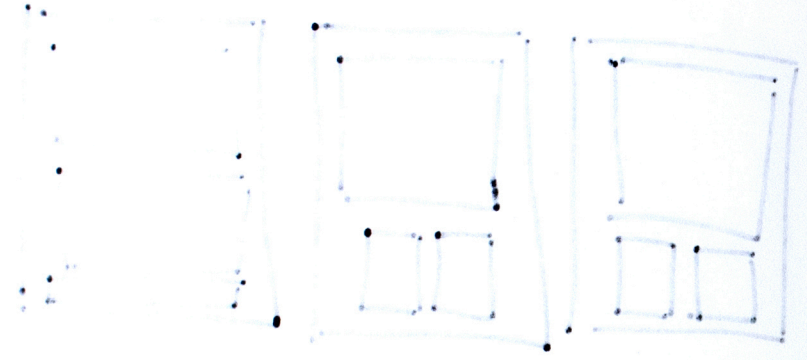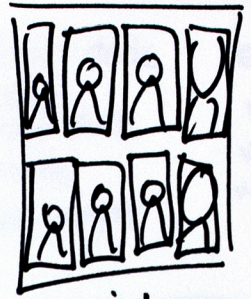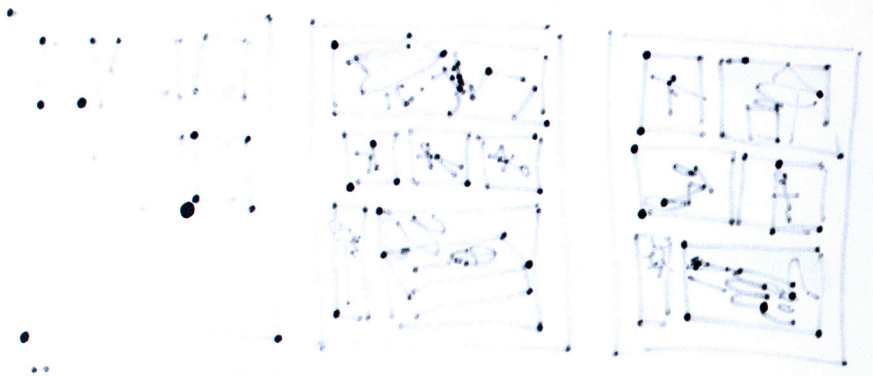

MACRO pacing

The speed of experience of events for the reader.

knowing what rhythm for what scene.

Boring pacing — slow scene slow scene slow scene. X

Reader should always feel like he's getting closer to the Big thing.

Every scene should either advance the plot or reveal something about a character or both

zoom in +
speed up.

A few common problems

The side quest problem — can feel like breaking out of main story + not moving story forward.

Side plots should add complication, either emotional or physical. They should change into the main plots and wreak havoc.

The exposition problem — shouldn't drag or slow down pacing.

↳ Do in creative + enjoyable way

Genres — Different genres require different amounts of pacing.
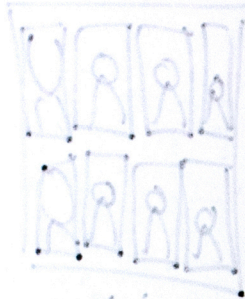
Find what is typically expected in your genre.

Activity #2 — Depict an interesting day in a comic format.

Alarm clock	~~Ae~~ Are you ready?	Traffic jam Traffic jam
snooze		Tension
Alarm clock	Five minutes	
snooze	Yes its my first day	ron on ron on ron on
Bolt upright	were going to be late.	This is your fault
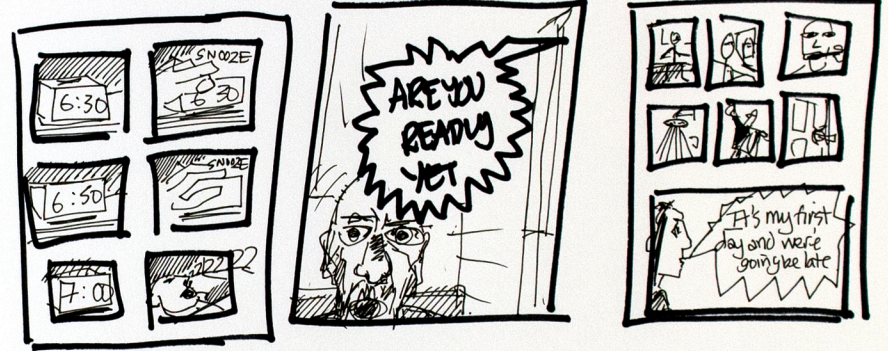
Conclusion

Give the right speeds + tensions