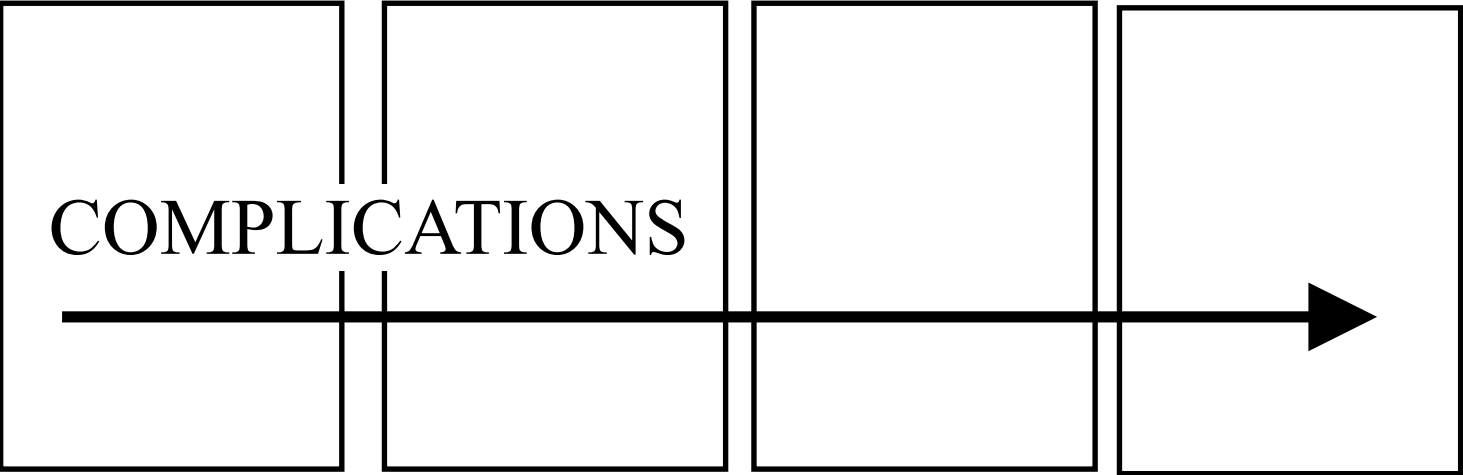


You should have a strong visual element within the first part of your story. At 22 pages, no later than page 3.

Don't forget to leave room for titles and credits.

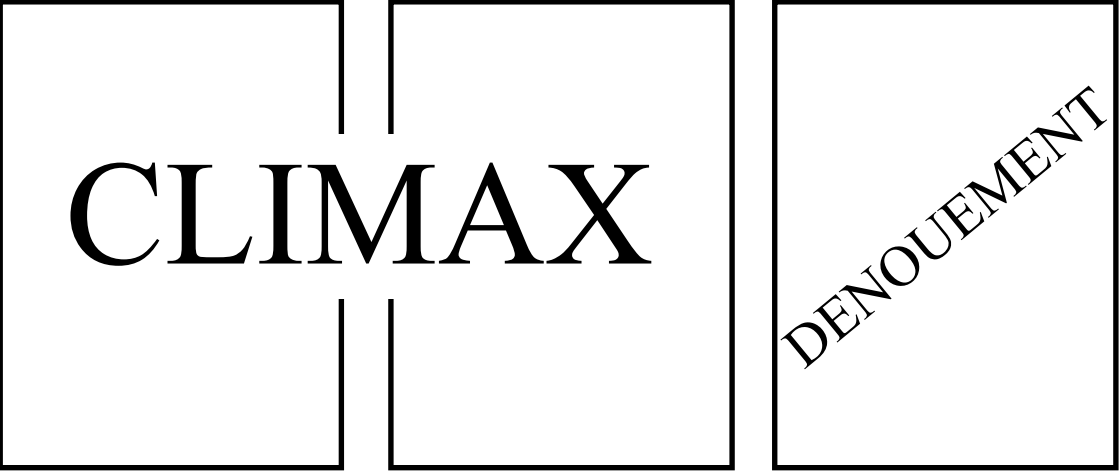
Try to have a full body establishing shot of your main characters within a page or two of their first appearance.

Don't overuse splash pages. Save them for the most dramatic moments of the story or to establish settings and or characters.



Writing dialog--
Ten to fifteen elements (balloons, SFX, captions) per page is safe. More than fifteen is generally a bad idea. Number the balloons as you write full script to keep track of how many are on the page.

Three double-spaced lines of dialog is about all that will fit comfortably in a panel. One of the biggest problems beginning writers have is trying to put too much information on one page.



In writing your descriptions, remember to have ONE key action per panel. Don't have multiple actions--particular contradictory actions--in a single panel unless there is realistic room for it.

story proportions

