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Scott McCloud's Understanding Comics

Chapter 1: Defining Comics

1. What is McCloud's definition of comics?

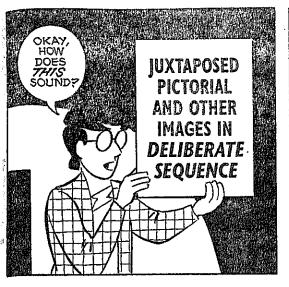
Chapter 2: The Vocabulary of Comics

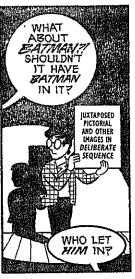
2. McCloud concludes that "When you look at a photo or realistic drawing of a face—you see it as the face of another. But when you enter the world of the cartoon—you see yourself" (36, panel 3-4). What does this mean in terms of the way comics works? How is this notion important in understanding comics?

Chapter 3: Blood in the Gutter

- 3. What is a panel?
- 4. What is "closure"? Explain this concept in your own words. (66-68)
 - o Draw 1 examples of closure.

5. What is the "gutter" and what happens in the "gutter"?









com.ics (kom'iks)n. plural in form, used with a singular verb. 1.

Juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer.

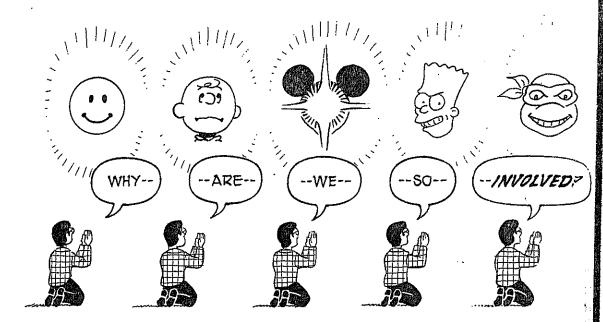
2.5 uperheroes in Bright colorial costumes; induing costorolly vibros who want to compan the words, or vicient socialitional pulse pourding at the sequences? 3 uses cooling at the sequences; 3 uses cooling to be a continue to the second colorial to the













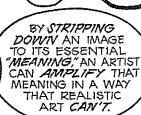


DEFINING THE CARTOON WOULD TAKE UP AS MUCH SPACE AS DEFINING COMICS, BUT FOR NOW, I'M GOING TO EXAMINE CARTOONING AS A FORM OF AMPLIFICATION THROUGH SIMPLIFICATION.



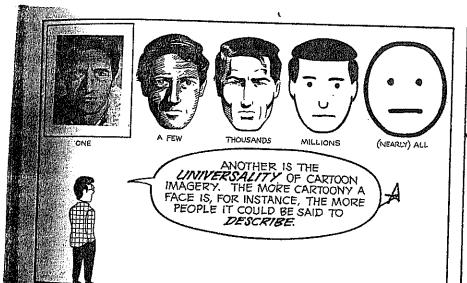


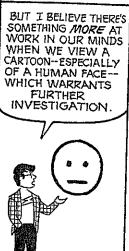


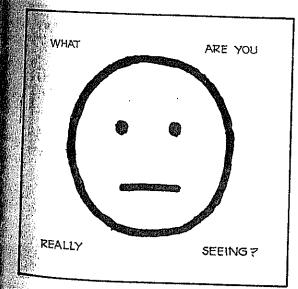


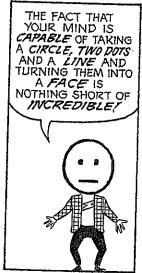
WHEN WE

ABSTRACT AN IMAGE
THROUGH CARTOONING,
WE'RE NOT SO MUCH
ELIMINATING DETAILS
AS WE ARE FOCUSING
ON SPECIFIC
DETAILS.



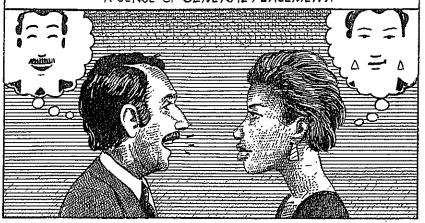








EACH ONE ALSO SUSTAINS A CONSTANT AWARENESS OF HIS OR HER OWN FACE, BUT THIS MIND-PICTURE IS NOT NEARLY SO VIVID; JUST A SKETCHY ARRANGEMENT... A SENSE OF SHAPE... A SENSE OF GENERAL PLACEMENT.



SOMETHING AS SIMPLE AND AS BASIC--



--AS A CARTOON.

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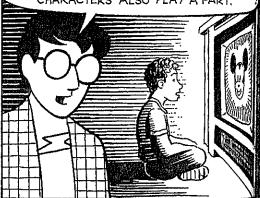
THLIS, WHEN YOU LOOK AT A PHOTO OR REALISTIC DRAWING OF A FACE--



--YOU SEE IT AS THE FACE OF *ANOTHER*. BUT WHEN YOU ENTER THE WORLD OF THE CARTOON--



-- YOU SEE YOURSELF I BELIEVE THIS IS THE PRIMARY CAUSE OF OUR CHILDHOOD FASCINATION WITH CARTOOM THOUGH OTHER FACTORS SUCH AS UNIVERSAL IDENTIFICATION, SIMPLICITY AND THE CHILDLIKE FEATURES OF MANY CARTOON CHARACTERS ALSO PLAY A PART,



THE CARTOON IS A

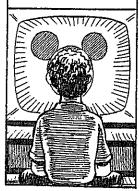
VACUUN

INTO WHICH OUR

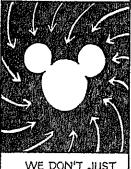
IDENTITY AND

AWARENESS ARE

PULLED...



.. AN EMPTY SHELL THAT WE INHABIT WHICH ENABLES US TO TRAVEL IN ANOTHER REALM.



WE DON'T JUST OBSERVE THE CARTOON, WE **BECOME** IT!













. Mentelitätikaiten,

COMICS PANELS FRACTURE BOTH TIME AND SPACE, OFFERING A JAGGED, STACCATO RHYTHM OF UNCONNECTED MOMENTS.







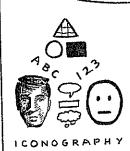




BUT CLOSURE ALLOWS US TO CONVECT THESE MOMENTS AND MENTALLY CONSTRUCT A CONTINUOUS, UNIFIED REALITY.

IF VISUAL
ICONOGRAPHY IS
THE VOCABULARY OF
COMICS, CLOSURE IS
ITS GRAMMAR.

AND SINCE OUR DEFINITION OF COMICS HINGES ON THE ARRANGEMENT OF ELEMENTS-









CLOSURE

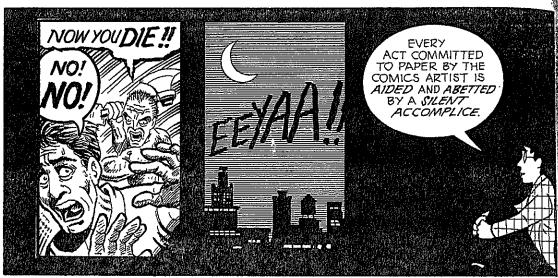
VERY REAL SENSE, COMICS IS CLOSURE!



BUT CLOSURE IN **COMICS** IS FAR FROM CONTINUOUS AND ANYTHING BUT INVOLUNTARY!









I MAY HAVE DRAWN AN AXE BEING RAISED IN THIS EXAMPLE, BUT I'M NOT THE ONE WHO LET IT DROP OR DECIDED HOW HARD THE BLOW, OR WHO SCREAMED, OR WHY.





THAT, DEAR READER, WAS YOUR SPECIAL CRIME, EACH OF YOU COMMITTING IT IN YOUR OWN STYLE.









AND DESPITE
ITS UNCEREMONIOUS
717ZE, THE GUTTER PLAYS
HOST TO MUCH OF THE MAGIC
AND MYSTERY THAT ARE
AT THE VERY HEART
OF COMICS!

