

COMIC TITLE

Issue Title

By

Author

Address 1

Address 2, Postal

Phone

Email@email.com

PAGE: 1

This document is a multi-level list. While you are writing, you can navigate the different lines in the list with the shortcut "Alt + Shift + (Back/Forward Arrow)". This will cycle through the different list levels.

When you want to start a new page of your script, just start a new line, and cycle back all the way back to "PAGE". The document will automatically insert a page break and generate the new page number for you. Try not to get too confused as you have the script page number at the bottom of the page, and the comic page number at the top of each new comic page (sometimes a comic page can take up 2 or 3 pages of a script depending on how much detail you are providing.)

SCENE: GENERAL LOCATION OF THE FOLLOWING PANELS.

This would include the primary location, time of day, weather, etc. You can finish this line with "INT" for interior, or "EXT" for exterior (see examples below).

Panel: 1

The panel number is automatically generated and resets to 1 for each new page.

Description: Describing the action in the panel.

This will include who and what can be seen in the panel, and what actions are taking place. Remember when writing the actions that you are describing what is taking place in a single moment, you can't say the character walks from one side of the room to the other as that would require a series of panels, rather you would say they are walking towards the other side of the room, which is a single action. This space could also include what the character's emotions are if there is no character dialogue where it would otherwise be put in the Parenthesis (see example below).

1 CHARACTER/SFX/CAPTION

Each character line will generate a number on the left which resets to 1 for each new page. This way you can reference dialogue as "Comic Page X, Line X"

(Parenthesis)

Parenthesis after the character line is ideal for describing the delivery of lines, such as yelling or

whispering. It can also provide additional directions such as "interrupting" or if the discussion/topic is carried on from a previous panel "continued". It is also good if the characters dialogue is "Off Panel" or "OP" or coming through a radio or phone. It can also be used to describe the character's emotions when delivering the line.

Dialogue goes here.

*Don't forget to use italics, **bold**, and underline when you want those added to the comic!*

Remember, to navigate the different levels in the list use the shortcut "Alt + Shift + (Back/Forward Arrow)". This will cycle through the different list levels. When you are finished with the page, just cycle a new line all the way back to "PAGE" and a new page will start. Now let's see the template in action for a bit.

PAGE: 2

SCENE: COMIC STORE, DAY, SUNNY, INT.

Panel: 1

Description: Half page panel. Joe and Champ are in the comic store, no one is behind the counter, and they seem to be alone. The two are looking through the comics.

1 CAPTION
 (Story Title)
 Joes Sister

2 SFX
 (coming from the comics
 being picked through)
 shuffle shuffle shuffle

3 JOE
 I heard you were hanging out with my
 sister last night.

4 CHAMP
 Yup.

Panel: 2

Description: Close up on Joe. Joes finger is raised as if lecturing Champ.

5 JOE
 (annoyed)
 You better not be trying anything,
 she's not like the trash you always
 date.

Panel: 3

Description: Full body on Champ, shrugging shoulders with his hands open and towards the ceiling.

6 CHAMP
 (defensive)
 She's an adult and can make any
 mistake she wants to.

PAGE: 3

SCENE: COMIC STORE, DAY, SUNNY, EXT.

Panel: 1

Description: Full Page. Looking towards the front door and window of the comic store. The characters' silhouettes can vaguely be seen through the window.

1

JOE

(through the window)

Yeah, but she's my sister, and I'm the
one that gets to fix those mistakes.
Got it?!