Review thumbnails, discuss editing. How much time is happening in the comic? Cut out unimportant details and slow-paced. You don’t need to say every word or show every movement.

Assume your readers are smart! Rule for creating interesting storytelling – assume your readers can figure out backgrounds and what is happening. Getting the readers involved by making them draw conclusions will keep them interested. Give them enough information to draw conclusions without everything.

Example: (from Push/Pull)

Next step after thumbnails is Page Layout.

* What is the final form of the comic: web, print, or both
	+ For both, what size?
	+ Paper comes in standard sizes and if doing “comic” printing, there are industry standards
	+ Web varies by strip, long-form, and page-by-page view
* How does the page layout affect the mood? (show examples from PP)
	+ Chaotic?
	+ Peaceful
	+ Energetic
	+ Boring?
* Next step is to work on page layout, number with the thumbnails that you did
	+ Pay attention to transitions and page turns
		- Note that if you’re doing a page-by-page view for a web-only comic then you don’t ever have panels on different pages “next” to each other
		- If you’re doing a long-form (just keep scrolling) web-only comic, then how to do page the reader to pause and pay attention?
* Review McCloud’s pacing & transitions
	+ 6 transition styles

Overview of character styles. What does HOW a character looks say about them? How are these ideas developed? Stereotypes, biases, cultural expectations, trends & other media.

Review examples of strong character design. What sort of cultural knowledge does the artist rely on?