TITLE OF BOOK #1

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PAGE ONE

Panel 1: Here's where the description of the first panel goes. Everything in the script except the dialogue is formatted using the "ACTION" format in this MS Word template. I bold the title, page number, and panel number manually.

1. LOCATOR CAPTION: Here's where I tell you where the scene takes place.

2. CHARACTER: Here's some dialogue! I format the dialogue (and the SFX and captions) using the "DIALOGUE" format in this template, which causes it to wrap nicely at the 2" point.

3. CHARACTER 2: After you type the character's name, hitting "TAB" will get your first line to the 2" point so all the dialogue lines up cleanly.

4. CHARACTER: I go back and type in the numbers before each line of dialogue manually when I'm done dialoguing.

5. CHARACTER: And here are a few other little formatting things...

Panel 2: Here's the Panel Two description. No forced page break here. But when the next page comes up, I do a forced, manual page break so each new comic book page starts on a new printed script page.

5. CHARACTER'S VOICE (caption): "...if I label the dialogue like this and put it in quotes, it means it's spoken dialogue (usually begun in a previous scene) from a now off-scene character rather than inner voice narration. Often used when I'm bridging one scene to another."

6. CHARACTER'S VOICE (caption): This is how I do inner voice captions. No quotes.

Panel 3: Panel Three description. Incidentally, the margins on this document are 0.75 inches. I used to set them at 1.25 or whatever the screenwriting standard is, but I realized no one prints these scripts and binds them like a screenplay. Smaller margins mean fewer pages have to be printed and a greater chance that a page of script will correspond with a page of the final comic, which seems like a good

thing.

7. CHARACTER (off):   And here's how I show a character's voice coming from off panel when the character is still there in the scene, just not visible in that panel.

8. CAPTION: If it's an editor's note caption or some other regular caption, I just call it a caption.

Panel 4: Since I'm typing in Microsoft word, I can include links to reference material in the body of the text using Command-K. (That link above goes to "Make Comics Like the Pros," written by me and the great Fred Van Lente. If you're reading this, you're probably the perfect audience for that book, too, so please feel free to check it out!)

9. CHARACTER: To indicate *emphasis*, I make things *bold* and *italicized*. For a big shout, I may *CAPITALIZE*, too!

10. SFX: BOOOOOM

11. SFX (BIG):   *BOOOOOOOOOM*

12. CHARACTER (small):   This is if a character is muttering under his or her breath and I want the font to be smaller.

13. CHARACTER (whisper):   This is if a character is whispering -- the balloon gets rendered in gray or with a dotted line.

14. CHARACTER (wavy):   This is when a character is weakened or sleepy or injured. The wavy balloon indicates a cracked or weakened voice.

PAGE TWO

Panel 1: SPLASH! If a page consists of a single big image, I'll usually label it SPLASH! Also, you'll notice I did a hard page break when Page Two started. This is helpful for artists, who may print the script and just look at it a page at a time when working.

LETTERING NOTE: If I have a specific and special request about rendering dialogue -- or some other important message about this panel for the artist or colorist, I might include it in a separate line here in the panel description.

IMPORTANT: If there's some wildly important detail about this panel, I might even do something like this.

1. CHARACTER (other little lettering notes can go here):   I think that's about it! Have fun!