KOMIKS

Komiks = umělecké médium

Vzniklo z angl. slova comicstrip (pás komických obrazů).

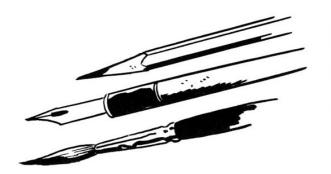
Kresby **chronologicky uspořádány** za sebou (děj příběhu), **s doprovodným textem** v cílených sekvencích.

Jeden obrázek / okamžik = panel



Komiks složen nejméně ze 3-5 panelů = strip (proužek).

Výtvarné pomůcky:



Pencil. Some artists prefer a soft lead, some like the finer hard lead. It's up to you.

Pen. A simple drawing pen with a thin point, for inking and bordering.

Brush. Also for inking. A sable hair #3 is your



India ink. Any good brand of black india ink is okay.

White opaquing paint. Invaluable for covering errors in inking.



Erasers. One art gum and one smooth kneaded eraser -which is cleaner to use.





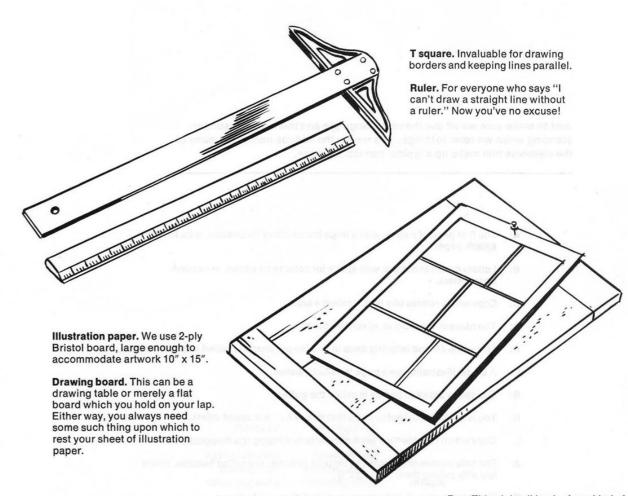
A glass jar. This holds the water for cleaning your brushes.



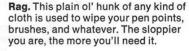
Pushpins. Handy for keeping your illustration paper from slipping off the drawing board.



Triangle. A must for drawing right angles and working in perspective.



Ink compass. Well, how else are you gonna draw circles? While you're at it, you might as well get a pencil compass, too-even though Johnny forgot to draw one for you.





Of course, there are some things we omitted, like a chair to sit on and a light so that you can see what you're doing in case you work in the dark. Also, it's a good idea to have a room to work inotherwise your pages can get all messy in the rain. But we figured you'd know all this.

And now, onward!

Komiksová terminologie:

- A: The first page of a story, with a large introductory illustration, is called the splash page.
- B: Letters drawn in outline, with space for color to be added, are called open letters.
- C: Copy which relates to a title is called a blurb.
- D: The name of the story is, of course, the title.
- E: An outline around lettering done in this jagged shape is called a splash balloon.
- F: A single illustration on a page is called a panel.
- G: The space between panels is called the gutter.
- H: You won't be surprised to know that this "ZAT" is a sound effect.
- I: Copy which represents what a character is thinking is a thought balloon.
- J: The little connecting circles on thought balloons are called **bubbles**. (We'd feel silly calling them "squares"!)
- K: The regular speech indicators are called dialogue balloons.
- L: The connecting "arrows" on dialogue balloons, showing who is speaking, are called **pointers.**
- M: The words in balloons which are lettered heavier than the other words are referred to as **bold words**, or **bold lettering**.
- N: This is my favorite part—where the names are. We call it the **credits**, just like in the movies.
- O: All this little technical stuff, showing who publishes the mag and when and where, usually found on the bottom of the first page, is the indicia (pronounced in-deé-shah).
- P: Copy in which someone is talking to the reader, but which is not within dialogue balloons, is called a caption.



Komiksy používají "bubliny" k zobrazení mluvené řeči nebo myšlenek, velmi často jsou to monology nebo doprovodné texty vypravěče uvnitř jednotlivých panelů.

Tradičním rysem komiksů je využívání karikatury. Pozadí bývá (po vzoru kreslíře Hergého) zobrazováno realisticky, pro zvýšení důvěryhodnosti prostředí, ve kterém se hrdina pohybuje.

Americké komiksy se vyznačují snahou o nejrealističtější zobrazení postav i prostředí.

Krátký komiks (3–5 panelů) = **strip** (angl. proužek). Comic strip = **comics** (česky komiks). Comix = americký **undergroundový komiks** (60. a 70. léta).

Camera moving (readers eyes)



Movin' right along, we now introduce you to one of Marvel's many widely heralded close-ups, so called because the "camera" (meaning the reader's eye) has moved in about as close as possible.

This type of panel, in which the reader's view of the scene is from farther away, enabling him to see the figures from head to toe, is called a medium shot.



Camera moving (readers eyes)

And here we have a **long shot**. In fact, since it shows such an extreme wide-angle scene, you might even call it a **panoramic long shot** without anyone getting angry at you.







When you're up above the scene, looking down at it, as in this panel, what else could you possibly call it but a bird's-eye view?

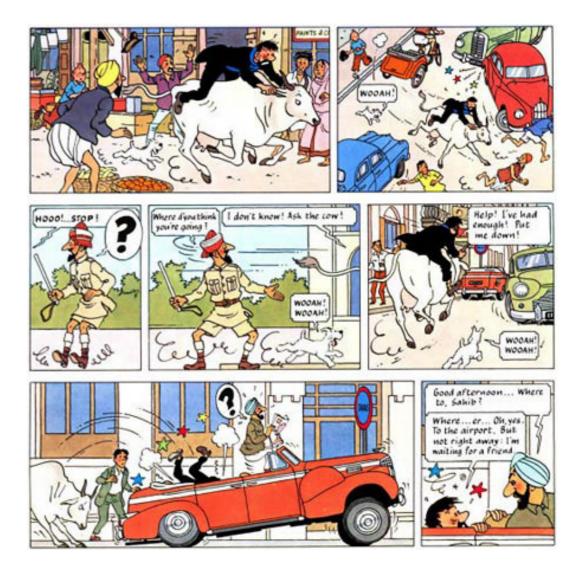
On the other hand, when you're below the scene of action, as in this panel, where your eye-level is somewhere near Spidey's heel, we're inclined to refer to it as a worm's-eye view.

A drawing in which the details are obscured by solid black (or any other single tone or color) is called a **silhouette.** And now that we agree upon the language, let's get back to drawing the pictures . . .



Panely:















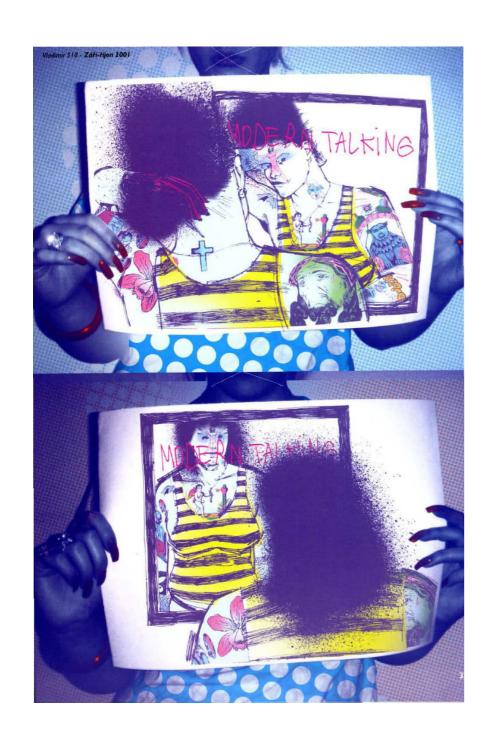


















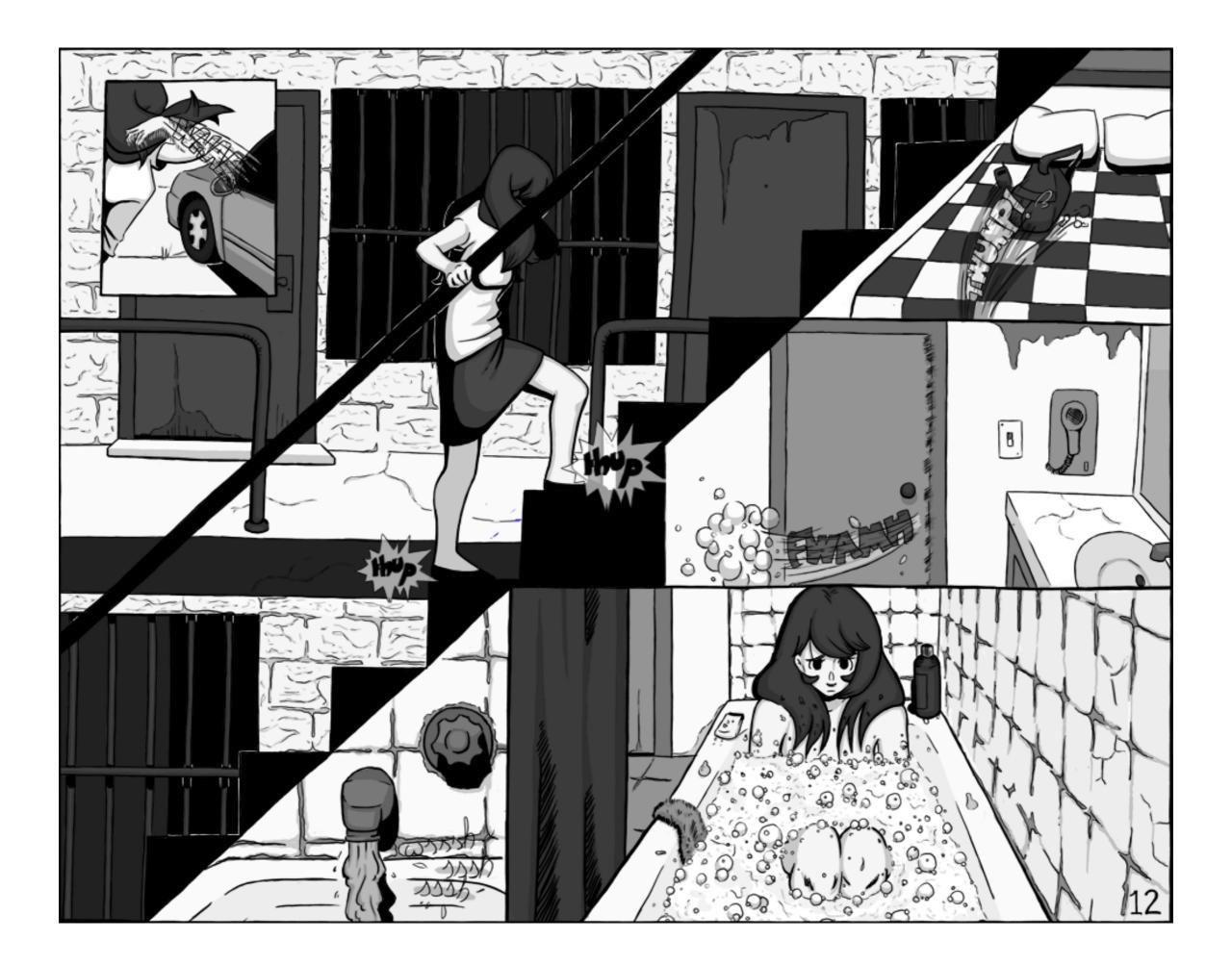


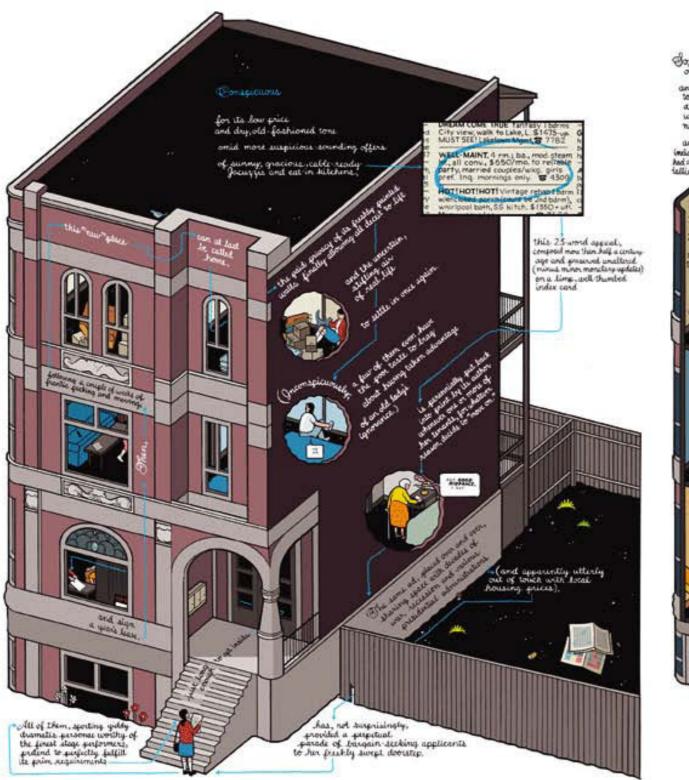


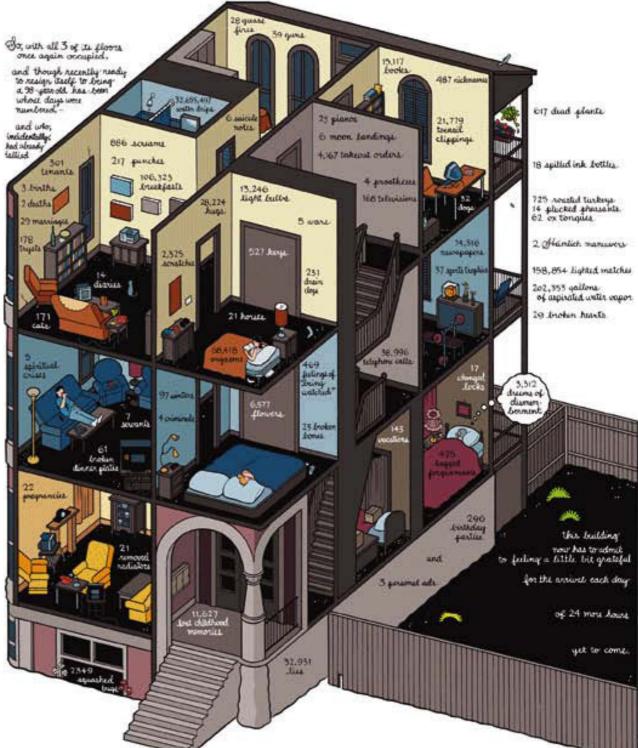




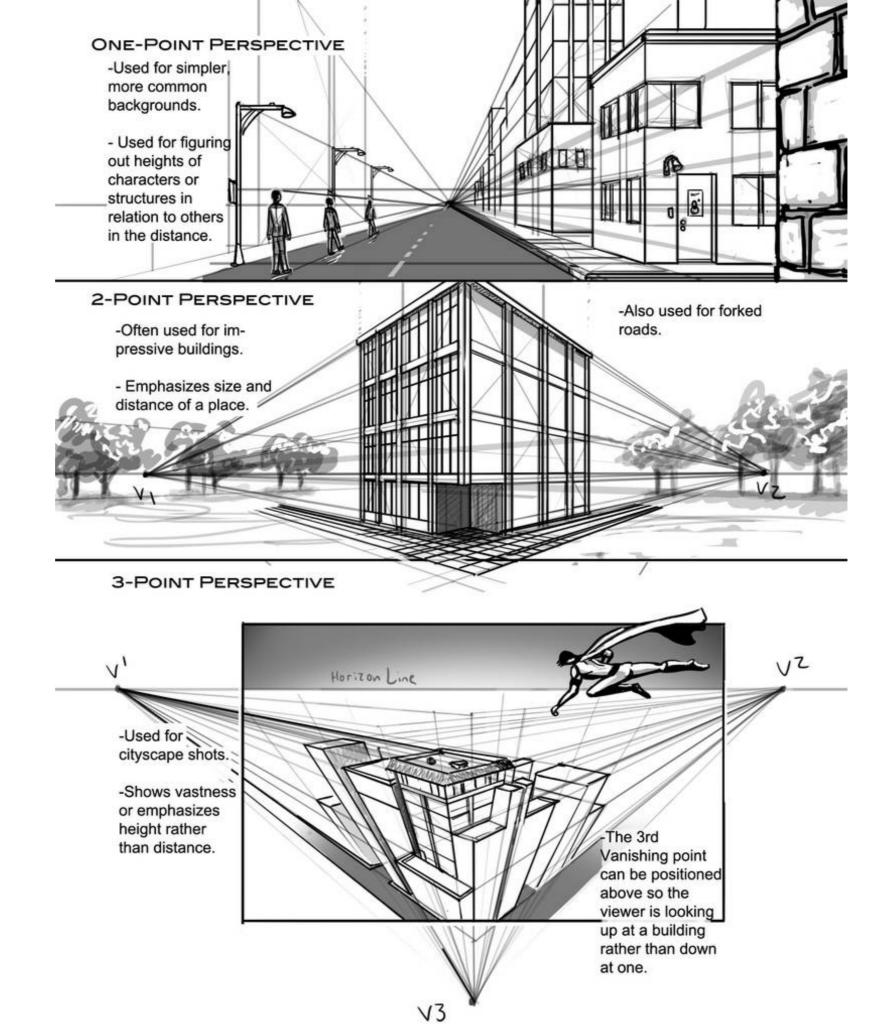


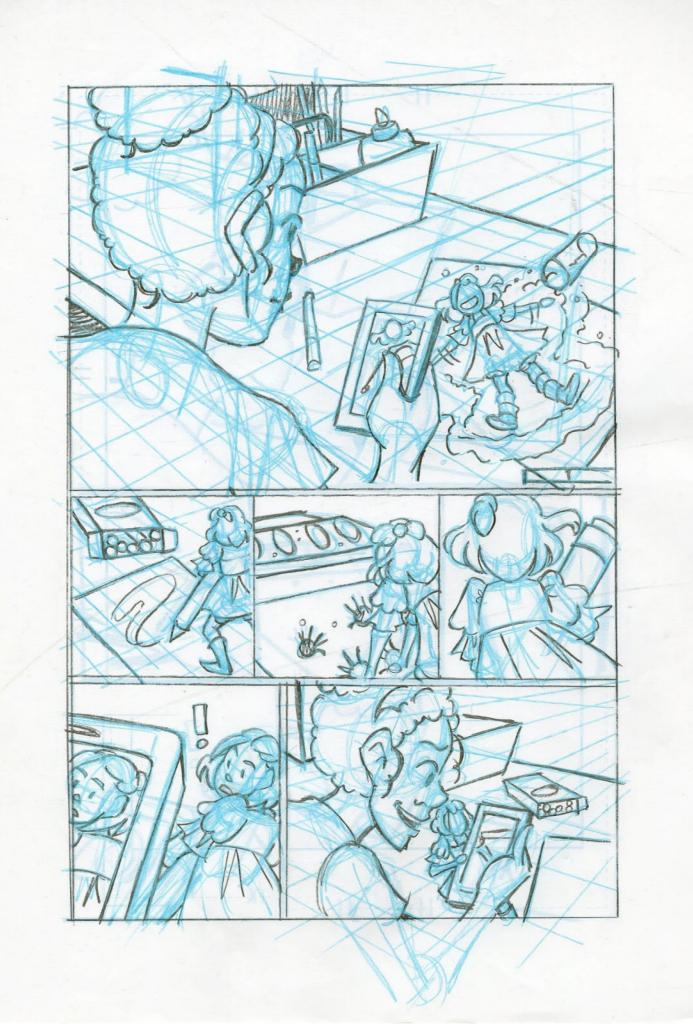


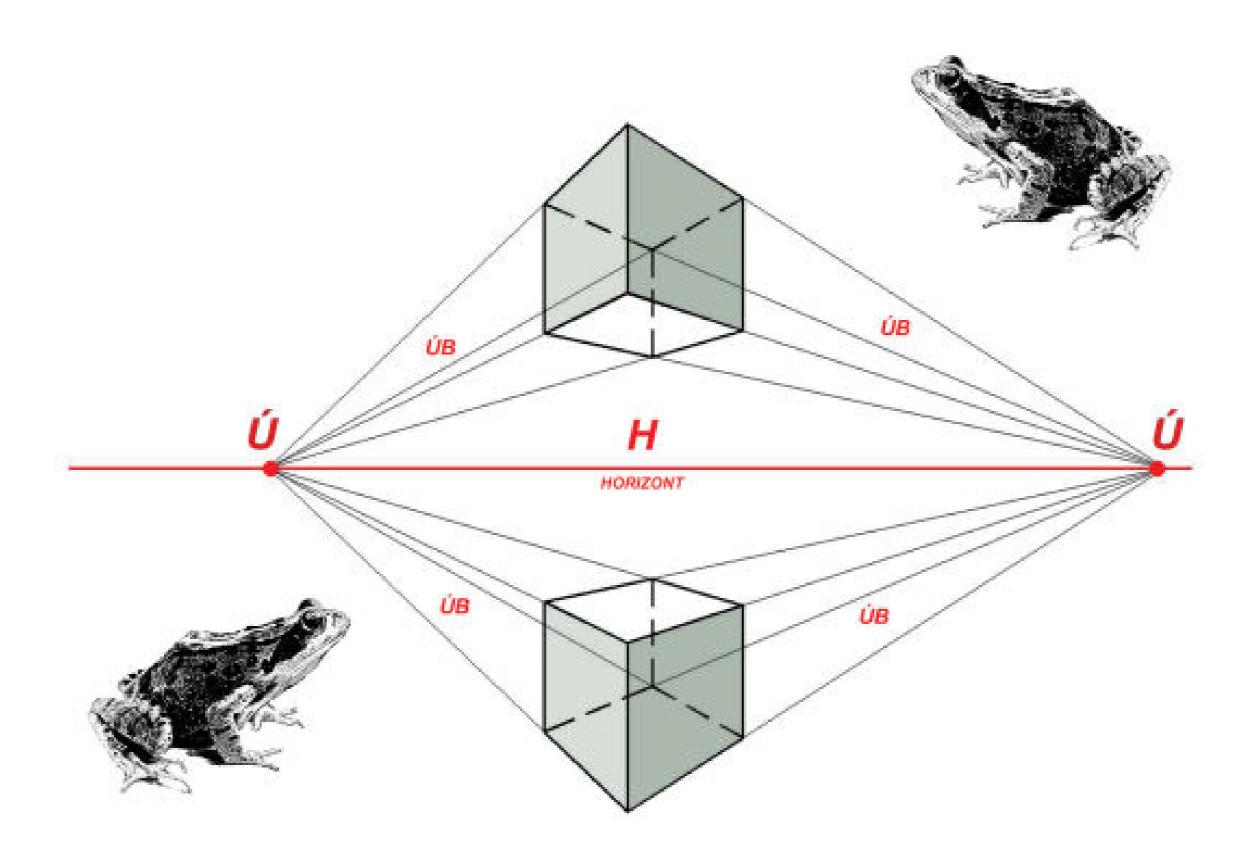




Perspektiva







Český komiks







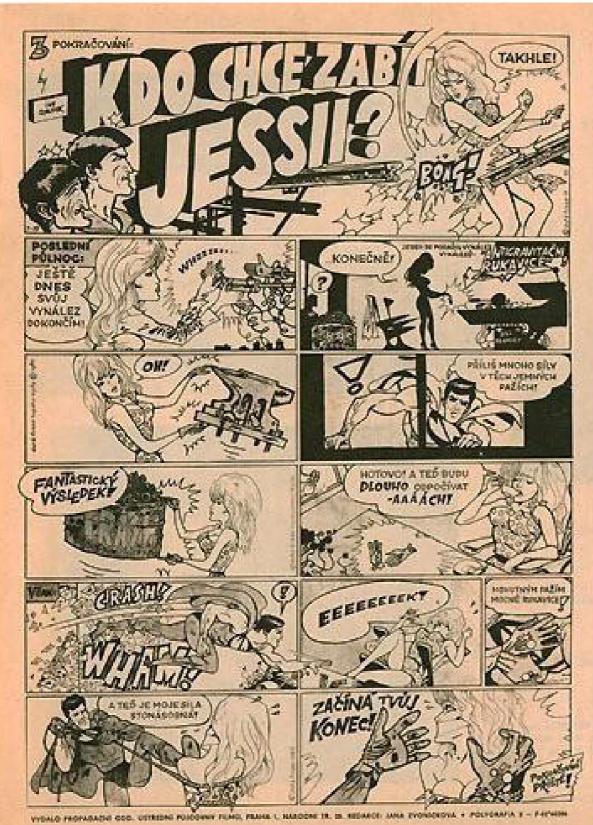




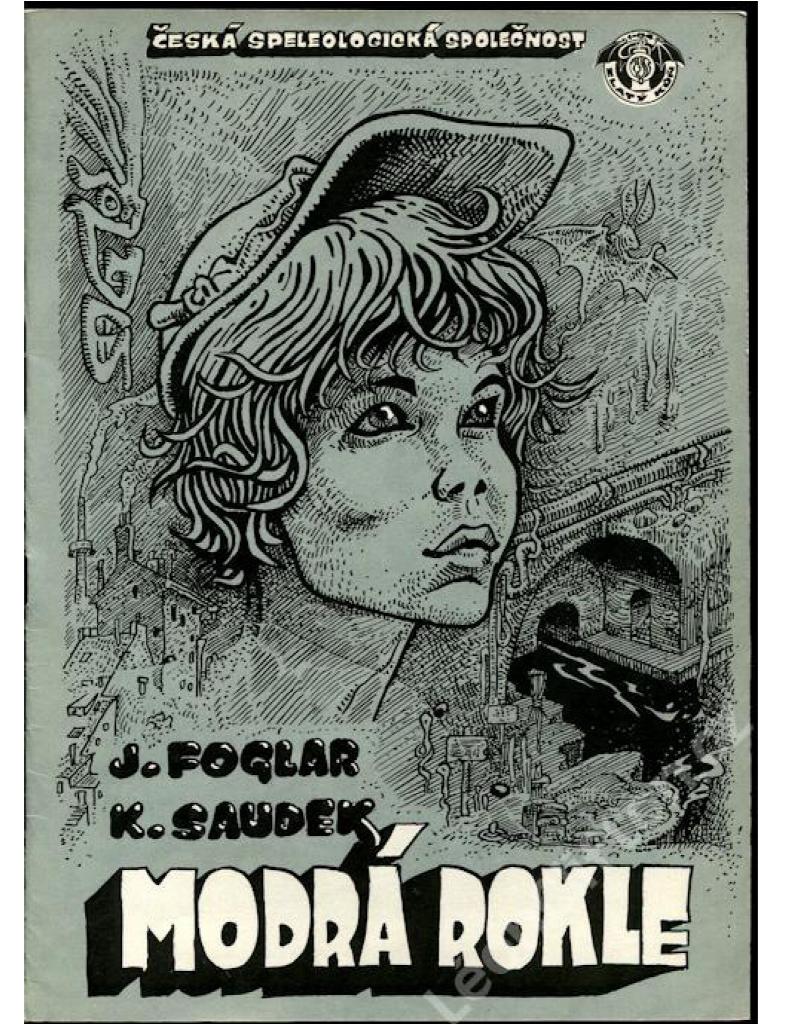


50 51





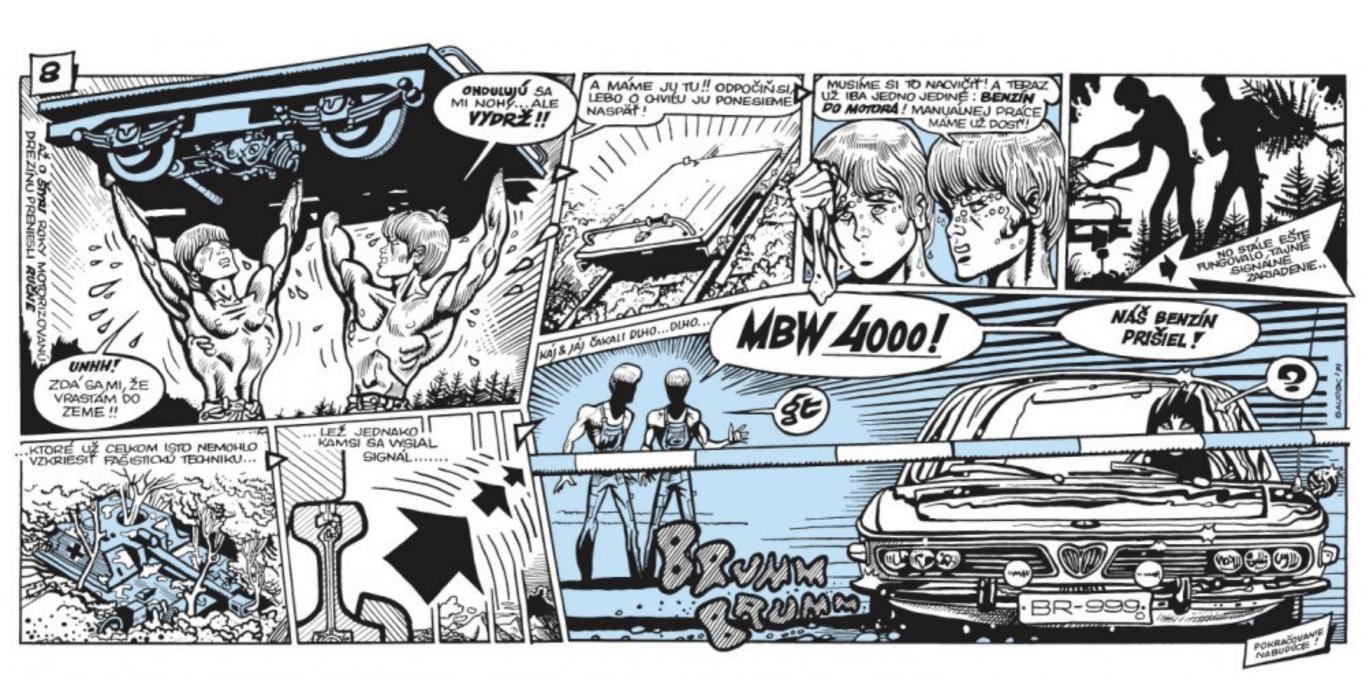




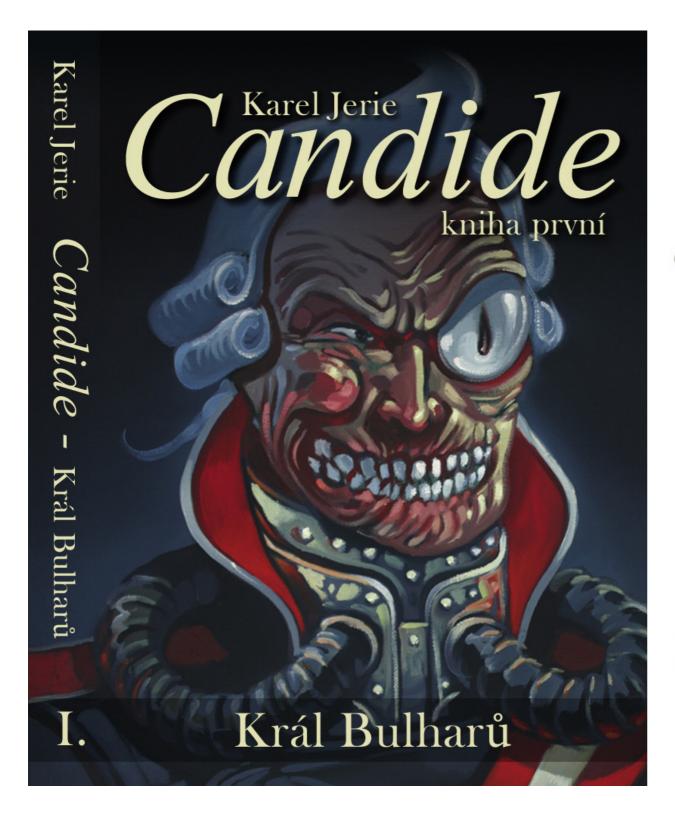




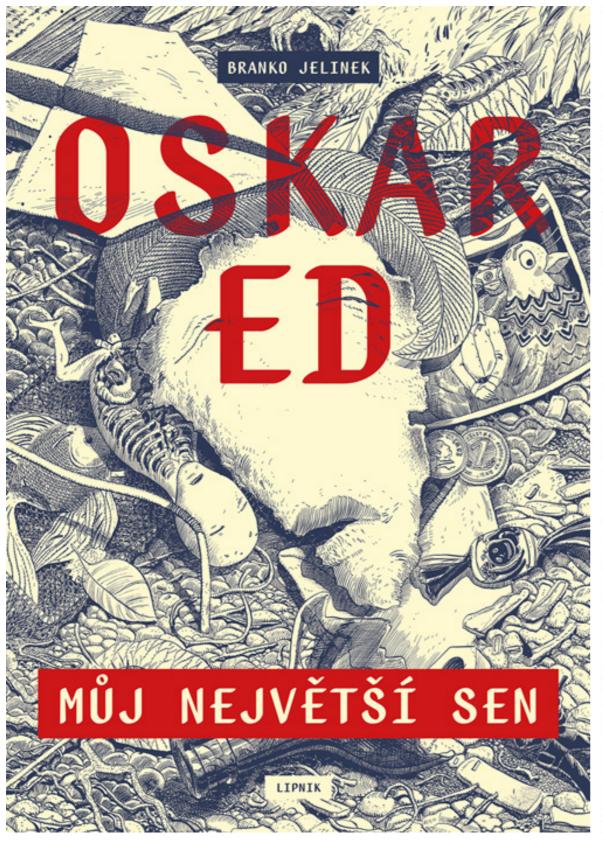
17









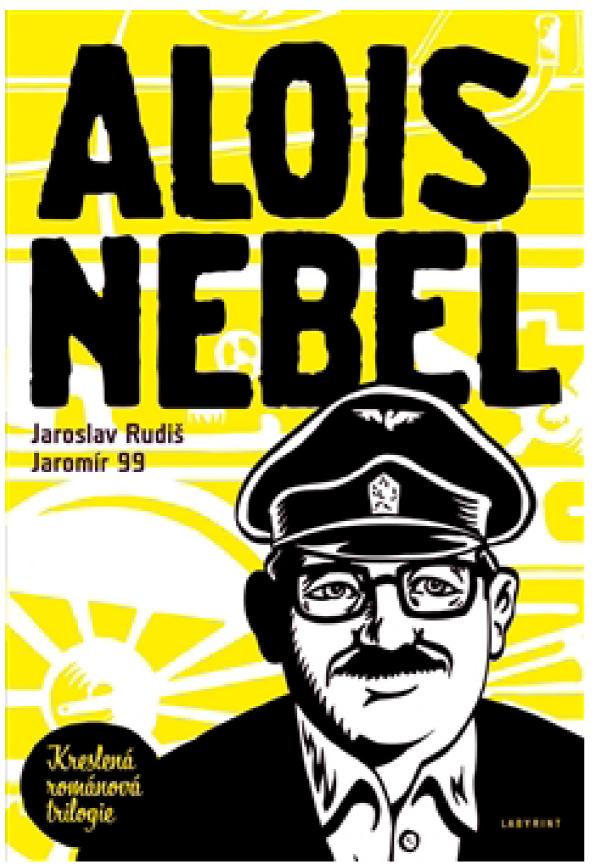












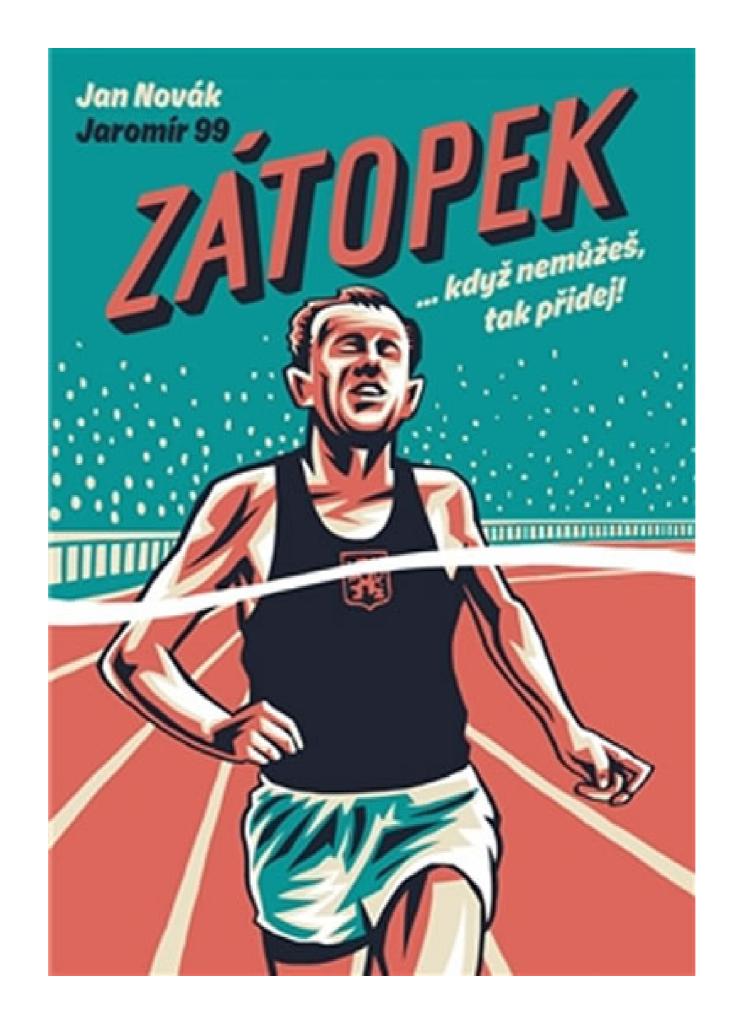


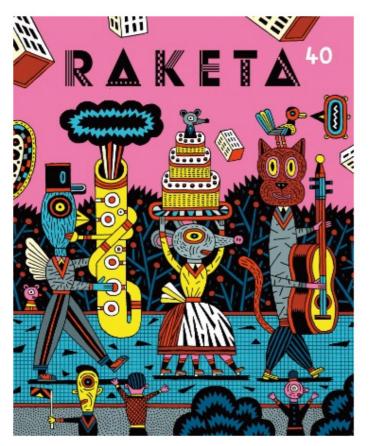


















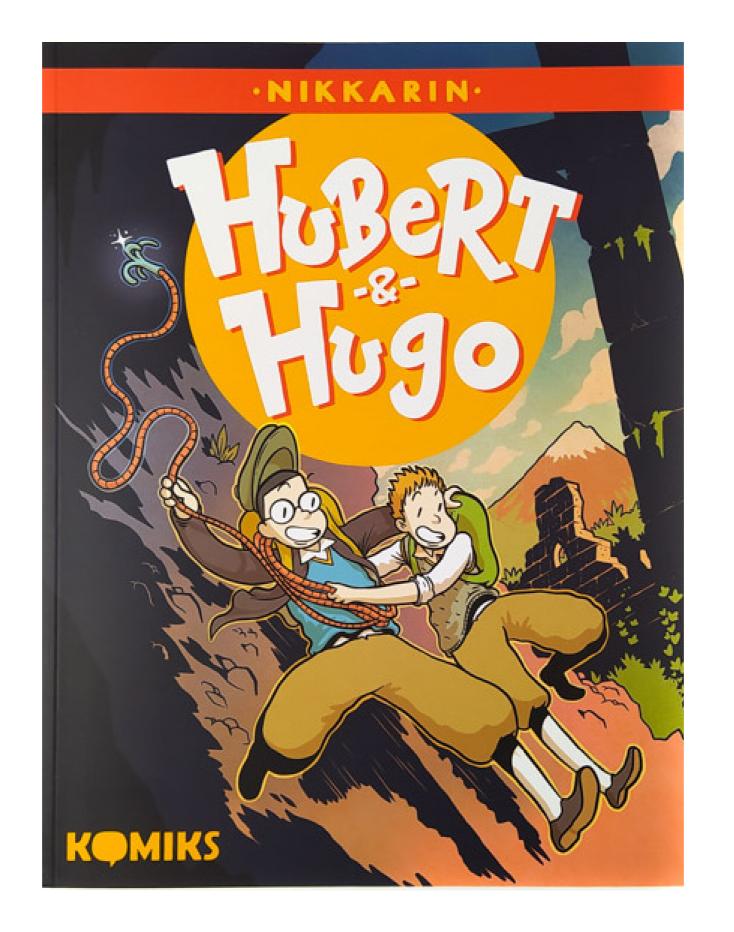




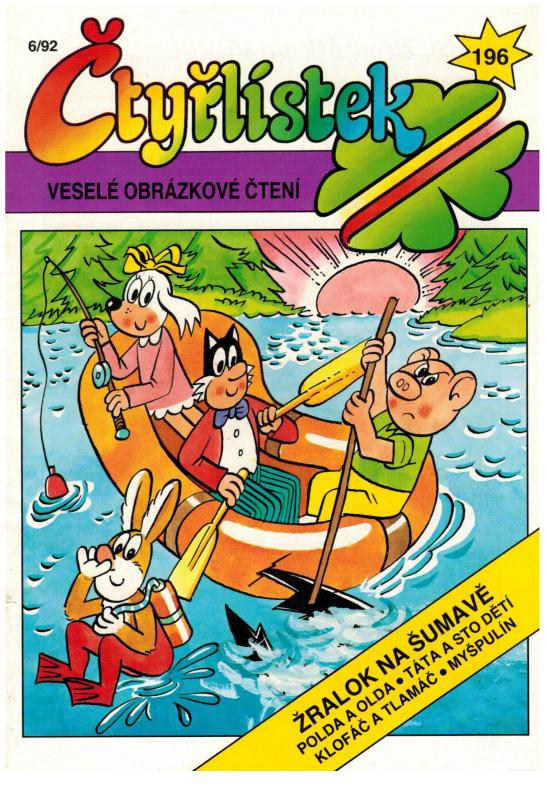












Pile fograr Kresti Manto Ö

RCLESTY ZCHOW SOR POEN-TAN













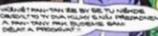














STRITTY HEIGHT ZUNNER-TY ZINGGE. TO JO MARKOTTYD JIH JEN DOCELLA VOERYCEUNK M ENTROLENK ZIK HAMARKON, ROXLANS IT!



INDUM!

RISe Foglar Kresii Marko Černák

RELE STY PÅD ZIAMAÄSKOU ZÄHADOL

























62

