

software for this! An example script could look like:

PAGE ONE

Panel #1: Wide shot of Hank walking into a long hallway lit only by his flashlight. Hank is framed slightly off-center. A storm can be seen outside through the window. The power is out in the house.

Panel #2: Close-up of a broken dump truck on the floor with Hank's feet shown in the background, walking towards the truck.

Hank: Hmmm, what is this?

Panel #3: Same shot as #2, as Hank's hand picks up the broken toy. A rolled-up note is jammed into the side of the toy.

Panel #4: Down-angle close-up of Hank opening the note. The note is in center frame.

Note: Next time will be your car, now bring me dinner! Love, Bobby.

Panel #5: Lightning strikes outside, causing Hank to jump and scream from fright.

Panel #6: The walls of the hallway begin to melt for no apparent reason other than to end this script...

(<http://www.makingcomics.com/rd/wp/wp-content/uploads/2014/03/howwritescrptexamplescript.jpg?x32107>)

Notice how the dialogue is separated into its own line? That makes it clearer to read, especially if there's more than one character talking. Notice how some panels describe shot composition (close-ups, wide shots, down-angles, etc.)? This will help to explain what you've pictured in your head, even if the only person that will read this is you. Every detail matters; the more information that you put in the script, the better equipped you will be to visualize this world when you later draw it.

The photo up top is from my notebook for *Frik'in Hell* (not pictured: legible handwriting). I use a very stripped-down scriptwriting approach since I'm both the writer *and* artist. I don't use panel numbers and such — I bracket-off each panel and put the descriptions inside parentheses to separate them from dialogue. As I said, there's more than one way to do this. If I were tackling a 22-page comic, I would probably not use this technique at all.

Are You Handing the Script Over to an Artist?

If you are the writer and plan to pass the script off to an artist, you will need to be meticulous in the details. Don't assume that the artist will figure out what you want. Make sure that the script has everything that is important to you so that the artist can include it. The example script (above) may be fine if you're also the artist, but if not, you will probably need to explain what the hallway looks like, or the furnishings, lighting, and facial expressions, just to name a few.

Also, consider incorporating screenplay terminology in your script. Use keywords like Exterior or Interior, Day or Night, and reference the scene's location. In the example, I would include in my description: INT. HOUSE HALLWAY – NIGHT. Doing this will help the artist figure out where each shot is located, as there will be times when multiple locations are shown in the same page.