

# Lettering

“A balloon is supposed to be an integral part of the action” (Eisner 35).

Look through a comic or trade – what do you notice about the lettering? Write down page numbers and notes on observations. When are specific techniques used? What do stylistic choices mean?

# Defining Letterer

- Sometimes has to make up lost time for a writer or artist who fell behind deadlines
- Makes the dialogue flow correctly across the page, allowing the reader's eye to naturally skip from one balloon to the next in the correct order



# Letterer's Job

## (Step by Step)

- Uses visual cues to create diverse, imaginary voices and sounds in the reader's head through choice of font, font size, and styles
- Letters the copy
  - finds open space
  - draws the balloons and boxes
  - writes the words
  - changes font styles
  - Outlines the panels in India ink



# Technology's Impact on Lettering

- Past: lettered by hand with quill pens
- Now: computers, Adobe Illustrator
  - Use Adobe Illustrator to open script Word doc
  - Change font and size of text
  - Font at 6 points (for printing)
  - Leading 6.5 points (amount of vertical spacing between two lines of type)
  - Cut and paste balloon dialogue for each page
  - Broken into smaller lines that fit in balloons
  - Slight bow in middle of block of text
  - After inserting all type breaks, center type

# Asterisk

- **References** an editor's note
- **Caption** somewhere else in the panel or on the page explains the reference
- They generally **inform** the reader that more information can be found in a separate issue or comic book, or explain an **acronym**





# Balloon Tails

- Should point to a **character's mouth**
- An **invisible** line continues past the end of the tail to the character's face
- Avoid pointing the tail in the general area of the character
- Tail should terminate roughly **50-60%** of the distance between the balloon and the character's head



# Bold

- Almost no **plain** bold in comic dialogue
- Used when **emphasis** is placed on a word
- Non-traditional dialogue font may actually work better with plain bold
- Use *sparingly*



# Breaking Borders

- White interior of a balloon breaks into the white of the **panel gutters**
- Determined by **preference**
- More prevalent in hand lettering
- If gutters aren't white, you may run into the problem of not being consistent throughout





# Breath Marks

- Usually 3 little dashes, stacked **vertically** that come before and after some sort of cough or sputter
- Word with breath marks around it may be italicized, lowercase, or bold
- **Bold** indicates worsening cough
- Breath marks without word – tiny bursting bubble – indicates **death** or **unconsciousness**



# Burst Balloons

- Used when someone is **screaming** their dialogue
- More **irregular** and **chaotic**
- Perhaps a **heavier** stroke
- Can have bolded, enlarged, or underlined words in balloon
- Variation of burst balloon is a regular balloon with a small burst at the tail



# Butting Borders

- Aka **anchoring**
- Part of balloon is cropped **flat** and placed **against** the border
- Helps combat **space restraints**
- Left, center, or right aligning the text against the border acts as a **visual change** of pace



# Captions

- 5 types: 1) location 2) time 3) internal monologue 4) spoken and 5) editorial
- Location & time can be in the **same font** as dialogue only inside caption box and italicized
- Internal monologue replace thought balloons, typically italicized
- Spoken represent **vocalized** speech of character that is **off camera**, in quotation marks
- Editorial features voice of **writer** or **editor**, italicized



# Crossbar I

- Biggest **mistake** among amateur letterers
- “I” with the crossbars on top and bottom is only used for the **personal pronoun** “I”
- Also use crossbar “I” in **acronyms**, like F.B.I.
- Any other instance, the letter should just be a vertical stroke version



# Double Dash

- No Em or En dash – long dash – in comics
- Only used when a character's speech is **interrupted**
- Double dash and **ellipsis** are not interchangeable
- Only 2 dashes





# Double Outline Balloons

- Adds **emphasis** to dialogue
- *Can represent different personalities or characters*
- Background balloon has a **color** fill or heavier stroke
- Variations are up to the letterer



# Drop Caps

- An **enlarged** or **embellished** first letter in a caption
- Styles and sizes are a stylistic choice by the letterer
- Can **begin** each inner monologue caption or just the location/time captions



# Ellipses

- 3 periods
- Represents a character's speech **trailing off** and resuming in another balloon
- Use ellipses at end of balloon and start of the next balloon
- Can also signify **stilted speech** or a pause due to **physical stress**



# Emanating Dialogue

- When a character is speaking **off camera**, behind a door, or **inside a building**
- Tail of balloon terminates at the point of origin and has a small multi-pointed burst at the end of it



# Foreign Languages

- Placed in a “less than” symbol and a “greater than” symbol
- First appearance of the language should end with an **asterisk** to denote an editorial caption that explains what language is being **translated**



# Hollow Sound Effects

- Recent trend in sound effects
- Outlined letters with see-through center
- Allows reader to still see **focal art**
- Used when you have **space constraints**





# Hyphenating

- No set rule for hyphenating long words to make them **fit** in a balloon
- **Avoid** hyphenating words
- Only use a hyphen if it's a **compound** word that breaks well



# Italics

- Shows internal monologues
- Used for traditional-style **location and time captions** or editorial captions
- Represents words **translated** from another language
- Signifies a voice **transmitted** through a TV, radio, etc.



# Joining Balloon to Balloon

- Joined balloons show same **thought process**
- Expressions on the same topic
- Rule is often broken due to **space restraints**



# Joining Balloons with Connectors

- Used when a character says **2 separate** ideas expressed one after the other
- Or can represent a **conversation** going back and forth between 2 characters
  - Stagger balloons and join with connectors
  - Break rule if there are space restraints



# Lowercase

- Reserved for **non-verbal vocalizations** like “uh”, heh”, “umm”, etc.
- Any vocalization that isn’t a real word, more like a noise
- Occasionally used to represent **whispering**



# Music Notes

- Lone music note means **whistling**
- Multiple singing notes in a single dialogue balloon indicates **singing**
- Sung dialogue is often **italicized** and follows a **wavy** baseline





# Numbers

- Spell out numbers in dialogue, unless it's:
  - A **date**
  - Designation
  - Part of a **name**
  - A numeric over **twenty**



# Off-Panel Dialogue

- When a character speaks from “**off-camera**”, the tail of the balloon butts against the panel border
- Some editors prefer tailless balloons
- Balloon tails can be a **plain arc** shape or an **S-shape**



# Overlapping Borders

- May look amateurish, but might be necessary due to **space constraints**
- Use as a stylistic choice throughout the book
- Better off **butting** the balloon against the border



# Question Mark/Exclamation Point Combo

- Represents a **shouted** question
- **Question mark** should come first



# Quotation Marks

- Used when a character is speaking **off-camera**
- Punctuation on the last line of the quotation goes **inside** the quotation marks



# Radio Balloons

- Shows that speech is **transmitted** through a radio, TV, telephone, or any type of speaker
- Text is italicized
- Balloon is uniformly **spiky** with a **lightening bolt** tail to the source





# Rough Balloons

- Most often used for dialogue of **monsters**
- Used in conjunction with **monstrous fonts**
- Signifies a **creepy** or **distorted** voice



# Small Dialogue/Big Balloon

- Reduced font size represents a character **muttering**, saying something to himself or herself, or speaking **sheepishly**
- A lot of empty space indicates **whispering**



# Sound Effects Punctuation

- Sound effects often lack punctuation
- Seems trite now



# Spaces

- 1 space after the end punctuation of a sentence
- No space before or after an ellipsis or double dash



# Telepathic Balloons

- May italicize dialogue
- Traditional style: thought balloon with breath marks on **opposing** corners
- Modern letterers often **abandon** traditional style



# Thought Balloons

- Fallen out of fashion – **internal monologue** captions are preferred
- Tail is made up of smaller bubbles, at least **3** bubbles of **decreasing** size that reach toward the character
- Tail points to character's **head**, not mouth



# Wavy Balloons

- Aka “weak balloons”
- Used to show a character in **physical distress**
- Dialogue is **stilted** and **broken** by ellipses
- Balloon and tail are **shaky**
- As a character descends into death or unconsciousness, the dialogue gets smaller and smaller





# Whispering

- Traditionally indicated by a **dashed stroke** balloon
- More recent options include balloon and dialogue in a muted tone (**grayed-out**) or with a **lowercase** font in conjunction with small dialogue/big balloon



# Lettering Tips

- (Artist) leave room at the top of panels for lettering
- (Artist) put the person speaking first on the left and the person who speaks last on the right
- (Writers) less is more, be aware of how many balloons and words you put on a page
- (Writers) do a dialogue polish while looking at art, before sending the script to the letterer



# More Lettering Tips

- (Everyone) a round of corrections after the first ballooned page is normal
- (Letterer) don't vary the size of fonts unless you're going for a specific effect
- (Letterer) readability is more important than design
- (Letterer) avoid putting balloons in places where they block the eye line between characters



# Practice Lettering

1. Select 3 different moods or tones
2. Switch your paper with a partner (who is acting as the writer).
3. Using the writer's script ideas, draw balloons and font that matches the mood or tone described.
4. Be prepared to share your lettering and explain your stylistic choices. And, reference your lettering notes guide to help you.