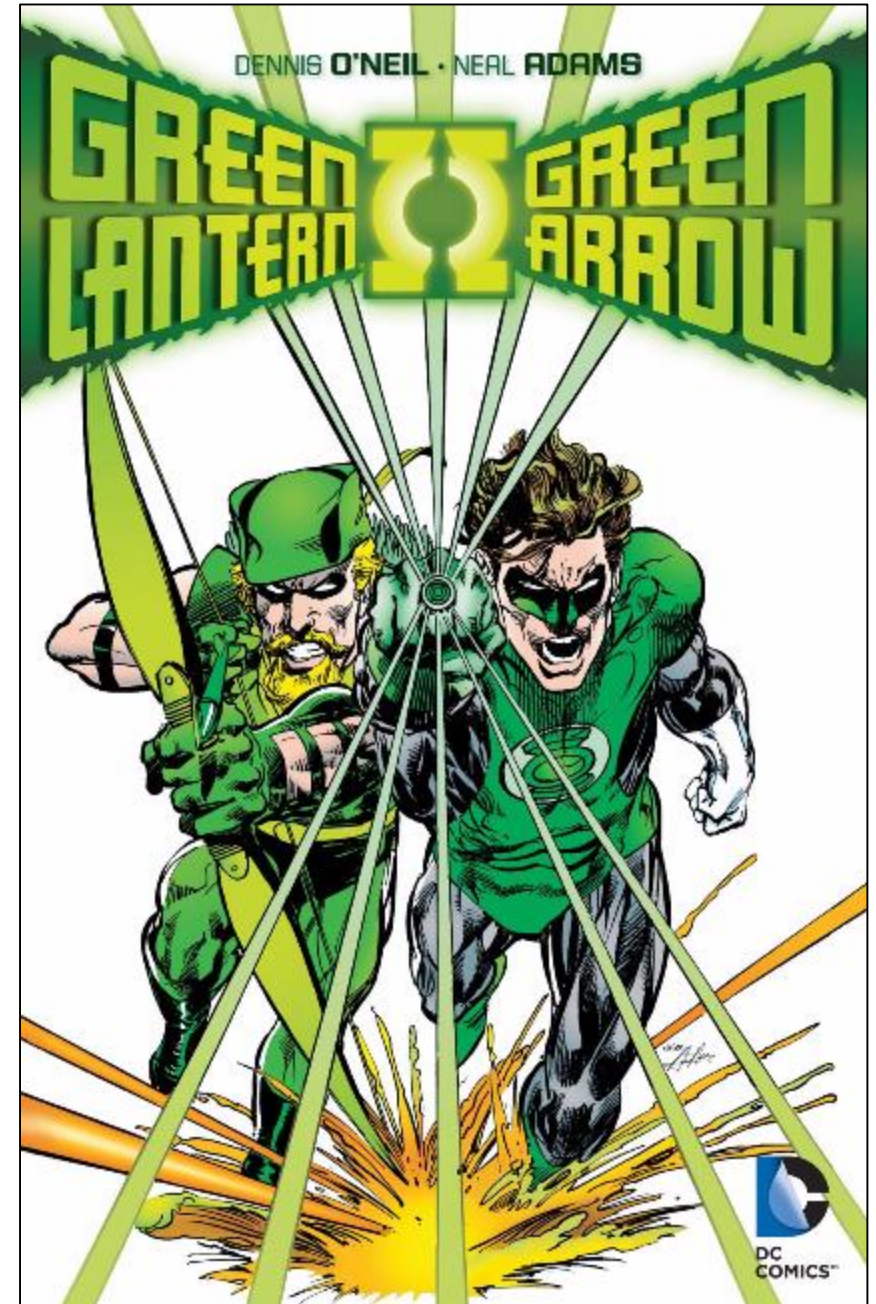


Understanding *Green Lantern Green Arrow*

We will pull examples from Dennis O'Neil and Neal Adam's work on *Green Lantern Green Arrow* to help us better understand heroes during the comic code. If you are absent from class, you can review this presentation to review missed examples, but you will need to get discussion notes from a peer or come to OP.

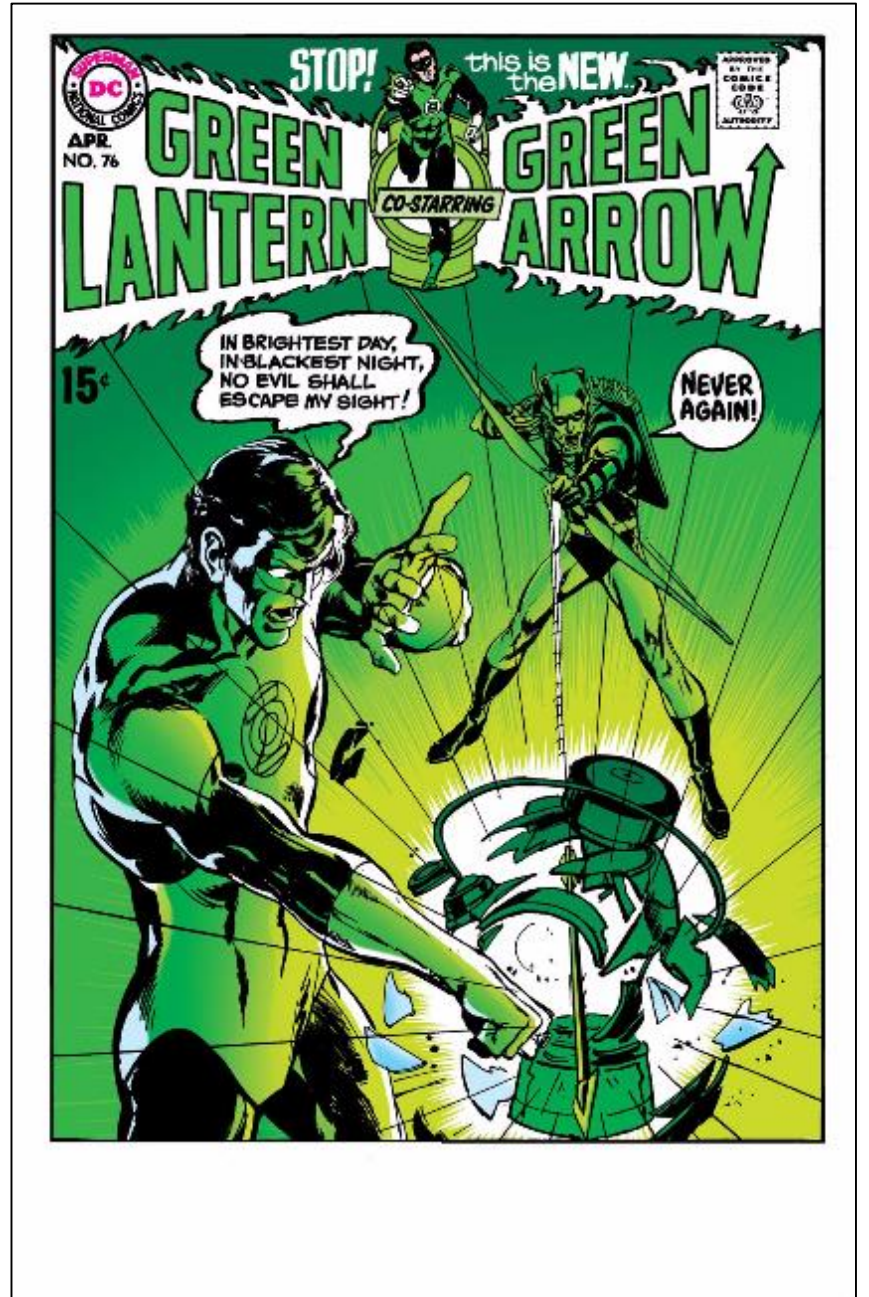


Page numbers may vary, depending on the version of the text you are reading – the page numbers used in this presentation are from the Comixology versions of Dennis O’Neil and Neal Adams’s work on *Green Lantern Green Arrow*.



Green Lantern Green Arrow Issue 76

Write brief, analytical bullet-points focusing on panel layout, shape, transitions, and gutters. Then think about art style, coloring, lettering, text boxes, and language.



Green Lantern Green Arrow Issue 76

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Green Lantern Green Arrow

Issue 76

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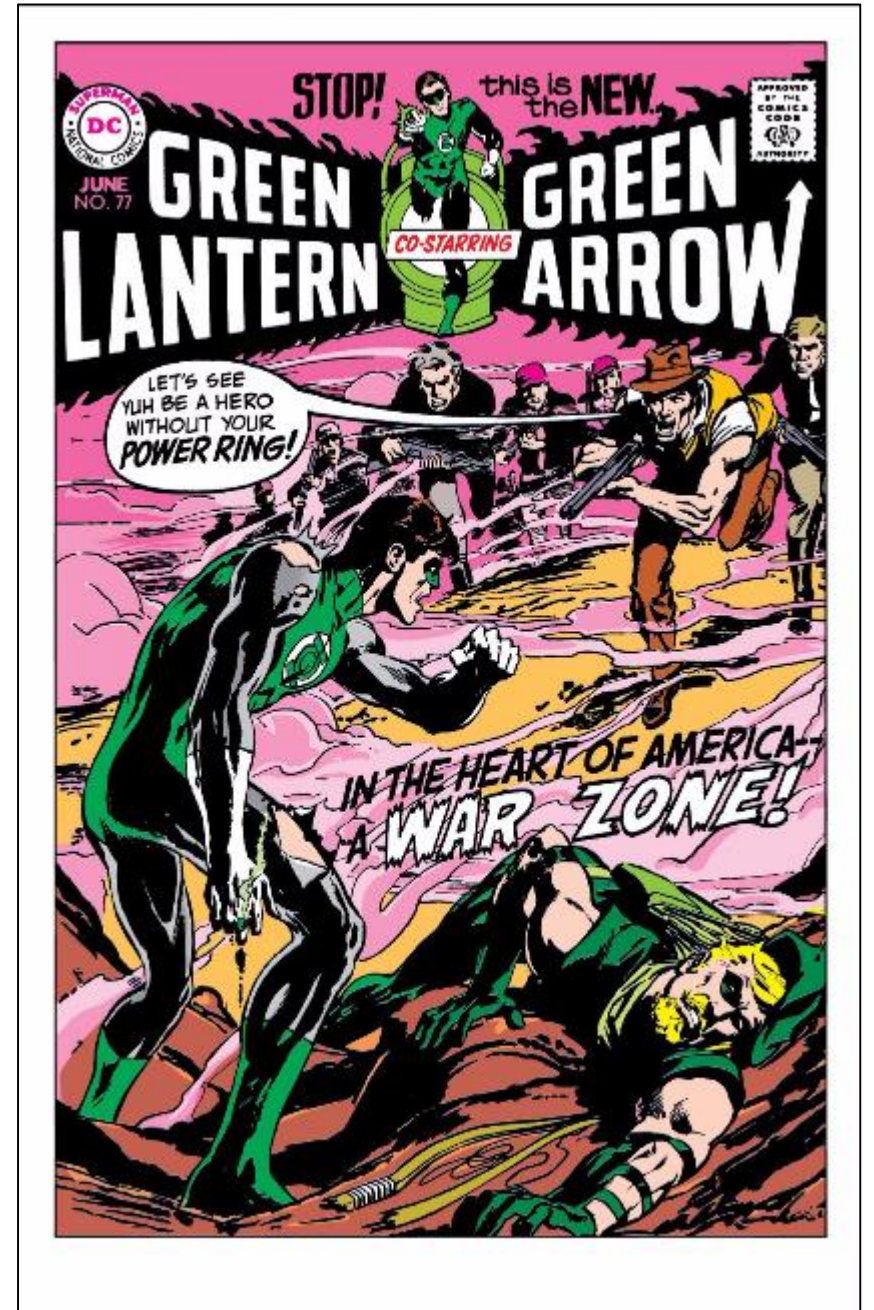
Green Lantern Green Arrow Issue 76

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Green Lantern Green Arrow Issue 77

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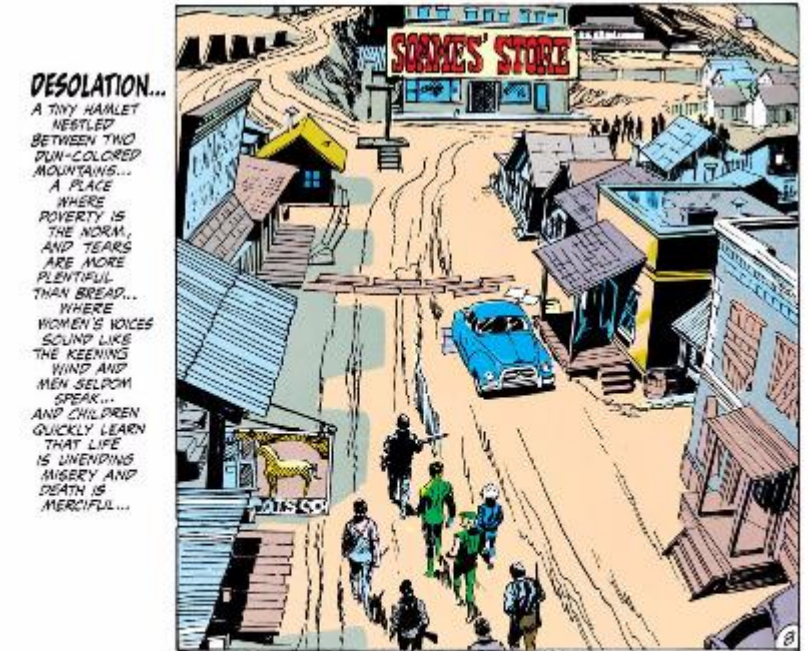
Green Lantern Green Arrow Issue 77

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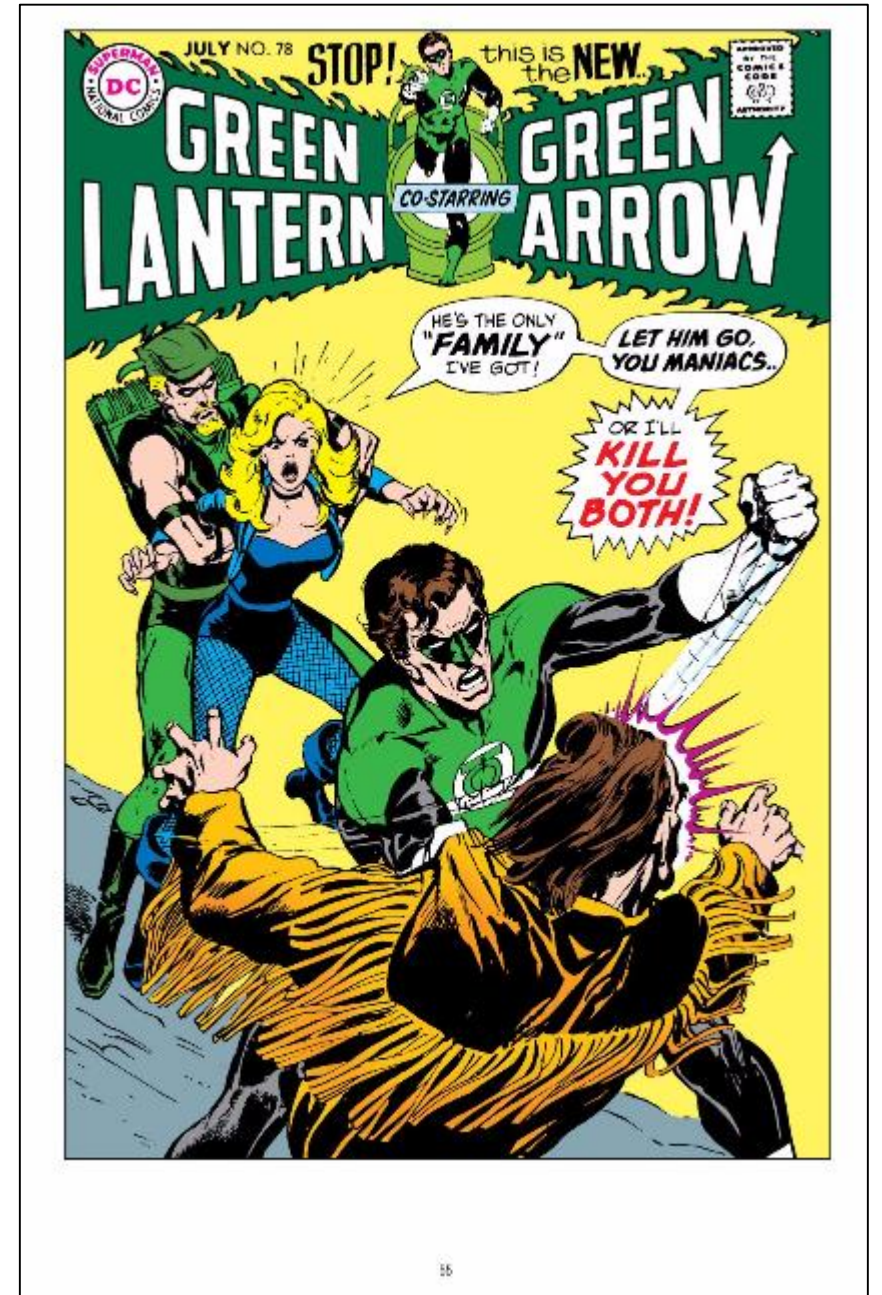
Green Lantern Green Arrow Issue 77

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Green Lantern Green Arrow Issue 78

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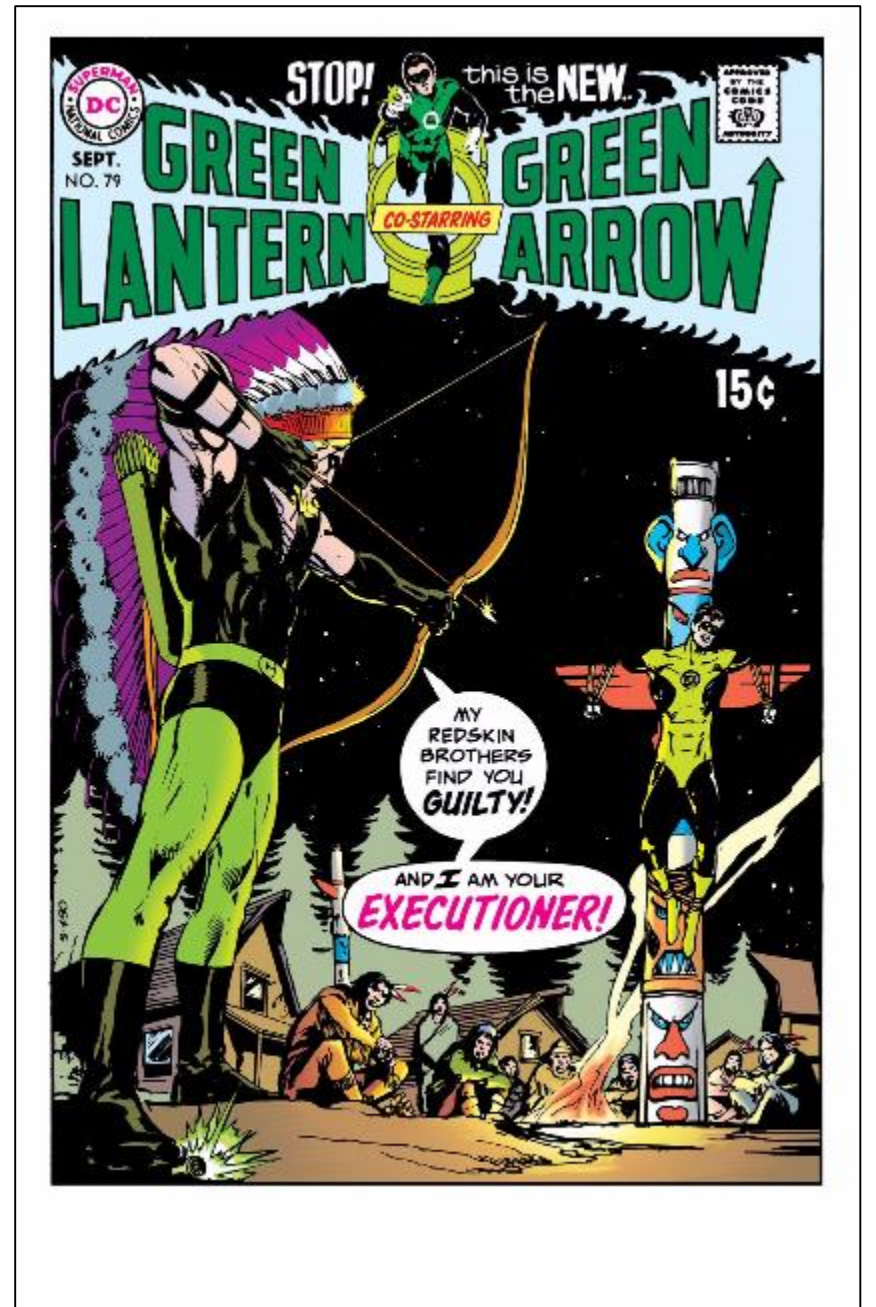
Green Lantern Green Arrow Issue 78

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Green Lantern Green Arrow Issue 79

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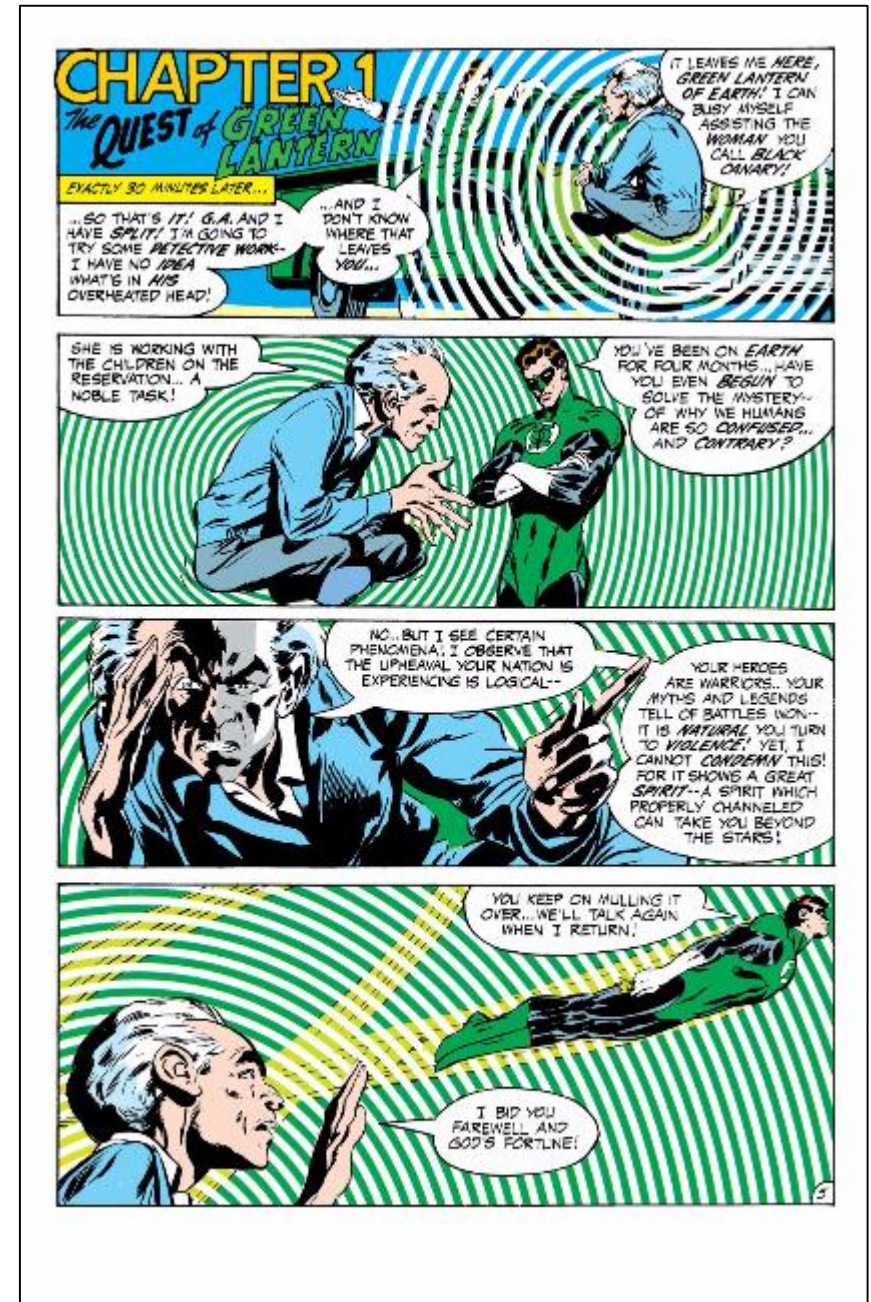
Green Lantern Green Arrow Issue 79

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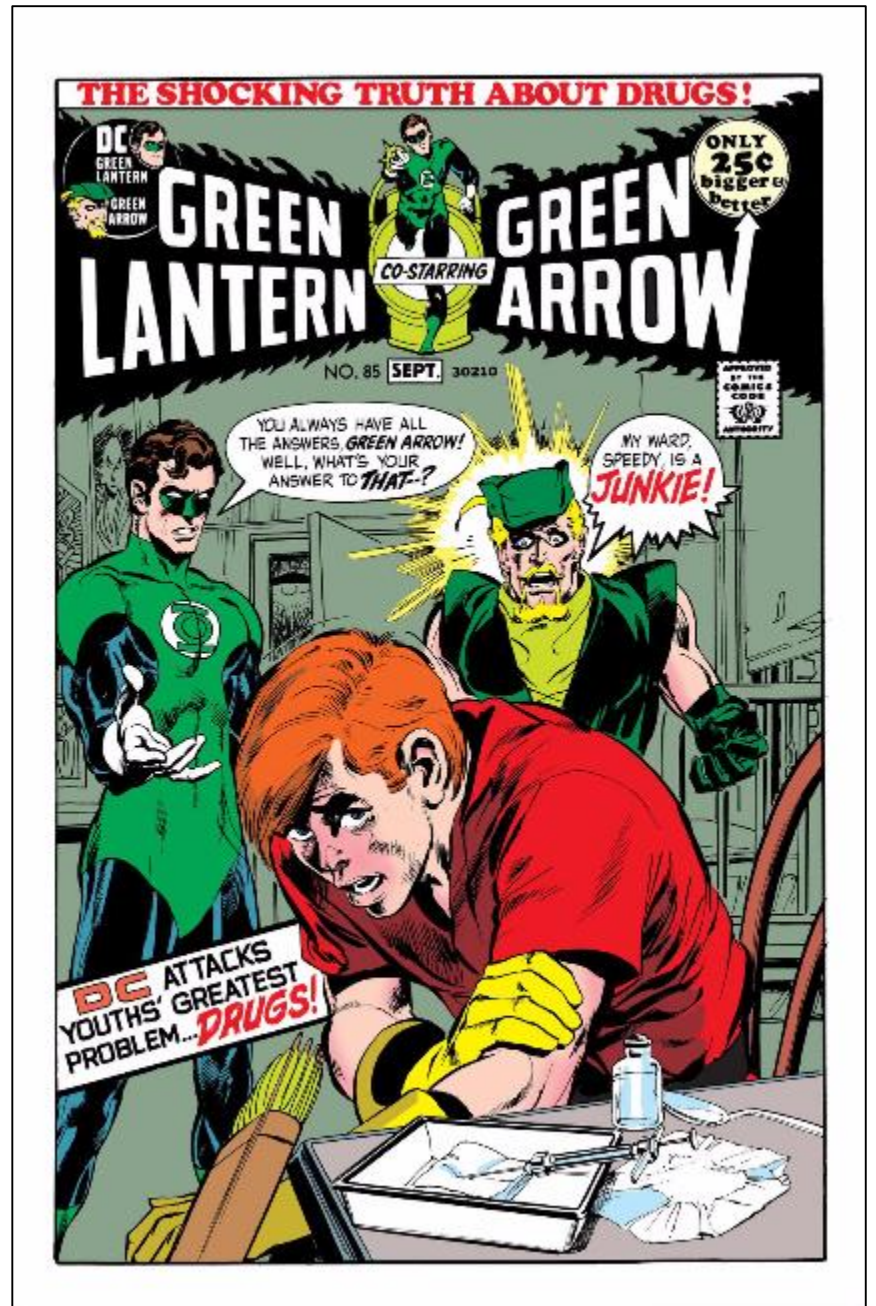
Green Lantern Green Arrow Issue 79

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Green Lantern Green Arrow Issue 85

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Green Lantern Green Arrow

Issue 85

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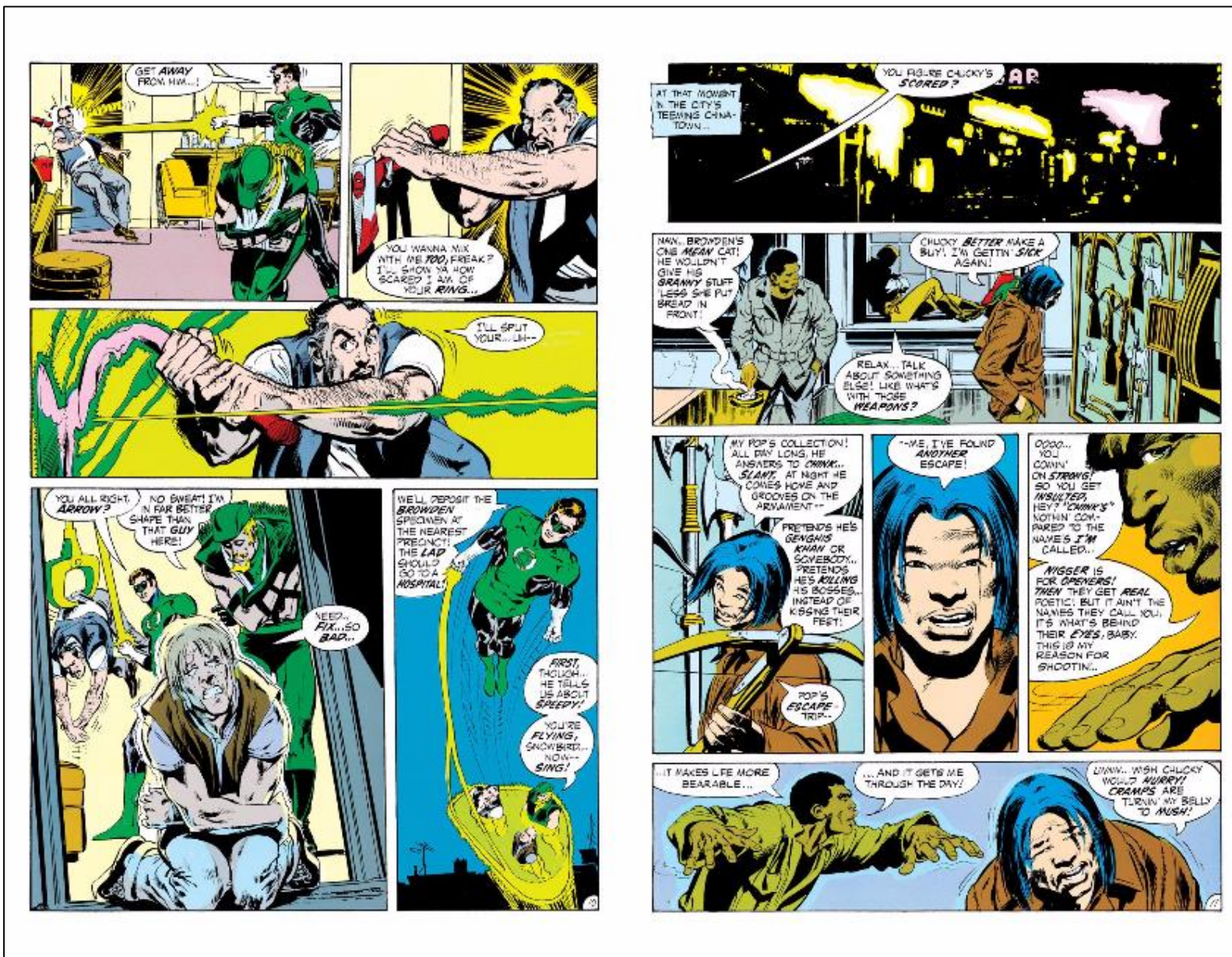
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