

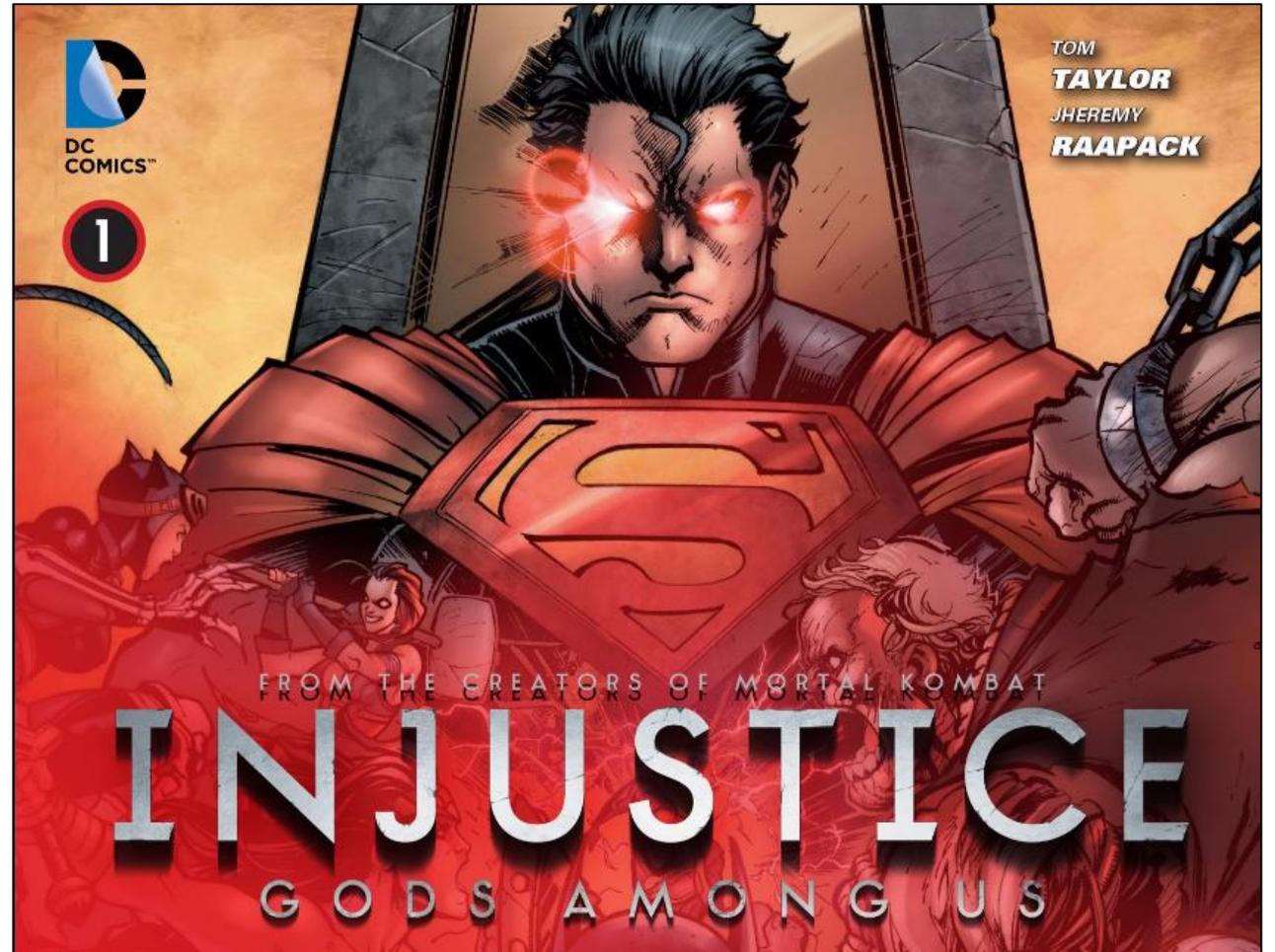
Understanding *Injustice: Gods Among Us*

We will pull examples from Tom Taylor's first volume of *Injustice: Gods Among Us* to help us better understand digital comics. 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.

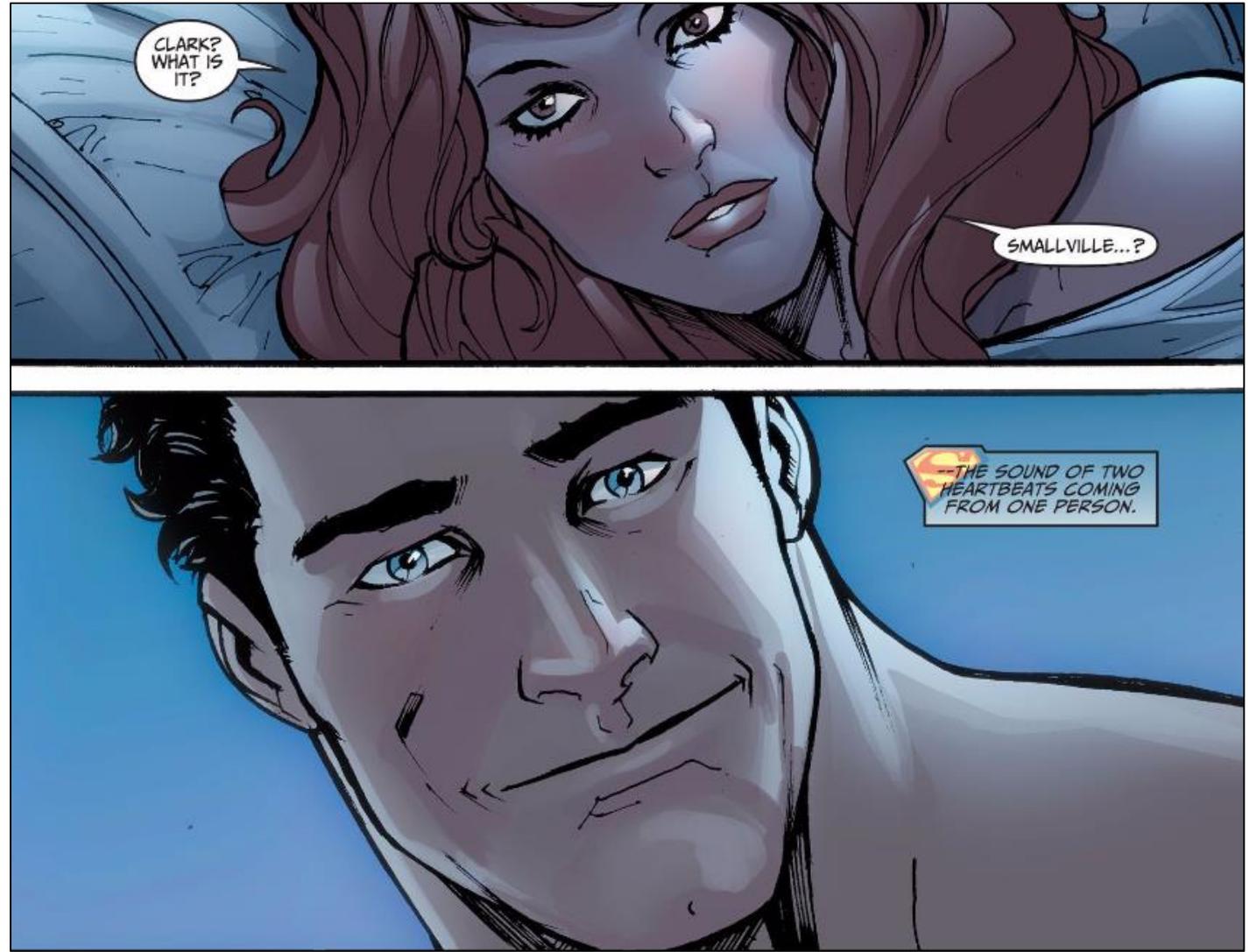


Part 1

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



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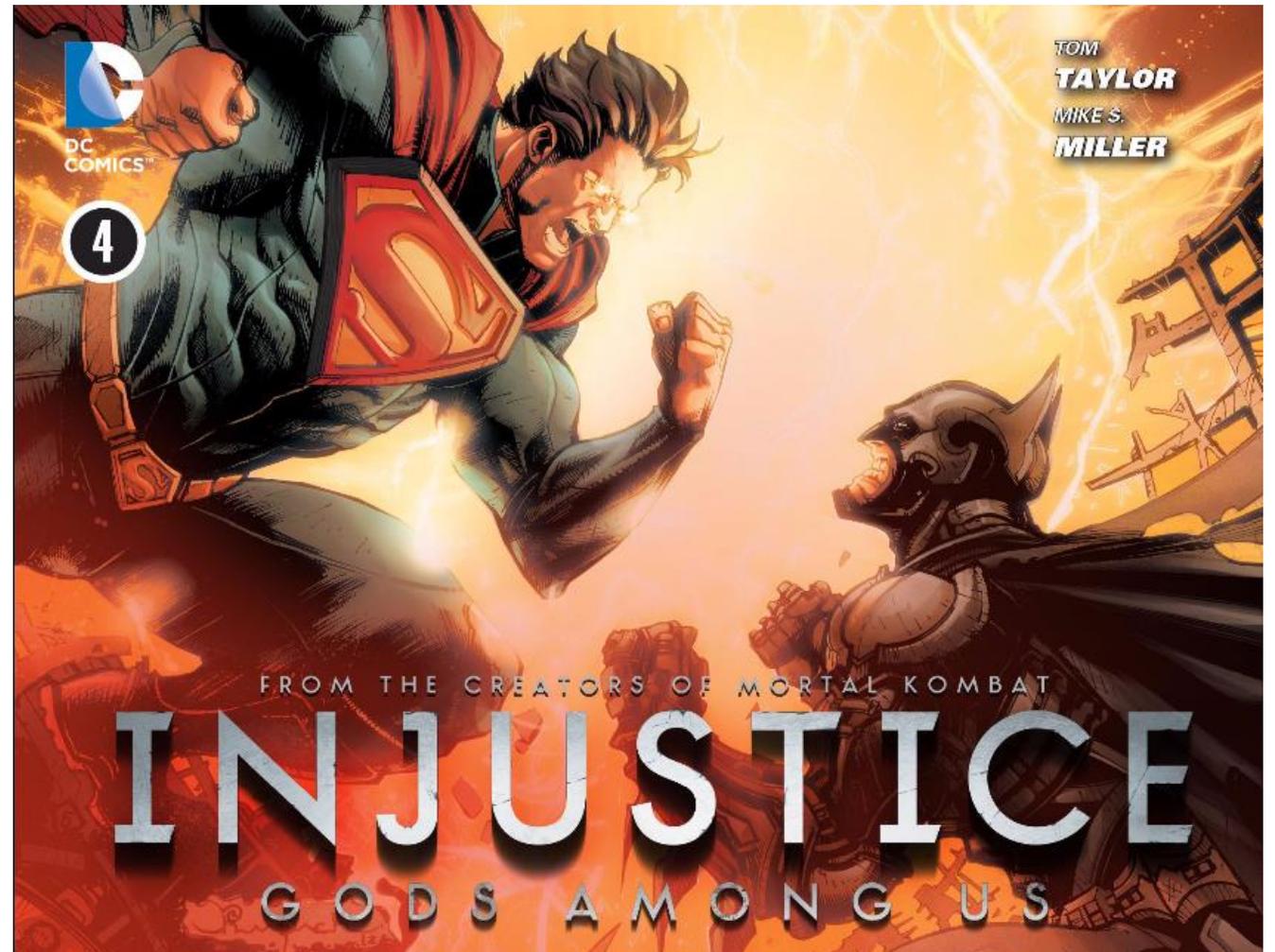


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Part 2

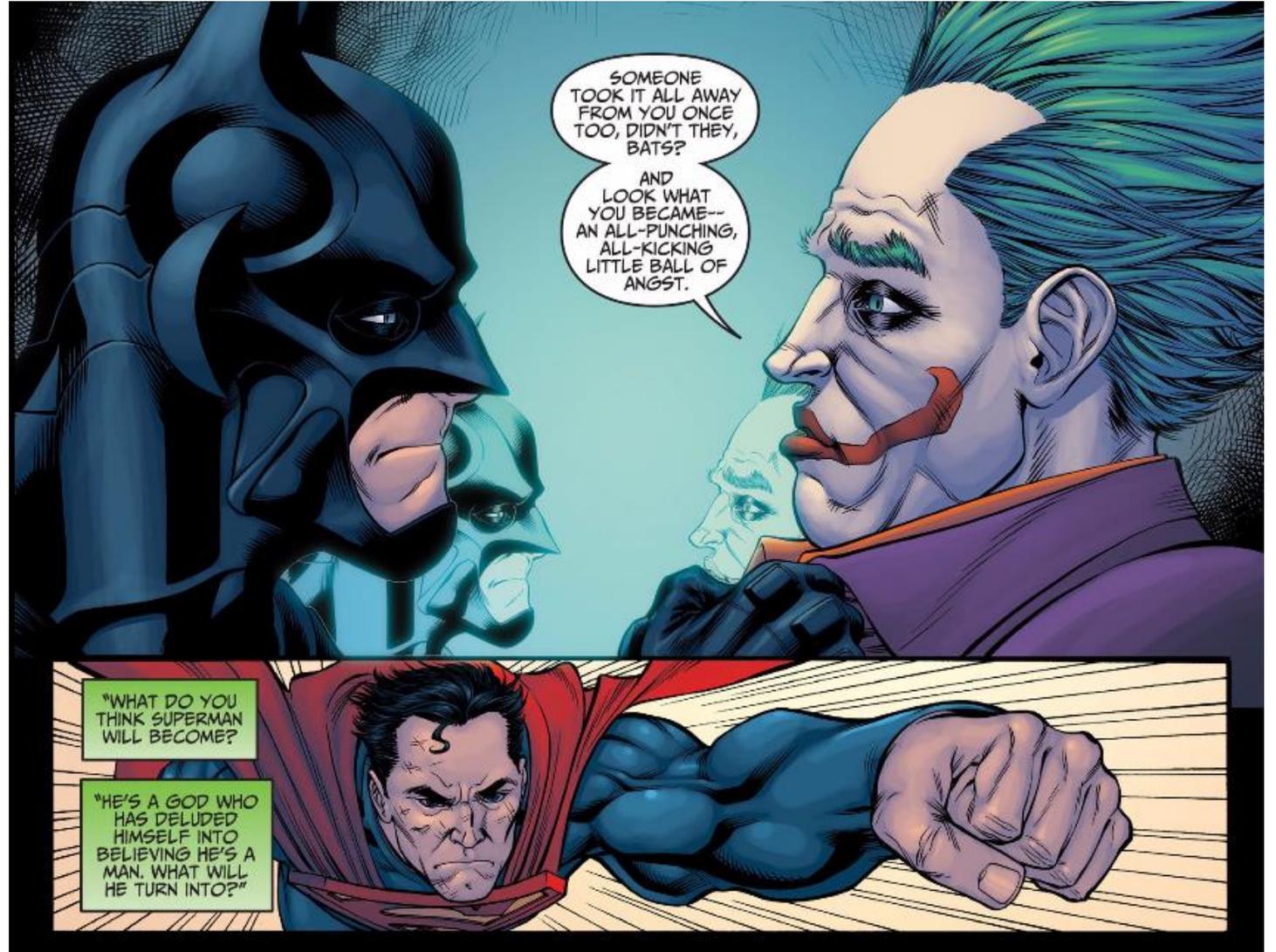
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