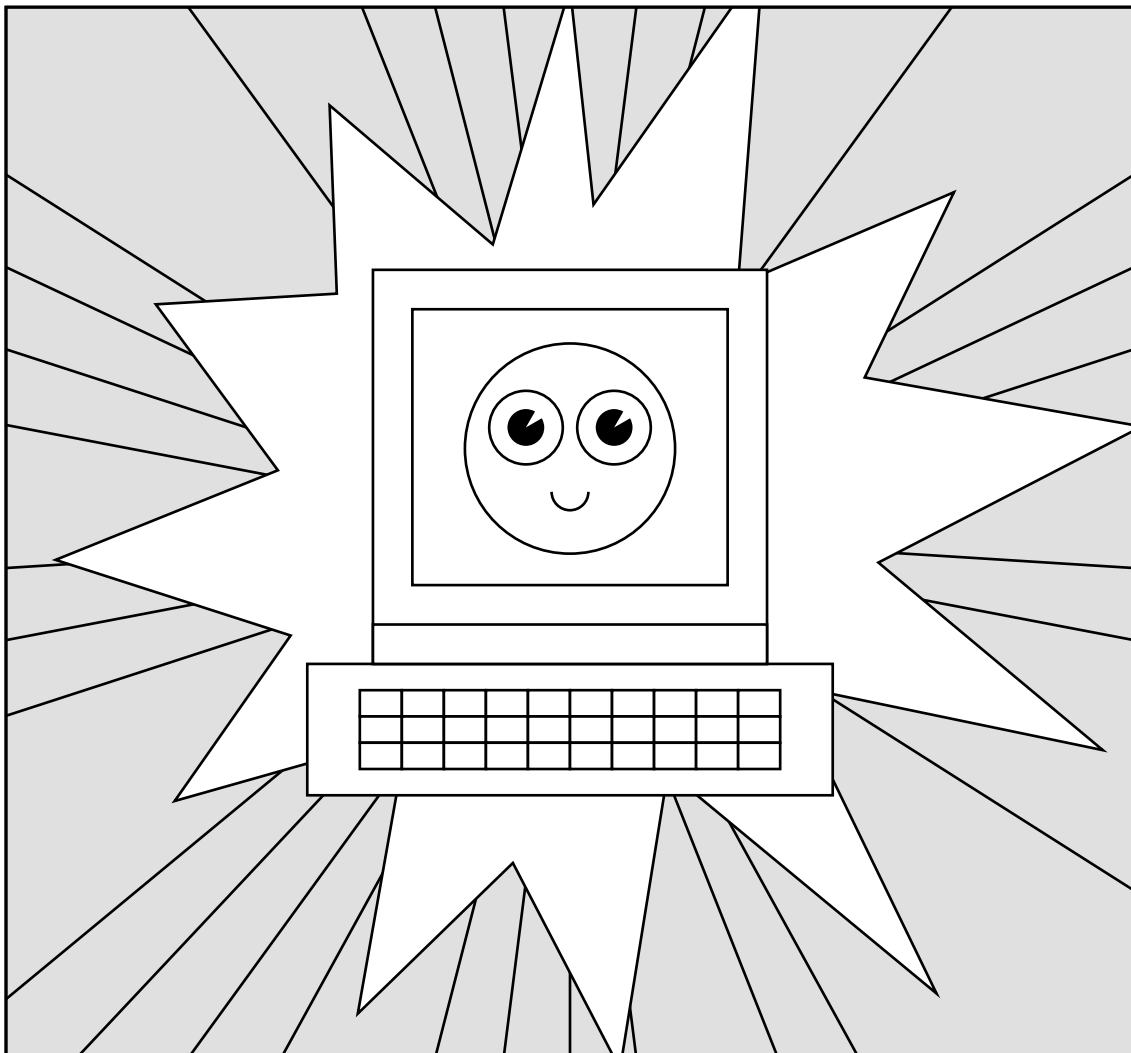**DRAWING COMICS BY PROGRAMMING**

COMIX.PS

PROGRAM FEATURES book

Introduction

COMIX.PS is a computer program that draws comic book and comic strip art, from scripts written by users in the PostScript computer graphics language.

CONTENTS:

About this BOOK:

This book is a catalog of current COMIX.PS program parts, showing examples of features that may be useful in making comics. This book itself was made by a script written for COMIX.PS.

This book was created as a demonstration of program features. It does not explain how to use the program or write scripts for the program. Nor is the current version of COMIX.PS being offered herein for sale.

Program ORIGIN:

Early versions of the program combined random sentences with random figures and scenes, to make nonsense comic strips.

When I decided to write some stories myself, and have them drawn by computer, I developed this program into a tool for drawing comics from scripts.

About the PROGRAM:

COMIX.PS is written in the PostScript language, and is divided into artist and script parts.

INPUT: Using any text editor, the user writes a script, as a certain form of PostScript plain text file.

OUTPUT: from the script, COMIX.PS then draws pages onscreen in a PostScript screen interpreter (useful for debugging the script), or on paper in a PostScript printer.
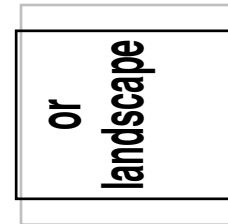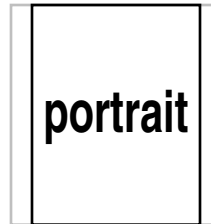
Document & Page

May specify any PAPER SIZE, trimmed PAGE SIZE, ART SIZE.
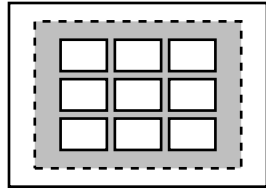
ORIENTATION on paper may be

portrait

or landscape

May output any specified pages in sequential PAGE ORDER

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

or in any PAGE ORDER. One document may have up to about 400 pages.
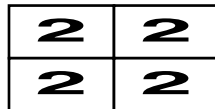
| 16 | 1 | 15 | 2 | 14 | 3 | 13 | 4 |

May show reduced THUMBNAILS of specified pages in any size divisions:

1 = full
page size

2 = 1/2
size

3 = 1/3
size

4 = 1/4
size
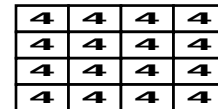
May specify halftone SCREEN SIZE (dots per inch) if display device permits

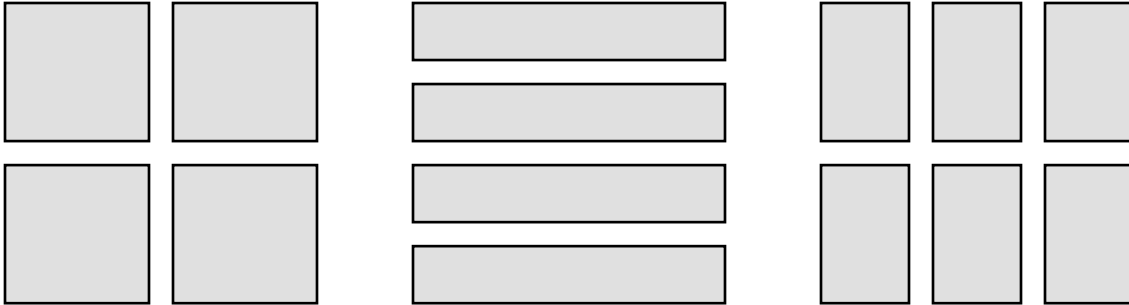| 60 | 45 | 30 | 20 | 15 | 10 | 8 | 6 |

PAGE BORDER PARTS:

BLEED area beyond
trimmed page may
extend any distance
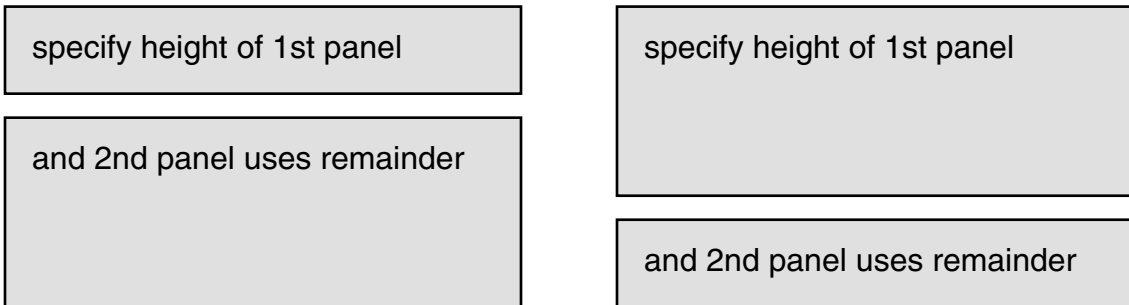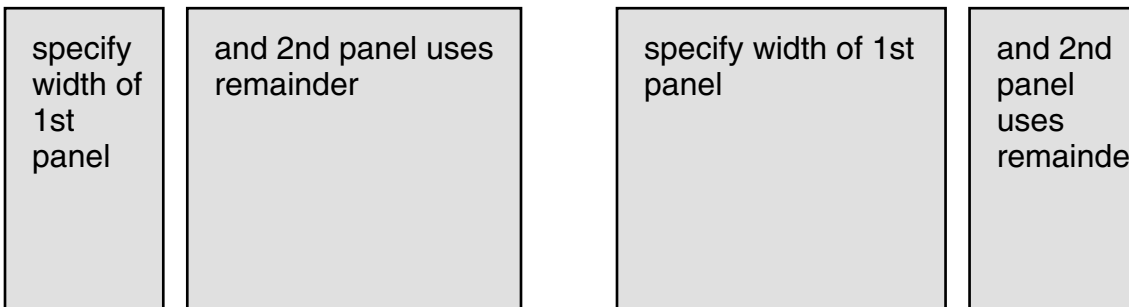
optional
PAGE NUMBERS

optional
CROP MARKS

Panel Groups

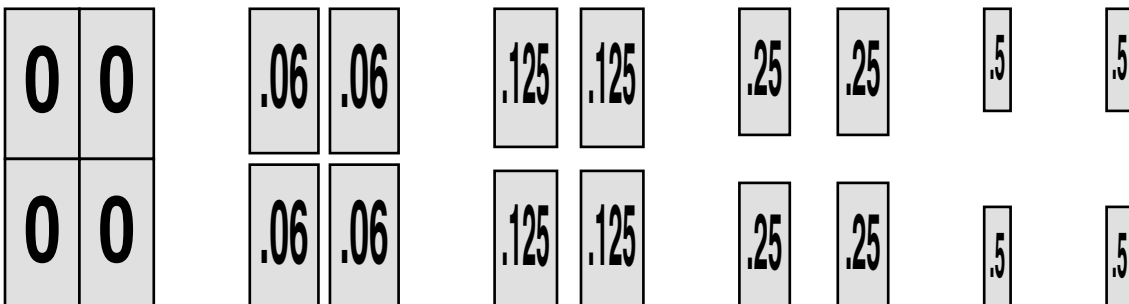A panel may be divided into a GRID of subpanels, any units wide and high.

A panel may be divided into 2 ROWS of subpanels.

specify height of 1st panel

and 2nd panel uses remainder

specify height of 1st panel

and 2nd panel uses remainder

A panel may be divided into 2 COLUMNS of subpanels.

specify width of 1st panel

and 2nd panel uses remainder

specify width of 1st panel

and 2nd panel uses remainde

GUTTER SPACE between panels may be any size. (Examples in inches)

| 0 | 0 | .06 | .06 | .125 | .125 | .25 | .25 | .5 | .5 |
| 0 | 0 | .06 | .06 | .125 | .125 | .25 | .25 | .5 | .5 |

PANEL TYPES

This is a TEXT panel.

This is a BIGTEXT panel

and a TITLE panel!

This is a
TALK panel!

and a SOUND FX panel...

SOUND FX

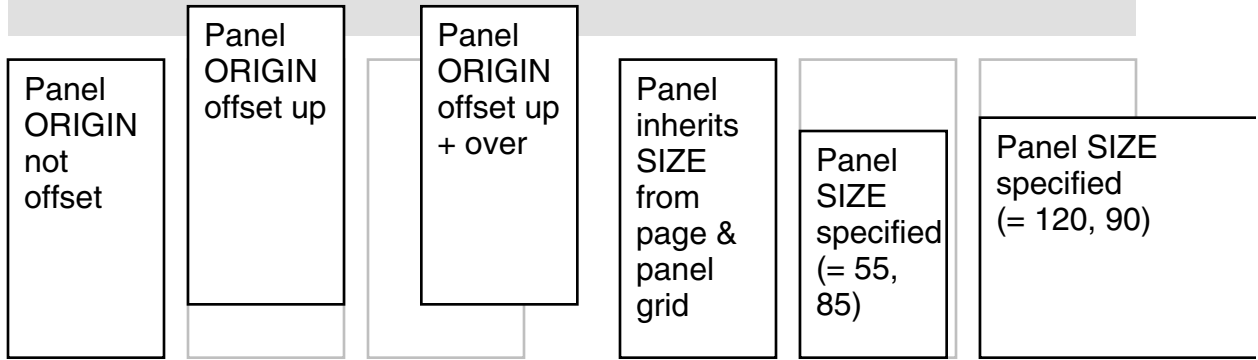This is a CUSTOM panel -- it uses a custom PostScript procedure. (Here it draws random lines).
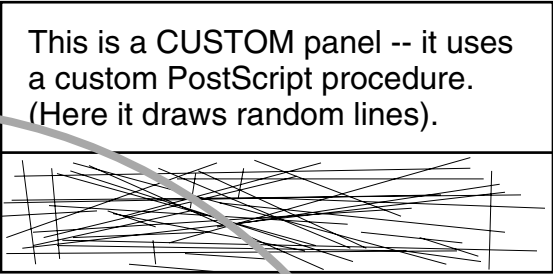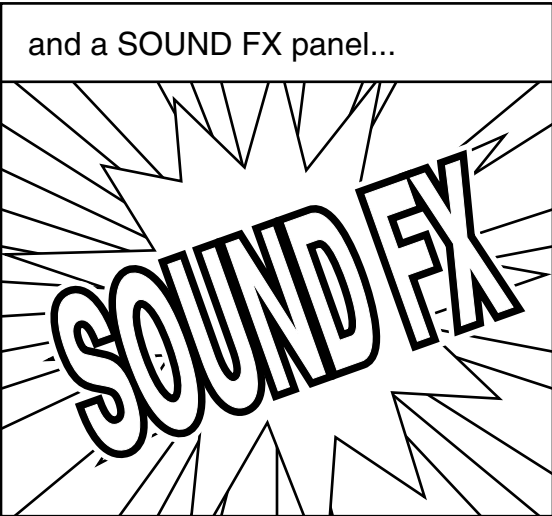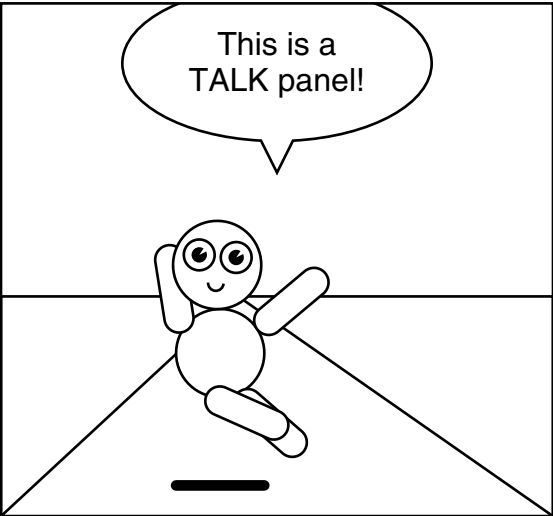
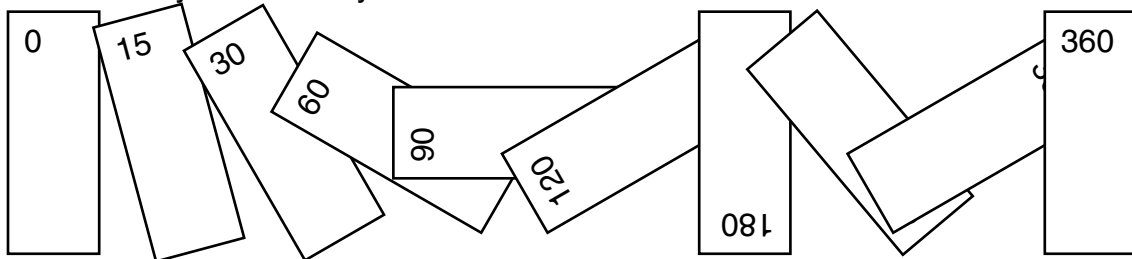This empty space is a NOPANEL.

This is another TEXT panel.

After this TEXT PANEL is an invisible ENDPAGE panel -- it's the last panel on a page!

This is a FULL PAGE BLEED panel -- it too uses a custom PostScript procedure. (Here it draws some gray circles off the edges of the page.)
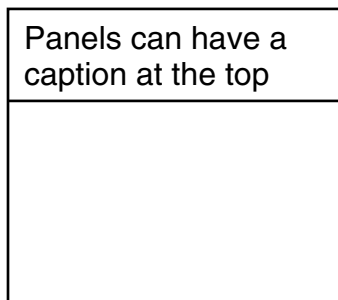
Panel Parts

Panel ORIGIN not offset

Panel ORIGIN offset up

Panel ORIGIN offset up + over

Panel inherits SIZE from page & panel grid

Panel SIZE specified (= 55, 85)

Panel SIZE specified (= 120, 90)

Panels may be tilted any ANGLE

0
15
30
60
90
120
180
360

Panel ART may ROTATE at right angles, (to align with panel borders)

0
90
180
270 (or -90)
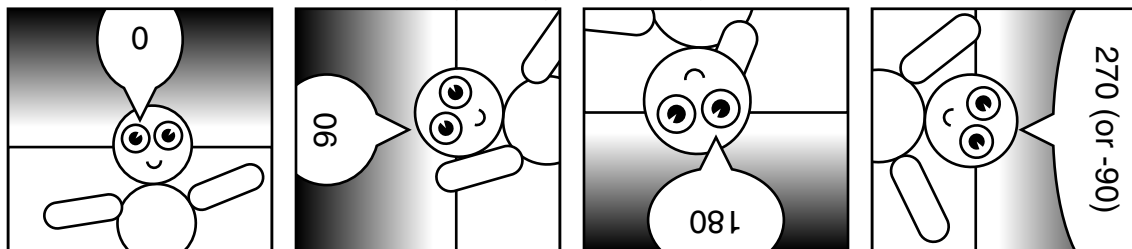
Panel background may be any color, or none

not opaque, = clear

opaque, color = 1

color = .88

color = .75

color = .6

color = 0

Panels can have a caption at the top

Panels can have any number of sub-panels overlapping

a sub-panel with offset & specified size high

another sub-panel with offset & specified size

another sub-panel

another sub-panel
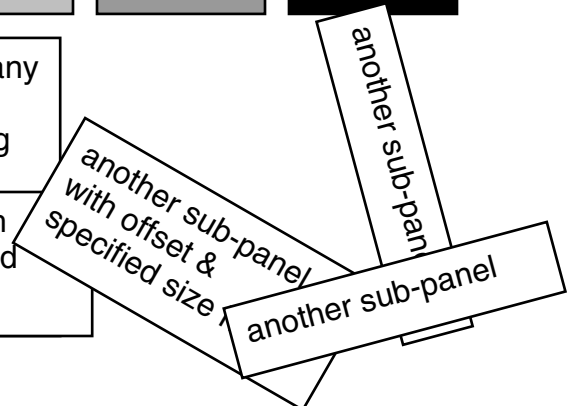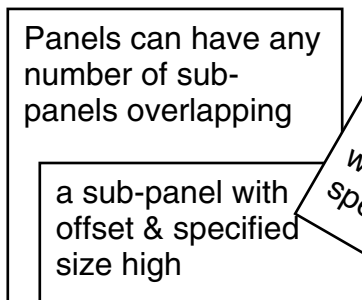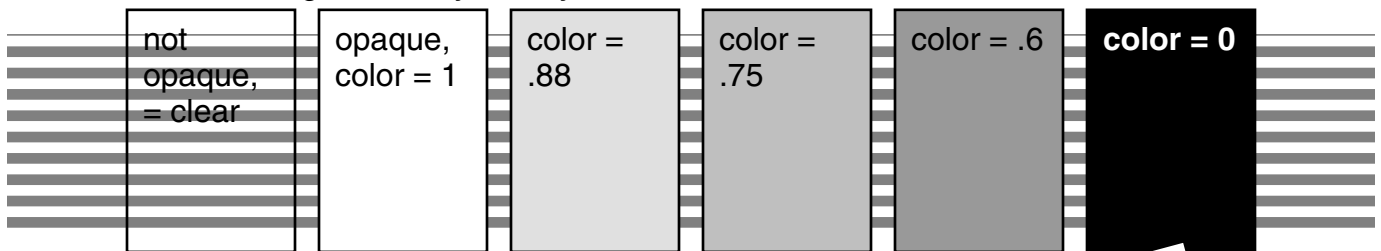
Panel Borders

5 built-in shapes

| box | roundbox | tvbox | ellipse | scallops | custom panel borders may be any shape, using PostScript code. |
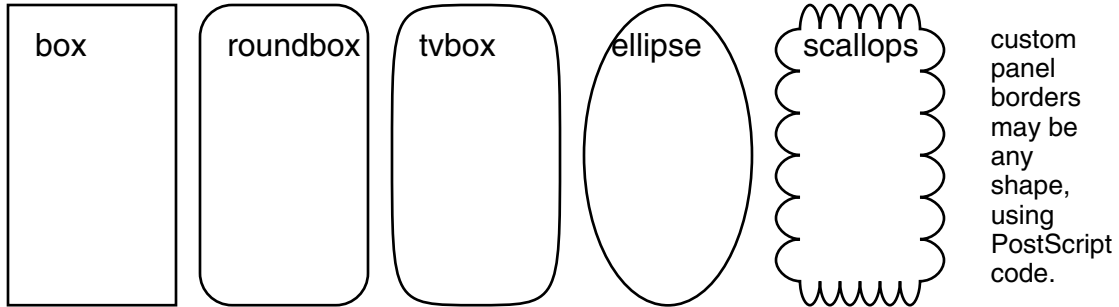
Border line is optional, and clipping art to borders is optional.

no border

no clip

no border, and no clip
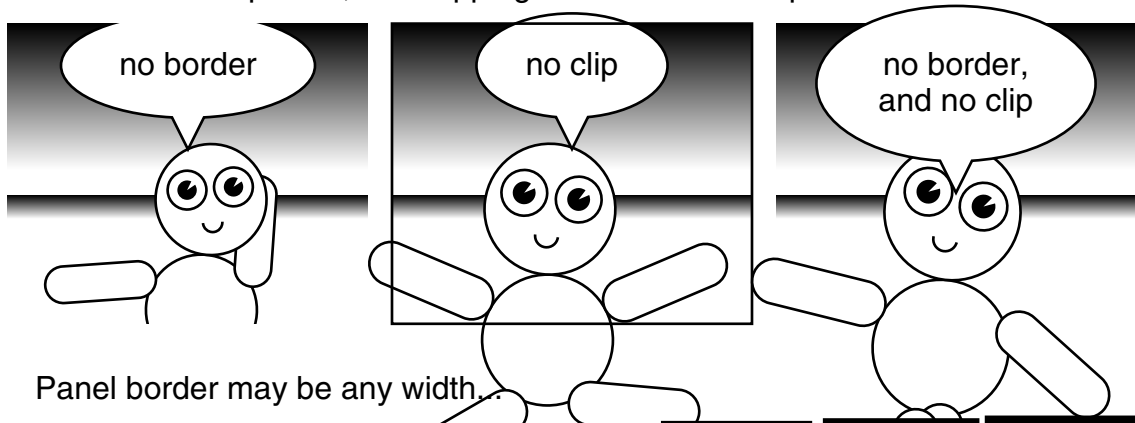
Panel border may be any width.

.2 .5 1 2 4 6 8

or any color...

.5

.75

.88
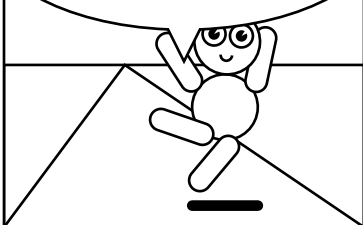
or any line pattern.

dotted dotted dotted

Text

CAPTION TEXT is in a box at the top of panel, like this.

And regular TEXT is like this. Both are flush left.

BALLOON TEXT is centered in balloon.

You can go from plain text **to bold text,** and back again. You can change text size, **or change font** or color.

text margins

The regular text margin is like this. About the size of an average character. One-humongous-word-can exceed the right margin.

A smaller text margin is like this, a little closer to the border.

No text margin (= 0) is like this. Touches the border.

A bigger text margin is like this.

BIGTEXT

BIGTEXT BOLD

BIGTEXT PLAIN

BIGTEXT with lots of lines of text is not so big anymore

TITLES

with space

without space

Balloons

POSITION, relative to panel width

center
(= .5)

left
(= 0)

right
(= 1)

begin
3 lines
lower

WIDTH, relative to panel width

full panel width text in
balloon (= 1)

half panel
width text
in balloon
(= .5)

a
thin
width
balloon
(=
0)
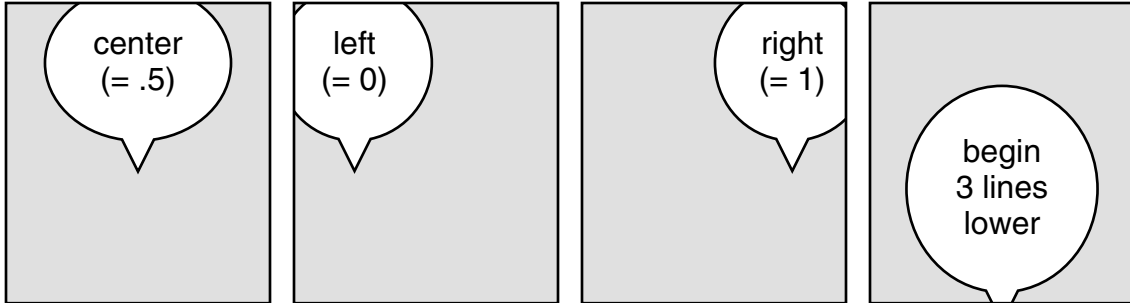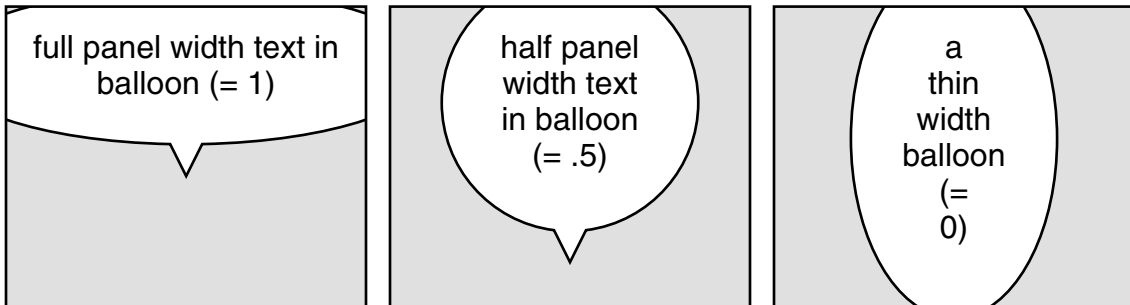
MARGINS, relative to TYPESIZE

regular (.67)

small (.3)

none (0)

BIG (2.2)

panel clipping

panel not clippe
.85)

PanelIsClipped,OneLor

panel not clipped; (=
.15)

PanelNotClipped,OneLongWord

9
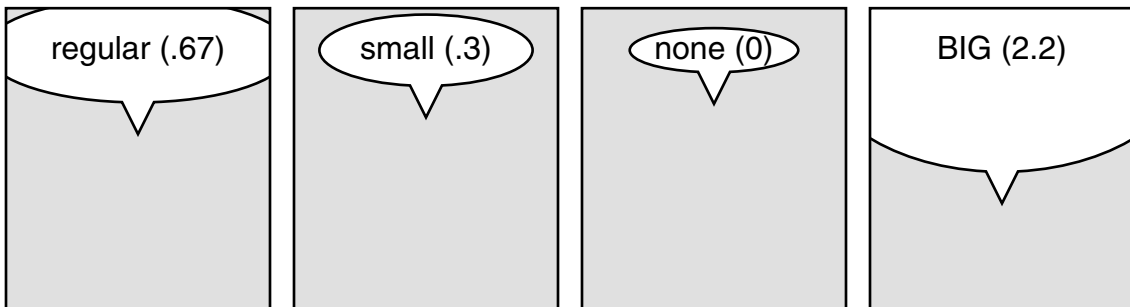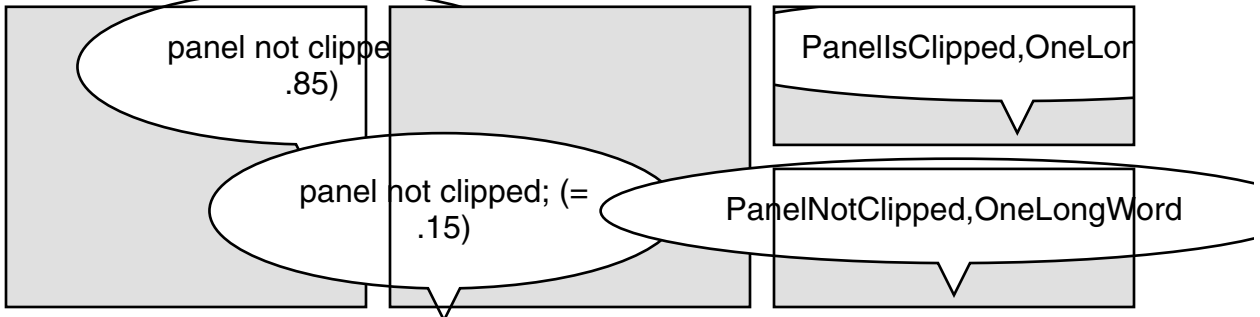
Balloon Tails

angle

0   -30   -60   -90   -120
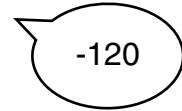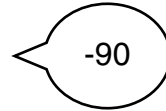
tail size, numbers relative to typesize

regular tail (1)   bigger tail (3)   smaller tail (.33)   typesize = 22
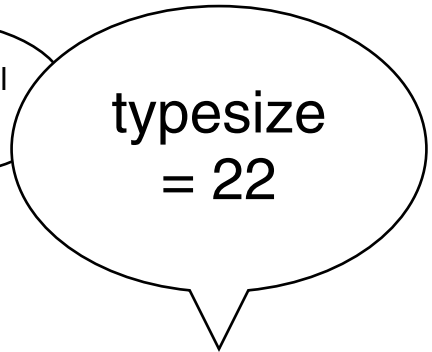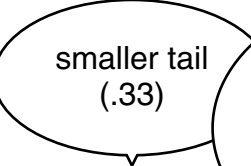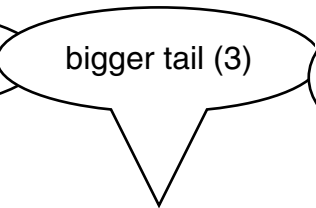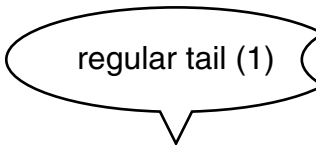
length, relative to tailsize

regular   longer (6)   smaller (.33)
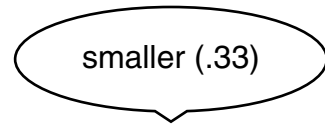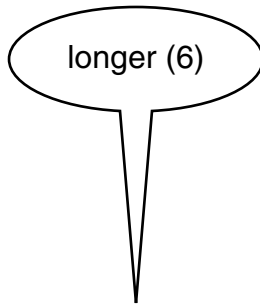
tip-offset, relative to tailsize (= curve)

regular = 0   offset = 1   offset = -3   offset = 4, length = 4
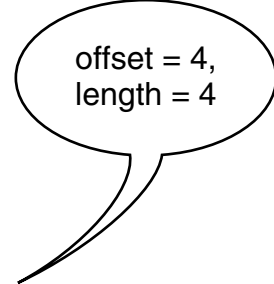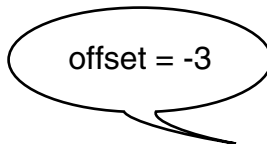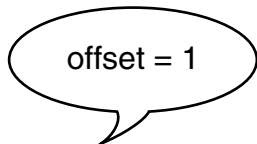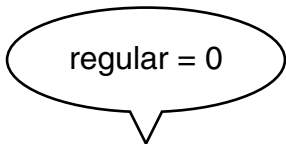
Scenes -- Backgrounds

Sky (also: custom (eg. bullseye, astrosky))

none	white	xltgray	ltgray	black	topgradat	fullgradat
—	—	—	—	—	—	—
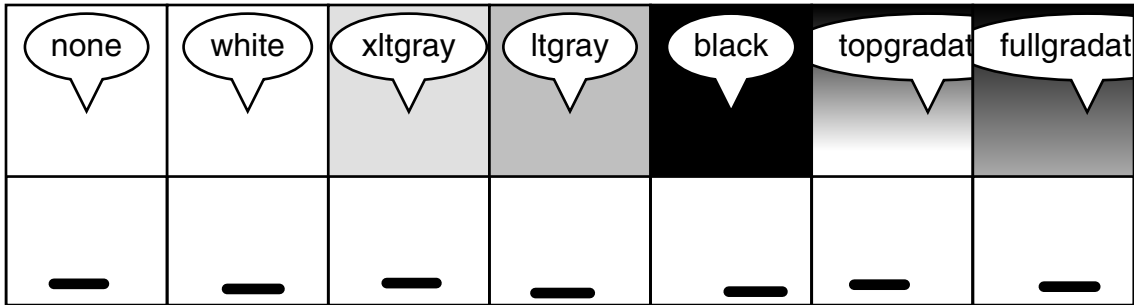
Horizon (also: custom; & can vary horizon heights)

none	line	box	boxshade
—	—	—	—
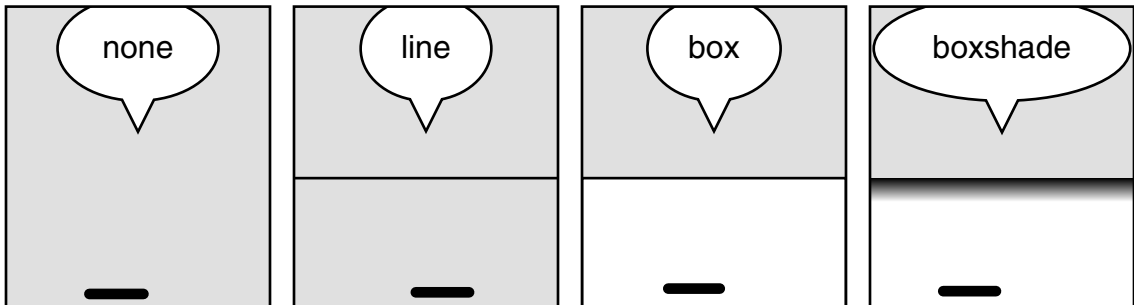
Background (also: custom, (eg. BgdBallyFaces))

none	road	tree	fence	wall
—	—	—	—	—
room	arches	city	trees	stuff
—	—	—	—	—
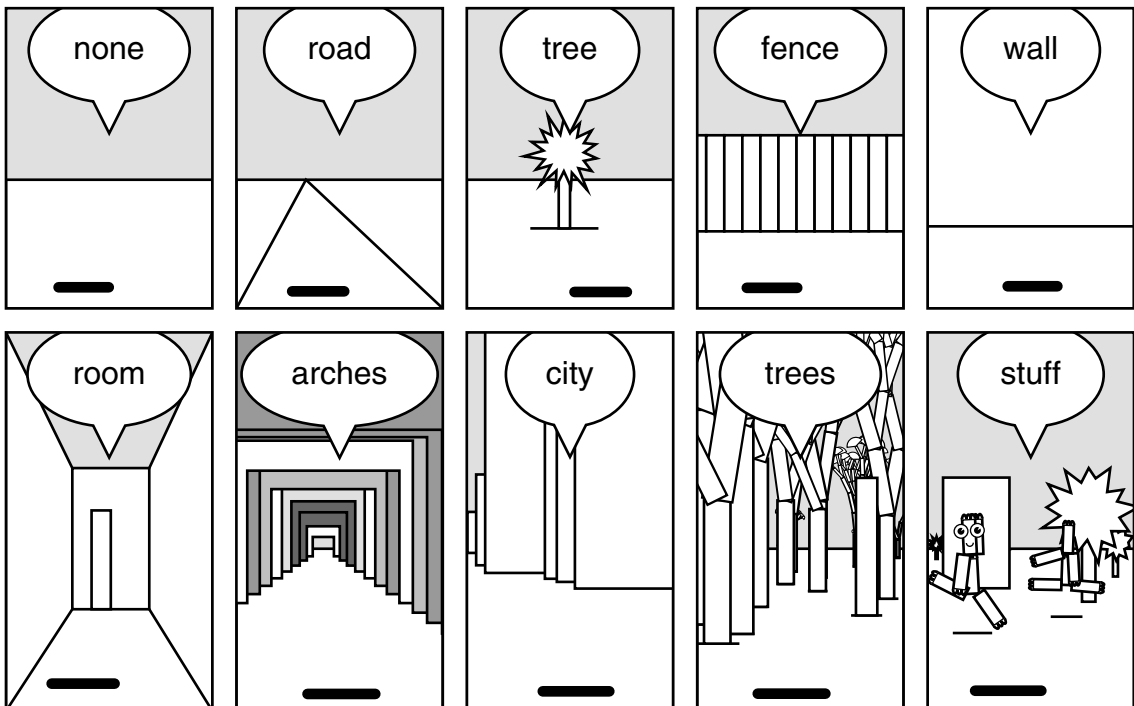
Scenes -- Foregrounds, Figures

view

xlongdistance	longdistance	fullfigure	closeup
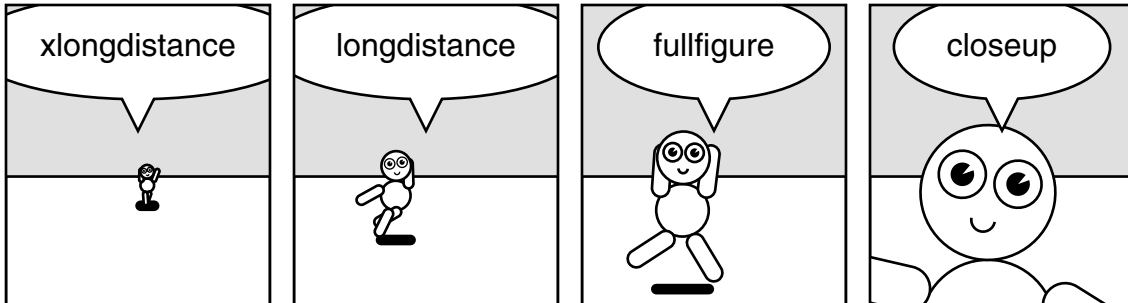
view = 2 figurescene

wide panel

narrow
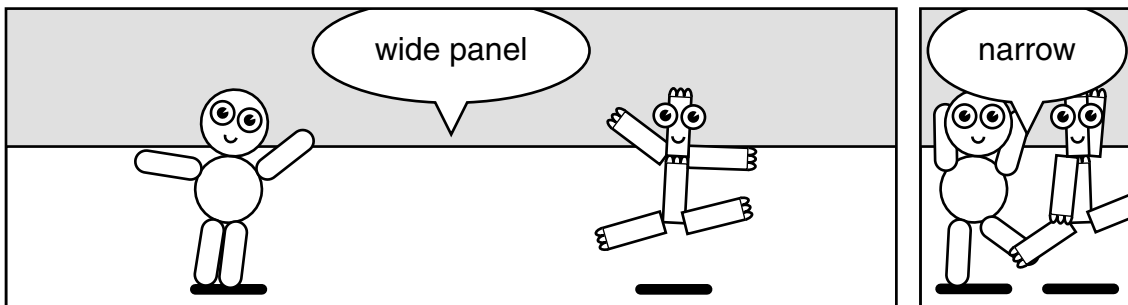
FIGURES (also: Bally2 with poses)

Bally	Sticko	Bunny	Spook	NoFigure

Bally Poses:
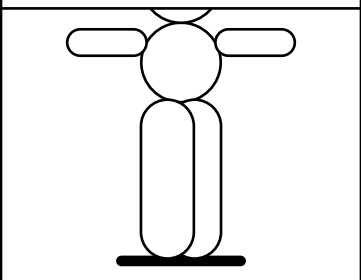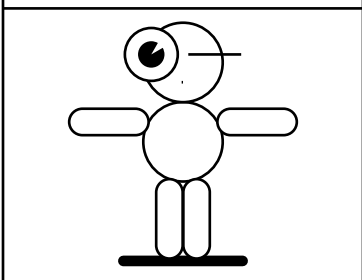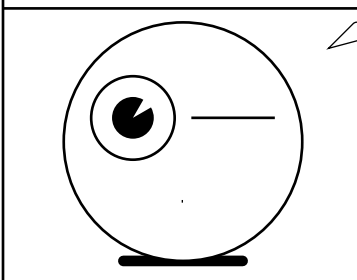
read	draw	drive
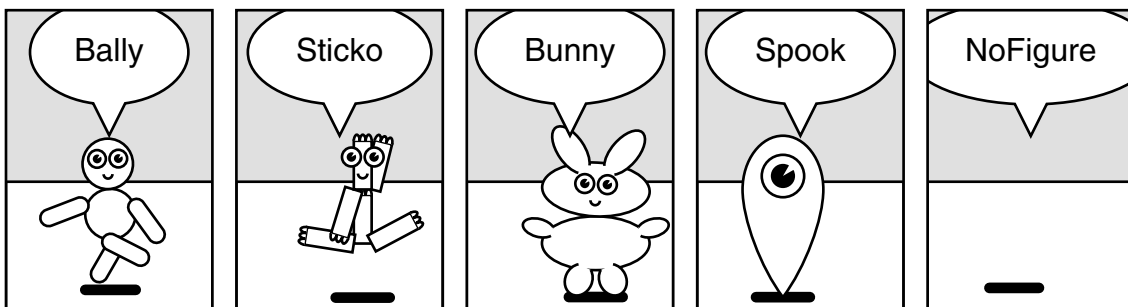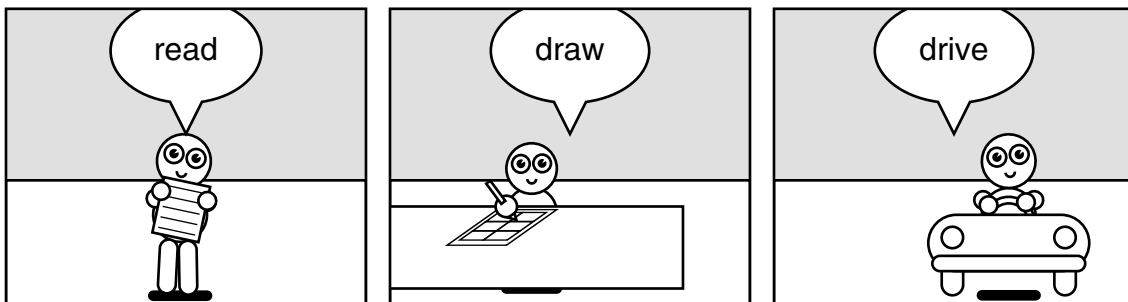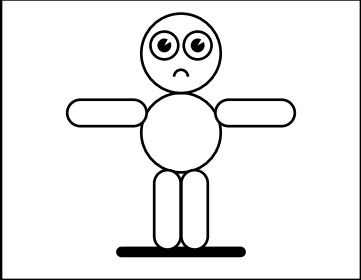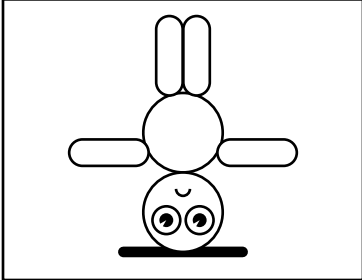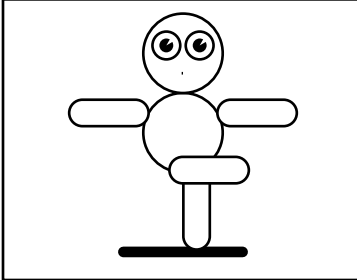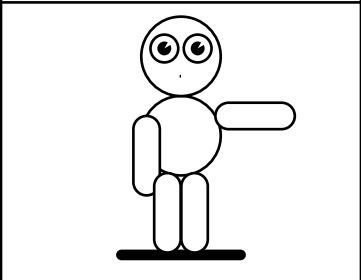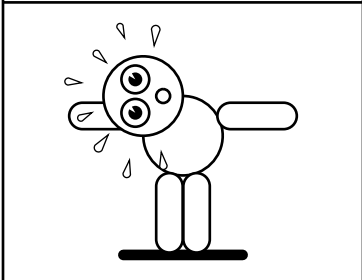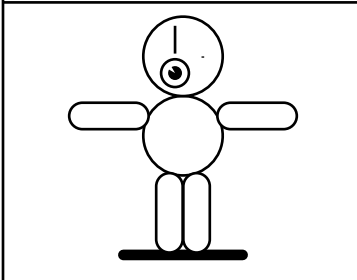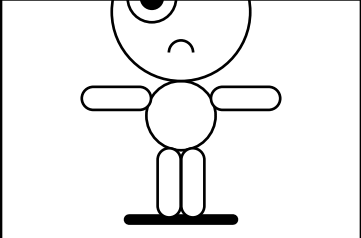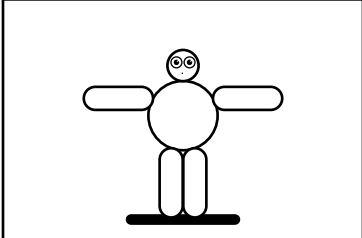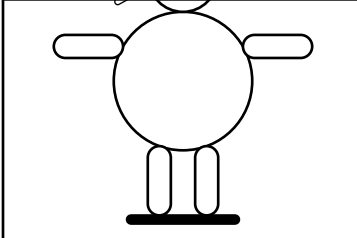
Figure Poses, Sizing

FIGURE POSES (Bally2): specific angles, sizes, instead of random

Bally2 default pose	bodyangle: 180	left leg angle: 90

left arm angle: 90	neck angle: 90	head angle: 90

head size: .666 x figsize	head size: .15 x figsize	body size: .666 x figsize

legs: .666 x figsize	eyes: .666 x headsize	big head!

Faces

FEELINGS: (also: half-sleepy (not built-in yet))

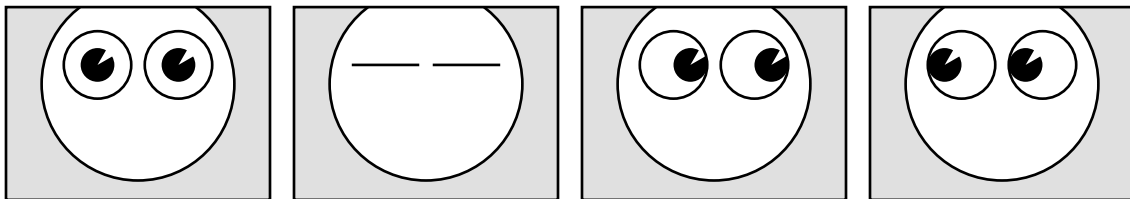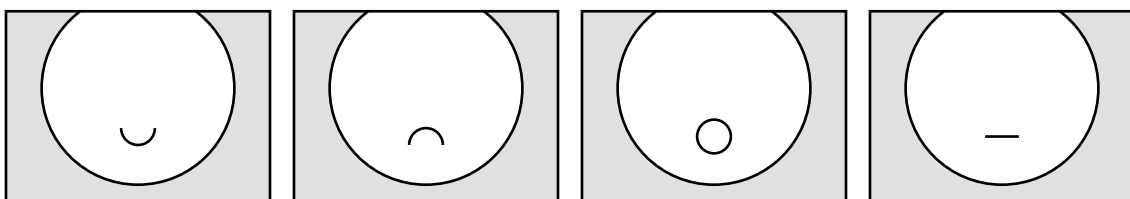| glad | mad | sad | fear |
| numb | cry | sleep | none |
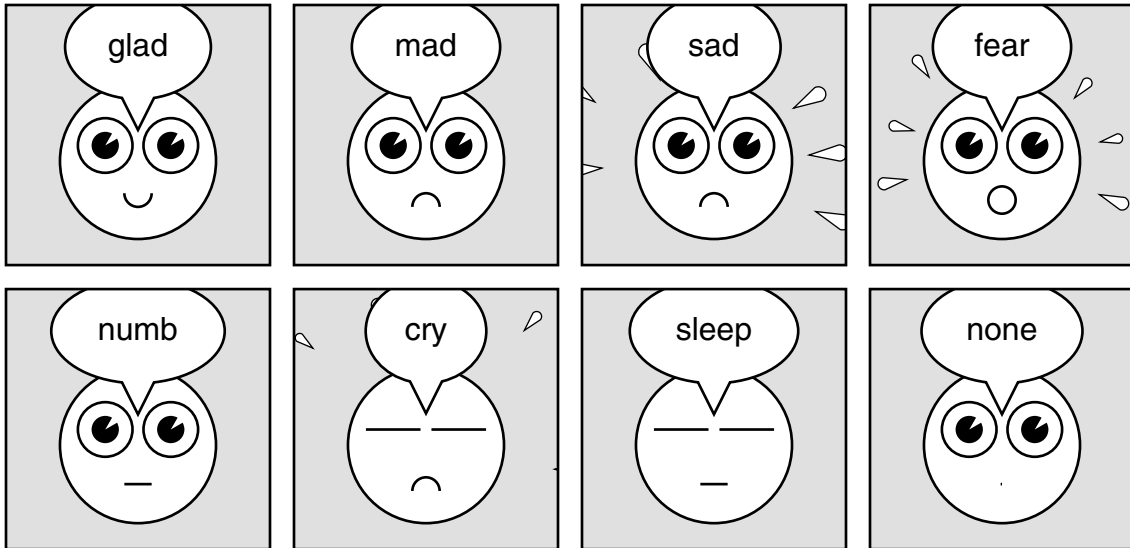
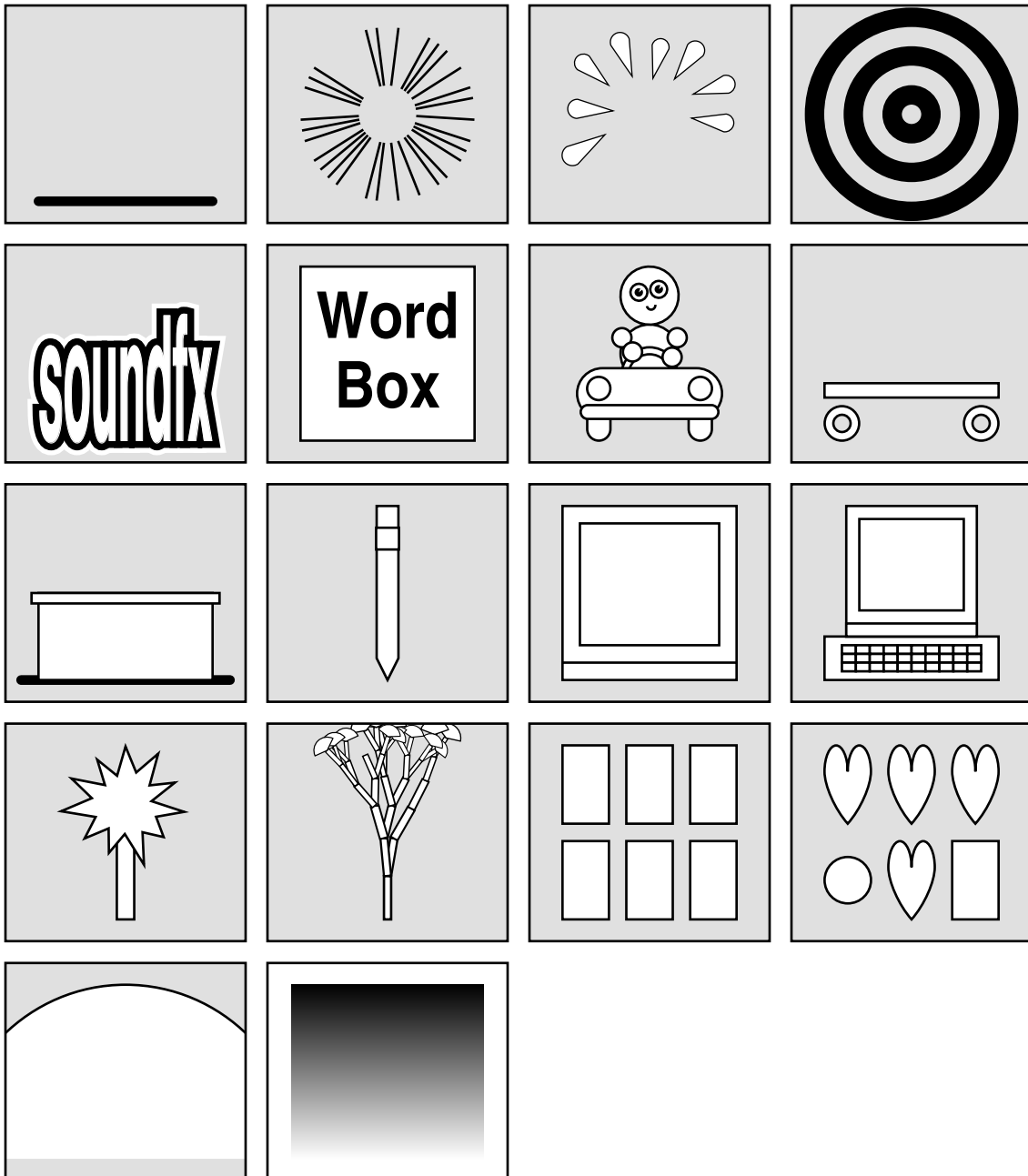FACE PARTS: (shapes, eyes, mouths, sweat)

head shapes
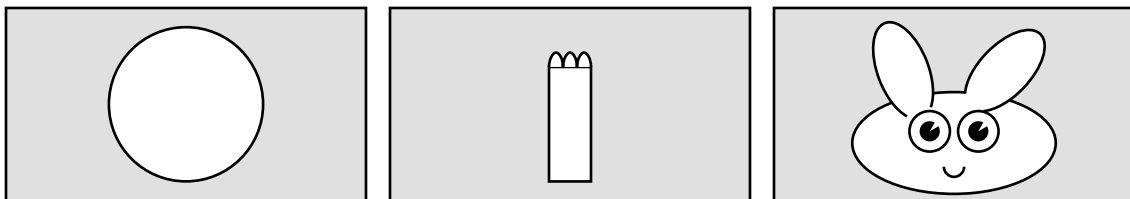
eye shapes, poses

mouth shapes

Objects

BUILT-IN OBJECTS:

shadow, KirbyRays, soundfxword, wordbox,
sweatbeads, BullsEye, car (with Bally), skateboard,
desk, pencil, television, computer,
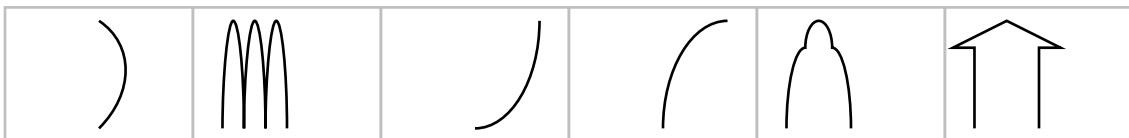tree, branch-tree, grid- boxes, grid- things,
RandHill

Shapes

BUILT-IN SHAPES

12 closed shapes, drawn from bottom center or bottom left:
rbox00, cbox, DreamPanelBorder, tube,
htube, tear, tear2, tear3,
roundbox, tvbox, heart, zap
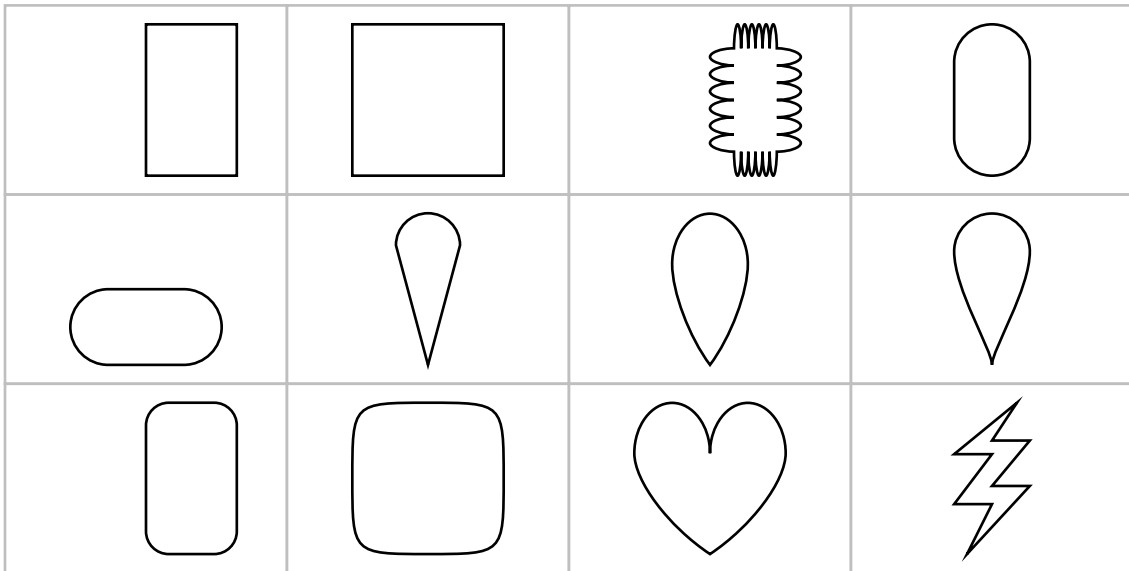
6 open shapes, drawn from bottom:
rcurve0, Scallops, sidecurve, upcurve, supertit, arrow

10 radial shapes, drawn from center:
circle, Ellipse, EllipseArc, Ring, Burst,
bowtie, star, nburst, ncloud, KirbyRays2 (Also have Balloon shape.)