

# Comic Terminology



SURVIVOR-CENTRED  
VISUAL NARRATIVES

# About the SCVN Project

Survivor-Centred Visual Narratives (SCVN) is a SSHRC Partnership Grant led by Dr. Charlotte Schallié at the University of Victoria and Co-Director Dr. Andrea Webb at the University of British Columbia, both located in British Columbia, Canada. Our research proposes a new way of gathering and commemorating the experiences of genocide and mass atrocity survivors, one that places survivors' well-being, agency, and cooperation at its centre.

Learn more at [visualnarratives.org](https://visualnarratives.org)



# Content Framing

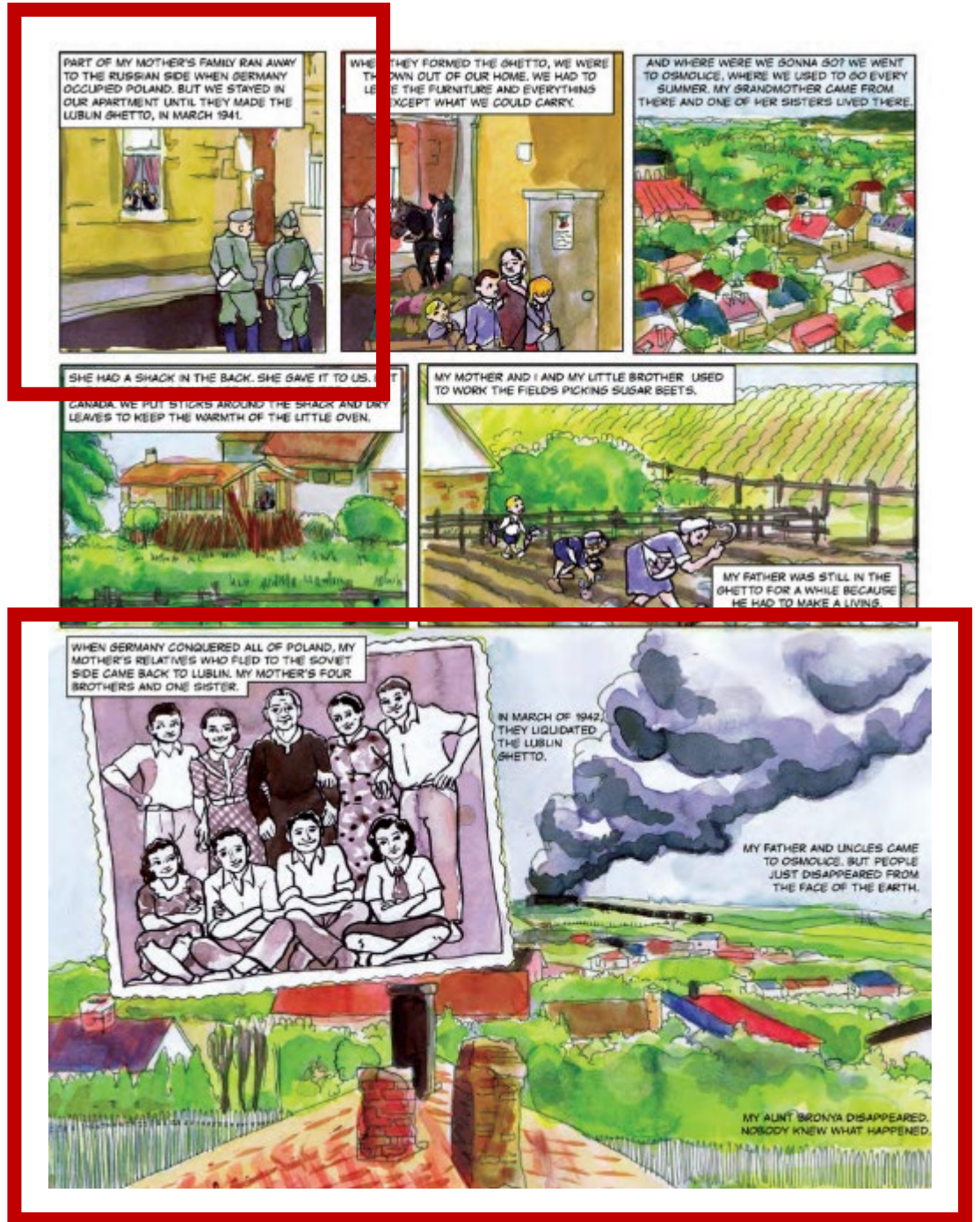
Today's conversation engages with the story of Rose. Her story involves references to genocide and the Holocaust.

While we feel it is important to engage with the truth of these stories, we recognize that we all arrive to these conversations with our own personal histories that shape our reactions and responses. We invite you to practice care for yourself however you need to while witnessing Rose's story.



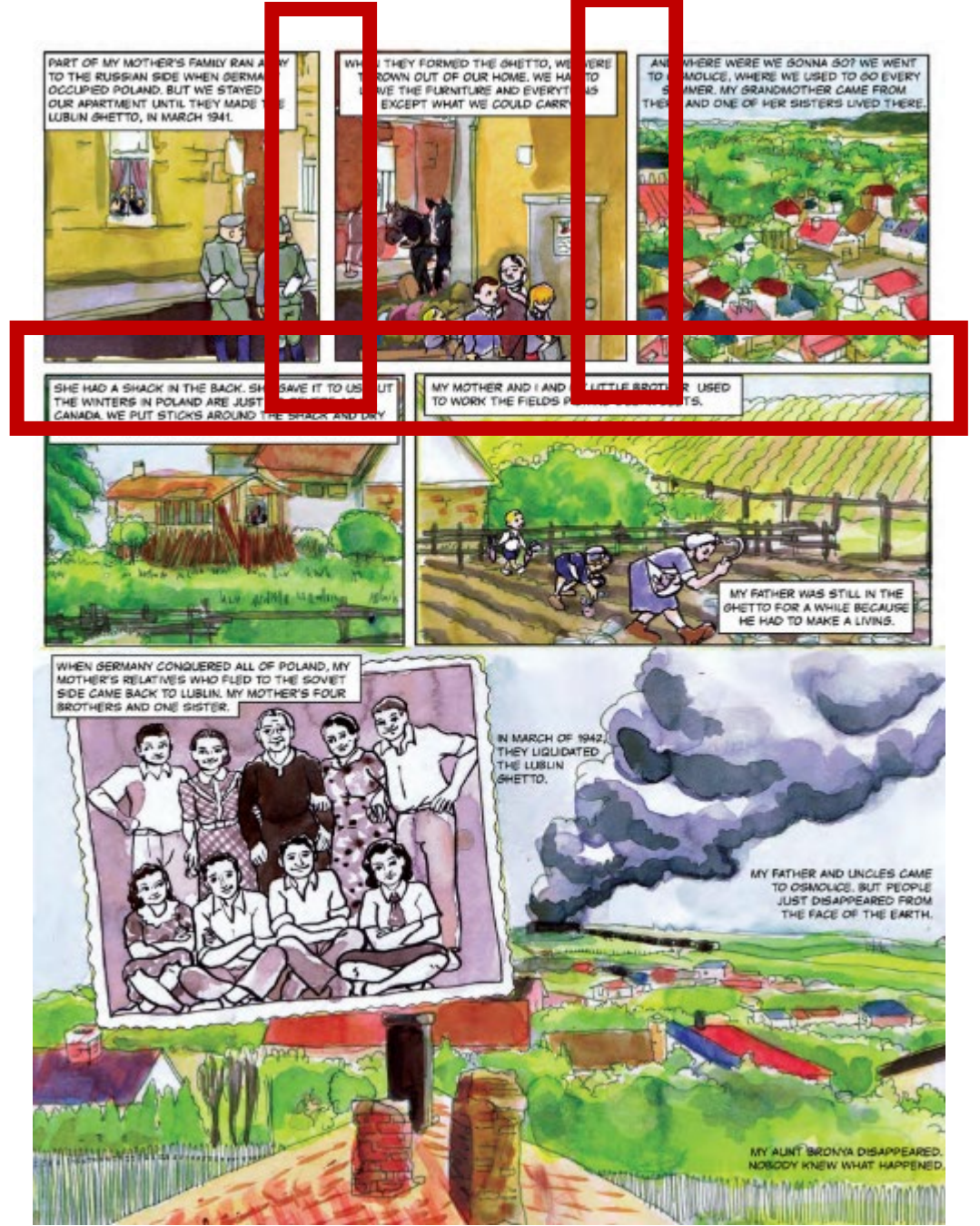
# Panel

The square or rectangle that contains a single scene. Sometimes, scenes may be placed outside of a panel – this is called an “open panel.”



# Gutters

The space between the panels.



# Composition

How the panels, text, dialogue, etc., are arranged on a page.



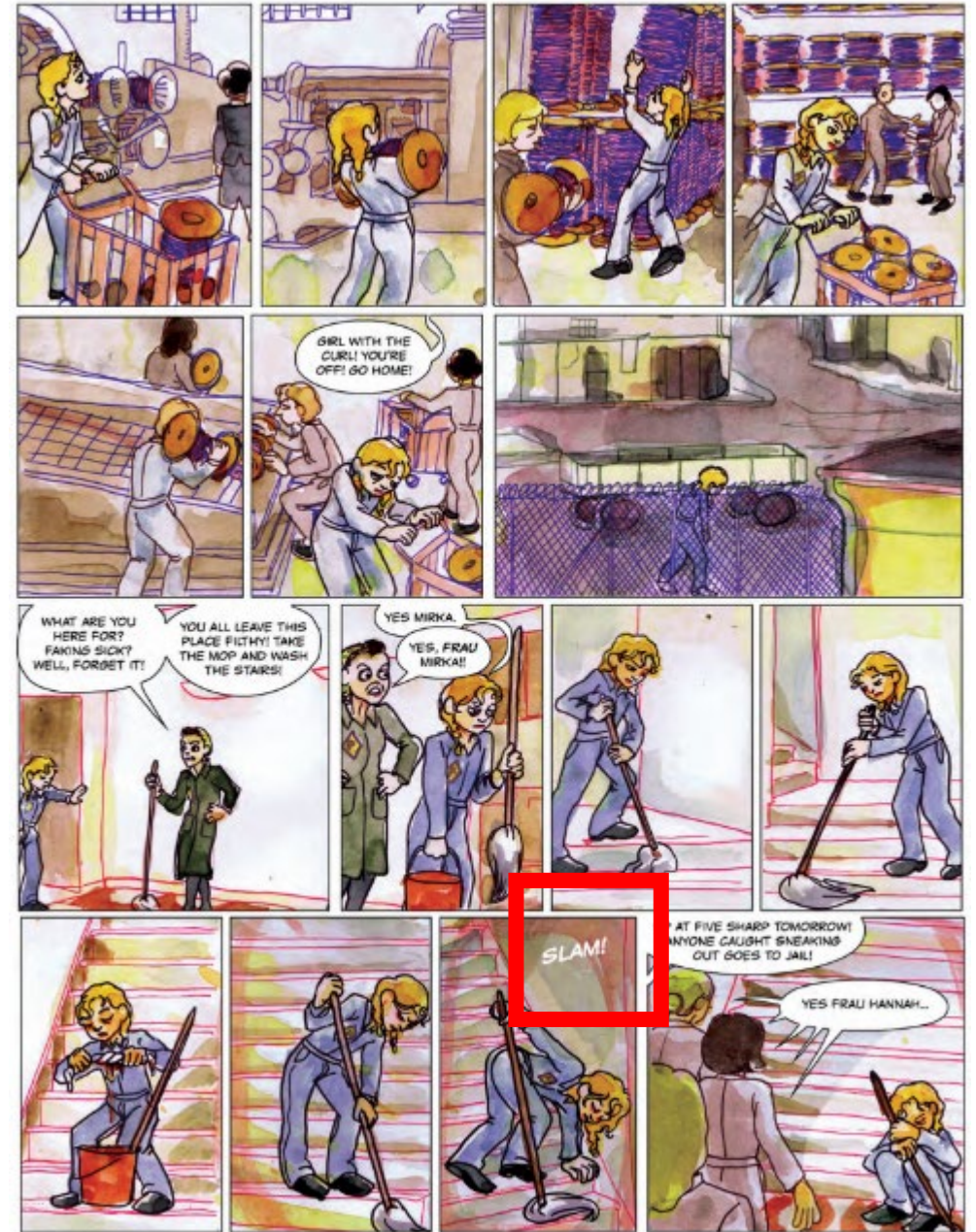
# Caption

Boxes containing text that may include scene-setting, description, narration, etc.



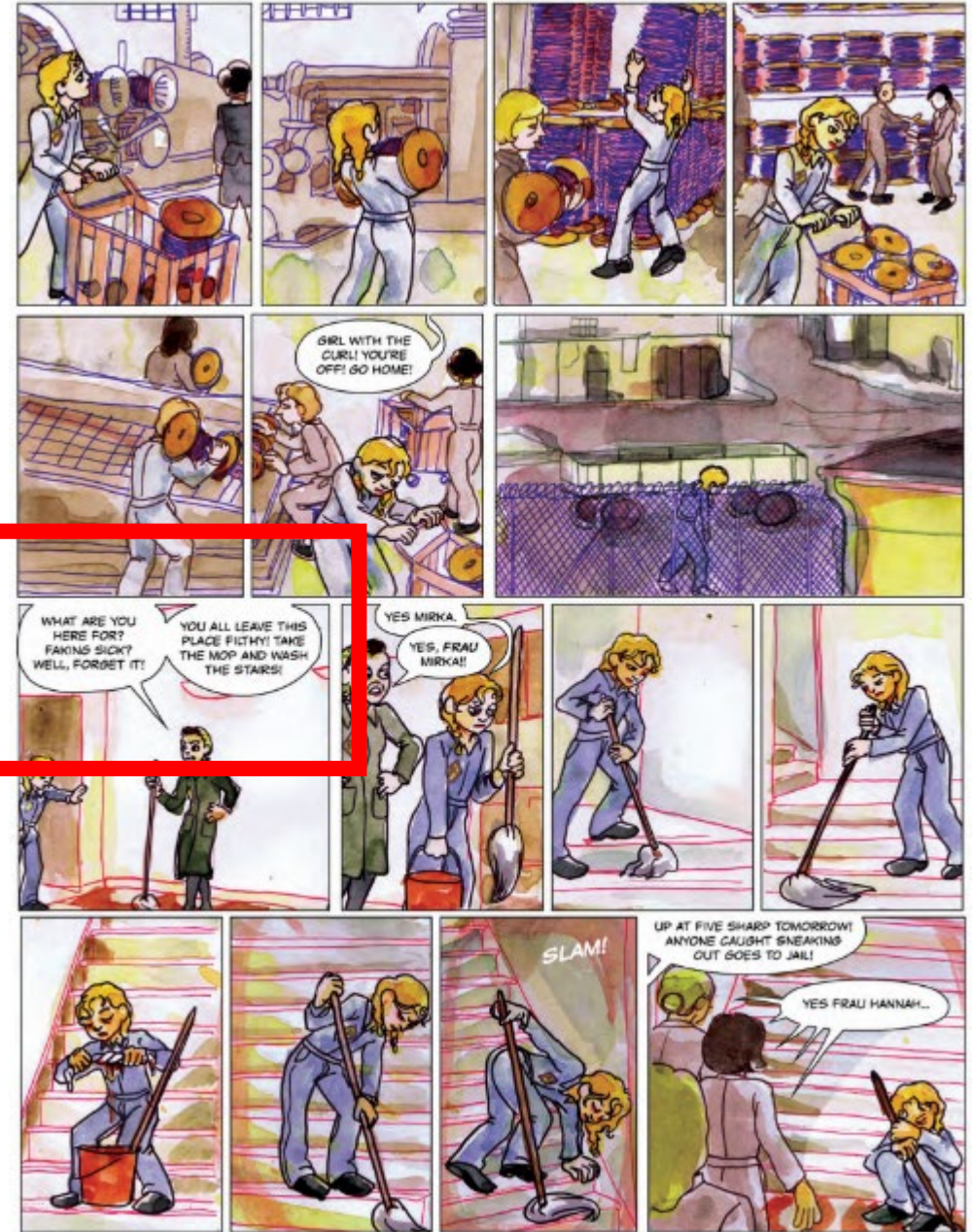
# Sound Effects

A sound represented in text; the font, colouring, and lettering of sound effects are important in conveying the sound to the reader.



# Speech Bubble

These are rounded, rectangular squares that contain dialogue with a “tail” to indicate who is speaking.



# Thought Bubble

These are similar to speech balloons but show thoughts instead of dialogue. They are often drawn to look like clouds and circles will replace the tail to show where the thought originated from.

