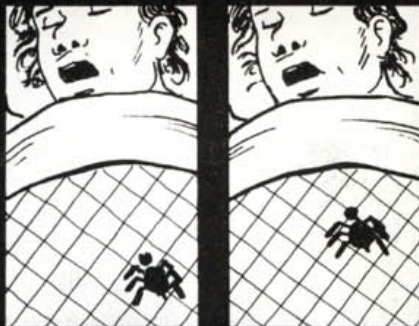
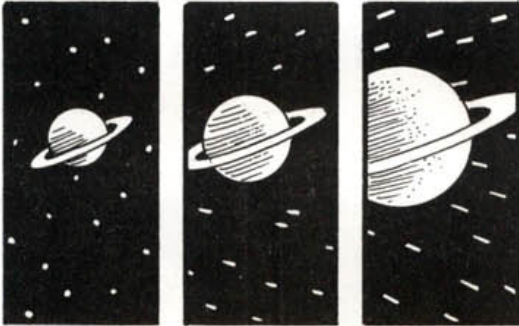


MOST
PANEL-TO-PANEL
TRANSITIONS IN COMICS
CAN BE PLACED IN ONE
OF SEVERAL DISTINCT
CATEGORIES. THE *FIRST*
CATEGORY-- WHICH WE'LL
CALL *MOMENT-TO-
MOMENT*--REQUIRES
VERY *LITTLE*
CLOSURE.



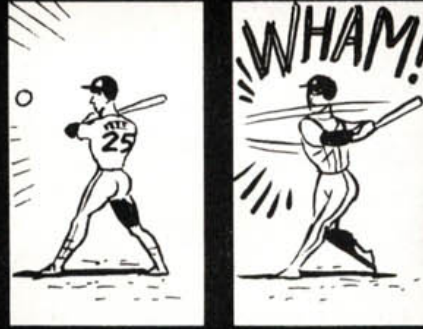
1.



NEXT
ARE THOSE
TRANSITIONS
FEATURING A SINGLE
SUBJECT IN DISTINCT
ACTION-TO-ACTION
PROGRESSIONS.



2.



THE NEXT TYPE TAKES US FROM **SUBJECT-TO-SUBJECT** WHILE STAYING WITHIN A SCENE OR IDEA. NOTE THE DEGREE OF **READER INVOLVEMENT** NECESSARY TO RENDER THESE TRANSITIONS **MEANINGFUL**.



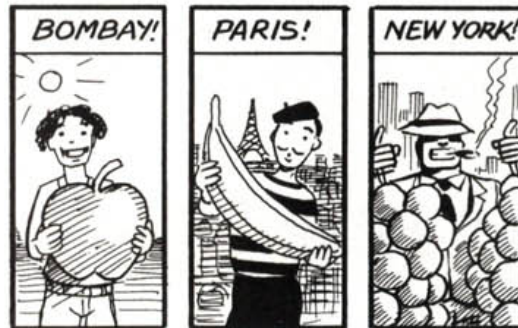
3.



DEDUCTIVE REASONING IS OFTEN REQUIRED IN READING COMICS SUCH AS IN THESE **SCENE-TO-SCENE** TRANSITIONS, WHICH TRANSPORT US ACROSS **SIGNIFICANT DISTANCES OF TIME AND SPACE**.



4.



A *FIFTH* TYPE OF TRANSITION, WHICH WE'LL CALL *ASPECT-TO-ASPECT*, BYPASSES TIME FOR THE MOST PART AND SETS A *WANDERING EYE* ON DIFFERENT *ASPECTS* OF A PLACE, IDEA OR MOOD.



5.



AND FINALLY, THERE'S THE *NON-SEQUITUR*, WHICH OFFERS NO LOGICAL RELATIONSHIP BETWEEN PANELS *WHATSOEVER!*



6.

