

MangaForge — Concept Poster

Print this and pin it up — an at-a-glance map of the MangaForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Panel	The panel — the rectangular frame that contains a single moment of story (the atomic unit of sequential art)
Bubble	The speech bubble — the shape-encoded container for dialogue + thought + sound (its outline encodes voice register: thought-cloud / shout-burst / whisper-dotted-line / radio-jag...
Sweep	Speed lines / motion lines — the directional line-bursts that convey speed, impact, and energy direction
Tone	Screen tones — the halftone dot/line patterns laid over an area to convey shadow, mood, and emotional register (the manga-specific shading vocabulary)
Splash	The splash page — the full-page or near-full-page impact image that marks a story climax (the moment the page breaks its grid to give one image all the space)
Lapse	The gutter — the empty space between two panels where your own mind fills in what happened; closure, the invisible half of comics
Segue	The transition — how one panel flows into the next, guiding your eye and your sense of time from moment to moment
Vista	The establishing shot — the wide opening panel that shows you where you are before the story zooms in close
Jolt	The reaction beat — the panel that catches a character reacting, so a surprise or a feeling truly lands
Boom	The sound-effect lettering — onomatopoeia drawn right into the art, so you can see a sound as much as hear it
The Layout	The whole page coming together — how the establishing shot, panels, transitions, gutters, and sound-effect lettering arrange to guide one reader eye through one moment of story

Key ideas at a glance

The big concepts this cast helps you master:

- Character Proportions
 - Facial Expressions
 - Body Anatomy
 - Panel Layout
 - Screen Tones
 - Motion Effects
 - Speech and Sound
 - Story Arcs
 - Lighting And Shadow Techniques
 - Costume And Clothing Design
 - Environment And Background Drawing
 - Color In Manga And Chibi Design
 - Cross Topic Connections
 - Real World Manga Publishing
 - Misconceptions And Reasoning
 - Advanced Synthesis
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