



# Angry Birds Comic

IES ALBERO  
ENGLISH DEPARTMENT

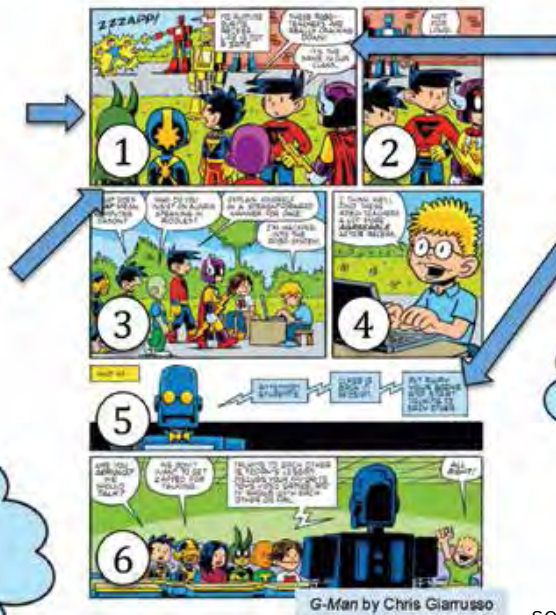
# HOW TO READ A COMIC

by Tracy Edmunds, M.A. Ed.

**Panels** are frames that each contain one segment of the action. Panels can be any shape or size. Read the panels from left to right, top to bottom.

**Gutters** are the spaces between panels. This is where the reader must imagine the action from panel to panel.

Slow down!  
Read both the text and the pictures.  
Think about what is happening between the panels.



**Word balloons** contain character dialogue. The tail of the bubble points to the speaker. Sometimes different colors, shapes, or fonts are used to show the personality of a character.

A cloud-like thought bubble means a character is thinking, not speaking.

**Captions** usually contain narration but sometimes dialogue or other text information.

Doctor Sputnik: Man of Science by Roger Langridge



**Splash panels** are large images that take up most or all of a page. They are often used to establish location or mood.

**Bleed** is when an image goes all the way to the edge of a page.

What action takes place between these panels?

**Sound effects** are usually drawn to visually represent the volume and feeling of the sound.



Special Delivery to Shangri-La by Mike Lee & Janet Lee

## GUÍA BÁSICA PARA DESCUBRIR EL CÓMIC

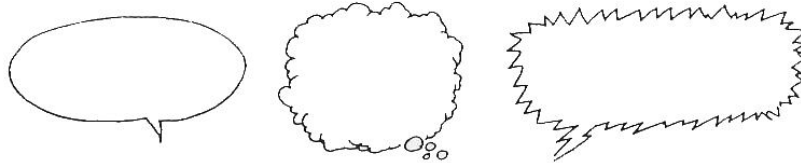
### Viñeta

Es un cuadro delimitado generalmente por líneas negras que representa un instante de la historieta.

En la cultura occidental, las viñetas se leen normalmente de izquierda a derecha y de arriba abajo para representar un orden en la historia.

### Bocadillo

Espacio donde se colocan los textos que piensan o dicen los personajes. Constan de dos partes: la superior que se denomina globo y el rabillo o delta que señala al personaje que está pensando o hablando.



La forma del globo va a dar al texto diferentes sentidos:

- ✓ El contorno en forma de **nubes** significa palabras pensadas por el personaje.
- ✓ Las **temblosas** significan voz temblorosa y expresa debilidad, temor, frío, etc.
- ✓ Los **dientes de sierra** expresan un grito, irritación, estallido, etc.
- ✓ Las líneas **discontinuas** indican que los personajes hablan en voz baja para expresar secretos, confidencias, etc.
- ✓ Cuando el delta del bocadillo señala un lugar **fuera del cuadro**, indica que el personaje que habla no aparece en la viñeta.
- ✓ El bocadillo enlazado con otro indica las **pausas** que realiza el personaje en su conversación.
- ✓ Una sucesión de globos que **envuelven** a los personajes expresa pelea, actos agresivos.
- ✓ El globo con **varios deltas** indica que el texto es dicho por varios personajes a la vez.



### Cartucho o cartela

Suele ser de forma rectangular y lo utiliza el narrador para aclarar la viñeta, localizarla espacio-temporalmente, explicar la acción, etc.

### Onomatopeya

Elemento gráfico propio y característico de la historieta. Son palabras como *Bang*, *Boom*, *Plash*, etc., cuya finalidad es representar algún sonido no verbal, pero que se expresa por medio de una verbalización del ruido original.



### Planos y enfoques

Los planos y enfoques son muy importantes a la hora de narrar, porque constituyen la base gráfica en la que se apoya la historia para estar bien contada. Una historieta con diversidad de planos y enfoques es mucho más rica y dinámica y mantiene atrapado al lector hasta el fin de la historia. En la siguiente página se muestran ejemplos de los planos y encuadres más utilizados y reconocidos en el mundo del cómic.

TOBIN · RODRIGUES · INTINI

# ANGRY BIRDS COMICS

IDW  
ISSUE  
1

ROVID  
BOOKS



2015



## Angry Birds

WRITTEN BY: **PAUL TOBIN**  
ART BY: **PACO RODRIQUES**  
COLORS BY: **DIGIKORE**  
LETTERS BY: **ROVIO COMICS**

## Masterpig Theatre Presents: The three Miniontes

WRITTEN BY: **PAUL TOBIN**  
ART AND COLORS BY: **STEFANO INTINI**  
LETTERS BY: **ROVIO COMICS**



Covers Check



REGULAR COVER  
art by **Ciro Cangioli**



SUBSCRIPTION COVER  
art by **Paco Rodriques**  
colors by **Digikore Studios**



RETAILER INCENTIVE COVER  
art by **Jorge Pacheco**  
colors by **Diego Rodriguez**

EDITED FOR IDW BY: **DAVID HEDGECOCK**

PRODUCTION BY: **CHRIS MOWRY**



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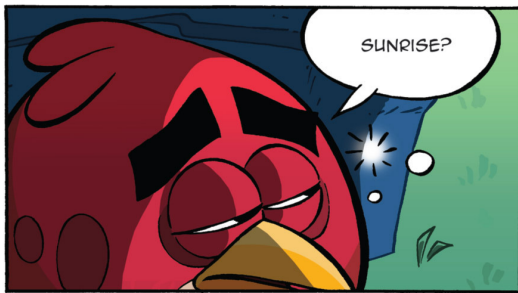
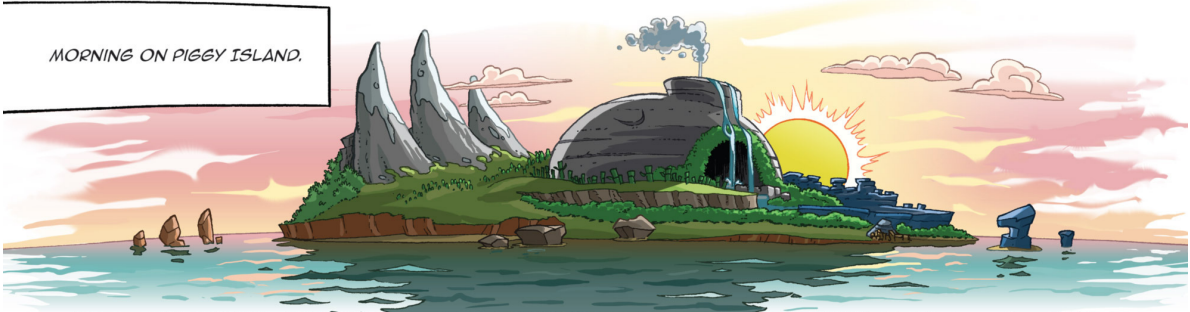
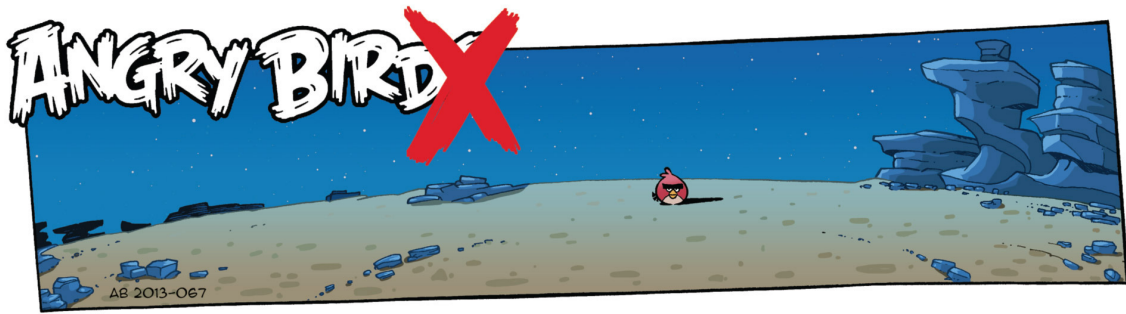


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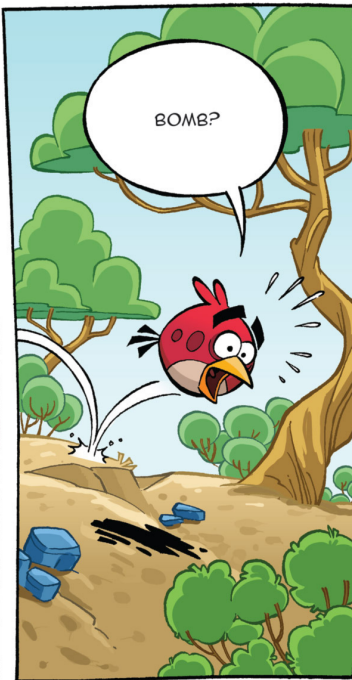
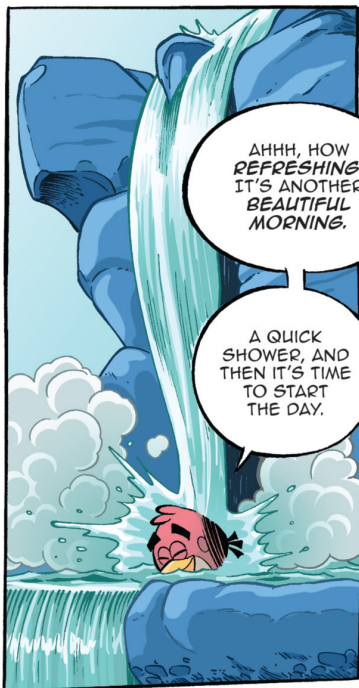


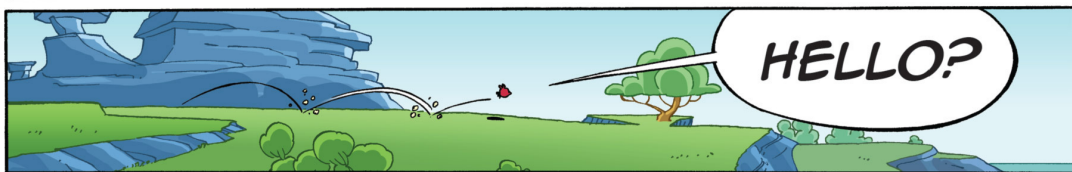
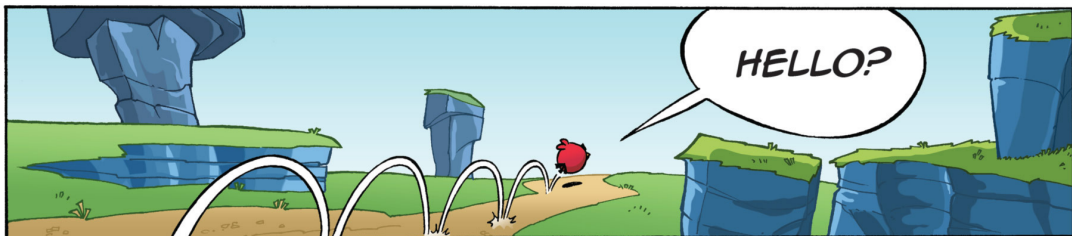
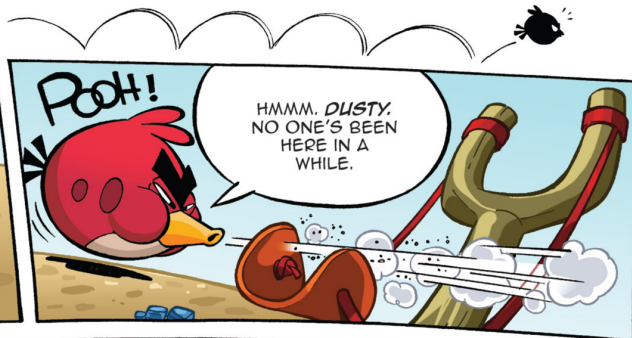
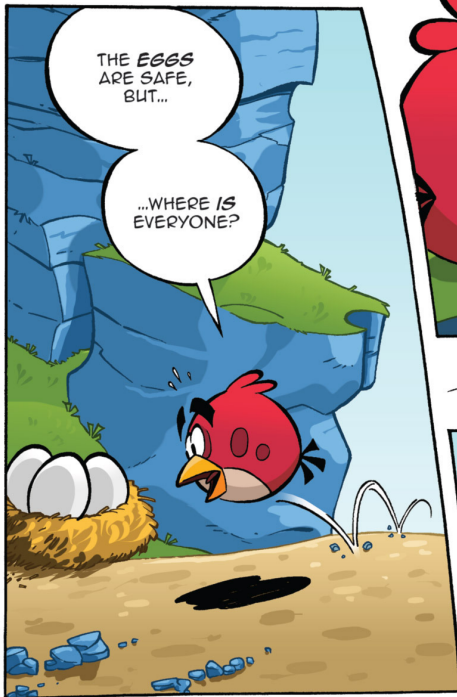
STORY BY PAUL TOBIN, ART BY PACO RODRIQUES

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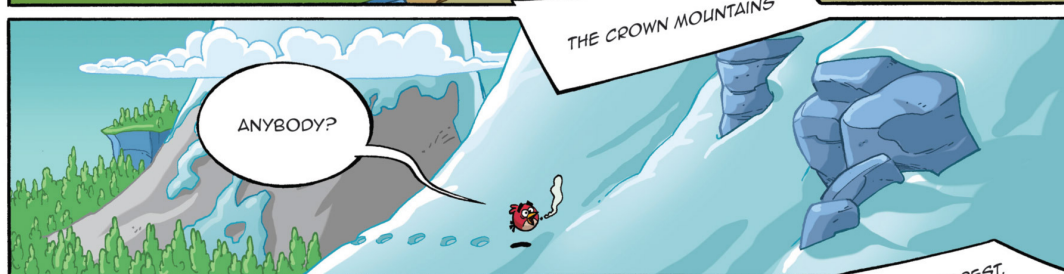
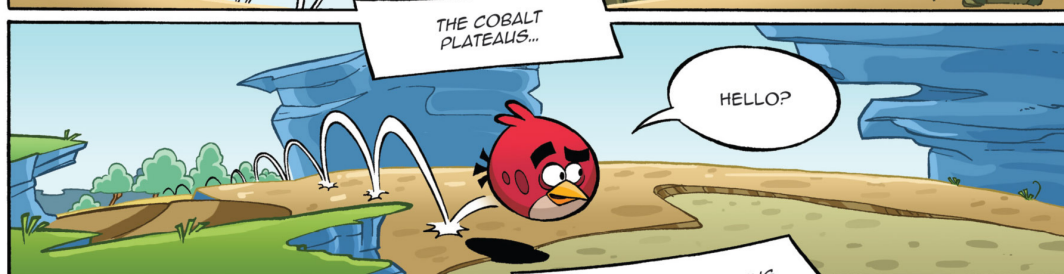
## THE ANGRY BIRDS WORLD

A COLOURFUL FLOCK OF SPECIAL BIRDS LIVE ON DISTANT PIGGY ISLAND. THEY ARE CONSTANTLY GUARDING THREE EGGS THAT THEY CONSIDER TO BE THEIR ONLY DESCENDANTS. UNFORTUNATELY THERE IS ON THE ISLAND THE KINGDOM OF EGG-EATING PIGS. THE ANGRY BIRDS PROTECT THEIR EGGS HOPING THAT ONE DAY THEY WILL HATCH AND THE PEACE WILL BE RESTORED ON THE ISLAND.







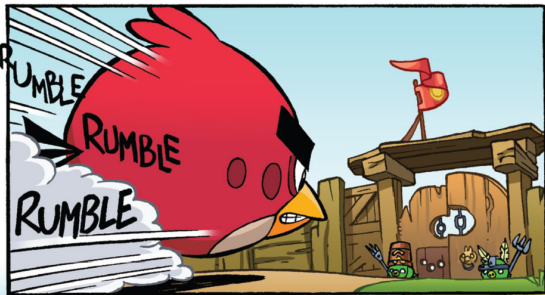
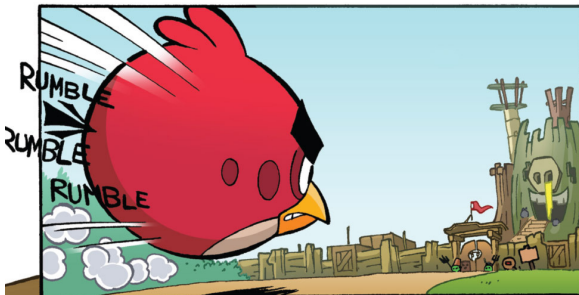


RED IS THE ANGRY BIRD - THE LEADER AND ANGRIEST OF ALL THE BIRDS. HE PROTECTS THE EGGS AT ALL COSTS.



CHUCK IS RED'S LOYAL FRIEND AND THE FASTEST OF THE BIRDS. CHUCK ACTS BEFORE HE THINKS, AND THIS OFTEN LANDS HIM IN TROUBLE.

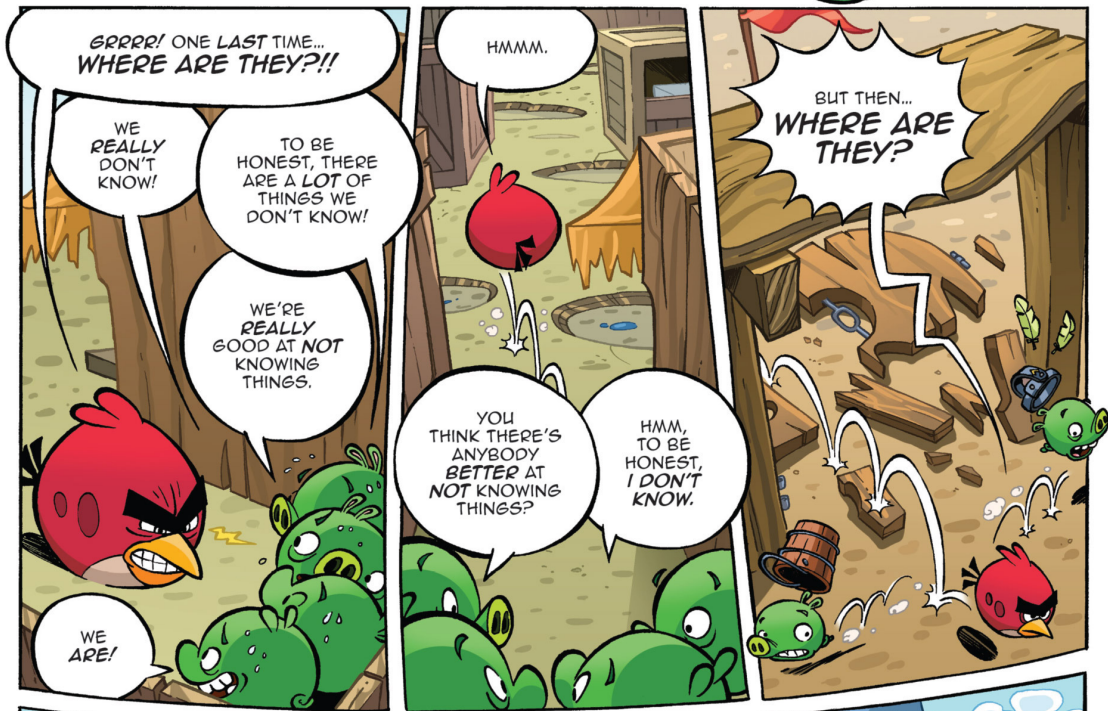
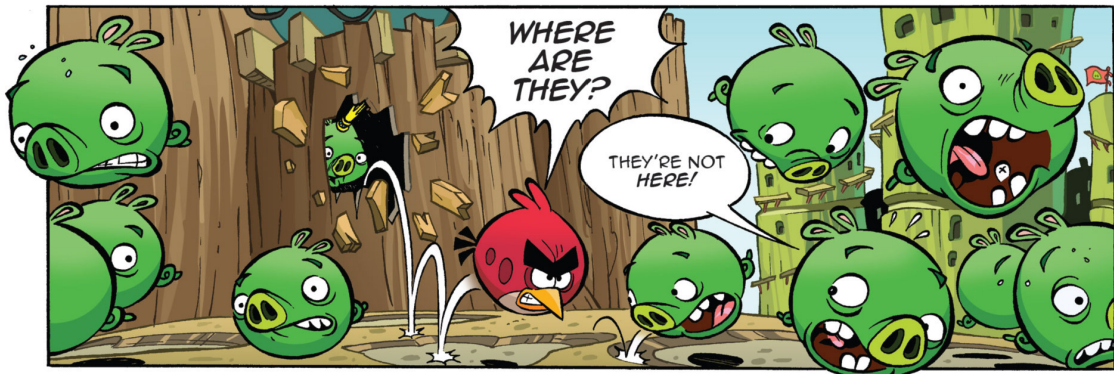




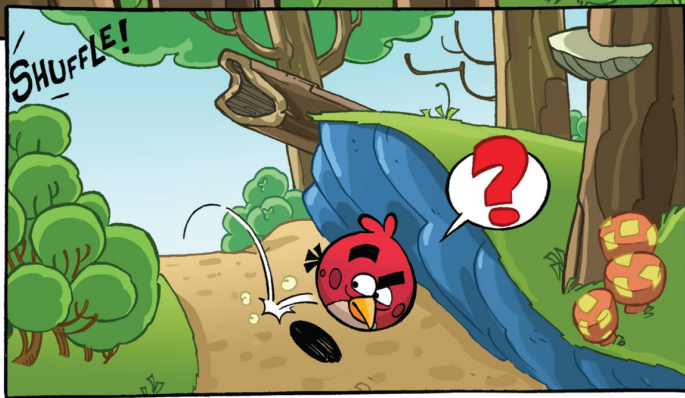
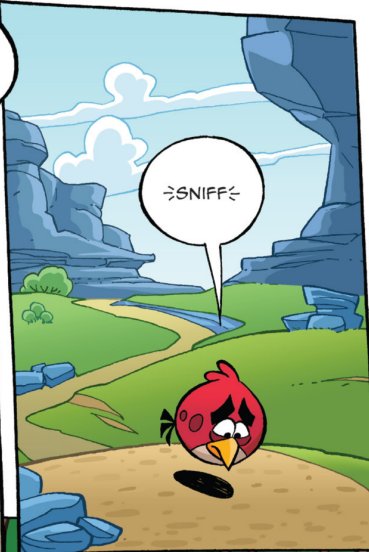
THE BLUES - JIM, JAKE & JAY - ARE THE YOUNGEST OF THE BIRDS. THEY LIKE TO PLAY PRANKS AND ARE SOMETIMES A BIT IRRESPONSIBLE.



BOMB IS ABLE TO EXPLODE AT WILL AND JUST LOVES TO BLOW THINGS UP. HOWEVER, HE IS NOT FULLY IN CONTROL OF HIS POWERS.



MATILDA LOVES NATURE AND TRIES TO FIND PEACEFUL SOLUTIONS TO PROBLEMS. SHE LOSES HER PEACEFUL MINDSET COMPLETELY WHEN SHE SNAPS.



STELLA

STELLA IS A FEISTY GIRL WHO DOESN'T LISTEN TO WARNINGS. SHE LOSES HER TEMPER IF SOMEONE IS TREATED BADLY.



THE PIGS FIND TERENCE VERY FRIGHTENING. NO ONE KNOWS WHAT GOES ON IN HIS HEAD BECAUSE HE ALMOST NEVER SPEAKS.



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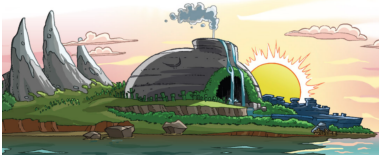
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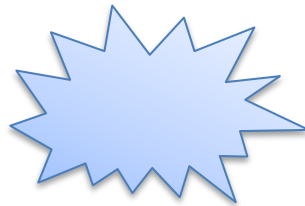
Mark:



1) Where does the story begin?



2) What are the names of these characters?



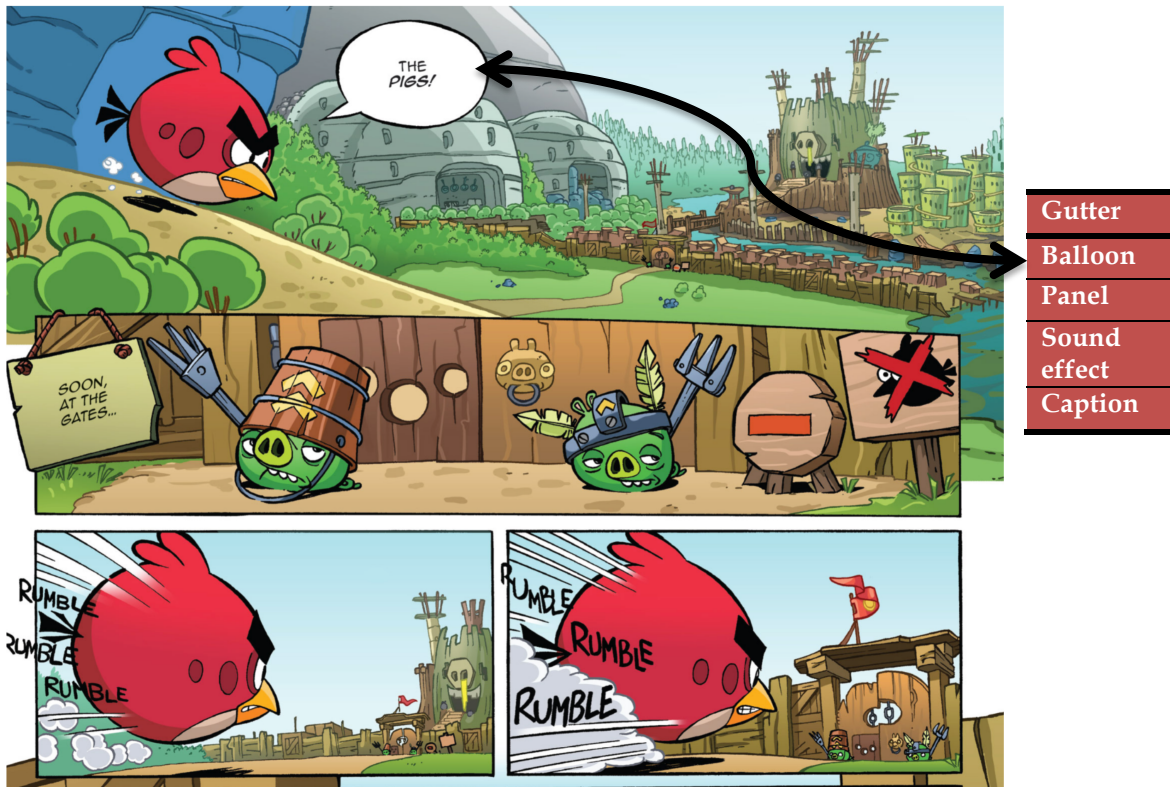
3) How many panels are there in the first page?

- a- 8
- b- 7
- c- 9

4) Why is Red worried?



5) Find in this part of the comic...



6) What do the pigs think that Red is looking for?

7) What does this kind of word balloon indicate? How does Red feel?



8) Does Red find his friends?

9) Where are his friends?

10) What happens in this panel?



11) Create a different ending to the story:

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