

ation, Comics, and Gaming  
g for Animation, Comics,  
es **Writing for Animation,**  
ng **Comics, and Games** Writing  
Games Writing for Animation  
nics, and Games Writing f  
nation, Comics, and Gam  
g for Animation, Comics,  
mes Writing for Animation  
nics, and Games Writing f



Christy Marx



# Contents

Preface	ix
Introduction	xi
Overview	xiii

## **ANIMATION**

CHAPTER 1	History/Evolution of Animation	3
	Genres and Categories	4
	Alternate Forms of Animation	8
CHAPTER 2	Terminology	9
	Script Terms	9
	Other Animation Terms	22
CHAPTER 3	The Basics	27
	The Animation Process	27
	The Script Process	28
	The Script Format	32
	The Differences	34
	Working Out Act Breaks	41
	The 3-D Script vs. the 2-D Script	42
	Restrictions Breed Creativity	44
	Other Things You May Be Expected to Do	44
	Scriptwriting Software	45
	The Animated Feature Film	46
	Beyond the Basics (Advice, Tips, and Tricks)	47
CHAPTER 4	Breaking and Entering	55
	Breaking into Television Animation	55
	Breaking into Feature Animation	60
	Getting an Agent	65
	Getting Paid	67

Unions and Organizations	68
Location, Location, Location	71

## (SECTION I) RESOURCES

Books	73
Trades and Magazines	73
Organizations	74
Education	74
Informational Sites	74
Writers on Writing	75
Obtaining Scripts	75
Creating Machinima	75

## COMIC BOOKS

CHAPTER 5	History/Evolution of the Comic Book	79
	Genres and Categories	83
CHAPTER 6	What Is a Comic Book?	85
	Terminology	89
	The Comic Book Script	94
	The Script Format	95
	Beyond the Basics (Advice, Tips, and Tricks)	99
	Comic Book Script Samples	108
CHAPTER 7	Breaking and Entering	117
	Create Your Own Comic	122
	Copyright and Ownership	126
	Getting Paid	129
	Location, Location, Location	129
	Agents	130
	Unions and Organizations	130

## (SECTION II) RESOURCES

Books	133
Trade Magazines	134
Links	134
Conventions	135
Copyright and Trademark Information	135

---

**VIDEOGAMES**

- CHAPTER 8 History/Evolution of Videogames 139  
Videogame Categories 144  
Alternative Markets 146
- CHAPTER 9 Writing vs. Design 149  
Videogames and Hollywood 151  
Terminology 152  
Fundamentals of Game Design 159  
Game Structure 162  
More Things You Need to Know 168
- CHAPTER 10 The Script Format 177  
FMV/Game Intro 178  
Design Document 178  
Game Bible 178  
Mobs/Monsters/Bosses 182  
Quests or Missions 182  
Cutscenes and Cinematics 183  
Dialogue 184  
Slang and Fantasy Language 189  
In-Game Text 190  
Technical Material or Game Manual 190  
Web Site and Promotional Materials 190  
Beyond the Basics (Advice, Tips, and Tricks) 190
- CHAPTER 11 Breaking and Entering 195  
Publishers and Developers 196  
Getting Paid 206  
Location, Location, Location 207  
Agents 208  
Unions and Organizations 209

**(SECTION III) RESOURCES**

- Books 211  
Trade Shows and Conferences 212  
Magazines 212  
Links 212  
Unions and Organizations 213  
Looking for Jobs 213  
Schools: United States 214  
Schools: United Kingdom 215  
Tech-oriented Temp Agencies 215