

WHAT IS THE COMIC BOOK MARKUP LANGUAGE?

- extension of the TEI that provides markup language that's appropriate for documents that combine both text and graphics on a page the most notable example of this sort of document is the comic book
- can be used in conjunction with the TEI to encode entire comic books not just the story itself, but advertisements, news, fan mail, and more



- TEI doesn't include markup for many of the distinctive elements that make a comic book unique different panels telling the story, speech balloons, sound effects, and more
- CBML provides a way to mark up these unique elements, plus provide visual descriptions and analysis of artwork, note where text is emphasized, and encode other unique elements of comic books

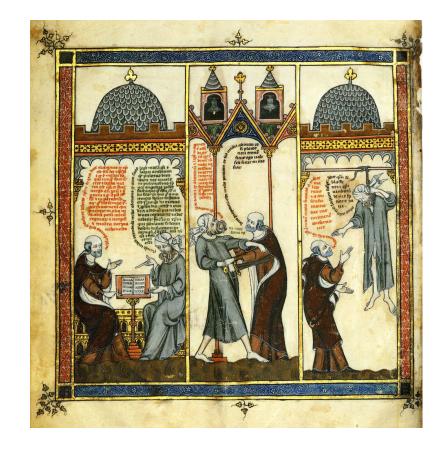




• it's not just for comic books!

• can be used on other documents that combine images and text on a page - like illuminated manuscripts, children's books, and

sketchbooks



MARKUP EXAMPLE: COMG PANE



```
<div type="panelGrp">
      <cbml:panel characters="#TwilightSparkle" n="1">
             <cbml:caption>Later...
            <note type="panelDesc">Twilight Sparkle is in front of a door,
            her hoof raised to knock.</note>
            <cbml:balloon type="speech" who="#TwilightSparkle">
                   Hello? What needs to be done today? And what
            are you doing in there?
            </cbml:balloon>
            <sound>Knock! Knock!</sound>
      </cbml:panel>
      <cbml:panel characters="#TwilightSparkle #SummerMane" n="2">
            <note type="panelDesc">The door opens, and Summer Mane pokes
            her head out.</note>
            <cbml:balloon type="speech" who="#SummerMane">
                   What I'm doing is <emph rendition="#b"> my
                   business.</emph> <emph rendition="#b">Eyes
                   </emph> may be shot, but the <emph rendition="#b">
                   ears</emph> are <emph rendition="#b">sharp</emph>
                   as emph rendition="#b">ever.</emph>
            </cbml:balloon>
      </cbml:panel>
      <cbml:panel characters="#TwilightSparkle #SummerMane" n="3">
            <note type="panelDesc">Twilight Sparkle and Summer Mane
            are standing in a large dusty library.</note>
            <cbml:balloon type="speech" who="#SummerMane">
                   These books need to have <emph rendition="#b">
                   dust covers</emph> put on them.
            </cbml:balloon>
            <cbml:balloon type="speech" who="#TwilightSparkle">
                   <emph rendition="#b">Really?</emph> Because they're
                   <emph rendition="#b">already</emph> covered in
                   <emph rendition="#b">dust.</emph>
            </chml:balloon>
      </cbml:panel>
</div>
```

BEYOND THE BALLOON: EXPANDING CBM?

- Beyond the Balloon (2006) http://www.xml.com/lpt/a/767 examines the use of textual sound effects, focusing on the comic For Better or for Worse
- http://www.english.ufl.edu/imagetext/archives/v2_2/covey/

REGOURCES FOR FURTHER EXPLORATION

- Comic Book Markup Language http://dcl.slis.indiana.edu/cbml/
- Comic Book Markup Language: An Introduction and Rationale http://www.digitalhumanities.org/dhq/vol/6/1/000117/000117.html
- CBML Schema http://dcl.slis.indiana.edu/cbml/schema/cbml.html
- ComicsML: a comic markup language from 2001 http://www.xml.com/lpt/a/767