

The background of the slide is a grayscale comic book illustration. It depicts a library or study area with tall bookshelves filled with books. In the foreground, there are stacks of books on a table. A large, white, oval-shaped speech bubble is centered on the page, containing the title text. The comic art style is characterized by bold lines and expressive character designs.

COMIC BOOK MARKUP LANGUAGE

a presentation by Beth Hoey



WHAT IS THE COMIC BOOK MARKUP LANGUAGE?

A faint, stylized background illustration of a library. It shows tall bookshelves filled with books, a person sitting and reading a book, and various stacks of books and papers scattered around, creating a scholarly or literary atmosphere.

- 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

WHY DO WE NEED CBML?

- 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

```
<cbml:panel ana="#action-to-action"
  characters="#cap #anon_man" n="5" xml:id="eg_000">
  <cbml:caption> Cap acts quickly to tranquilize the gun-happy pedestrian... </cbml:caption>
  <cbml:balloon type="speech" who="#cap" xml:id="eg_007"> A little <emph
    rendition="#b">sleep</emph> will do wonders for you! </cbml:balloon>
  <sound> SPLAT! </sound>
  <cbml:balloon type="speech" who="#anon_man"> Ugh! </cbml:balloon>
</cbml:panel>
```



WHAT ELSE CAN WE USE IT FOR?

- 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: COMIC PANELS



```
<div type="panelGrp">
  <cbml:panel characters="#TwilightSparkle" n="1">
    <cbml:caption>Later...</cbml:cation>
    <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>
    </cbml:balloon>
  </cbml:panel>
</div>
```



BEYOND THE BALLOON: EXPANDING CBML?

- 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/



RESOURCES 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>