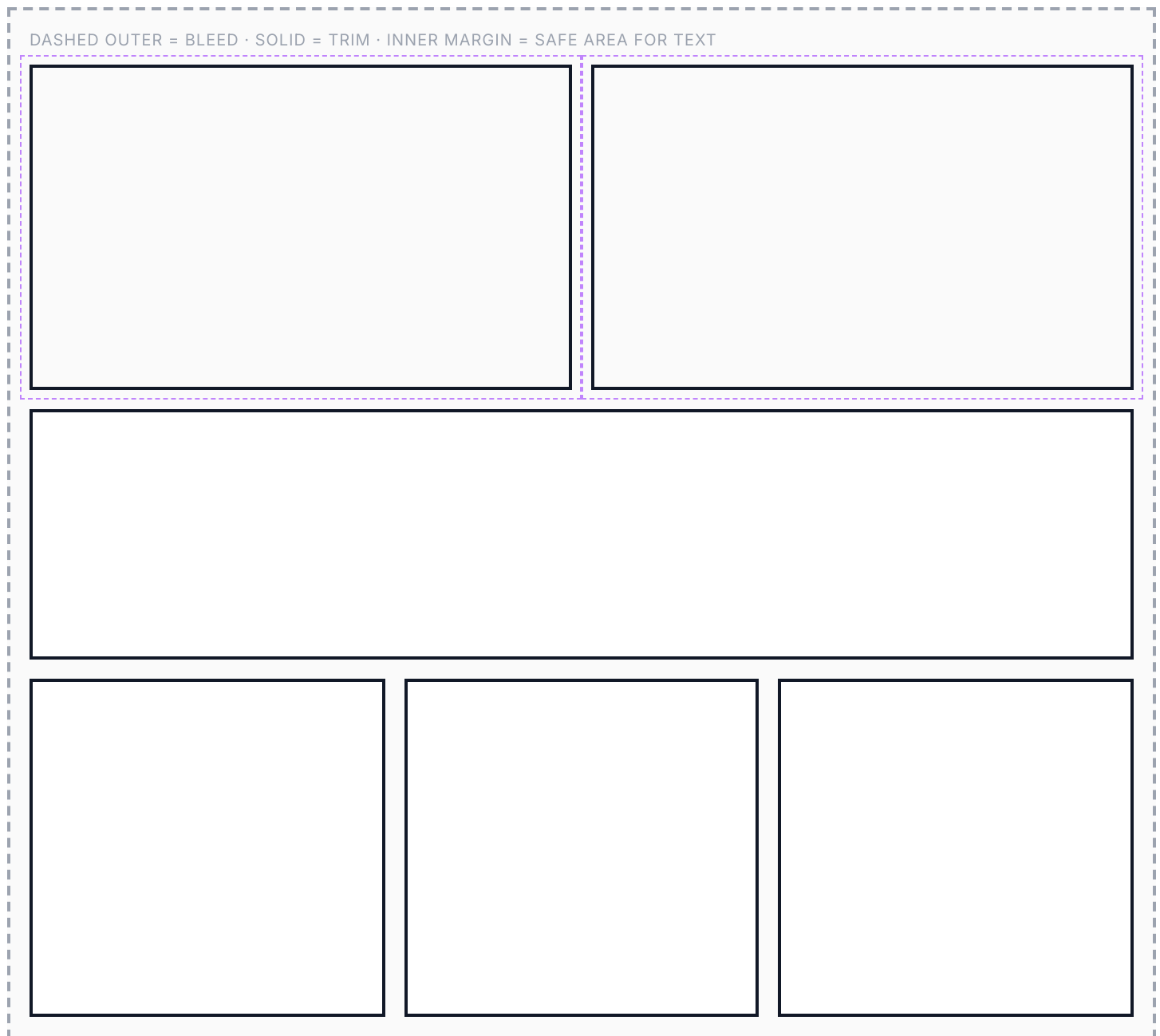


GRAPHIC NOVEL PAGE

Trim, bleed and safe area marked. Caption-friendly panel proportions.

comicink.ai
Free template



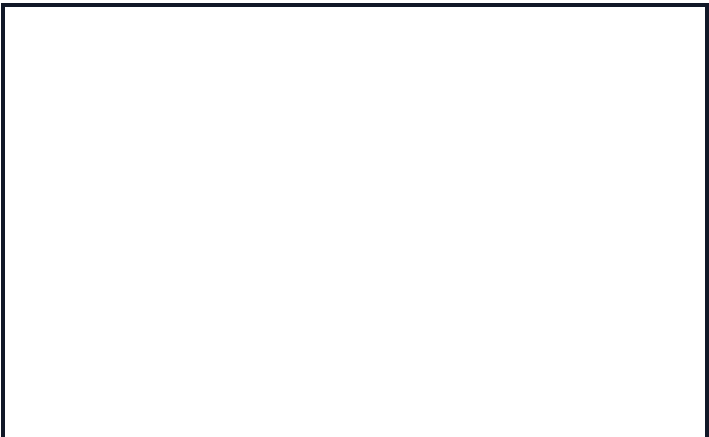
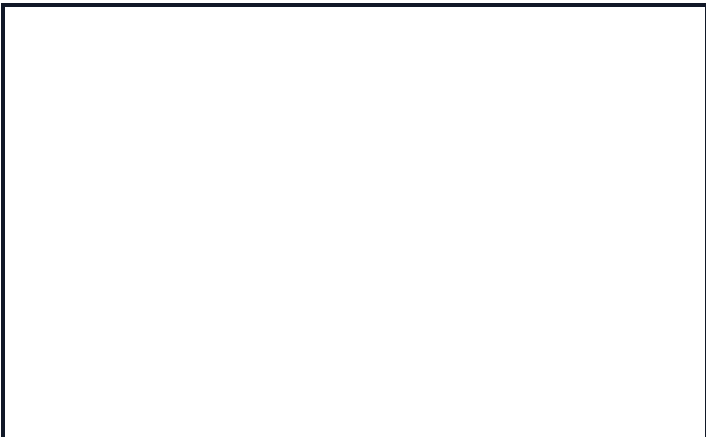
BLEED, TRIM AND SAFE AREA

Bleed is the 3mm (1/8in) of art that runs past the edge of the finished page. Printers cut with a tolerance of a millimetre or two, so art that stops exactly at the trim line will show a white sliver on some copies. **Trim** is where the blade lands. The **safe area** is the margin inside trim where no text or important detail should sit — near the spine especially, since a thick book will not open flat and swallows the inner edge.

CAPTION-HEAVY LAYOUT

For narration-led pages. Caption bands sit outside the art.

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CHAPTER PLANNER

Map the book before you draw page one.

comicink.ai/quick
Try the AI generator

CHAPTER / PAGES	WHAT CHANGES	ENDS ON

WORKING AT BOOK LENGTH

The difference between a long comic and a graphic novel is that a graphic novel is designed as one object. Two things follow. First, pages come in **signatures** — most printers work in multiples of 8 or 16, so a 100-page book will be padded to 104 or 112 whether you plan for it or not. Second, readers see **spreads**, not pages: an odd-numbered page is on the right, and a reveal placed on a left-hand page has already been seen. Plan the page-turn, because it is the only cut you fully control.