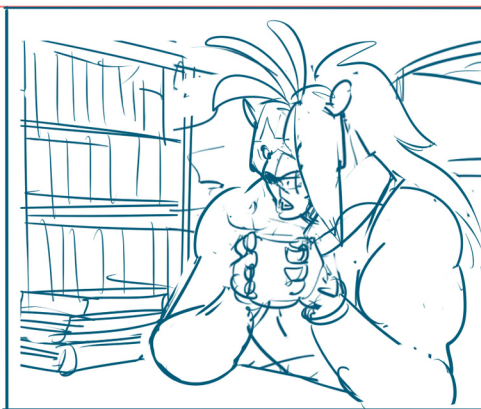
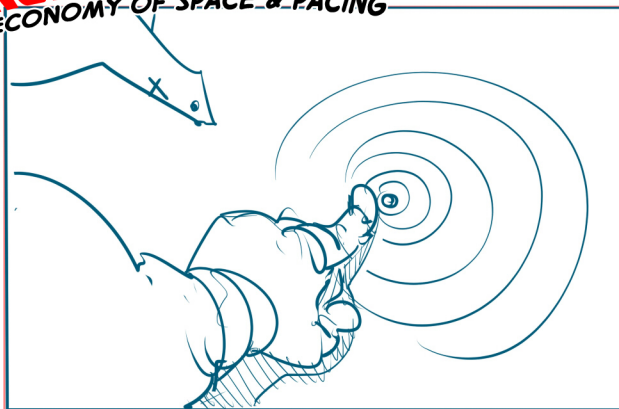


INSIDER'S ACCESS

ECONOMY OF SPACE & PACING

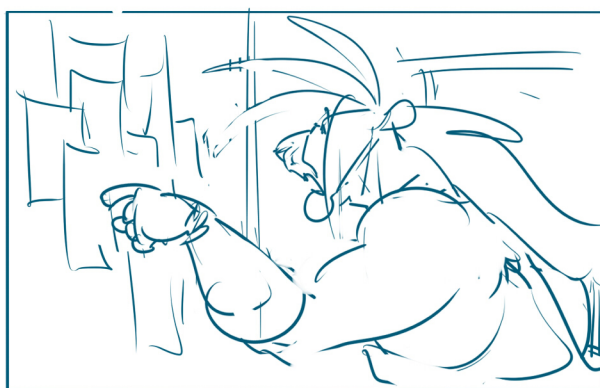
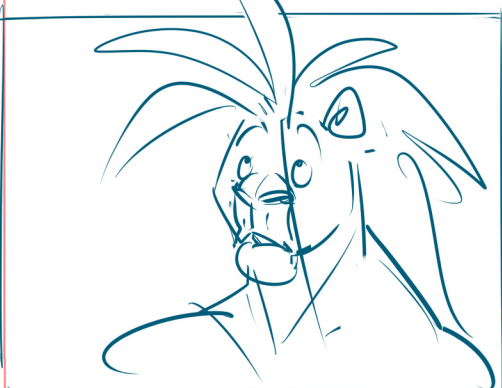
WHEN WORKING WITH LIMITED RESOURCES, THE GOAL IS TO MAKE EVERY BIT OF EFFORT COUNT. MEATIER SHOWERS 6 SPANS 42 PAGES. EACH PANEL NEEDS TO BE INKED AND COLORED. EVERY ADDITIONAL PAGE MEANS OVERHEAD LABOR INCREASES EXPONENTIALLY. BECAUSE OF THIS I TRY TO WORK EFFICIENTLY WITH SPACE.



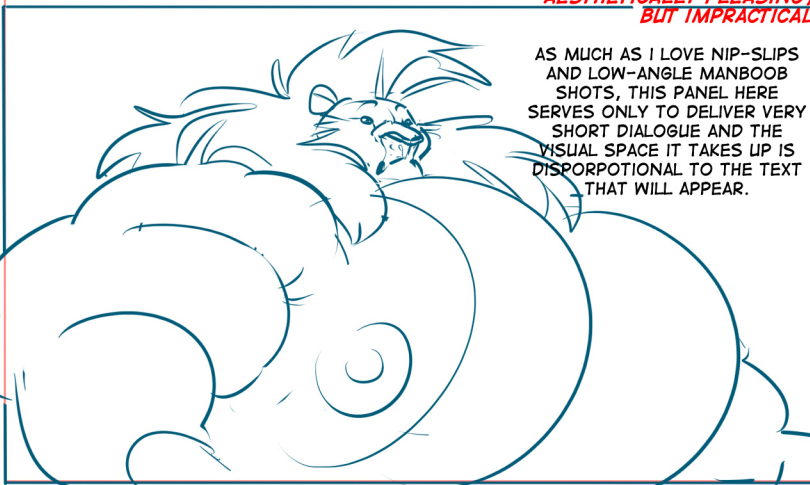
DEAD SPACE



IN THIS PARTICULAR PANEL, THE BACKGROUND YOU SEE HERE ACTUALLY SERVES LITTLE PURPOSE IN MOVING THE STORY FORWARD. MOST OF THE VISUAL INFORMATION IS "GOOD TO KNOW" BUT NOT ESSENTIAL TO THE READER, IN THE CONTEXT OF WHAT THE SCENE'S OBJECTIVE IS.



**AESTHETICALLY PLEASING,
BUT IMPRACTICAL**



AS MUCH AS I LOVE NIP-SLIPS AND LOW-ANGLE MANBOOB SHOTS, THIS PANEL HERE SERVES ONLY TO DELIVER VERY SHORT DIALOGUE AND THE VISUAL SPACE IT TAKES UP IS DISPROPORTIONAL TO THE TEXT THAT WILL APPEAR.



ALL DIALOGUES FEATURE IN THIS DRAFT VERSION OF MEATIER SHOWERS 6 ARE NOT FINAL. IF YOU ARE READING THIS FOR FREE, YOU ARE MISSING OUT ON VARIOUS PRODUCTION NOTES & UPDATES. PLEASE SUPPORT THIS PROJECT BY VISITING - [HTTPS://WWW.PATREON.COM/SNARES](https://www.patreon.com/snares)

**MEATIER
SHOWERS**
BATTLE OF THE BULGE

INSIDER'S ACCESS

ECONOMY OF SPACE & PACING

BY "CUTTING" OUT DEAD SPACE, I'M ABLE TO COMPRESS THE LAYOUT OF THIS PAGE AND MAKE ROOM FOR ONE MORE PANEL. IT MAY NOT SEEM LIKE A LOT, BUT EVERY PANEL, ADDED OR SUBTRACTED, HAS AN IMPACT ON THE PACING OF A SCENE.



"TIGHTENING" A SHOT ALSO HELPS IN FREEING UP SPACE ON A PAGE TO MAKE WAY FOR MORE FOCUSED PANELS AND ADDITIONAL ONES AS WELL.

ALL DIALOGUES FEATURE IN THIS DRAFT VERSION OF MEATIER SHOWERS 6 ARE NOT FINAL. IF YOU ARE READING THIS FOR FREE, YOU ARE MISSING OUT ON VARIOUS PRODUCTION NOTES & UPDATES. PLEASE SUPPORT THIS PROJECT BY VISITING - [HTTPS://WWW.PATREON.COM/SNARES](https://www.patreon.com/snares)

**MEATIER
SHOWERS**
BATTLE OF THE BULGE

