Manga Lettering: Translating What Can't be Spoken

Sara Linsley, Feb 2022

About Me, Sara Linsley

- Pronouns: she/her
- Freelance manga letterer, software developer, and font designer
- Based out of NYC
- Website: <u>sara.pizza</u>

Some comics I've lettered:

- Animal Crossing: New Horizons
- Revolutionary Girl Utena: After the Revolution
- Sweat and Soap
- Dandadan
- Fushigi Yûgi: Byakko Senki
- Love Me, Love Me Not
- Love in Focus
- Those Not-So-Sweet Boys
- i tell c
- Something's Wrong With Us

Objectives

By the end of this workshop, the participants will:

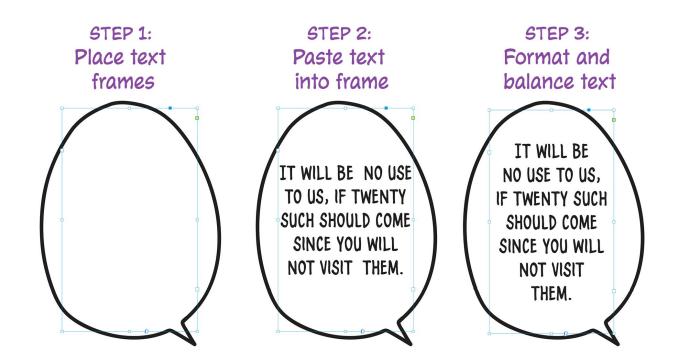
- gain an understanding of how letterers turn a translated script into a page of manga
- be able to identify the tools that manga artists use, and how those same tools can be used in localization
- cultivate an appreciation for how graphic adaptation can make or break the reader's experience

What is Lettering?

- Graphic Design
- Typography
- Illustration

Typesetting

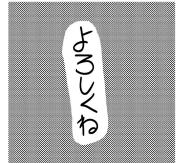
Script:
1.5 Mrs. Bennet:
It will be no use
to us, if twenty
such should come
since you will
not visit them.



Retouching



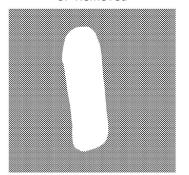
Original



EN placed



JP Removed



JP retouched

Looking forward to working with you!

Sound Effects Treatment

Full Retouch



Fushigi Yuugi Byakko Senki © 2018 Yuu Watase/Shogakukan

Styled Subtitle

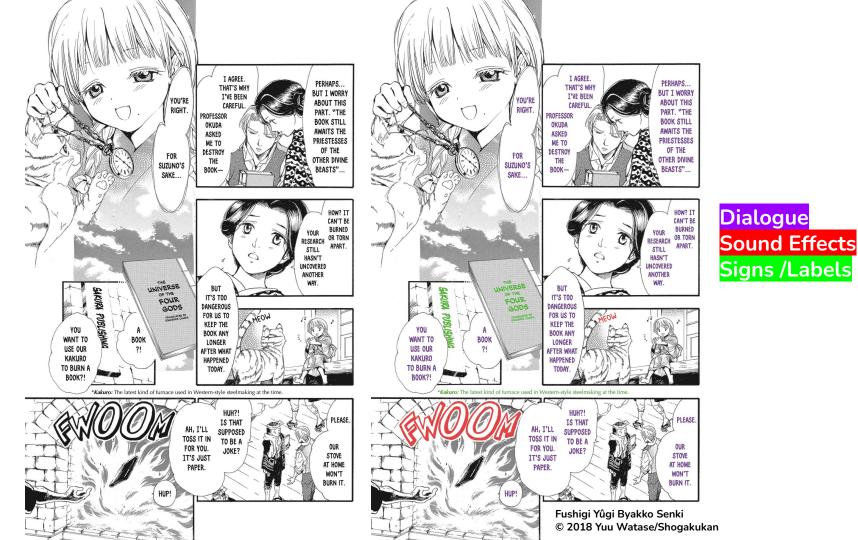


Simple Subtitle



Dandadan © 2021 Yukinobu Tatsu / Shueisha / Viz Media





In the same way that translators must carefully match the tone of each character's dialogue, letterers are responsible for matching the *visual* tone of the comic.

To know how to localize a comic, first you must understand how it was made and why it was done that way

- What fonts did the typesetting use?
- Is the art drawn conventionally or digitally?
- Does the panel have any background elements (signs, posters, etc)? Is the text on them a font or handwriting?
- What style do the sound effects have?
- What voice is each element trying to convey, and why?



Dandadan © 2021 Yukinobu Tatsu / Shueisha / Viz Media



Art - drawn conventionally, toned digitally

Dialogue - drawn conventionally

Screen - typical font from a mobile UI

Dialogue - different font to denote the speaker is on the phone

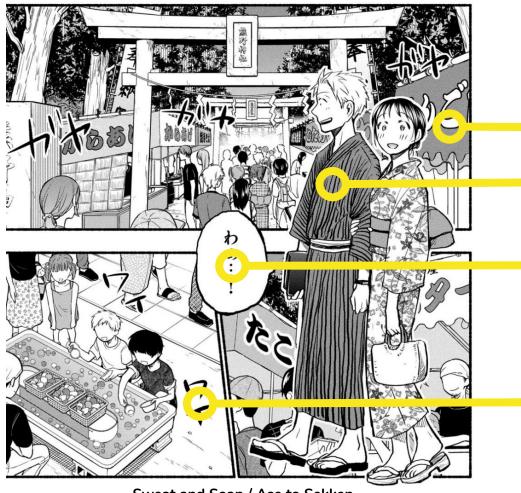
Dandadan © 2021 Yukinobu Tatsu / Shueisha / Viz Media



Dandadan © 2021 Yukinobu Tatsu / Shueisha / Viz Media



Sweat and Soap / Ase to Sekken © 2018 Kintetsu Yamada / Kodansha Ltd.



Signs - brushy fonts, warped to perspective

Art - drawn digitally in CSP

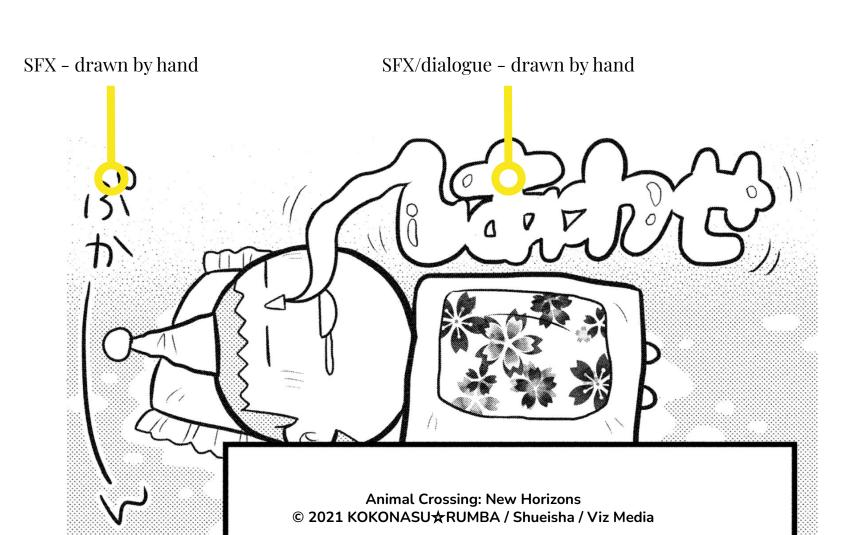
Dialogue - default font

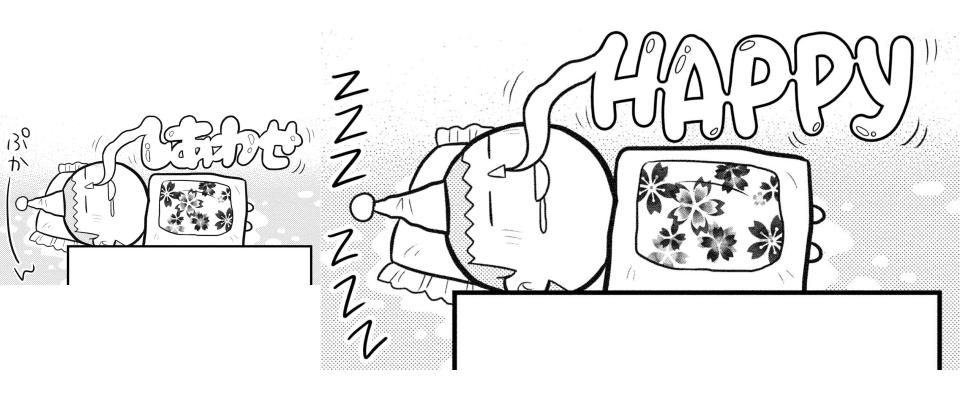
Sound Effects - drawn by hand in CSP

Sweat and Soap / Ase to Sekken © 2018 Kintetsu Yamada / Kodansha Ltd.



Sweat and Soap / Ase to Sekken © 2018 Kintetsu Yamada / Kodansha Ltd.



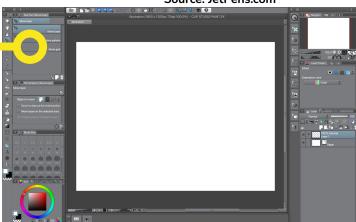


Animal Crossing: New Horizons © 2021 KOKONASU★RUMBA / Shueisha / Viz Media

How Do You Know What Tools an Artist is Using?

- When the art was published
 - Before ~2010
 - Paper, pencils, and ink
 - Physical screentones
 - After ~2010
 - Clip Studio Paint
 - Or paper + pencils for lines,
 and CSP for tones





Follow Your Artists on Social Media



山田金鉄@ドラマ化&新連載&短編集出ます @KintetsuYMD

衣装の細部色々間違えてると思われますがご容赦 を…。タイムラプスも撮ってみました。

Translate Tweet





渡瀬悠宇/「アラタカンガタリ~革神語」少年サンデー連載中 @wataseyuu

途中。

Translated from Japanese by Google

in the middle.





公式ホームページに載せるカラー原稿のチェックをしているのですが、量が膨大…☆そして懐かしくてちょっと手が止まってしまう 😂

#ホームページ制作中#花男

Translate Tweet



9:03 AM · Dec 27, 2021 · Twitter for iPhone

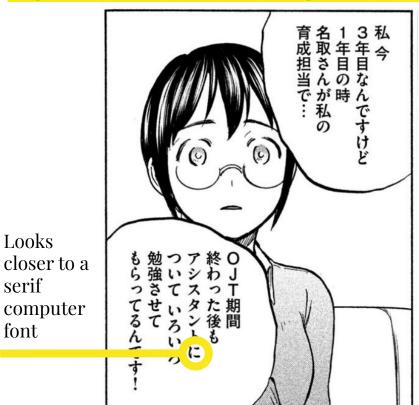
5:58 AM - Jan 5, 2022 - Twitter Web App

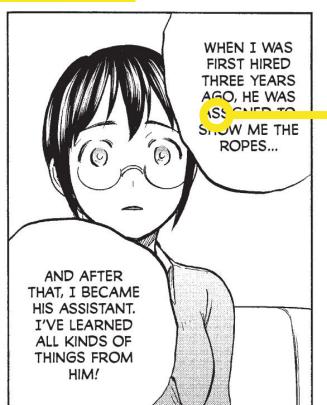
8:58 AM · Sep 29, 2020 · Twitter for iPhone

How Do Letterers Know What Tools to Use?

- Font licensing limits the fonts that we can use, which is why you might see the same couple fonts/foundries across a publisher's releases
- Publishers' style guides dictate sound effect treatment, font usage, etc
- Editors' preferences
- By default, we try to match the Japanese reading experience

Japanese vs. English Typesetting Traditions





Looks more like handwriting

Sweat and Soap / Ase to Sekken © 2018 Kintetsu Yamada / Kodansha Ltd.

Why don't we typeset manga in Times New Roman?

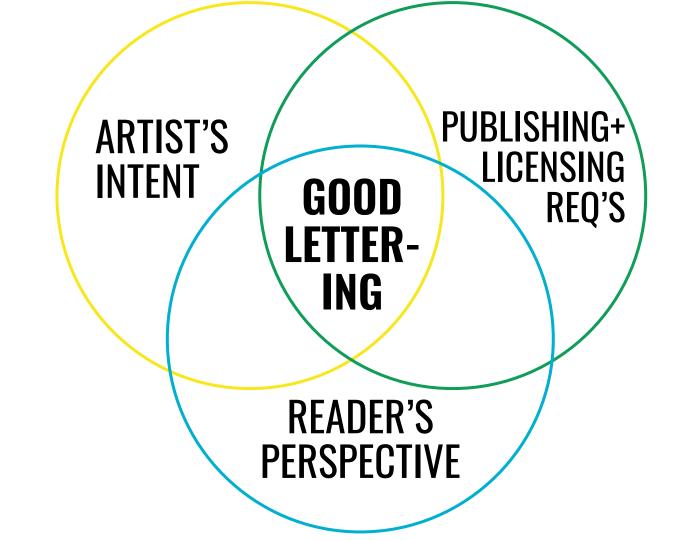
Japanese vs. English Typesetting Traditions



Astro Boy © 1952 Osamu Tezuka / Tezuka Productions Source: Bookwalker



Punch and Judy Comics Volume 1, #1 (1944)
Source: Wikipedia



Activity Time!

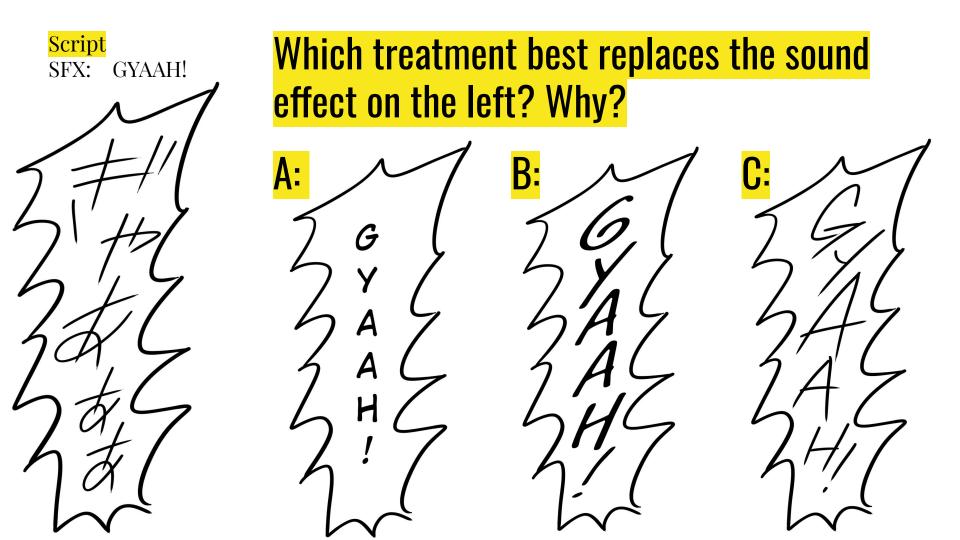
SFX: WHOOSH



Which treatment best replaces the sound effect on the left? Why?

A: WHOOSH
B: WHOOSH

C: WHOOSH



In Conclusion

- letterers turn a translated script into a page of manga using a variety of tools (InDesign, PS, CSP, fonts, etc)
- manga artists use some of the same tools, which we then also utilize in localization
- graphic adaptation can make or break the reader's experience