

Critique talking points:

Try to look clearly at your colleagues' work, and articulate what they need to work on, and what they do well.

Talk about the story:

Is there a 3-act structure? Who is the main character and what is his/her motivating desire or need? How is that need addressed? How is the story resolved? Do you think that the author has made the story compelling? How? Did you find it satisfying? Why or why not?

Talk about the timing:

Did the story fit the length? (i.e., did it feel cramped or overlong?) Where should the story be compressed or lengthened? Was closure used in an interesting way at any particular point?

Talk about the art:

How appropriate is the art to the story? What panel(s) did you like the best? Why? Choose a panel that needs work. What would you suggest? How is the lettering? What do you think about the author's choices in terms of inking? How well integrated are the drawings and the words? Can they exist apart, or are they interdependent? Look for a place where drawing takes the place of words.

Talk about the writing:

Is the dialogue well-written? Do the characters have individual, distinctive voices? Are descriptions well chosen, or do they repeat what is visible in the drawing?

If you can think of any overall observations, or directions this artist might take comics, try to formulate those ideas and pass them on.