



PanelWave

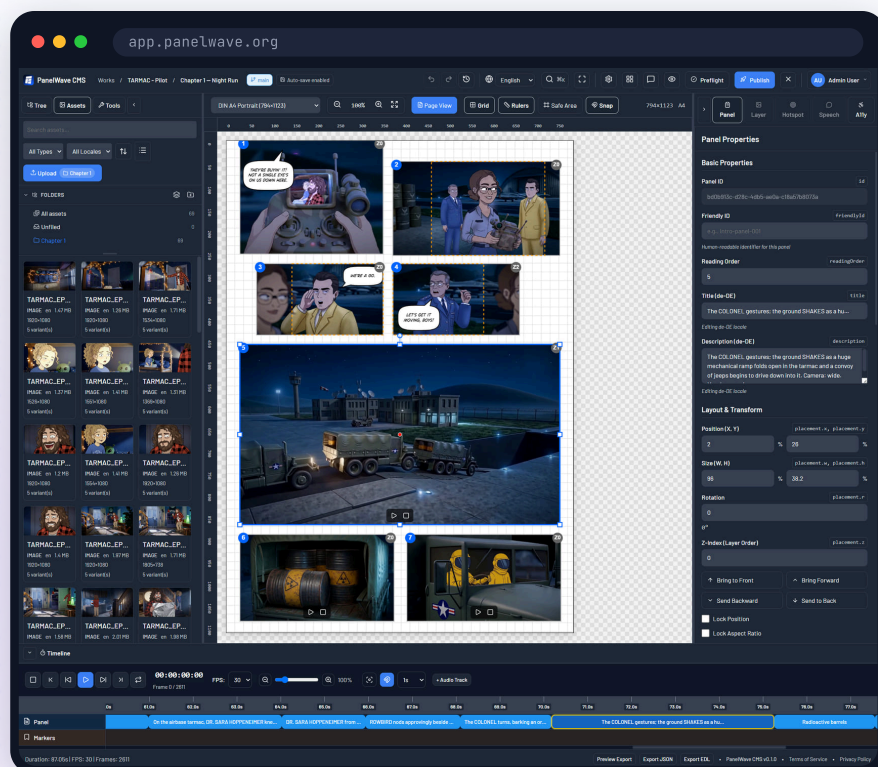
FOR COMIC ARTISTS, WEBTOON CREATORS & GRAPHIC NOVELISTS

OPEN FORMAT · OPEN-SOURCE PLAYER · PROFESSIONAL CMS — FOR CREATORS

Your Art. Your Story. Your Rules. Keep 100% of What You Earn.

PanelWave gives you a modern, open and creator-friendly way to make dynamic graphic novels — with motion, sound, branching stories and multiple languages. No code required.

Upload your art (images, video panels, audio), compose layered panels, add choices and hotspots, localize into any language, set up paywalls and publish to the web — or export to PDF, PowerPoint and video. Draw once. Publish everywhere.



PanelWave CMS - Your studio in the browser: layered panels, comic balloons, asset library, panel inspector and timeline. The preview is the same open-source player your readers use.



BRANCHING

Liberate your stories from static pages

Move beyond rigid page grids. Define panels as nodes in a story graph. Let readers follow your intended path or explore optional detours, then rejoin the main arc.



CINEMATIC

Layers, motion and mood

Stack backgrounds, characters, overlays and text. Add parallax. Animate zooms and slides. Mix ambient tracks and SFX. Keep speech bubbles toggleable for a clean art view.



NO LOCK-IN

Open, portable, future-safe

The JSON format and player are open source. Export your manifest any time, or archive the whole work as a zip and import it elsewhere. Self-host if you prefer.

What you can build

Three directions creators are already taking PanelWave.

Cinematic noir comic

Multilingual noir story with camera moves, rain SFX and voiceover. Readers explore side alleys and return.

Branching sci-fi adventure

Choices through hotspots on doors and terminals. Variables shape later scenes.

Collector's edition

Gated bonus art, character sheets, interviews and fan art — all inside the player toolbar.

No cut. No lock-in. No catch.

Zero revenue share on your content sales, on every plan. Gate chapters, panels or bonus content with paywalls you configure yourself, and take your work with you any time.

100%

REVENUE YOU KEEP

9

BALLOON STYLES

11

OUTPUT FORMATS

50

FOUNDING CREATOR PLACES

panelwave.org docs.panelwave.org



FOUNDING CREATORS
panelwave.org/founding-creators
50 places

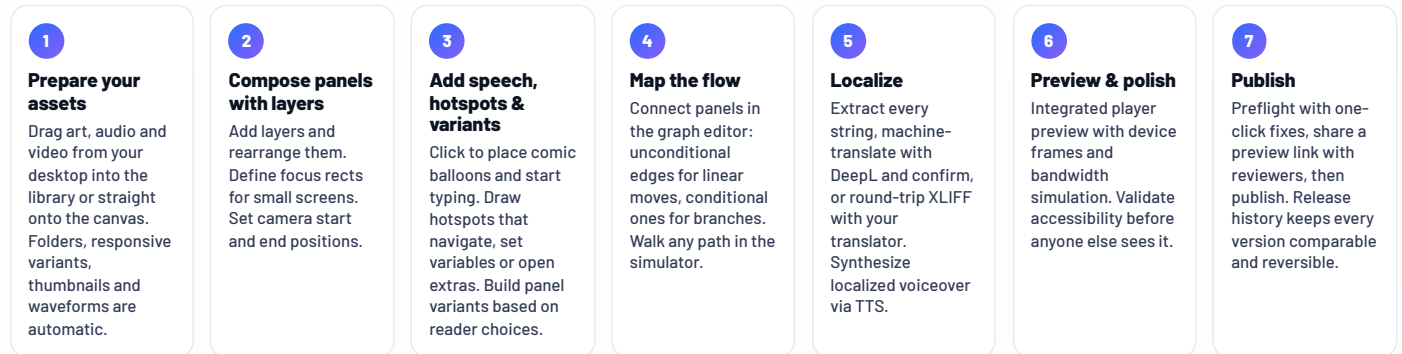


From idea to published interactive graphic novel – in seven steps.

All inside your browser, no code. And a programme for the first 50 creators who want to shape the tool and format with us.

WORKFLOW Seven steps, one studio

Start from fresh art, a Fountain screenplay or finished pages



IN THE STUDIO Tools that respect your craft

What creators use most, from the first sketch to the collector's edition

Comic balloons, your way

Normal, thought, shout, whisper, narrator captions and more · style cascade work → character → bubble, so a whole album restyles from one preset · click to place, start typing; auto-sizing matches the player exactly

Timeline, audio & video panels

Keyframe animations with easing curves · camera slides and zooms · ambient, music, SFX and voiceover tracks · video layers with loops, ping-pong playback and poster frames

Start from what you have

Import a Fountain screenplay or finished pages: AI proposes chapters, panels and speech, you decide every cut · oversized images are fixed in one click during preflight

Extras & collector's material

Character sheets, author interviews, bonus art and sketches live inside the player toolbar · gate them behind their own paywall rule · age gates and content warnings where you need them

See what readers do

Reading funnel, panel engagement and hotspot click heatmaps · segments by device and locale · privacy-aware and consent-driven, so your readers stay comfortable

Export and take it with you

Print-ready PDF (A4 / US Letter) · PowerPoint decks for pitches · MP4 trailers with audio and subtitles · a portable work archive with the manifest and every asset

YOUR READERS GET

A reading experience that respects the art.

No app needed. Your work runs in the browser on phones, tablets, laptops and TVs, and the controls disappear when readers are immersed.

- ✓ **Page View and Panel View**, toggled freely: full composition or guided reading
- ✓ **Their pace, their path**: hotspots on doors, gadgets and maps open detours that rejoin the main arc
- ✓ **Audio, SFX and voiceover controls**: speech bubbles can be hidden for a clean art view
- ✓ **Switch language mid-read** – bubble text, UI and audio adapt instantly
- ✓ **Accessible by default**: keyboard, screen readers, reduced motion, content warnings
- ✓ **Deep links to every panel** for sharing favourite moments without spoilers

STRAIGHT ANSWERS Questions creators ask

More at panelwave.org/creators

Do I need to code?

No. The CMS gives you WYSIWYG tools for panels, layers, animations, hotspots and paywalls. If you like code, the JSON is friendly, and the CLI validates, bundles and upgrades manifests.

What about my existing comics?

Upload your finished pages. The page-split importer detects panels and reading order, you review and correct every cut, and each panel becomes an editable PanelWave panel at its original position. Fountain scripts import too.

Can I self-host?

Yes. Use the open player on your own site and host assets on your own CDN. Adopt the CMS later – or not at all. One tag embeds it: `<pw-player-shell>`.

Can I move my work elsewhere?

Yes. Export a work archive – a zip with the schema 1.6 manifest and every asset – and import it into another team or PanelWave installation. Nothing is re-transcoded, nothing is left behind.

FOUNDING CREATORS · 50 NUMBERED PLACES

An invitation to shape a medium.

We're choosing 50 artists to shape PanelWave from day one: **12 months of the Creator plan free**, 1:1 onboarding with the founder, a place in the PanelWave Anthology Vol. 1 (digital and in print), a featured launch spotlight and a permanent numbered badge. The deal: publish one interactive work of 10+ panels by 31 December 2026, let us feature it, and tell us the truth in a 30-minute call.

KEY DATES

- 7 Oct 2026** CMS beta opens to the first cohort at the Frankfurter Buchmesse (Hall 5.0, A71)
- 30 Nov 2026** Applications close, or earlier once all 50 places are filled
- 31 Dec 2026** Publish your first work to secure your Anthology place
- Early 2027** PanelWave Anthology Vol. 1 is released, digital and in print

panelwave.org/founding-creators

Share a portfolio link and a one-paragraph story idea. We read every application personally.