

OPEN FORMAT · OPEN-SOURCE PLAYER · PROFESSIONAL CMS

Interactive graphic novels, on an open standard

PanelWave is an open ecosystem for creating, distributing and experiencing interactive graphic novels: branching, multilingual, audiovisual stories that keep the art and pacing of the medium and give readers control of pace, path, language and accessibility.

Instead of a fixed sequence of pages, a PanelWave work is a **graph of panels**. Panels are composed of layered artwork, video, text and sound, carry comic-style speech balloons and clickable hotspots, and every reader-facing string is stored per language. Creators keep **100% of their content revenue**; the open format ensures there is no vendor lock-in. Developed in Munich, Germany.

LAYER 1**The format**

A JSON manifest with a public JSON Schema: chapters as graphs, layered panels, balloons, hotspots, variables, localization, paywall rules. Validator CLI and TypeScript types included.

CC BY 4.0 · version 1.7 (Oct 2026)

LAYER 2**The player**

Angular library (Angular 20–22) that renders any manifest: graph navigation, panel, page and infinite-canvas views, video panels, balloon engine, localization, accessibility, entitlement adapter.

MIT · npm @panelwave/player

LAYER 3**The CMS**

No-code studio for authoring, localization, monetization, analytics and publishing to web, PDF, PowerPoint and video. Embeds the open-source player for preview.

Freemium SaaS · gated beta from 8 Oct 2026

Quick facts

Company	PanelWave, founded 2026 (Jens Hoppe, sole proprietorship)
Founder	Jens Hoppe, technical founder; almost 30 years building content management systems and social software
Headquarters	Munich, Germany · c/o RUFFINI Creative Hub, Sendlinger Straße 1, 80331 München
Format version	1.7 (seven additive releases in 2026; every 1.0 manifest still valid)
Revenue share	0% on content sales, on every plan
Pricing	Free tier (one full publication) · Work Pass, one-time per book · Creator and Studio subscriptions · Publisher agreements
Audience	Independent comic and webtoon creators; publishers and studios; education and corporate training
Selected by	XPLR: MEDIA in Bavaria, Frankfurter Buchmesse 2026

Key dates, October 2026

6 Oct	Open JSON format launched as a public standard at v1.7 (CC BY 4.0)
7 Oct	Player on npm as @panelwave/player (MIT)
8 Oct	CMS beta opens to the first 50 creators; Founding Creators programme
7 – 11 Oct	Frankfurter Buchmesse , XPLR: MEDIA in Bavaria stand, Hall 5.0 A71: live demos all week
9 Oct, 13:00	Talk at the stand: „Das PanelWave JSON-Format für dynamische Graphic Novels der nächsten Generation“ (in German), live demo and Q&A

MEDIA CONTACT

Jens Hoppe, Founder
press@panelwave.org
+49 89 18 96 59 600

ONLINE

panelwave.org
docs.panelwave.org
panelwave.org/press/kit

LICENCES

Format: CC BY 4.0
Player, types, CLI: MIT
CMS: proprietary SaaS