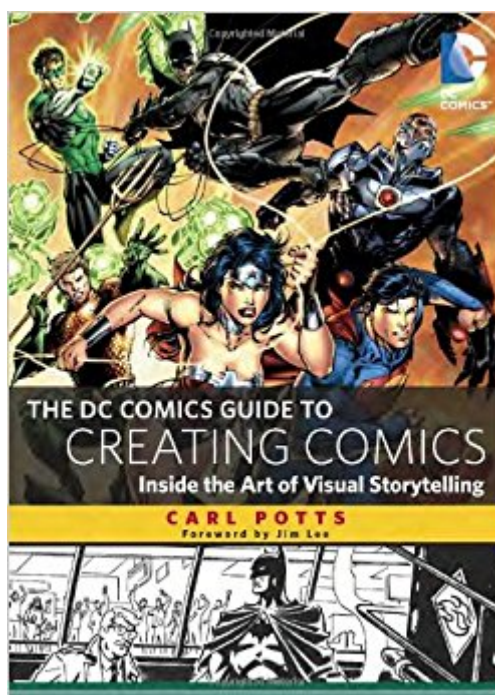


The book was found

The DC Comics Guide To Creating Comics: Inside The Art Of Visual Storytelling



Synopsis

The most exciting and comprehensive book yet in the bestselling DC Comics how-to-draw series. From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities. With examples direct from DC Comics, featuring their best creators and classic superheroes like Batman, Superman, and the rest of the Justice League, it presents key principles and techniques for crafting exciting professional-quality comics. This behind-the-curtain look at the DC Comics creative process is a can't-miss opportunity for aspiring comics creators, whether they want to work for DC Comics or invent their own unique comics creations.

Book Information

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (34 customer reviews)

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Customer Reviews

The DC Comics Guide to Creating Comics is like an advanced introduction to drawing comics. It provides a good coverage of techniques that are required for creating successful comics, and also introduces the different aspects of the creation itself. Main thing to note is the coverage is mostly theory, the actual hands-on are covered by other DC Comics Guides. The book is authored by comics veteran and authority Carl Potts who while working at Marvel, also mentored Jim Lee. The text is written in a concise and easy to follow manner. The techniques discussed are supplemented by clear examples. It's insightful and after studying them will be you not just read but also understand how other comic artists layout their pages. There are four parts to the book. The first part

introduces the concept of sequential visual storytelling, what it's all about and things to look out for. Second part covers paneling. Things like how they are laid out, establishing shots, the flow, and how they affect storytelling. Third part covers comics writing using the classic arc as main example. Here it also covers artistic style and approach to drawing, giving examples of realistic rendition or the more stylistic approach such as the use of black by Mike Mignola. The last part is a walkthrough of the process of creating comics from having a script. Three professionals are given the same script and we are shown how they interpret the script and lay out the pages. There are explanations from the artists as well as analysis from Carl Potts. At 192 pages, the book has quite a lot of useful information packed in. Overall, it's a good guide for beginner comic artists, maybe it has a few useful tips for intermediate artists also.

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