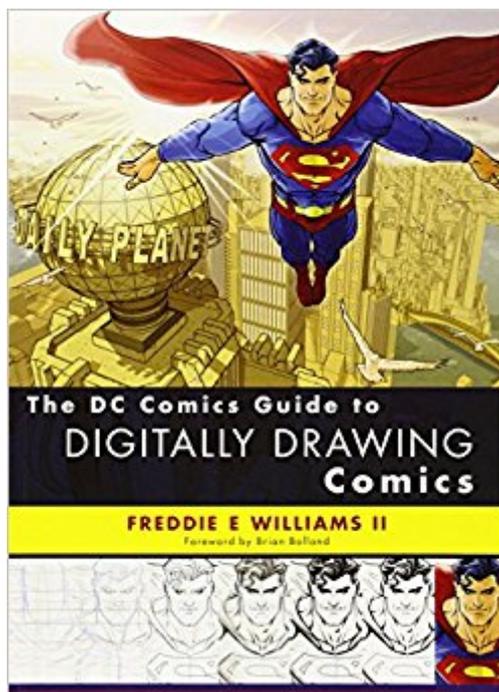# The DC Comics Guide To Digitally Drawing Comics

Synopsis

At lastâ "the first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inkingâ "and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with The DC Guide to Digitally Drawing Comics.

Book Information

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Customer Reviews

I was excited when I first learned about this book coming out because it's difficult for me to set up a normal artist's station in my house. Not knowing who this Freddie Williams guy was, I ended up going to his website and checking him out. It was here that I first became dismayed.His website has a section labeled "DigiArt Quick Tools," in which one can find several Photoshop tools Freddie has available. These include several variations of his MasterPage file, which tend to cost a little bit of money (the bundle pack that gives you all the Master Pages runs I think about $125). I also noticed a blurb in which Freddie mentions that an entire section of the upcoming book is devoted to the Master Page. I immediately started thinking that the book was going to end up being a $15

commercial for the various tools he has to offer.Never have I been so glad to be so dead wrong.The section on Master Pages walks you through the process of making your own Master Page, and while he mentions his website, he never tells the reader to go buy anything. Instead, he teaches you how to do it yourself. In fact, there's only one thing that Freddie tells the reader to download, and that's the perspective tool that he created... and its free (as is a generic version of the Master Page, if you don't want to make your own or pay money for a company-specific Page).As far as the rest of the book goes, it was a massive wake-up call in regards to realizing how powerful and how fast creating sequential artwork on the computer is. In fact, it seems that Freddie's main goal is to get the reader to create better artwork, faster, and he constantly discusses ways to make your work faster and more streamlined.Be warned, though... this is NOT a "how to draw" book.

I am reviewing this as a working comics creator who has read almost every comics how-to book under the sun...Buzzboy Trouble in ParadiseBuzzboy Volume 2: Monsters, Dreams, & MilkshakesI've grown up reading how-to books for comics since the age old "How To Draw Comics the Marvel Way"-- whichas a twelve year old, blew my mind. "Understanding Comics" by Scott McCloud brought the unique concepts behind comics to the forefront, and as I prepared to launch my professional career in comics, it helped give me a set of mental tools to focus on storytelling that I still use to this day. But Freddie E Williams II has written and illustrated The DC Comics Guide to Digitally Drawing Comics as a book that focuses on the draftsmanship and technical tools that will help define comics through the 21st century.Written in a friendly, easy-to-understand style, Mr. Williams leaves the basic discussions on HOW TO DRAW, and assumes the reader already has enough books on that. This book really focuses on creating comics in either a completely digital way, or (addressing most traditional artists' fears) creating comics as a hybrid between the computer and the hand drawn comics in a variety of ways that can cater to one's strengths. I have always been a writer/penciller, and can only describe my own inking as though I inked with a chocolate bar instead of a brush.

The DC Guide to Digitally Drawing Comics is one of the best if not the best Guide out there to creating comics. What makes the book so good is Freddie's ability to convey information so clearly and in simple, straight-forward, easy to understand terms.This book is mainly aimed at people with some knowledge of various design software such as Adobe Photoshop which was the main tool the author uses. That in itself is my only warning to anyone thinking about buying this book. Don't expect to be taught Photoshop inside and out. If you know photoshop pretty well then this will be a

Gem for you. I've been working on my own comic book project mainly in Corel Painter however most design software is at its core kind of the same. Freddie explains things so well that I could actually apply his Photoshop techniques to Corel, so even if you don't use Photoshop the ideas presented here cross software boundaries. Seeing how well presented and coherent Freddie explains his workflow I am strongly considering drawing everything in Photoshop then using Corel Painter for color only.Freddie will carry you from beginning to end, from the digital sketch to the digital inks. He will give you hints, tips and so much useful ideas for creating a speedy workflow. I got the book this evening and sat down just to flip through some pages. Before I knew it I had read through more than half of the book, it was that interesting! I feel like I've just been sitting down with a friend who for hours was patiently helping me to understand the proper way to go about creating the comic book of my dreams.Finally I was so happy to see a proper section on creating backgrounds using perspective grids digitally. This is what I've been looking for everywhere for a couple years.

Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) The DC Comics Guide to Digitally Drawing Comics ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step By Step (Drawing Ideas The Complete Guide to Drawing Comics Book) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and Doodling (Drawing, Zentangle, Drawing Patterns, Drawing Shapes, How To Draw, Doodle, Creativity) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) Drawing Emojis Step by Step with Easy Drawing Tutorials for Kids: A Step by Step Emoji Drawing Guide for Children in Simple Steps (Drawing for Kids) (Volume 7) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Drawing: 48 Incredible Tips on Drawing for Beginners. Teach Yourself How to Draw Cartoons With This Drawing for Beginners Book (how to draw, drawing, things to draw) How to Archive Family Photos: A

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