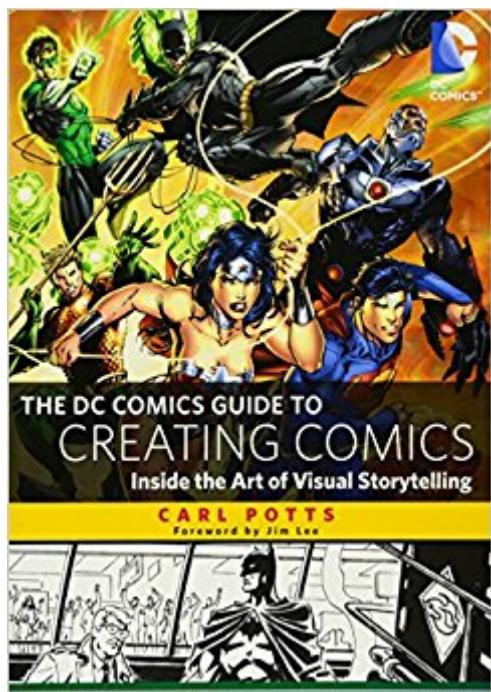


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The DC Comics Guide To Creating Comics: Inside The Art Of Visual Storytelling



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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Customer Reviews

"...For the artists who are serious about making comics their career, this book belongs in a place of honor among others in their personal libraries."-Edward Gambichler, www.whatchareading.com" Instead of "how to" advice, [The DC Comics Guide to Creating Comics] is more about "why", and I found it a highly educational read, full of good observations about comic construction and structural techniques. There is a ton of really solid information in this book, including the basis of a shared vocabulary (taken in equal parts from Understanding Comics and film phrasing). If more creators followed the advice given here, we wouldn't have some of the confusing-to-read superhero comics we do. As a critic, the

concepts help me better understand when something is well- (or poorly) constructed and why. "-www.comicsworthreading.com" "If you are an aspiring comic creator, writer, or artist, this is one book you need to read right now. It gets into some of the meat and bones of what makes a good comic. It's more than the story. It's more than the art. It's different than other types of media. And, even if you're only doing one part (i.e. you're not the sole creator of the finished work), you need to understand all the parts and how to bring them together to create a comic. If you're just a fan of comics, this book should still be on your reading list...I highly recommend this as a permanent part of your library for fans and creators alike."-Sheena McNeil, www.sequentialart.com

CARL POTTS is a creative director, an editor, an artist, and a writer with years of experience in the comics industry. During his time at Marvel Comics, he discovered and mentored many top comics talents, including Jim Lee, Whilce Portacio, and Mike Mignola. Currently, Potts consults for a variety of publishing, interactive, and entertainment companies, including HarperCollins, Ogilvy & Mather, and the Learning Company. In addition, he's given seminars on visual storytelling techniques at the School of Visual Arts, Parsons, New York University, LucasArts, Academy of Art University, and the Savannah College of Art and Design.

I can only give this a 4 cause I personally expected more, since I've read most of the other books in this series. keep in mind I was also a lot more of a novice when I read the other books. so I'm not holding my experience against this book. I have since reading my first DC comic guide broken into comics and learned a lot. That being said, this book has a lot of information and is very complete. At times it can be very general cause of the subject matter. It's hard to get into specifics when you're talking theory. Things got to be judged by the case by case basis, but this book does a great job of getting you to think of things you might have thought of before. I think the real strength of this book is that it covers an area that is usually overlooked by artists but overlooked this book if you're serious about making comics. The Scott McCloud book with a similar name might have been more complete but here it was neat to see DC characters used in the examples for stronger reference. It should be said that this is closer to that book than it is a step by step book on creating comics which there are many of.

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. To learn more about specific topics on creating comics, or get more hands-on, you can also check out other books from the DC Comics Guide series, such as: The DC Comics Guide to Writing Comics The DC Comics Guide to Pencilling Comics DC Comics Guide to Coloring and Lettering Comics The DC Comics Guide to Inking Comics The DC Comics Guide to Digitally Drawing Comics Other books worth checking out: + Bryan Hitch's Ultimate Comics Studio This is also a book of comic tips and theory, but the organisation is less structured, and focuses only on certain aspects. + Wizards How to Draw guides There are three, namely: Storytelling, Getting Started and Advanced Techniques. These books are more in depth (well because there are 3 books total) and also cover a bit more on techniques. The books are out of print and can be difficult to find. + Stan Lee's How to Draw Comics This is more of a beginner's guide and an introduction to drawing comics. The topics are more elementary. + The Insider's Guide To Creating Comics And Graphic Novels The basic topics on creating comics are covered but could do with more depth. In order of preference, I would recommend the Wizard How to Draw guides, followed by The DC Comics Guide to Creating Comics and Bryan Hitch's Ultimate Comics Studio. (I've also reviewed some of the books mentioned above. There are more pictures on my blog. Just visit my profile for the link.)

I have bought every how to make comics, including the writing, inking, digital comics, etc. They are all pretty good, but honestly this is the only one you need if your main focus is to draw comics.

Chapter 7 - Step-by-step guide for artist is probably the single best chapter I have read in any of the books on making comics that exist, including the Stan Lee ones. It explains how to work from scripts, and plots. Then goes onto a step by step method for Artists.Examples of how 3 Professional artists (one of them Whilce Portacio) handle a script with detailed explanation of the thought process is given by both the artist and Author. It talks about layout, thumbnails, roughs, to finishes. This chapter is well worth it, and when you add the fact that the rest of the book is pure Soup to nuts this makes it the best book I have ever read on the subject of making comics. I am buying the hard copy no question.Some basic writing techniques are shown, enough for you to put together a story with all the required elements.If you are looking for a how to book try this one first you will not regret it.

There is a lot of great information in this book! If you're interested in the visual language of comics, and some of the more nuanced tricks of visual storytelling, I think you should definitely check out this book. There are a lot of "things when done well are invisible" techniques to comics that even seasoned creators might overlook in their own work that Carl explains in here. My only complaint is that a lot of the examples are stuff that feels thrown together from clip art (actually it says so right in the image descriptions). DC has such a long deep history with some of the most amazing visual storytellers of all time, so it seems a shame that Carl didn't pull examples from their extensive history so that we can good examples of the concepts in practice. He does pull a handful, but most are clip art. The examples that Carl puts together are great, and do the trick (it doesn't make the book less useful), but I just think it would have been even better if working examples had been shown. The other books I've read in this line do that.

I love the DC guides. They are great for the budding comic book artist and full of detailed information. I suggest getting them all.

I love this book. I have read so many books and watched so many videos on this subject, and this is one to add to your library if you're into comics, storyboarding, animation, manga, film-making, or anything else that might involve visual storytelling of any kind.

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