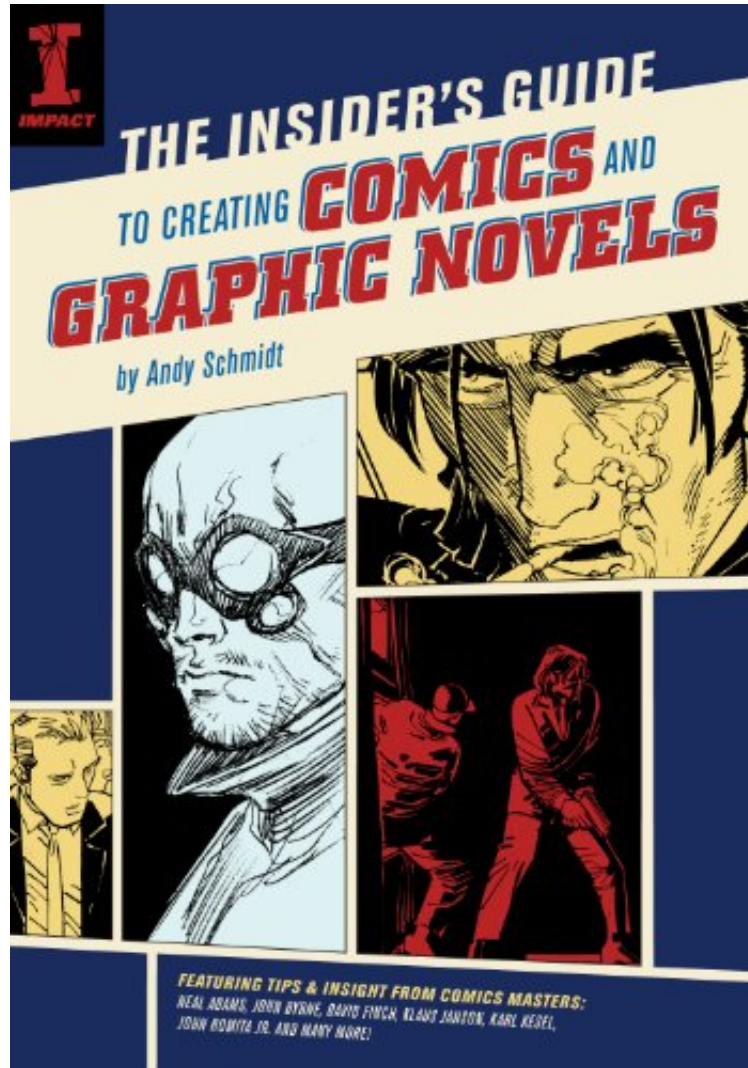


(Download pdf) The Insider's Guide To Creating Comics And Graphic Novels

The Insider's Guide To Creating Comics And Graphic Novels

Von Andy Schmidt

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Von Andy Schmidt : The Insider's Guide To Creating Comics And Graphic Novels before purchasing it in order to gage whether or not it would be worth my time, and all praised The Insider's Guide To Creating Comics And Graphic Novels:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Nice !Von s3nc4-Fr jeden der nichts dagegen hat alles in Englisch zu lesen, ist es ein gutes Buch den aufbau von Comics und Graphic Novels zu erlernen.

Kurzbeschreibung From the creative minds behind your favorite modern-day comics ... In this unprecedented, behind-the-scenes guide, former Marvel editor and current IDW senior editor Andy Schmidt and his superstar industry friends give you the inside track on creating engaging, professional-looking comic books. Written for upcoming creative stars and comic book enthusiasts, *The Insider's Guide to Comics and Graphic Novels* covers the entire creative process from beginning to end, from fine-tuning a script to the nuances of camera angles, costume design and lettering. You'll learn not only how to emulate a camera pan, hit 'em with a splash page and shift into slow motion, but also WHEN and WHY to dip into that bag of graphic tricks for maximum impact. The real-world guide to creating great comics! Profiles and insights from John Romita, Jr., Neal Adams, Gene Ha, David Finch and John Byrne Professional advice from top talents in the business, including writers Brian Michael Bendis, Geoff Johns and Tom DeFalco; inkers Klaus Janson, Karl Kesel and Mike Perkins; colorist Chris Sotomayor; and letterer Chris Eliopoulos Expert instruction on every element of the creative process - writing, drawing, inking, coloring, page layout and scene design - and how they all work together

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Synopsis Readers will learn effective techniques for all aspects of creating comics from a former "Marvel" editor and top-notch industry contributors. This book has a unique project-based, not just artist-based, approach that sets it apart. It discusses not only how to create great comic stories with explanations of how writing, drawing, inking and colouring work together, but also how to find the right collaborators for your projects. Also featured throughout are insider tips from Neal Adams, Gene Ha, Art Adams, Rob Liefeld, John Romita Jr. and John Cassaday. These creators have done many titles such as "Avengers", "Spider-Man", "Superman", "Batman", "Captain America", "Daredevil", "X-Men", "Fantastic Four", "Incredible Hulk" and others.