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Drawing Words And Writing Pictures: Making Comics: Manga, Graphic Novels, And Beyond



Synopsis

"A gold mine of essential information for every aspiring comics artist. Highly recommended." --Scott McCloud Drawing Words and Writing Pictures is a course on comic creation for college classes or for independent study that centers on storytelling and concludes with making a finished comic. With chapters on lettering, story structure, and panel layout, the fifteen lessons offered each complete with homework, extra credit activities and supplementary reading suggestions provide a solid introduction for people interested in making their own comics. Additional resources, lessons, and after-class help are available on the DW-WP website.

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Customer Reviews

Learn to create your own comics with Drawing Words and Writing Pictures, a richly illustrated collection of 15 in-depth lessons that cover everything from crafting your story to lettering and laying out panels. Take a Look Inside Drawing Words and Writing Pictures Three Panels That Move Beyond the Grid This page from Mike Mignola's Hellboy is a beautiful example of creating rhythm and mood. Read more... In Blankets, Craig Thompson tells his story through dramatic and unexpected page layouts. Read more... In David B.'s Epileptic, the shape and orientation of the panel reinforce the storytelling. Read more...

Lively, sophisticated, and comprehensive, Abel and Madden's course in visual storytelling covers every narrative and graphic element, from drawing figures and character development to

panel transitions, composition, lettering, depicting action, and penciling and inking techniques. Technically precise, zippy, and inspiring, this is an outstanding teaching book. *Abel and Madden's How to Draw Comics* is a valuable resource for all interested in the field and a natural companion to Scott McCloud's quintessential texts *Understanding Comics* and *Reinventing Comics*. (appendices, index, bibliography) (Nonfiction. YA & adult)

Kirkus Reviews "Comics are increasingly appreciated as complex, sophisticated blends of illustration and text, and this volume is a timely, in-depth examination of the format. This exhaustively comprehensive guide to creating comics features fifteen individual lessons that take readers from concept to finished product ... Serious readers seeking information will be drawn by the witty, informal tone and casual narrative voice as much as the impeccably designed and accessible lessons." *BCCB* "The text, designed for classroom use by teachers or as an individual tutorial, comes with further reading suggestions, homework assignments, and extra credit projects at the end of each lesson ... This book is not designed to teach would-be artists how to draw but how to write and give dimension to drawings through penciling strategies, lettering techniques, and inking with pens or brushes. Students looking to create their own mini comics for publication will welcome the design pointers."

Laura Panter, VOYA

I've bought just about all the "How To Draw Comics" type books out there, and they are mostly pretty mediocre. They have some good info in them, but leave many more questions unanswered. This is definitely the best of the bunch, especially since it talks about much more than just the drawing part of comic creation. Panel design, inking, lettering, etc. is all in here. The presentation and writing style is nice and it flows well. The only real complaints I have about this book, were mentioned by one of the other reviewers, and I have to agree: 1) there is a LOT of wasted space in this book, where the print and/or pictures take up like half or 2/3 of the page. And 2) the type face is a little small. This wouldn't be such a problem if the books dimensions didn't make it a little unwieldy and big. So, the impressive page count isn't as impressive as I previously thought. If they fixed those two problems, I'd most likely give it 5 stars. Problems aside, this is definitely not a book you want to pass on. Check it out and I'm sure you'll be pleased.

Drawing Words and Writing Pictures is more of a course than a book on drawing comics. The authors Jessica Abel and Matt Madden, both comic artists and teachers, have designed the book to

follow a 15-week semester. It's easy to follow and each lesson builds on the previous. The course is comprehensive and covers everything from paneling, storytelling, transitions, lettering, inking, character development, etc. Basically every form of education you need to create your own comic. Each lesson has plenty of illustrated examples from the authors and other artists like Craig Thompson, Osamu Tezuka, Paul Pope, etc. You're exposed to many styles, genre and ways of creating comics. The instructions are so clear it's almost like hand holding, but of course you still have to do all the hard work. And the lessons end with homework so you can actually practice what was taught -- practical. This is a really helpful guide on drawing comics. Highly recommended to aspiring comic artists. Well worth the price. This is as close as it can get to attending a real comics drawing class. (More pictures are available on my blog. Just visit my profile for the link.)

Arrived in a timely manner and was as described in product description.

Bought this for a course I am teaching. Wanted something that delved into the basics of creating comics as well as some of the more complicated sequential concepts. This book fits the bill on both fronts. Great examples, lessons and exercises throughout. Cannot wait to bring some of this info into the classroom! My only criticism is that I wish there was a little more focus on writing, but nonetheless this book is a must for anyone that is interested in making comics.

I collect books about making comics, and this one was a great surprise. It is very different from its predecessors (Eisner's and McCloud's) in the sense that 1. it really feels like a course, with plenty of exercises and 2. the depth of the technical information is just amazing. They go so far as to tell you how many mm you can use for gutters, and which brands and sizes of nibs and brushes certain artists use. Extremely thorough, a manual to keep at hand at all times!

It's similar to other how-to books but surpasses them with chapters on tools AND HOW TO USE THE TOOLS. Unless you happen to know an old-time cartoonist or renaissance cartoonist, there is no resource for learning how to use a brush and nib or how to buy them. Until now. I've always been curious how to properly use a dip pen for drawing cartoons. I have recommended this book to other artists and my students.

It's very meh. Lots of unnecessary white space and explaining/elaborating on simple or obvious information. Good amount of info on inks and other traditional tools, but it's useless to people like

me who do things digitally. Not nearly enough attention is given to the craft of storytelling and the art and methods of conveying narrative through the comic medium, and what there is does not elucidate. I'm sure the absolute beginner will get something out of this, but I'd recommend *Making Comics* by Scott McCloud as an infinitely far more useful text. It's a great book for people of all levels of skill, experience, or interest.

I purchased this book for my graphic novel college class and it is absolutely informative and supportive. I was very nervous the first time I used this book because I was expecting it to be for advanced artists. However, this book caters to everyone whether they be beginners or experts that want to go beyond the book's instructions and do some extra credit to hone their skills. I would recommend this book to anyone whether you are in a college course or just wanting to become a graphic novelist!

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