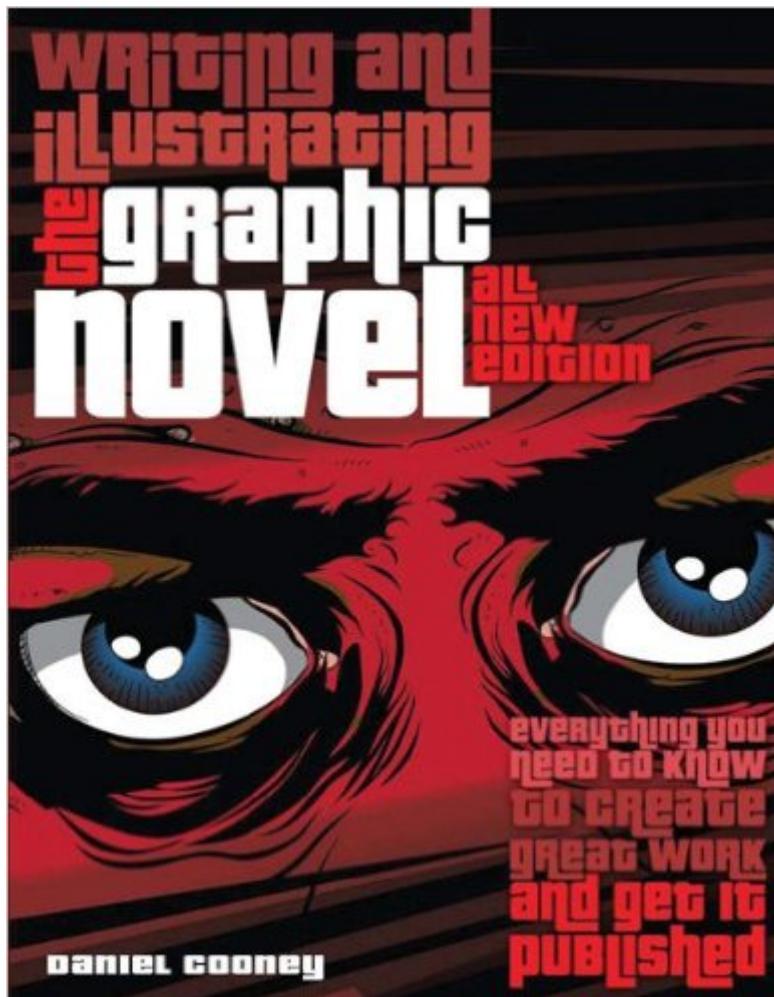


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# Writing And Illustrating The Graphic Novel: Everything You Need To Know To Create Great Work And Get It Published



## **Synopsis**

Graphic novels are big business nowadays, and creating a well-executed graphic novel can be a big step to a rewarding career. This brand-new book gives detailed instruction in all aspects of graphic novel composition--creating characters and plots, and transforming them into dynamic illustrations that tell an interesting story. The introduction describes uses of tools of the trade, from drawing pencils, inks, and paper to word processing and Adobe Photoshop software. Chapters that follow instruct in-- The language of comics and graphic novels Establishing characters and story structure Scripting the story Illustrating the story, from sketches to finished art Selling the finished product Instruction includes how-to techniques for creating layouts, panels, captions, dialogue, panel transitions, and angles of view. Exercises demonstrate the essential mechanics of drawing, from figures, backgrounds, and perspectives, to inking, coloring, and digital rendering. The text is supplemented with more than 400 how-to color illustrations.

## **Book Information**

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## **Customer Reviews**

As an artist I have a boundless collection of books that teach everything from basic anatomy to writing. Out of this collection there is really only about five or so that I continually reference on an everyday basis, and "Writing and Illustrating the Graphic Novel" by Dan Cooney is one of them. From the front to back cover, the book is beautifully illustrated, with drawings that surpass almost every other "how-to" book I've ever seen, lending a good amount of credibility to the author, who's been an active creator for years. The book also has many sections titled "what the experts say"

where other leading industry professionals lend their guidance to the reader, along with samples of their work that pertain to the lesson, including Chad Hardin, Mark Simmons, Nate Piekos, Walden Wong, John Heebink, and many others. I found this to be refreshing, because all other books I own are made by one person, with only one brain-full of lessons to give. With a litany of artists and writers included in this book, it makes it a collection of life lessons, which would normally cost you the price of ten books, at the very least. Another aspect of the book that I found to be impressive is its sheer range of knowledge. There are things in this book taught in a ten page section focusing on inking that aren't included in an entire 200 page inking book. It covers history, techniques, tools, diagrams, procedures, and practices. Everything you've ever wanted to learn about comics and graphic novels is covered in this book, from the tool to use, to character development (personality and appearance). There are sections teaching you perspective and anatomy, along with expressions and body language. I personally found the chapters involving panel layout and digital coloring especially helpful. There's even a whole section dedicated to just finding good referencing, and how to create your own. And, once you're done with your graphic novel, there's a chapter that instructs you how to break in to the industry. This is an attractive, and engrossing book, that covers all aspects of what it takes to create your own comic, taught with the writings of an accomplished teacher, and many special guest instructors. For anyone interested in creating their own graphic novel, whether they be amateurs or veterans, I strongly recommend "Writing and Illustrating the Graphic Novel" by Dan Cooney.

I'll start out by saying that there is no way you'll make a graphic novel with this book. It's more of a "greatest hits of drawing" than an actual how to book, by this i mean the author will give you a concept such as "storytelling" and then attempt to explain how to do it in 5 pages or less. here's the book in a nutshell.

- part one: create a character, make sure they're good or evil and make a two paragraph psychological profile
- part two: write a script, make sure it has beginning, conflict and ending that you can make into an arc
- part three: how to draw, make backgrounds and draw in perspective in 20 pages LOL
- part four: how to layout a comic book
- part five: how to ink and color.

This was total crap and takes up the bulk of the book with big pictures

- part six: how to get published. answer sell your creation and all rights to big corporation like DC and stay poor or try to self publish digitally on the internet and stay poor.

this book wasn't all bad though, the author does give good advice like how many words to have in a panel, creating depth to your character and how to make a basic script, but for \$25 i feel that both my time and money were wasted.

if your looking for a really good book check out *Framed Ink* for drawing composition and *Save the Cat* for

Storytelling/scripting.

As someone who has probably read all of the books on creating comic books going all the way back to "How to Draw Comics the Marvel Way," I cannot give a high enough recommendation for this book. More than just a professional comic book artist, Cooney is an educator and the way in which he progresses the information is smart. As an art teacher, I have been looking for a book like this for my classroom as a guide for those who are interested in this field and I have finally found one that gives a good overview of the process, as well as breaking down the information in a way that advances the information in a logical way. If you're looking for a book for someone who is looking to draw superhero pin-ups, this book is not for you. However, those who are looking for a serious, detailed breakdown of the comic creation process will finish the book with confidence that the questions have all been answered.

I recently purchased this book from my local store. So far it's been useful as an all-in-one guide to producing a graphic novel, including sections on the pre-production work (developing the story and characters). There's advice from comic professionals contained in the chapters their advice relates to (for example in the inking chapter there's a part where a professional talks about spot blacks). The subjects of figure drawing and perspective are very lightly touched upon. Although those sections are informative, I wouldn't rely on this as a how-to-draw book. The only problem I found with this book is it's entirely focused on traditional methods. There are sections that tell you how to scan your work in and color it digitally, as well as letter digitally, however those are the only times when digital methods are even mentioned. This book will not give you advice on drawing a comic using a digital tablet or even inking a comic using digital methods. If you're looking for a book that covers those topics, then you should pick up the DC Comics Guide to Digitally Drawing Comics by Freddie Williams. Overall, I believe this is still a very useful book to have and I have learnt some new things from it.

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