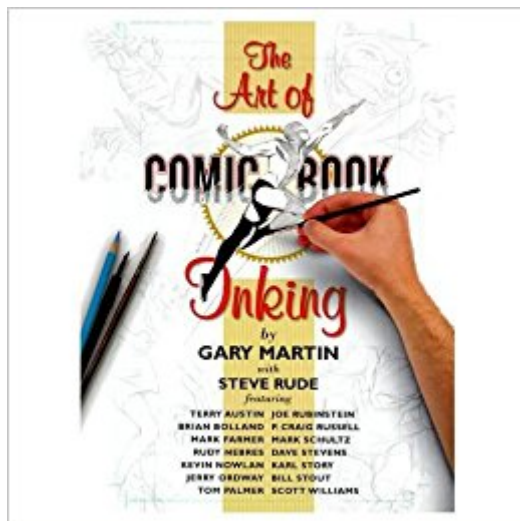


The book was found

Art Of Comic Book Inking



Synopsis

What does a comic-book inker do? Is an inker responsible for the coloring? Does an inker just trace over the lines? How much of the line work is done by computer? Learn the answers, and the stylized techniques, from the professionals! This book, full of tips from the comics industry's greatest living inkers, is for aspiring inkers, untrained professional inkers, pencillers who want to become more inker-friendly, and the majority of editors who work in comics today.

Book Information

Paperback: 117 pages

Publisher: Dark Horse Books (October 28, 1997)

Language: English

ISBN-10: 1569712581

ISBN-13: 978-1569712580

Product Dimensions: 10.8 x 8.3 x 0.3 inches

Shipping Weight: 13.1 ounces

Average Customer Review: 4.5 out of 5 stars 39 customer reviews

Best Sellers Rank: #616,005 in Books (See Top 100 in Books) #119 in [Books > Arts & Photography > Drawing > Cartooning > Comics](#) #582 in [Books > Comics & Graphic Novels > Biographies & History Graphic Novels](#) #1057 in [Books > Comics & Graphic Novels > Publishers > Dark Horse](#)

Customer Reviews

Gary Martin has been working in comics since 1980; his credits include Wonder Woman, Star Wars: X-Wing Rogue Squadron, Ghost, Blue Devil, and many other titles. Gary is an acclaimed artist within his medium and received a Harvey award nomination for his work on the Dark Horse series Nexus, on which he collaborated with Steve Rude. In 1997, Gary authored the first volume of The Art of Comic Book Inking, which drew rave reviews both within and outside the comic-book industry and quickly became known as the definitive "How To" guide for aspiring artists. --This text refers to an out of print or unavailable edition of this title.

First off, I would recommend having a basic knowledge of inking and drawing prior to picking up this book. (Knowledge of comics is helpful too!) I am predominantly a pencil artist, however for the greater part of the past decade I have "traced" my pencils in ink. My though process did not include any way to make my illustration look better. Within the first 25 pages of this book, I had several

enlightened "Why did I not think of this before!?" moments. I have read through the book a few times now and have gotten around to practicing some different styles (I might update this post later on with examples). For what it's worth, giving me a better idea how to make my illustrations better and more professional looking far exceeded the price of admission. A few notes if you had read the other reviews... This book contains several blue-line art boards from professional artists. I would recommend taking them to a print shop and having them reprinted several times on your personal flavor of paper/board. Keep them in the book if possible, because it would ruin the binding without them. (That is my only concern with the book. I would have preferred a "folder" style, meaning the book can be removed with the pages secured on a separate spine.) Many reviewers commented on the authors use of brushes. I use Copic technical and brush pens (Copic - Multiliner Pen Set - B2). The author is not a dinosaur by any means, but that is his preferred style of inking. A good artist learns to adapt depending on the materials and what they have to draw. Also, as the author states himself in the foreword, it "doesn't mean [he] is saying that [his style] is the only way to ink".

This volume contains some valuable information about the art of inking over pencil drawings, for the comic books, however, misses some key issues. The fold-out section, where the reader can ink over the non-reproducing blue is worth the price of the book, however. Gary Martin is quite the accomplished inker, however, he's improved since the book was written- the volume should be updated. This book is really only for those whom are already familiar with the way that comics are produced. It is more aimed at the traditional comic book production; newer comics painted digitally will be somewhat different, but use some of the same skills. People who are fans of pen-and-ink drawing may wish to have a look, but may not want to buy this volume. It does fill in a missing place on the shelf, for a library of comic book production, and is far superior to the 'DC Comics Guide to Inking'.

Just an interesting aside: this book was recommended to me by none other than Mike Royer (one of Jack Kirby's main inker), after I sent him an e-mail suggesting that he write a book on inking. The content has been covered by other reviewers, so I'll limit my review to the instructional value of this book. Cutting to the chase, this is an excellent book for learning how to ink traditionally, with a brush and maybe some pens. It has two sections: theory and practice. In the theory section, you learn about light sources, line weights, contours, feathering, & cross hatching and how these combine to help emphasize characters and story. The practice section is the second half of the book and this is a goldmine of tips from established inkers. The way the second-half of the book works is as follows:

(1) a penciled drawing from an artist like John Buscema, Jack Kirby, Gil Kane, & Steve Rude is shown; (2) five or more inkers ink that page and provide commentary about the tools they used and their inking philosophy. By flipping back and forth between the penciled drawing and the different ways of inking it (and reading the commentary!) you'll eventually learn how inking works and what a well-inked panel looks like. Maybe you won't be able to ink like the stars, but you'll at least be able to better appreciate and comment on inking. So, why not five stars? To be a comprehensive book on inking comics, there needs to be a chapter on inking digitally or on how to adapt these "manual" techniques to "digital" tools like Photoshop or Illustrator. You can probably figure out how to do this on your own, but it would be nice to have a chapter on this.

[Download to continue reading...](#)

Blank Comic Book For Kids : Large Print 8.5"x11" 110Pages - 7 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic Book) Vol.7: Blank Comic Book (Volume 7) Blank Comic Book : Large Print 8.5 by 11 Over 100 Pages - 6 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic ... kids (Blank Comic Book For Kids) (Volume 5) Blank Comic Book For Kids : Create Your Own Comics With This Comic Book Journal Notebook: Over 100 Pages Large Big 8.5" x 11" Cartoon / Comic Book With Lots of Templates (Blank Comic Books) (Volume 7) Blank Comic Book Make Your Own Comic Book: Create Your Own Comic Strips from Start to Finish (Large Print 8.5"x 11" 120 Pages) (Comic Sketch Book) (Volume 1) Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) Art of Comic Book Inking The Art Of Comic-Book Inking 2nd Edition 100+ Blank Comic Book Templates: The Blank Comic Book Panelbook with Over One Hundred Different Cartoon Layouts to Create Your Own Comics and Graphic Novels! (Comic Blank Book) My Own Comic Book: Create Your Own Comic Strips from Start to Finish (Large Print 8.5"x 11" 120 Pages) (Blank Comic Books) (Volume 1) Blank Comic Notebook : Create Your Own Comics With This Comic Book Drawing Journal: Big Size 8.5" x 11" Large, Over 100 Pages To Create Cartoons / Comics (Blank Comic Books) (Volume 8) Drawing For Beginners to Expert: How to Draw Comics (Drawing, Comics, Sketching, Inking, Doodle Drawing, Drawing Manga, Cartoons) The DC Comics Guide to Inking Comics Blank Comic Book 2-in-1. Strip & Basic: Blank Cartooning Paper & Comic Panelbook for Kids, Young Graphic Novelists, or Drawing Beginners, to Practice ... (Creative Art Talent Templates) (Volume 4) Blank Comic Book 2-in-1. Staggered & Strip: Blank Cartooning Paper & Comic Panelbook for Kids, Young Graphic Novelists, or Drawing Beginners, to ... (Creative Art Talent Templates) (Volume 3) Comic Sketch Book - Blank Comic Book: Create Your Own Drawing Cartoons and Comics (Large Print 8.5"x 11" 120 Pages)

(Drawing comics) (Volume 1) The Curse of Herobrine: The Ultimate Minecraft Comic Book Volume 1 (An Unofficial Minecraft Comic Book) Steve and the Swamp Witch of Endor: The Ultimate Minecraft Comic Book Volume 2 (An Unofficial Minecraft Comic Book) The Wither Attacks!: The Ultimate Minecraft Comic Book Volume 3 - (An Unofficial Minecraft Comic Book) Battle of the Titans: The Ultimate Minecraft Comic Book Volume 4 (An Unofficial Minecraft Comic Book) Comic Book Encyclopedia: The Ultimate Guide to Characters, Graphic Novels, Writers, and Artists in the Comic Book Universe

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)