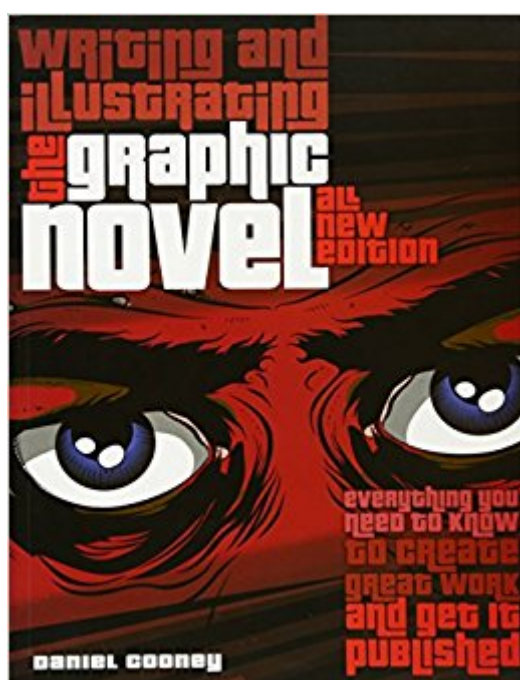The book was found

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

Daniel Cooney is the creator and artist of the assassin series Valentine -- currently in development as a feature film. He is the author and illustrator of Writing and Illustrating The Graphic Novel for Barron's Educational books, and currently finishing up a new instructional book, Figure Drawing for the Comic Artist, due out this summer from Barron's books.Cooney is adapting the screenplay, Bad Ass Girls created by Christopher Ameruoso and Tom Malloy into a graphic novel for Trick Candle Productions, which is now in pre-production as a feature film.This summer will see the launch of the

first in a series of Valentine illustrated novels written by Noel Hynd (Ghosts, Conspiracy In Kiev) titled Valentine: Death or Glory. This fall sees the launch of The Atomic Yeti with artist Jeff Himes. Cooney is also writing and illustrating The Tommy Gun Dolls set to debut in 2013.In addition to his writing and illustrating projects, Cooney teaches comic writing and graphic novel courses for The Academy of Art University. Cooney has established himself as an illustrator for various book publishers, and licensed properties of comics, television and film. Daniel grew up in Vacaville, CA, went to college in New York City at the School of Visual Arts, where he got a BFA in Illustration and Cartooning, and getting the chance to intern for Marvel Comics his senior year.He resides on Martha's Vineyard, MA with his wife, Carolina, their son, Dashiell, and their cat Greenly Beans.

My suggestion is to keep a notebook to refer to tips you find important for later on. This book is full of details that would get lost in the mix of all it delivers. There are "suggested reads" which are a must to understand each section. To clarify, this book is separated into segments of 1) a little history of comic/graphic novels, 2) technical tools, 3) art books to help refine your skills (which I suggest using a sketchbook with) and then 4) computer use with tablets and more. This book has helped me greatly to see comics/graphic novels are way more than the stereotypical ideology most have about them. I highly recommend this book to anyone who is just starting out or who wants a new perspective.

This is a great book, but there is very little real guidance on the writing part. It probably should be called "Illustrating the Graphic Novel with Writing Tips" or something. But the content that is there is definitely worth while and the illustrations are great.

I'm going to keep this simple, the book is awesome. Buy it.If your looking at this book, your probably into graphic novels and want to know about the inner workings and what exactly it takes to jump in and get realized. This book is the bible on how to do so; starting with drawing skills and character design/ archetypes then goes into how to create a story. How to pace a story and construct your panels. Also, it has MANY tips and recommended reads from top pros in the profession. Extremely helpful, Go buy it.

I was very curious about the process of illustrating a graphic novel. I have a story, but I lack the artistic skills to do the graphics myself. THis book showd me just how much I do not know. Very helpful gave me a lot to think about.

If you want to publish your own Graphic novel, this book gives you all the basics and more.

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.

Great awesome book! Tackles both the art and writing aspect in graphic novels graciously

I like the concepts of this book, the art is cool and the advice is good, but all in all I knew about most of the advice already, I'd say this definitely for the beginner type artist. Its cool and overall I'm really satisfied with this product.

Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published Writing and Illustrating Children's Books for Publication (Writing & Illustrating Children's Books for Publication) Everything You Need to Know About Caregiving for Parkinson's Disease (Everything You Need to Know About Parkinson's Disease) (Volume 2) Law 101: Everything You Need to Know About American Law (Law 101: Everything You Need to Know about the American Legal System) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Everything You Need to Know When Someone You Know Has Been Killed (Need to Know Library) You Don't Know What You Don't Know: Everything You Need to Know to Buy or Sell a Business Woodworking Wisdom & Know-How: Everything You Need to Know to Design, Build, and Create The Chicken Whisperer's Guide to Keeping Chickens: Everything You Need to Know . . . and Didn't Know You Needed to Know About Backyard and Urban Chickens The Art of Drawing Manga & Comic Book Characters: Discover techniques for

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