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Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published

By Daniel Cooney

Barron's Educational Series. Paperback. Book Condition: New. Paperback. 160 pages. Dimensions: 10.9in. x 8.4in. x 0.5in. 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. This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.



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Reviews

Very helpful to all of group of men and women. It can be written in easy terms instead of confusing. You will like how the writer wrote this book.
-- Dr. Daren Mitchell PhD

Basically no words to describe. We have read through and I am sure that I am going to go to read once more once again later on. You may like just how the author composed this publication.
-- Mrs. Jane Quitzon DDS