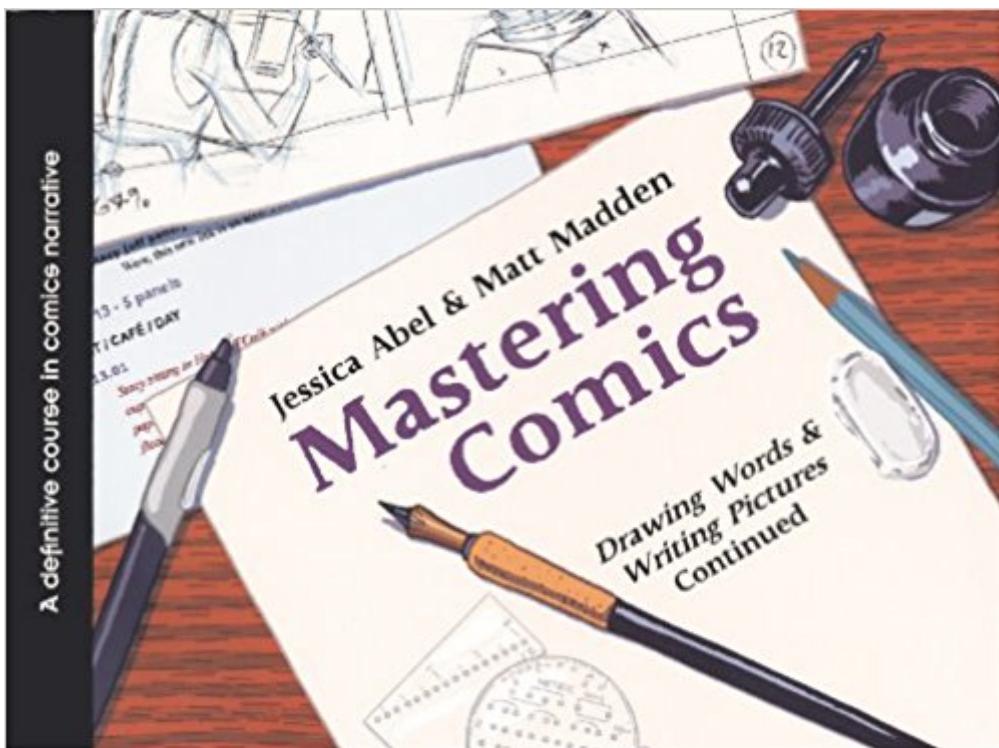


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Mastering Comics (Turtleback School & Library Binding Edition)



Synopsis

FOR USE IN SCHOOLS AND LIBRARIES ONLY. Presents instructions for mastering the creation of comic books and graphic novels, providing guidelines for the intermediate cartoonist on technique, story generation, narrative tools, and business and industry insights.

Book Information

Library Binding: 336 pages

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Average Customer Review: 4.6 out of 5 stars 24 customer reviews

Best Sellers Rank: #7,531,942 in Books (See Top 100 in Books) #93 in Books > Teens > Art, Music & Photography > Art > Cartooning #656 in Books > Teens > Education & Reference > Language Arts > Composition & Creative Writing

Customer Reviews

"For the artist/writer who is seriously interested in creating comics, both books in this series are a must-have resource." - Children's Literature --This text refers to the Hardcover edition.

Husband and wife duo Matt Madden and Jessica Abel teach comics courses at the School of Visual Arts in New York City. Mastering Comics brings together their most effective lessons. Abel and Madden are cartoonists in their own right. In their spare time, they edit the Best American Comics series. --This text refers to the Hardcover edition.

wasn't sure what to make of this book at first, with so many books coming out about how to do comics, its hard to tell which one to get! get this one! it covers everything! inking, perspective, dialogue, points of view, you name it! never boring or overly academic, it makes want to start doing your own comic book right away! so worth every penny!

Mastering Comics is an instructional tome that picks up seamlessly from where Drawing Words & Writing Pictures left off. Both books are actually textbooks for a comic art course at the School of

Visual Arts, but are also great as reference for independent study. The way art and comics are approached in these books is much different from other instructional books on creating comics. The absence of spandex clad vigilantes battling ridiculously themed villains doesn't indicate a lack of quality in the instruction. The only drawback is much of the book is focused on computer based applications. This addresses the creator who wants to maximize their property for web presentation. Most of the lessons ring true regardless of whether your input is digital or analog.

Great course for those wanting to get into comics!

This book actually has more information in it than I thought. Major advantage! Well worth the investment... if you are a reader. This is not a picture book to be flipped through FYI.

I adore this book. I've been making comics on my own for quite awhile, so I wouldn't say I'm a novice-- this book was perfect for me. Lots of great tips, homework assignments, and all written in a clear, understandable way. I highly recommend this to anyone looking to further their craft.

Best investment I have ever done. If you want to learn how to create a comic book, this is the book to get.

Awesome book with amazing structure exercises tips and great information. Just what I was looking for

I've always wanted a book like this to be published. Very remarkable effort by the autors. Congratulations. I'am actually using it as a resourse as iÃƒÂ¢m teaching cartoons.

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