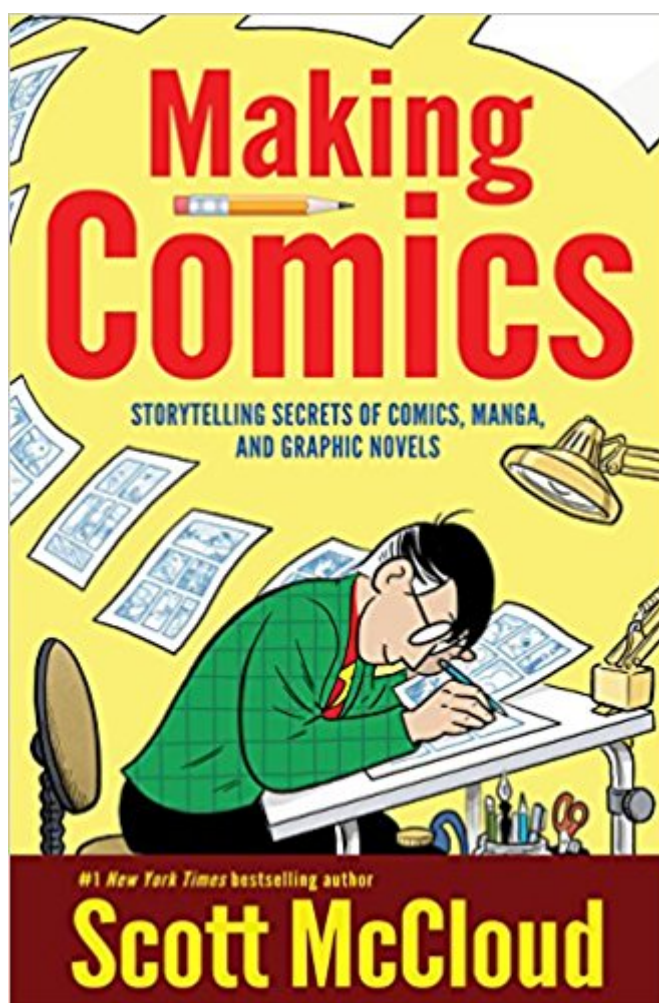The book was found

Making Comics: Storytelling Secrets Of Comics, Manga And Graphic Novels

Synopsis

"Magnificent! The best how-to manual ever published." Ã¢â ¬â • Kevin Kelly, Cool ToolsScott McCloud tore down the wall between high and low culture in 1993 with Understanding Comics, a massive comic book about comics, linking the medium to such diverse fields as media theory, movie criticism, and web design. In Reinventing Comics, McCloud took this to the next level, charting twelve different revolutions in how comics are generated, read, and perceived today. Now, in Making Comics, McCloud focuses his analysis on the art form itself, exploring the creation of comics, from the broadest principles to the sharpest details (like how to accentuate a character's facial muscles in order to form the emotion of disgust rather than the emotion of surprise.) And he does all of it in his inimitable voice and through his cartoon standÃ¢â ¬â œin narrator, mixing dry humor and legitimate instruction. McCloud shows his reader how to master the human condition through word and image in a brilliantly minimalistic way.Ã Â Both comic book devotees and theÃ Â uninitiated will marvel at this journey into a onceÃ¢â ¬â œunderappreciated art form.

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Customer Reviews

Scott McCloud's Understanding Comics was published in 1993, just as "Comics Aren't Just for Kids Anymore!" articles were starting to appear and graphic novels were making their way into the mainstream, and it quickly gave the newly respectable medium the theoretical and practical manifesto it needed. With his clear-eyed and approachable analysis--done using the same comics tools he was describing--McCloud quickly gave "sequential art" a language to understand itself.

McCloud made the simplest of drawing decisions seem deep with artistic potential. Thirteen years later, following the Internet evangelizing of Reinventing Comics, McCloud has returned with Making Comics.

Starred Review. Every medium should be lucky enough to have a taxonomist as brilliant as McCloud. The follow-up to his pioneering Understanding Comics (and its flawed sequel Reinventing Comics) isn't really about how to draw comics: it's about how to make drawings become a story and how cartooning choices communicate meaning to readers. ("There are no rules," he says, "and here they are.") McCloud's cartoon analogue, now a little gray at the temples, walks us through a series of dazzlingly clear, witty explanations (in comics form) of character design, storytelling, words and their physical manifestation on the page, body language and other ideas cartoonists have to grapple with, with illustrative examples drawn from the history of the medium. If parts of his chapter on "Tools, Techniques and Technology" don't look like they'll age well, most of the rest of the book will be timelessly useful to aspiring cartoonists. McCloud likes to boil down complicated topics to a few neatly balanced principles; his claim that all facial expressions come from degrees and combinations of six universal basic emotions is weirdly reductive and unnerving, but it's also pretty convincing. And even the little ideas that he tosses offÃ¢ ¬â •like classifying cartoonists into four typesÃ¢ ¬â •will be sparking productive arguments for years to come. (Sept.) Copyright Ã Â© Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

I got this book for a Japanese culture class!I wasn't sure if this book would be good or not, but Scott McCloud really knows what he is talking about! It's super straightforward and easy to understand. He will show you what makes a good comic, and give you for components and formulas for being able to convey what you want graphically! I really like it. Even if you don't like reading or drawing your own comics (who doesn't!?) it's pretty interesting to know that there is an actual art to making comics (it sounds like a pun but I don't intend for it to be! haha).

This book is officially my bible for the contraceptive process of comic booking I love how it breaks down everything in a visual analysis and makes it so much for retentive. I am a huge note taker and the great thing about this book, it has a section review of each chapter and has practices to do at the end of the book so you can hands on implement the material from the book on a personal setting. If I had known this was created at the time it was published, I am sure I would have been a comic book artist by now. Thank you for making this book I cannot wait to purchase understanding

comics. Scott McCloud is a genius. If you are thinking about getting this book, you will not regret it.

Well written and thorough, as always with books by Scott. And, believe it or not, there ARE some sort-of peer books to compare it to...but this book is pretty much in category by itself. If you want to become a comic artiist--or writer--you should buy this, no doubt.

Fantastic book for the aspiring graphic writer. Scott is entertaining, talented, and a genius at teaching the theory and practice of creating comics! The entire book is in comic book format, so you learn by example! If you want to make comics, you will love this book!

One of the best books I've ever read. I want to get into making comics, but even if I hadn't, this book would still be amazing about telling a story, art and presenting ideas. Scott McCloud introduced me to all kinds of ideas and practices I might have spent a life time figuring out on my own (if ever). I have no art degree or training and I think this book is probably a lot more valuable than many college art classes.

Excellent, concisely written book. Provides a wonderful spectrum of suggestions, hints, and professional recommendations that assists in pointing an artist in going in a more effective story-telling direction. Touches on topics such as clarity, setting up the scenes, and learning the difference between throwing words and images on a piece of paper and "hoping" the audience gets it versus carefully thinking about, constructing, and presenting images and words effectively to convey a story. I've recommended this book to several other comic artists and writers!

If you want to know how to write and understand the mechanics of graphic novels, this is your go-to manual. The entire book is illustrated as the graphic novel so all the elements are immediately understood. My nine year old daughter consumed the chapters and created a comic strip at the end of every chapter. It helped me understand how best to write toward the frames and what words impact the most. Fantastic Book!

This book is hilarious and a MUST HAVE for any aspiring comic maker. We have several books at home on the topic and this one blows the others out of the water -- yes, even Stan Lee's. Everything you need to know is in here. Get it.

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