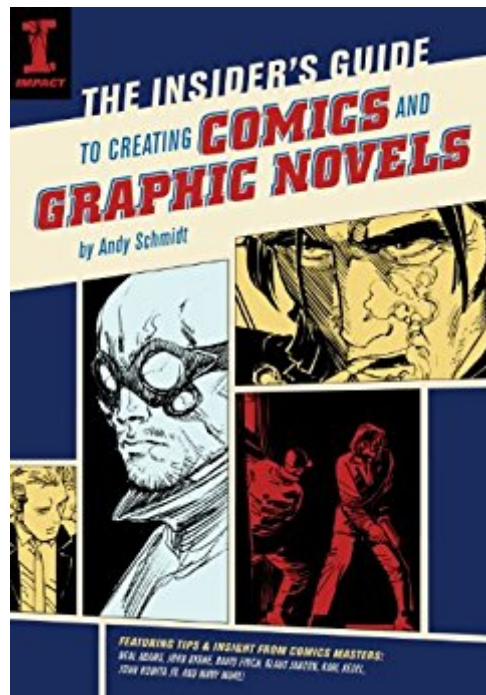# The Insider's Guide To Creating Comics And Graphic Novels

Synopsis

From the creative minds behind your favorite modern-day comics ...In this unprecedented, behind-the-scenes guide, former Marvel editor and current IDW senior editor Andy Schmidt and his superstar industry friends give you the inside track on creating engaging, professional-looking comic books.Written for upcoming creative stars and comic book enthusiasts, The Insider's Guide to Comics and Graphic Novels covers the entire creative process from beginning to end, from fine-tuning a script to the nuances of camera angles, costume design and lettering. You'll learn not only how to emulate a camera pan, hit 'em with a splash page and shift into slow motion, but also WHEN and WHY to dip into that bag of graphic tricks for maximum impact.The real-world guide to creating great comics!Profiles and insights from John Romita, Jr., Neal Adams, Gene Ha, David Finch and John ByrneProfessional advice from top talents in the business, including writers Brian Michael Bendis, Geoff Johns and Tom DeFalco; inkers Klaus Janson, Karl Kesel and Mike Perkins; colorist Chris Sotomayor; and letterer Chris EliopoulosExpert instruction on every element of the creative process - writing, drawing, inking, coloring, page layout and scene design - and how they all work together

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Customer Reviews

Andy Schmidt's new book about creating comics and graphic novels is an insightful and rewarding read, so full of tips and clips from legends of the comics industry that it gives off a sense of being let in on the big, timeless secrets that separate the pros from the wannabes.It's no coincidence or simple marketing hyperbole that Schmidt aims to make his book an "insider's guide". He should know what marvels lay on the other side of the magic curtain. A true comic industry insider, Schmidt has made a name for himself as an editor, first at Marvel on such titles as The Fantastic Four, The Avengers and Annihilation, and most recently as senior editor at IDW Publishing. But he's also a writer, having worked for folks like Marvel Comics and BOOM! Studios. Oh, and he founded Comics Experience, a company dedicated to teaching the crafts of comic book writing and illustration. Andy Schmidt is the closest thing the comics industry has to a triple-threat. So it's fair to say he's qualified to be called an "expert". One can just hear the desperate chants of future Andy Schmidtites: "I want to be as big as god...or at least as cool as Paul Pope! Here's my wallet, Andy. Take it. Take it!"Because idol worship is the folly of many a disgruntled fanboy, take heed: Don't read this book to learn how to draw or format a comic book script. For those fundamental issues, look to Writing for Comics with Peter David, Working Methods by John Lowe, or classics like Will Eisner's Comics & Sequential Art and Dynamic Figure Drawing by Burne Hogarth.

The Insider's Guide To Creating Comics And Graphic Novels Comics Journal (Step-by-step templates for creating comics and graphic novels) Making Comics: Storytelling Secrets of Comics, Manga, and Graphic Novels Comic Book Design: The Essential Guide to Creating Great Comics and Graphic Novels Graphic Classics Volume 4: H. P. Lovecraft - 2nd Edition (Graphic Classics (Graphic Novels)) The Complete Guide to Figure Drawing for Comics and Graphic Novels Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step By Step (Drawing Ideas The Complete Guide to Drawing Comics Book) Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 7) Minecraft Comics: Flash and Bones and Leetah the Wicked Witch: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 2) Minecraft Comics: Flash and Bones and the Creeper Canyon Quest: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 12) Minecraft Comics: Flash and Bones and Agramon's Nether Fortress: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 10) Minecraft Comics: Flash

and Bones and the Enderman Zombie Potion: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 5) Words for Pictures: The Art and Business of Writing Comics and Graphic Novels Make Comics Like the Pros: The Inside Scoop on How to Write, Draw, and Sell Your Comic Books and Graphic Novels Drawing Words and Writing Pictures: Making Comics: Manga, Graphic Novels, and Beyond Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) Comics, Comix & Graphic Novels: A History Of Comic Art Rough Justice: The DC Comics Sketches of Alex Ross (Pantheon Graphic Novels) Mythology: The DC Comics Art of Alex Ross (Pantheon Graphic Novels) The DC Comics Guide to Creating Comics: Inside the Art of Visual Storytelling