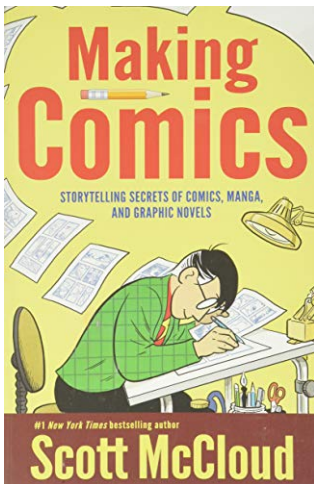


[PDF] Making Comics: Storytelling Secrets Of Comics, Manga And Graphic Novels

Scott McCloud - pdf download free book



Books Details:

Title: Making Comics: Storytelling S

Author: Scott McCloud

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Description:

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*.

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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 stand-in 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. Both comic book devotees and the uninitiated will find *Comic Book Video Tutorials* — "How to Draw Emotions." Ralph Contreras, *Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels*. SHARE ON: Ralph Contreras — "Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels." 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 clear-eyed and approachable voice as 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 stand-in 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. Comic book devotees as well as the most uninitiated

Making Comics: Storytelling Secrets of Comics, Manga, and Graphic Novels is a book by comic book writer and artist Scott McCloud, published by William Morrow Paperbacks in 2006. A study of methods of constructing comics, it is a thematic sequel to McCloud's critically acclaimed books Understanding Comics and Reinventing Comics. As with its two predecessors, Making Comics is itself in comic book form, with McCloud's avatar (now "aged" 13 years since Understanding Comics) leading the reader through the pages. McCloud thought of Making Comics as the true successor to Understanding Comics, with Reinventing Comics being more of an outlier.

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