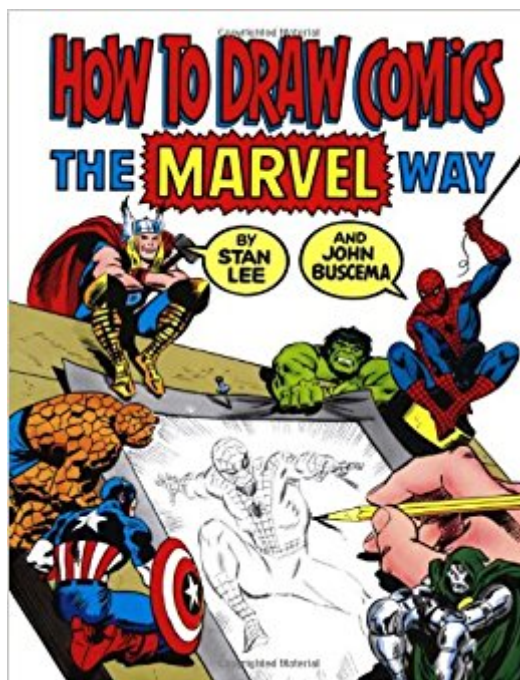The book was found

How To Draw Comics The Marvel Way

Synopsis

One of the first and still one of the best, Stan LeeÃ¢ ¬â„¢s > has been the primary resource for any and all who want to master the art of illustrating comic books and graphic novels.Stan Lee, the Mighty Man from Marvel, and John Buscema, active and adventuresome artist behind the Silver Surfer, Conan the Barbarian, the Mighty Thor and Spider-Man, have collaborated on this comics compendium: an encyclopedia of information for creating your own superhero comic strips. Using artwork from Marvel comics as primary examples, Buscema graphically illustrates the hitherto mysterious methods of comic art. Stan LeeÃ¢ ¬â„¢s pithy prose gives able assistance and advice to the apprentice artist. Bursting with BuscemaÃ¢ ¬â„¢s magnificent illustrations and LeeÃ¢ ¬â„¢s laudable word-magic, How to Draw Comics the Marvel Way belongs in the library of everyone who has ever wanted to illustrate his or her own comic strip.

Book Information

Paperback: 192 pages

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Average Customer Review: 4.6 out of 5 stars   325 customer reviews

Best Sellers Rank: #15,794 in Books (See Top 100 in Books)   #3 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Comics   #9 inÃ Â Books > Arts & Photography > Graphic Design > Commercial > Illustration   #39 inÃ Â Books > Humor & Entertainment > Pop Culture > Art

Age Range: 10 - 13 years

Grade Level: 5 - 8

Customer Reviews

Chapter 1THE TOOLS-AND THE TALK- OF THE TRADE!Since very few of us draw with just our fingernails, let's start off with what you'll need. Then we're got to make sure we're all speaking the same language. This part's the easiest.Here we go! On these two pages you'll find just about everything you'll need to get you started. One of the nice things about being a comicbook artist is the fact that your equipment is no big deal. Let's just give the various items a fast once-over...Pencil. Some artists prefer a soft lead, some like the finer hard lead. It's up to you.Pen. A simple drawing

pen with a thin point, for inking and bordering.Brush. Also for inking. A sable hair #3 is your best bet.Erasers. One art gum and one smooth kneaded eraser -- which is cleaner to use.India ink. Any good brand of black india ink is okay.White opaquing paint. Invaluable for covering errors in inking.A glass Jar. This holds the water for cleaning your brushes.Pushpins. Handy for keeping your illustration paper from slipping off the drawing board.Triangle. A must for drawing right angles and working in perspective.T square. Invaluable for drawing borders and keeping lines parallel.Ruler. For everyone who says "1 can't draw a straight line without a ruler." Now you've no excuse!Illustration paper. We use 2-ply Bristol board, large enough to accommodate artwork 10" x 15".Drawing board. This can be a drawing table or merely a flat board which you hold on your lap. Either way, you always need some such thing upon which to rest your sheet of illustration paper.Rag. This plain ol' hunk of any kind of cloth is used to wipe your pen points, brushes, and whatever. The sloppier you are, the more you'll need it.Ink compass. Well, how else are you gonna draw circles? While you're at it, you might as well get a pencil compass, too-even though Johnny forgot to draw one for you.Of course, there are some things we omitted, like a chair to sit on and a light so that you can see what you're doing in case you work in the dark. Also, it's a good idea to have a room to work in-otherwise your pages can get all messy in the rain. But we figured you'd know all this.And now, onward!Just to make sure we all use the same language and there's no misunderstanding when we refer to things, let's review the various names for many of the elements that make up a typical comicbook page.A. The first page of a story, with a large introductory illustration, is called the splash page.B: Letters drawn in outline, with space for color to be added, are called open letters.C: Copy which relates to a title is called a blurb.D: The name of the story is, of course, the title.E: An outline around lettering done in this jagged shape is called a splash balloon.F: A single illustration on a page is called a panel.G: The space between panels is called the gutter.H: You won't be surprised to know that this "ZAT" is a sound effect.I: Copy which represents what a character is thinking is a thought balloon.J: The little connecting circles on thought balloons are called bubbles. (We'd feel silly calling them "squares"!)K: The regular speech indicators are called dialogue balloons.L: The connecting "arrows" on dialogue balloons, showing who is speaking, are called pointers.M: The words in balloons which are lettered heavier than the other words are referred to as bold words, or bold lettering.N: This is my favorite part-where the names are. We call it the credits, just like in the movies.O: All this little technical stuff, showing who publishes the mag and when and where, usually found on the bottom of the first page, is the indicia (pronounced in-deeÃƒÂ© -shah).P: Copy in which someone is talking to the reader, but which is not within dialogue balloons, is called a caption.Chances are we left out a few other things, but this is all we

can think of right now. However, not to worry; we'll fill you in on anything else that comes up as we keep zooming along.Movin' right along, we now introduce you to one of Marvel's many widely heralded close-ups, so called because the "camera" (meaning the reader's eye) has moved in about as close as possible.This type of panel, in which the reader's view of the scene is from farther away, enabling him to see the figures from head to toe, is called a medium shot.And here we have a long shot. In fact, since it shows such an extreme wide-angle scene, you might even call it a panoramic long shot without anyone getting angry at you.When you're up above the scene, looking down at it, as in this panel, what else could you possibly call it but a bird's-eye view?On the other hand, when you're below the scene of action, as in this panel, where your eye, level is somewhere near Spidey's heel, we're inclined to refer to it as a worm's-eye view.A drawing in which the details are obscured by solid black (or any other single tone or color) is called a silhouette. And now that we agree upon the language, let's get back to drawing the pictures...Copyright © 1978 by Stan Lee and John Buscema

This book should be on every creative person's bookshelf. A amazingly competitive crash course in drawing that can be used to just get the basics to make it easy to get ideas down on paper or further to create the next great comic book. I have to buying new copies because I keep giving them away to friends.

I got this for my 9-year old because of his interest in drawing comics. This is definitely advanced for him, but it was meant to inspire and is definitely one to have in his collection. Eventually this book will have valuable info to help him, wether it's now or 10 years from now!

Nuts and Bolts of how to draw, Big John makes it look so easy. I compared his advice to several graphic novels I have that don't work and if they would have followed his advice, their graphic novels would have been a lot better. Great book!

Really good information. Good help for me.

I've been a commercial artist for many years and remember checking this book out of a library for a couple of weeks, many years ago. John Buscema covers all the basic aspects of DRAWING including some excellent examples on 1, 2, and 3-point perspective, composition, and of course drawing the human figure. As my career has run a fairly wide gamut, from animation to design to

illustration to writing, it sometimes takes me more time than I'd like to ramp back up to full speed on illustration work. I recently had a number of illustration jobs come in and I remembered the HOW TO DRAW COMICS THE MARVEL WAY book and went to .com and found a very reasonably priced copy in very good condition and ordered it. I'm very glad I did--it has come in very handy already!Buscema's drawings and Stan Lee's words make for a fun book to look through as well. I find Buscema's drawings inspirational, and encouraging. I highly recommend this book for anyone interested in becoming a better graphic artist, whether they want to get into comic book illustration or not. It is filled with good, basic stuff that any artist would benefit from. Buy it!Tom Roy

Remember parents buying this for me at Big Lots, formerly known as Pic'n'Save back in the 80's because it was too expensive at Aaron Bros and Zody's. Helped me through what would've been a boring summer vacation, 2,500 mile road trip. Too old to be distracted by anything, and too young hang out with the older cool kids, this instructional book actually helped me draw and shade better. I ordered this book for my 12 year old and approves of it, he likes it better than the newer versions. I don't like saying it because my pops is not with us, but I hated him for giving my worn out, dog-eared book to another kid. It truly was one of my childhoods most prized possessions. Hope it lasts more than one summer.

Bought this for my daughter, and it has completely stepped up her game. Simple to use. Recommend it highly.

Product is great and will give hours of fun and excitement whom ever uses the book.... Great Service A++

Marvel: Five Fabulous Decades of the World's Greatest Comics ([Marvel comics) How To Draw Anime: The Essential Beginner's Guide To Drawing Anime and Manga (How To Draw Anime, How To Draw Manga, Anime Manga, How To Draw Comics Book 1) How to Draw Manga 2: A Step-By-Step Manga Drawing Tutorial for Beginners! Part II (How to Draw Manga Characters & Scenes) (how to draw, how to draw manga, how to draw anime) Draw in Perspective: Step by Step, Learn Easily How to Draw in Perspective (Drawing in Perspective, Perspective Drawing, How to Draw 3D, Drawing 3D, Learn to Draw 3D, Learn to Draw in Perspective) The Iron Man Collection: Marvel's Iron Man, Marvel's Iron Man 2, and Marvel's Iron Man 3 How to draw Superheroes: with Colored Pencils in Realistic Style, Learn to Draw Cartoon and Movie Characters, Step-by-Step

Drawing Tutorials, How to Draw Batman, Superman, Spider-Man 2, Marvel, DC How To Draw Comics The Marvel Way Drawing for Beginners: How to Draw Sea World, Drawing Comics, Drawing Animals, Drawing Cartoons (how to draw comics and cartoon characters Book 11) Essential Official Handbook Of The Marvel Universe Volume 1 TPB (Essential (Marvel Comics)) Draw Faces: How to Speed Draw Faces and Portraits in 15 Minutes (Fast Sketching, Drawing Faces, How to Draw Portraits, Drawing Portraits, Portrait Faces, Pencil Portraits, Draw in Pencil) How to Draw Manga: A Step-By-Step Manga Drawing Tutorial (how to draw, how to draw manga, how to draw anime) How to draw cat's face: Colored Pencil Guides for Kids and Adults, Step-By-Step Drawing Tutorial How to Draw Cute Cat in Realistic Style, Learn to Draw ... and Animals, How to Draw Cat, Close-up Eyes How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures) How to Draw Realistic Portraits: With Colored Pencils, Colored Pencil Guides, Step-By-Step Drawing Tutorials Draw People and Faces from Photographs (How to Draw Faces, How to Draw Lifelike Portraits) Draw the Draw 50 Way: How to Draw Cats, Puppies, Horses, Buildings, Birds, Aliens, Boats, Trains, and Everything Else Under the Sun Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) Amazing Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 7) Amazing Minecraft Comics: Flash and Bones and Hero-brine's Mountain Prison: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 4) Amazing Minecraft Comics: Flash and Bones and the Mysterious Bloodrock Mountains: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 3) Amazing Minecraft Comics: Flash and Bones and the Empty Tomb of Hero-brine: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 1)