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For any writer who wants to become an expert comic-book storyteller, The DC Comics Guide to Writing Comics is the definitive, one-stop resource! In this valuable guide, Dennis O'Neil, a living legend in the comics industry, reveals his insider tricks and no-fail techniques for comic storytelling.

The DC Comics Guide to Writing Comics: O'Neil, Dennis ...

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The DC Comics Guide to Writing Comics - Kindle edition by ...

Whether you really want to try your hand at writing comics or are just interested in how the product comes together, The DC Comics Guide to Writing Comics is an enlightening little book, profusely illustrated with real-life experiences and actual comics panels and pages. Best of all, it is written by Dennis (usually known as Denny) O'Neil—both a classic comics writer and an influential editor of classic comics.

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A Little History on DC Comics. To start, let's take a brief look at DC Comics history: The publication started out as National Allied Publications back in 1934. The company debuted with New Fun: The Big Comic Magazine, a comic book anthology that spanned from 1934-1947. It was its first line of comic books and was instrumental in introducing ...

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The DC Comics Guide to Creating Comics: Inside the Art of ...  
"The DC Comics Guide to Writing Comics" is author by Dennis O'Neil, who wrote some of the classic Green Lantern and Batman stories (usually drawn by Neal Adams). In this volume O'Neil covers the various methods of writing scripts, procedures for developing a story structure, creating well-rounded characters, and more.

The DC Comics Guide to Writing Comics: O'Neil, Dennis ...  
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Guptill, 2001 - Language Arts & Disciplines - 128 pages. 2 Reviews. In this valuable guide, Dennis O'Neil, a living legend in the comics...

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Discusses basic elements of comic book writing including script writing, story development, subplots, and character development.

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Acclaimed artists Mark Chiarello and Todd Klein demystify these essential steps in traditional graphic storytelling. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact. Klein discusses whether to letter by hand or by computer—a hotly debated topic among working letterers—and demonstrates an array of techniques for creating word balloons, fonts, logos, and much more.

The most exciting and comprehensive book yet in the bestselling DC Comics how-to-draw series. From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities. With examples direct from DC Comics, featuring their best creators and classic superheroes like Batman, Superman, and the rest of the Justice League, it presents key principles and techniques for crafting exciting professional-quality comics. This behind-the-curtain look at the DC Comics creative process is a can't-miss opportunity for aspiring comics creators, whether they want to work for DC Comics or invent their own unique comics creations.

Unlock the secrets to comic-writing success! "You have a story tell. It's your story... These are ways to help you get your story out, to help you become the writer inside of yourself." This is the book on writing you've been waiting for, a nuts-and-bolts guide to writing fiction for comics. While it is true that there is no set way to write a comic book script, no set format, no industry standard, it is equally true that someone learning to write comics needs structure. That's where Comics Experience© Guide to Writing Comics can help. Comics veteran Andy Schmidt offers sage advice and practical

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instruction for everything from writing realistic dialogue to communicating your ideas to other comics professionals. Inside you'll find: □ 23 exercises to help you put fundamental writing principles into practice □ Sample script formats, page-by-page outlines, scene-by-scene outlines and short pitches that show you exactly how to create these important components of the writing process □ Diagrams and pages from published comics to illustrate key concepts □ Tips on professional development, networking and navigating the comics industry These pages include all the tools you need to write great comics, but where do you begin? Begin with yourself. You have to know--not believe--know: You can do this, and this guide will help. Now, begin with Chapter 1...

For the aspiring artist who wants to become an expert comic book inker, The DC Comics Guide to Inking Comics is the definitive, one-stop resource! America's leading comic book publisher brings its superstar creators and classic characters to the third in an authoritative series of books on how to create comics. Legendary comic book inker Klaus Janson uses DC's world-famous characters—including Batman, Superman, and Wonder Woman—to demonstrate an array of inking techniques, covering such topics as using textures, varying line weights, creating the illusion of three-dimensionality, and working with light and dark. Janson's lively, step-by-step instructions are informative, exciting—and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to actual industry standards. The perfect how-to on everything from basic inking materials to storytelling techniques, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

America's leading comic book publisher brings its superstar creators and classic characters to the second in an authoritative series of books on how to create comics. The art of Klaus Janson

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has endured in the ever-changing comic book industry for over 30 years. Now this talented artist brings that experience to the most critical step of effective comic book storytelling: pencilling. Covering everything from anatomy to composition to page design, Janson details the methods for creating effective visual communication. Step by step, he analyzes and demonstrates surefire strategies for comic book pencilling that are informative and exciting. Using DC's world-famous characters, he illustrates the importance of knowing the fundamentals of art and how best to use them. The DC Comics Guide to Pencilling Comics is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring artist. It is a valuable resource for comic book, graphic novel, and storyboard artists everywhere.

At last—the first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking—and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with The DC Guide to Digitally Drawing Comics.

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