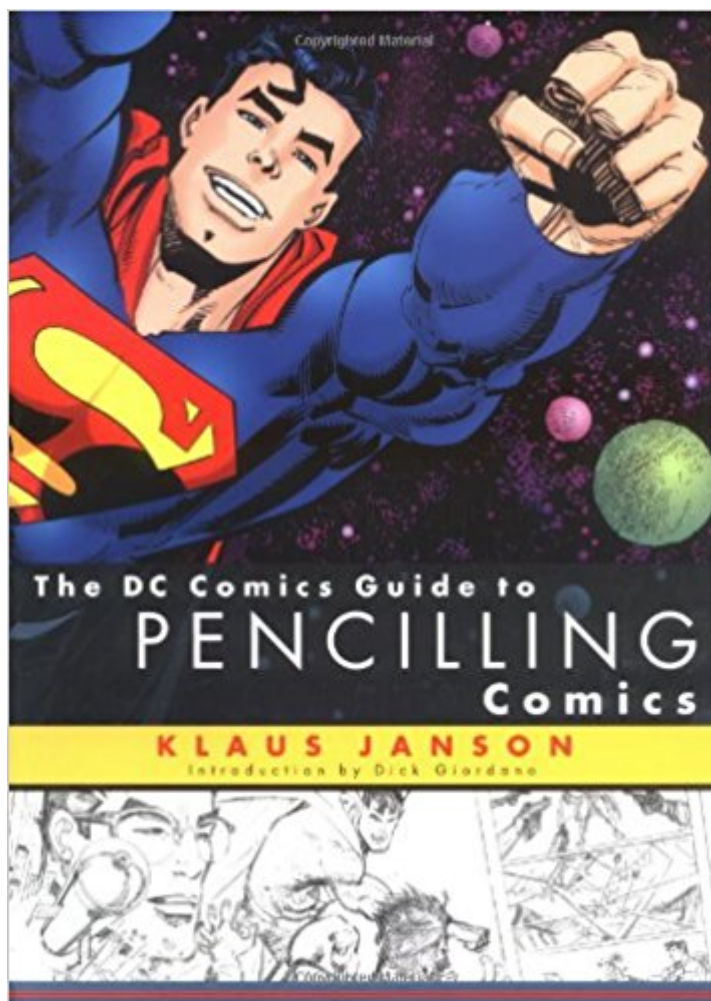


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# The DC Comics Guide To Pencilling Comics



## Synopsis

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 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.

## Book Information

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## Customer Reviews

If you have young people with comic books tucked under their arms in your library or older folks who still dream of drawing comics, this is the book to buy. For over 30 years, Janson has drawn such characters as Batman, Punisher, Daredevil, and Spawn for DC Comics. For the past ten years, he has been teaching at the School of Visual Arts in New York. Here, he wisely confines himself to the fundamentals of penciling faces, anatomy, clothing, and perspective. This is followed by storytelling, composition, shots and angles, and movement. The final section offers advice on getting one's work into the hands of an editor or art director. Andy Smith's Drawing Dynamic Comics covers much of

the same ground, with similar professional quality. Buy either, or both, depending on budget and demand. Copyright 2002 Reed Business Information, Inc.

Gr. 7-up. Here's a rich, well- and appropriately illustrated resource that goes far beyond its title. The author, an artist and comics editor, writes with clarity and insight about every aspect of creating comics: techniques for drawing human anatomy, effects of light and gravity on clothing and scenery, integration of text and image, and more. There's plenty of information for comics consumers, too--for example, how comics storytelling (and storytelling in general) works. Janson doesn't limit his art or story examples to DC Comics; he uses a variety of sample pages from a wide range of publications, as well as original sketches, to clarify discussions. A valuable book for librarians and teachers as well as art students and comics fans. Francisca GoldsmithCopyright © American Library Association. All rights reserved

Even though Klaus Janson's style is not my favorite, he very, very much knows the language, structure, and art of putting together a comic book page. I was dubious about this book at the beginning, but was so very glad I bought it by the end. Check out his "DC Comics Guide to Inking Comics" as well. It doesn't cover digital inking (nor does this one cover digital pencils/roughs) but the concepts, mechanics, and advice in these titles are fundamental. For digital comic creation, check out the "DC Comics Guide to Digitally Drawing Comics" by Freddie E. Williams II. But I suggest all three to complete the trinity.

Great,it is what i was looking for

Great book! Artists of all calipers should enjoy this!

As always, the DC Comics line of guides are great for learning or brushing up your skills for making comics. This book is no exception. Klaus Janson knows his stuff and guides you in a way that makes you think and helps you produce more intelligent drawings and panel layouts for your comics.

Good book to have on the shelf. They blow by some of the important things and are really concise and too quick on some anatomy. But I take this book with when I sketch outside of my art room. Good examples here. To earn a 5 it would have to go more in depth on some of the Anatomy with

more examples!! I would buy this one again though. You can learn a lot from this one.

Get the marvel comics book--this is a snore and they divided each topic into different books so you would have to buy each one to get the complete process.

I've been doing artwork (not well mind you) since I was a child, had art classes all through to senior year of high school and this book taught me things that none of my teachers did about the fundamentals of drawing and WHY it's done that way. I was very impressed with the amount of information contained in the pages of this book.

very good service and the book is what it was expected to be

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