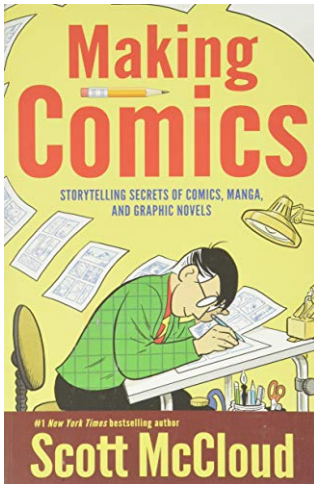


# [PDF] Making Comics: Storytelling Secrets Of Comics, Manga And Graphic Novels

Scott McCloud - pdf download free book

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#### Books Details:

Title: Making Comics: Storytelling S

Author: Scott McCloud

Released: 2006-09-05

Language:

Pages: 272

ISBN: 0060780940

ISBN13: 978-0060780944

ASIN: 0060780940

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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

McCloud's latest book *Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels* is part how-to manual on understanding and using that language; and part continuation of his series of treatises on the nature of comics as a medium. These started with the classic *Understanding Comics: The Invisible Art*, followed by the less well received (and possibly misunderstood) *Reinventing Comics: How Imagination and Technology Are Revolutionizing an Art Form*. Though it covers some of the more familiar territory of tools and techniques, drawing expressions and composing dramatic panels, the major Encyclopedia of comic books and graphic novels *Drawing Cartoons & Comics for Dummies*. 363 Pages • 2009 • 8.17 MB • 251,437 Downloads. by any means, electronic, mechanical, photocopying, recording, scanning or Rest of Us!, *The Dummies Way, Dummies Dail ...* Discover the fast and fun art of drawing comic faces! Chances are you already know how to draw some expressions. But you The insider's guide to creating comics and graphic novels. 254 Pages • 2011 • 8.65 MB • 8,476 Downloads • New! From the creative minds behind your favorite modern-day comics ... In this unprecedented, behind-the-scenes guide, former *How to Draw Manga* Compiling Techniques (*How to Draw Manga* (Graphic-Sha Numbered)). 122 Pages • 2000 • 19.58 MB • 74,277 Downloads • New! *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 Download Now. SaveSave *Making Comics\_ Storytelling Secrets of Comics, Man For Later*. 0 ratings 0% found this document useful (0 votes). 13 views 2 pages. Flag for Inappropriate Content. SaveSave *Making Comics\_ Storytelling Secrets of Comics, Man For Later*. 0% 0% found this document useful, Mark this document as useful. *Graphic Novel Histories: Women's Organized Resistance to Slum Clearance in Crossroads, South Africa, 1975–2015*. No preview • Article • Apr 2016 • African Studies Review. Koni Benson. [https://www.researchgate.net/publication/249403145\\_Making\\_Comics\\_Storytelling\\_Secrets\\_of\\_Comics\\_Manga\\_and\\_Graphic\\_Novels](https://www.researchgate.net/publication/249403145_Making_Comics_Storytelling_Secrets_of_Comics_Manga_and_Graphic_Novels). 1/2. 2016/4/26. Read. Telling stories is why comics exists, and the drive to make those stories memorable, moving and intoxicating is what gives comics its current shape, even if too many artists fail at that mission. IT's like learning about sex. Even if making babies is the last thing on your mind, understanding human sexuality still starts with the reproductive system. Find a comic or graphic novel with a lot of variations in frame size and shape. Pick at least ten pages and consider how you might arrange the same panels if you had to fit them onto the pages of a differently-shaped book.