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Beginner's Guide To Comic Art: Characters



Synopsis

Your journey into the world of comic art begins here! 3dtotals latest successful Beginner's Guide delves into the creative processes behind great comic art, outlining both the traditional and digital tools of the trade. Learn all about the comic workflow, from storyboarding to speech balloons, line art, inking, coloring, and background gradients. A comprehensive comic art theory chapter will help you get to grips with narrative, composition, perspective, depth, light, color, anatomy, and environments. Learn the tricks of the trade as top artists create a mini comic book from scratch, describing in detail their working process. A visual glossary of everything from bounding boxes to poses and expressions, plus a breakdown gallery, will also help you on your way to comic success!

Book Information

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Customer Reviews

3dtotals Publishing 3dtotals was founded in 1999 as a simple 3D resource website. Over the last decade the site has evolved into one of the premier CG art websites in the world, offering a variety of training products, an inspirational gallery, a free texture library and hundreds of free tutorials on a variety of subjects. In 2006, 3dtotals entered into partnership with Focal Press and launched the popular book series Digital Art Masters and Digital Painting Techniques. The premise for these books was to provide high quality content that would inspire and educate the next generation of digital artists. Featuring the work of top industry professionals, detailed tutorials and image breakdowns, these series have become firmly established as indispensable resources for any digital

artist. After five successful years working with Focal Press, 3dtotal Publishing was launched in early 2010. As well as self-publishing the next volumes in the pre-existing Digital Art Masters and Digital Painting Techniques series, 3dtotal Publishing has launched a number of new titles including: Sketching from the Imagination, Beginner's Guide to Digital Painting in Photoshop and ZBrush Characters and Creatures.

This is an awesome book for the basics of comic art!

Exactly what I was looking for. The artwork by the featured artists, is truly splendid, and the foreword by David Nakayama on how he came to be a professional (meaning, earning a living) as a comic artist is truly inspiring. I'm also thankful that the spiel by Warren Louw on tools of the trade and how to use them, is included, as I've been "winging it" all along all this time. Although barely starting on digital art, I find the detailed instructions by Borislav Mitkov on creating digital images will immensely help me when I get to that stage. For beginners like myself, I need to practice on creating idealized figures first, of the human body, as told & illustrated by Steve Rude. There are other artists who contributed to this book to make it the one and only reference needed to creating comic art. I wish I had found it earlier when I was airbrushing T-shirts in Florida many years ago.

This book is good for giving an insiders view of character development. It is a good body of work and especially good for artists wanting more information about comic or animation careers.

Another great book from 3dtotal. Covers a lot of ground. Great pictures and information.

This book is incredible and filled with great reference and help pieces. Beautiful work.

Great book lot of info

Awesome book helps a lot

I live this book!!

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