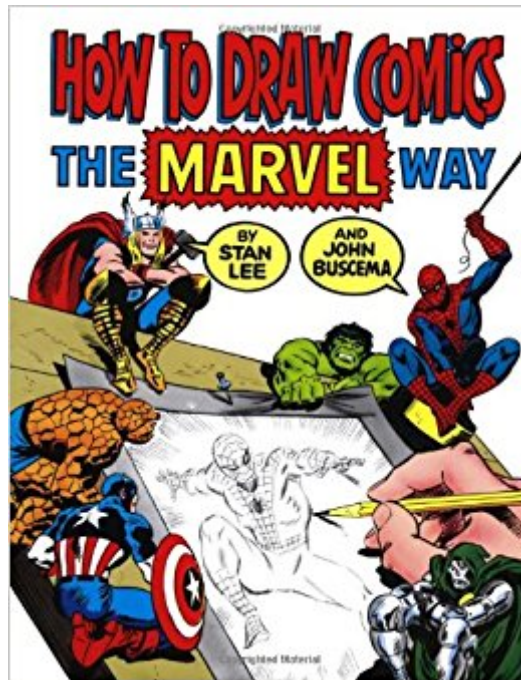


The book was found

How To Draw Comics The Marvel Way



Synopsis

One of the first and still one of the best, Stan Lee'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 Lee's pithy prose gives able assistance and advice to the apprentice artist. Bursting with Buscema's magnificent illustrations and Lee'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

Publisher: Touchstone; Reprint edition (September 14, 1984)

Language: English

ISBN-10: 0671530771

ISBN-13: 978-0671530778

Product Dimensions: 8.5 x 0.4 x 11 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars See all reviews (283 customer reviews)

Best Sellers Rank: #8,188 in Books (See Top 100 in Books) #2 in Books > Arts & Photography >

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Age Range: 10 - 13 years

Grade Level: 5 - 8

Customer Reviews

This is not only the best and most comprehensive book in learning to draw comic book style art, this has some of the most basic, yet most critical drawing techniques, techniques such as the vanishing point, character swatches, layouts and breaking figures down into shapes, for example... I did not have this advantage when I was learning to draw. When I started out as a child, I discovered all of these techniques the difficult way, through trial & error...A process that regrettably takes years. I wish I knew about this book when I was a kid. If I had, I would have advanced so much more as an

artist, I couldn't even imagine where I'd be today. Anyways, I strongly recommend this book to anyone who is interested in learning how to draw, period. This really is THE book, people. Search no more. It LITERALLY contains everything I know on drawing techniques (& I've been drawing since I've been old enough to hold a pencil). And not only is it informative, it's extremely fun! The way they present their lessons, reading & practicing along with it makes you feel like you're goofing off with a comic book, as if you weren't learning anything (although you are). Ideal for those with a 30 sec.(or less) attn. span. The only thing that keeps me from rating it 5 stars, however, is that they should encourage readers to take up more of an interest in drawing real life, things around you, as well as comics. Because it's real life elements that serves as inspiration for the true comic book artist. Real life drawing is the foundation for comic book style art.

The art of drawing comics can be very demanding, and any attempt to create a how-to that can teach all of its elements in equal depth is doomed to imperfection. That being said, this is a good starting point for young artists who think they may have some skill and need to know what to do with it. This was one of the first real "how to draw comics" books and has become a classic over the years. The book describes the tools of the trade, the terms used, and the "Marvel" creation process, covers the basics of anatomy, form, perspective, layout, and the use of black, gives techniques on inking and lettering, and shows examples of how the art can make a story more exciting. Stan Lee's prose is fun to read and John Buscema's art is very clear in illustrating the principles being taught. If Buscema's art looks a little dated today, it may be because first off, this book was made to be simple and easy to understand, and the art is done likewise, not cluttered up with intense detail and crosshatching. It may also be because he has a solid foundation of a knowledge of anatomy and how to compose a picture for maximum clarity and effect which, unfortunately, certain influential contemporary artists don't have. This book does not have the room to go into depth on the deeper concepts of comic theory (how to lay out a page, for instance, or how words and images can be used together to heighten mood). For that I would recommend Will Eisner's "Comics and Sequential Art." For giving a good, basic overall foundation, however, this book does, however, deserve a place on the shelf of any comic artist.

I'll start off by admitting that this book is a bit on the beginners level. However, the first time I picked up this book was when I was seven. Over the years I kept checking it out of the library over and over just to draw the pictures in the book. I didn't even read it until I bought the book at the age of 16. Any time since then that a person has asked me how they can learn to draw super heroes, I

always reference this book. I tell them to skip the reading, draw everything, and then go back to read it, then draw everything after they do that. It's an easy read and was truly inspirational to me in developing my own style of comic art. One of my top favorite books ever. -Matt

I think every serious or aspiring artist should own this book. I've had a copy since the early '80s, and it became so dog-eared from frequent use, that I had to buy another. John Buscema is an excellent teacher. After all, if you're going to learn to draw, you might as well learn from the best; and John IS the best, IMO. Among other things, the book contains vital rules for drawing in perspective, and drawing lifelike human faces and figures. This is not just a book for comic fans, or kids, it's for everyone!

I remember when this book came out years ago, and was always curious about it. But other of life's callings caused me to never pursue it. Now that I have a six-year-old boy who likes to draw, it renewed its interest with me, and yes, I picked up a copy from .com. I'll review it on two fronts. First, I looked through it myself. I was impressed with the way they started you off with the basics, and got progressively harder. One could say "Duh!" to this, but the good point about it is that it gets you into actually drawing the famous Marvel characters relatively early. Like with the second lesson. It also takes you into the world of the things to look out for if you were involved in putting an actual comic book together. So not only do they cover how to do the action figures, it shows how to draw backgrounds to provide perspective, covers the topic of inking, and even has a chapter on drawing covers! So it does cover the entire spectrum. Second was how the boy took to it. While he has a busy schedule, and while no, he doesn't spend every waking hour with it, when he does he has been known to spend a couple hours per sitting practicing the drawing. Once I got him past the idea that the first one had to be perfect, and that practicing over and over again was what made you a good illustrator, he took to it very well.

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