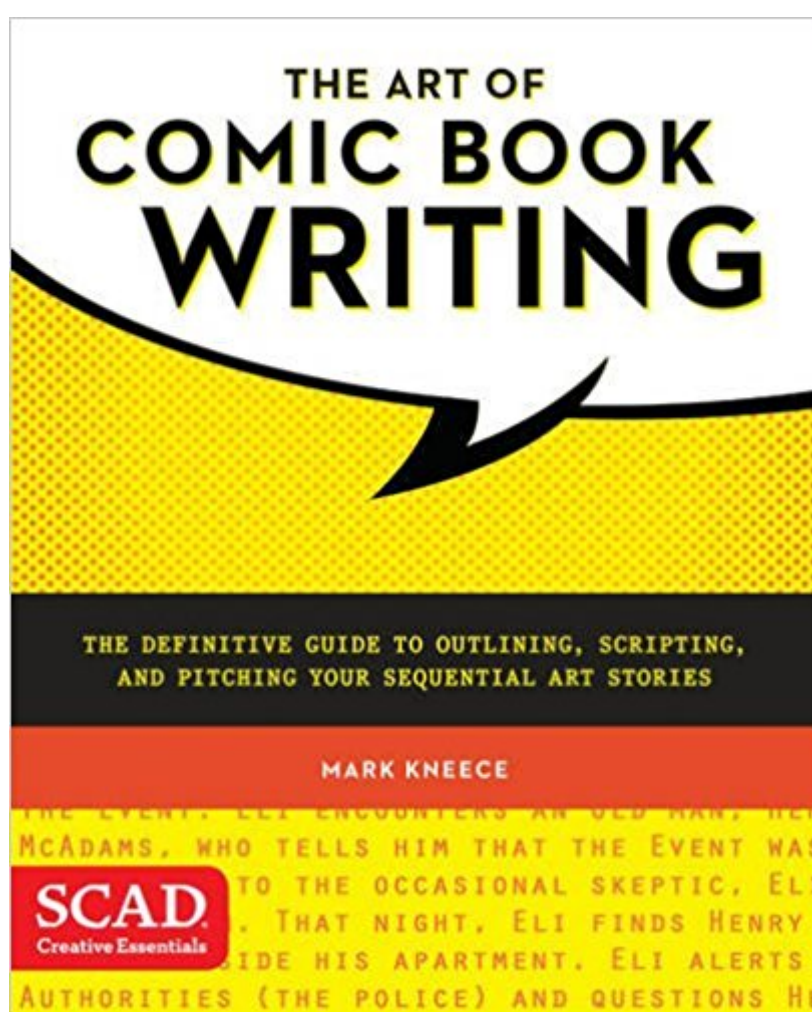


The book was found

The Art Of Comic Book Writing: The Definitive Guide To Outlining, Scripting, And Pitching Your Sequential Art Stories (SCAD Creative Essentials)



Synopsis

A practical guide for beginner and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. With this latest book in the SCAD Creative Essentials series from the esteemed Savannah College of Art and Design, comics writer and instructor Mark Kneece gives aspiring comic book writers the essential tools they need to write scripts for sequential art with confidence and success. He provides a practical set of guidelines favored by many comic book publishers and uses a unique trial and error approach to show would-be scribes the potential pitfalls they might encounter when seeking a career in comics writing. Supported by examples of scripting from SCAD's students, faculty, and alumni, *The Art of Comic Book Writing* strips away the mysteries of this popular artform and provides real-world advice and easy-to-follow examples for those looking to write for the comics medium.

Book Information

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Customer Reviews

This review originally published in www.lookingforagoodbook.com. Rated 3.5 of 5 I have to admit that when I see something that claims to be the "definitive guide" to anything, I tend to be skeptical. Author Mark Kneece teaches comics writing (at the Savannah College of Art and Design). I suspect that much of this book comes from his lessons for his class. But the problem with a "how-to" type of book is that you have to presume the reader doesn't know anything and start at the very beginning. So how much information is going to be in a 192 page book? The answer is: a

surprising amount of information. Although moderately simple, this book packs a good deal of information on the basics of writing (and selling/pitching) a graphic novel. Some of the information is rather 'generic' tips on writing in general. How to create interesting characters; how to build a climax in your story. But it also includes information very specific to comics/graphic novels: how to communicate with and write for an artist; formatting a comic script. There was one tip that I was hoping to find but didn't -- how do you build a story within the 20+ pages of a comic book and at the same time, build the story for a larger story arc. This, to me, would be the real art of comic book writing. The book is nicely illustrated with plenty of examples of how a page might look based on the script, and the book is laid out in a very simple, easy-to-read fashion (with word balloons to help identify important messages). It is a very nice book for the beginner and intermediate comic book writer.

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