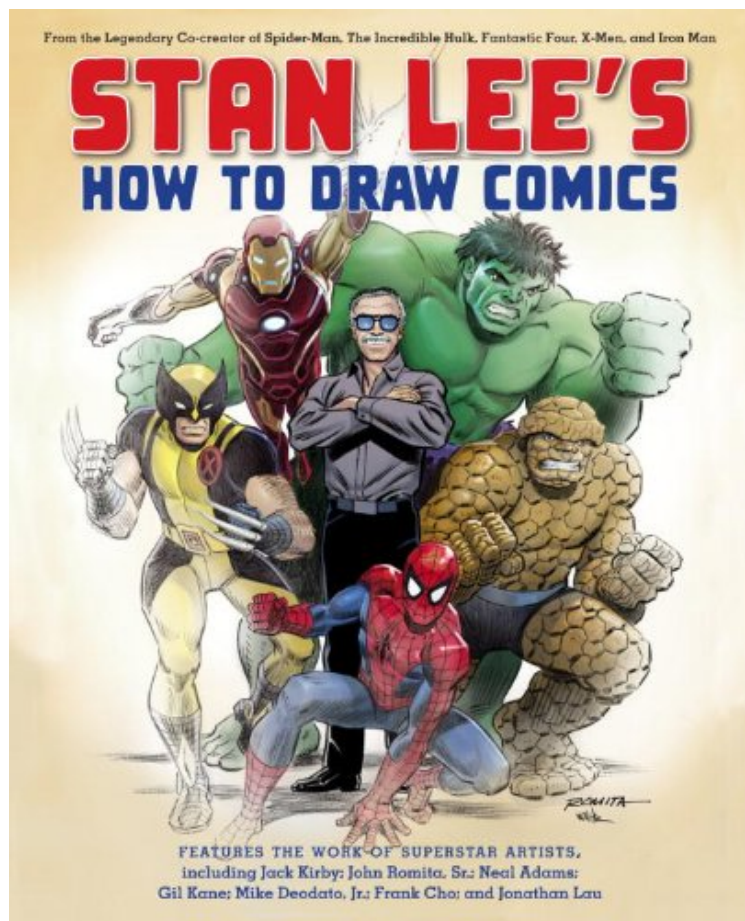


[Read and download] Stan Lee's How to Draw Comics: From the Legendary Creator of Spider-Man, The Incredible Hulk, Fantastic Four, X -Men, and Iron Man

## Stan Lee's How to Draw Comics: From the Legendary Creator of Spider-Man, The Incredible Hulk, Fantastic Four, X -Men, and Iron Man

*Von Neal Adams, with contributed art by Jack Kirby Stan Lee, Sr John Romita, Gil Kane, Jr Mike Deodato, Frank Cho, and Jonathan Lau*

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KundenrezensionenHilfreichste Kundenrezensionen5 von 6 Kunden fanden die folgende Rezension hilfreich. Non-technical starter guideVon Parka[[VIDEOID:mo2L1K52BA2FEXD]]Stan Lee's How to Draw Comics is a starter

guide to drawing comics aimed at beginners. It introduces the world of comics and what you need to create them. It covers the basic topics like drawing, storytelling, finding work, etc. There are lots of useful comic creation tips discussed, complimented by examples from popular artists like Jack Kirby, Neal Adams, Frank Cho and the likes. This isn't a technical book so there aren't any how-to or step-by-step tutorials. When you finish the book, you'll know what it takes to create comics but you'll have to get other comic drawing books to learn the technical skills. Most of the chapters introduced in this book are actually subjects that already have whole books devoted to them. This book is recommended to beginners who have absolutely no prior knowledge on creating comics. That said, if you're past that stage, you should skip this and get books devoted to specific subjects. (There are more pictures of the book on my blog. Just visit my profile for the link.)

1 von 1 Kunden fanden die folgende Rezension hilfreich. I wouldn't call it a "How-To-Draw" book! \*\*\*\*\* English and German

Von Tina I am a bit disappointed because I expected a book with some hints how to draw or at least some references for starters... There are some step-by-step sketches, but just very few pages. Some chapters just consist of comic book covers without any comments what could be learned by the composition etc. Many of the pictures aren't useful for taking it as a reference because they consist of so many details, that the overview gets lost if you are not an experienced drawer yet... Though there are also some hints about perspectives, shapes etc., which gives you a good overview about how many things have to be considered when drawing a comic.

Conclusion: It is a really interesting book for all Marvel fans, but I really wouldn't call it a "How-To-Draw" book! \*\*\*\*\*

Ich bin etwas enttäuscht von dem Buch, weil ich eigentlich hilfreiche Tipps erwartet hätte oder mindestens ein paar Vorlagen zum Abzeichnen. Aber einige Kapitel bestehen nur aus Comicbuch-Seiten oder Covern, ohne dass daraus hervorgeht, was man daraus lernen könnte. Als Vorlagen zum Abzeichnen sind sie viel zu komplex und kompliziert, zumindest für den Anfang. Trotzdem wird ein guter Überblick darüber gegeben, was alles beim Zeichnen eines Comics beachtet werden muss (von der Perspektive zu den Sprechblasen etc.)

Fazit: Für Marvel Fans ein interessantes Werk, aber definitiv kein "how-to-draw"-Buch!

Kurzbeschreibung

In Stan Lee's How to Draw Comics, Stan Lee reveals his secrets for: \* Costumes \* Penciling, Inking Coloring \* Lettering Word Balloons \* Digital Advances \* Perspective Foreshortening \* What Makes Great Action \* Page Panel Layout \* Covers \* Creating a Portfolio \* Getting Work

When it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, he's sharing what he knows with you, Grasshopper! His cohorts have always been and still are some of the best in the business: Jack Kirby, John Romita, Sr., Neal Adams, Gil Kane, Mike Deodato, Jr., Frank Cho, and Jonathan Lau, and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic book industry, and there's an extensive section on various types of covers—the super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the hero fights valiantly to get the girl, no stone is left unturned! Here you'll also find info on all the small details that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools.

Stan Lee's How to Draw Comics features a cover that reunites long-time collaborator John Romita Sr. and original cover artist of How to Draw Comics the Marvel Way. John Romita Sr. was most famous for his collaboration on The Amazing Spider-Man with Stan Lee! It's time for a new approach . . . a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity. It's time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! Excelsior!

From the Trade Paperback edition.

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details that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan Lee's *How to Draw Comics* features a cover that reunites long time collaborator John Romita Sr. and original cover artist of *How to Draw Comics the Marvel Way*. John Romita Sr. was most famous for his collaboration on *The Amazing Spider-Man* with Stan Lee! It's time for a new approach . . . a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity. It's time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! Excelsior! From the Trade Paperback edition.

ber den Autor STAN LEE is an icon in the comic book world. He is the creator of the Mighty Marvel Universe and such classic and immortal characters as Spider-Man, the Incredible Hulk, Iron Man, Fantastic Four, Daredevil, and X-Men. He, in effect, invented the modern superhero and revived a dying industry. He has conceived more billion-dollar franchises than any other comics creator, and more than 2 billion comics based on his creations have sold in over 75 countries and in 25 languages. Stan Lee is the former president and chairman of Marvel Comics and was awarded the National Medal of Arts in 2008.