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The DC Comics Guide to Pencilling Comics

Watson-Guptill Provides advice for creating comic book-style illustrations, covering topics including materials, anatomy, perspective, storytelling, movement, and procedure.

The DC Comics Guide to Inking Comics

Watson-Guptill For the aspiring artist who wants to become an expert comic book inker, **The DC Comics Guide to Inking Comics** is the definitive, one-stop resource! America's leading comic book publisher brings its superstar creators and classic characters to the third in an authoritative series of books on how to create comics. Legendary comic book inker Klaus Janson uses DC's world-famous characters—including Batman, Superman, and Wonder Woman—to demonstrate an array of inking techniques, covering such topics as using textures, varying line weights, creating the illusion of three-dimensionality, and working with light and dark. Janson's lively, step-by-step instructions are informative, exciting—and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to actual industry standards. The perfect how-to on everything from basic inking materials to storytelling techniques, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

The DC Comics Guide to Coloring and Lettering Comics

Watson-Guptill Acclaimed artists Mark Chiarello and Todd Klein demystify these essential steps in traditional graphic storytelling. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact. Klein discusses whether to letter by hand or by computer—a hotly debated topic among working letterers—and demonstrates an array of techniques for creating word balloons, fonts, logos, and much more.

Sacred Creatures Vol. 1

Image Comics When the supernatural forces maintaining the fragile balance of power in this world start to unravel, Josh Miller, a young college grad and expectant father, is caught in the middle of a vast conspiracy threatening to tear apart the foundations of humanity as we know it. As myth and reality collide, Josh finds himself on the frontline of a battle against an enemy dating back to the beginning of time itself. Comic legends KLAUS JANSON (Daredevil, Dark Knight Returns) and PABLO RAIMONDI (X-Factor, Book of Doom) proudly present SACRED CREATURES, their first-ever creator-owned series. Collects SACRED CREATURES #1-6

The DC Comics Guide to Creating Comics

Inside the Art of Visual Storytelling

Watson-Guptill The most exciting and comprehensive book yet in the bestselling DC Comics how-to-draw series. From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities. With examples direct from DC Comics, featuring their best creators and classic superheroes like Batman, Superman, and the rest of the Justice League, it presents key principles and techniques for crafting exciting professional-quality comics. This behind-the-curtain look at the DC Comics creative process is a can't-miss opportunity for aspiring comics creators, whether they want to work for DC Comics or invent their own unique comics creations.

How to Create Comics, From Script to Print

TwoMorrows Publishing Learn from the pros, as Write Now! Magazine editor (and Spider-Man scripter) Danny Fingerroth and Draw! Magazine editor (and Batman artist) Mike Manley join forces for the ultimate "How-to" book on creating comics! Danny and Mike show step-by-step how to create a new comic from scratch: developing a new character, then going from script and roughs to pencils, inks, colors and even lettering! There's also a section that guides you through the process of getting your comic printed and distributed, and the finished eight-page full-color comic is included, so you can see the final product! This redesigned and expanded version also features over 30 new pages of all new material! A critique of the character and comic from an editor's point of view! New tips on coloring! New and expanded writing lessons! Plus listings of important resources, insights into the world of webcomics and more!

Batman: Gordon of Gotham

DC Gotham City Police Commissioner Jim Gordon stars in this new collection of crime stories from the 1990s that stars the colorful, determined cops of Batman's home town. Collects **BATMAN: GORDON OF GOTHAM #1-4, BATMAN: GCPD #1-4 and BATMAN: GORDON'S LAW #1-4.**

Batman: The Dark Knight Returns #3

DC Whatever happened to Batman's greatest ally and his most dangerous foe? Find out here as The Man of Steel and the Joker both make explosive returns to the life of The Dark Knight. And you won't believe the vicious final confrontation between the Clown Prince of Crime and the Caped Crusader!

The DC Comics Guide to Digitally Drawing Comics

Watson-Guptill At last—the first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! **The DC Comics Guide to Digitally Drawing Comics** shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking—and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with **The DC Guide to Digitally Drawing Comics.**

The Art of Comic Book Inking (Third Edition)

Dark Horse Comics The industry-standard manual for aspiring inkers and working professionals returns in a new expanded edition. Gain insights into the techniques, tools, and approaches of some of the finest ink artists in comics, including Terry Austin, Mark Farmer, Scott Williams, Alex Garner, and many more. This expanded edition features new art and text by author Gary Martin and a bonus chapter on digital inking by artist Leo Vitalis. Also included are eight full-sized blue-lined art boards featuring pencil art by top comics illustrators, present and past, to use for practice or as samples to show editors and publishers. Along with pen, brush, and stylus, no inking tool is more useful than **The Art of Comic-Book Inking.**

The Readers' Advisory Guide to Graphic Novels

American Library Association Provides a library reference guide to graphic novels, listing the different genres available and describing the relationship between graphic novels and films and video games, along with lists of recommended works for each category.

Colleen Doran

The Rosen Publishing Group, Inc Presents the life and accomplishments of the woman artist who writes, draws, and self-publishes her own graphic novels, including her work "A distant soil."

The Art of the Comic Book

An Aesthetic History

Univ. Press of Mississippi Traces the history of comic books, discusses the economics of the field and the changing relationship between the words and the pictures, and profiles leading artists

Action Comics (2016-) #1027

DC Comics Is Superman on the ropes? An epic battle rages across the skies of Metropolis! The House of Kent, Superman, Superboy, Supergirl, the Legion of Super-Heroes' Brainiac 5, and Young Justice's Conner Kent all unite to face an enemy from another dimension unleashed by the Invisible Mafia! This kind of power can lay waste to an entire family of super-people! All of this plus the future of the Daily Planet revealed! Another epic Superman story for the ages by the team of Bendis, Romita Jr., and Janson! Is Superman on the ropes? An epic battle rages across the skies of Metropolis! The House of Kent, Superman, Superboy, Supergirl, the Legion of Super-Heroes' Brainiac 5, and Young Justice's Conner Kent all unite to face an enemy from another dimension unleashed by the Invisible Mafia! This kind of power can lay waste to an entire family of super-people! All of this plus the future of the Daily Planet revealed! Another epic Superman story for the ages by the team of Bendis, Romita Jr., and Janson!

Action Comics (2016-) #1026

DC Comics This issue, it's the Superman family versus everybody! In this blistering conclusion to the epic "House of Kent" saga, huge choices are made to defend the great city of Metropolis. Plus, amid all the chaos, the new owner of the Daily Planet is revealed-and it's...Jimmy Olsen?! Guest-starring Jonathan Kent, Conner Kent, Supergirl, and the Legion of Super-Heroes.

The DC Comics Guide to Writing Comics

Watson-Guptill For any writer who wants to become an expert comic-book storyteller, The DC Comics Guide to Writing Comics is the definitive, one-stop resource! In this valuable guide, Dennis O'Neil, a living legend in the comics industry, reveals his insider tricks and no-fail techniques for comic storytelling. Readers will discover the various methods of writing scripts (full script vs. plot first), as well as procedures for developing a story structure, building subplots, creating well-rounded characters, and much more. O'Neil also explains the many diverse formats for comic books, including graphic novels, maxi-series, mega-series, and adaptation. Of course, there are also dozens of guidelines for writing proposals to editors that command attention and get results.

Legion of Monsters

Marvel Enterprises High-octane horror one-shots! First, Werewolf by Night returns to the Marvel Universe! This shocking story by X-Men's Mike Carey and Ultimate Power's Greg Land (in the comic he's waited his whole life to draw!) is a powerful, brutally terrifying tale that will redefine Jacob Russel forever! And as if that wasn't enough - join writer/artist Skottie Young in a no-holds-barred look at the afterlife of the Monster of Frankenstein! Next, Moon Knight and Ultimates Annual writer Charlie Huston navigates Man-Thing into a creepy tale of the worst kind of dinner invitation... Plus the brilliant Ted McKeever brings his expressionistic storytelling to Simon Garth - the original Marvel Zombie! And finally, Brendan Cahill and Michael Gaydos (Alias) take Morbius the Living Vampire through the deepest depths of terrifying addictions in a devastating fully painted horror tale... and C.B. Cebulski is joined by superstar David Finch (New Avengers, Moon Knight) to present an untold tale of the king of vampires - Dracula - and his beautiful daughter, Lilith! Terror has never looked as good as these frightening fables! Collects Legion of Monsters: Werewolf by Night, Legion of Monsters: Morbius, Legion of Monsters: Man-Thing, Legion of Monsters: Satana.

Batman

Death and the Maidens

Dc Comics R'as Al Ghul is dying, and he asks Batman to help him prolong his life in exchange for allowing the Dark Knight to see his parents again, while R'as' daughter, Nyssa, works to destroy her father once and for all.

Daredevil by Frank Miller & Klaus Janson Vol. 1

Marvel Entertainment Collects Peter Parker, the Spectacular Spider-Man #27-28, and Daredevil #158-161 and #163-172.

Action Comics (2016-) #1024

DC Comics The city of Metropolis has been rocked by Luthor's latest attack and the drama surrounding Superman's truth, and that gives the invisible mafia a new foothold to change the City of Tomorrow forever. Meanwhile, the Daily Planet is under siege! The fallout from Superman: Villains continues as Clark Kent steps out into the world as a reporter for the first time.

Action Comics (2016-) #1022

DC Comics First, Metropolis was hit with the biggest ground battle in the history of the city and barely survived. On top of that, Leviathan threw down his gauntlet for the entire world to see, and Superman revealed the truth of his identity as Clark Kent. Now the city is in a state of shock-and Clark and Conner Kent need to figure out what's next for them and the city they protect! Guest-starring Wonder Comics' Young Justice in a unique crossover!

Daredevil Vs. Bullseye

Marvel Enterprises The devil and the death-dealer. Enmity towards each other casts a shadow across the bodies of Matt Murdock's loved ones, all the way to the big screen. Now, see how the first target was drawn in this collection of the earliest battles between Bullseye, Marvel's deadliest assassin, and Daredevil, the Man Without Fear!

Life on Another Planet

W. W. Norton & Company When a distant signal seems to indicate the existence of life on another planet, political leaders, scientists, and ordinary people around the world react in different ways to the news, as astrophysicist Dr. Jim Bludd makes a difficult decision.

The Insider's Guide To Creating Comics And Graphic Novels

Penguin From the creative minds behind your favorite modern-day comics ... In this unprecedented, behind-the-scenes guide, former Marvel editor and current IDW senior editor Andy Schmidt and his superstar industry friends give you the inside track on creating engaging, professional-looking comic books. Written for upcoming creative stars and comic book enthusiasts, The Insider's Guide to Comics and Graphic Novels covers the entire creative process from beginning to end, from fine-tuning a script to the nuances of camera angles, costume design and lettering. You'll learn not only how to emulate a camera pan, hit 'em with a splash page and shift into slow motion, but also WHEN and WHY to dip into that bag of graphic tricks for maximum impact. The real-world guide to creating great comics! • Profiles and insights from John Romita, Jr., Neal Adams, Gene Ha, David Finch and John Byrne • Professional advice from top talents in the business, including writers Brian Michael Bendis, Geoff Johns and Tom DeFalco; inkers Klaus Janson, Karl Kesel and Mike Perkins; colorist Chris Sotomayor; and letterer Chris Eliopoulos • Expert instruction on every element of the creative process - writing, drawing, inking, coloring, page layout and scene design - and how they all work together

Superman: The Men of Tomorrow

DC Comics legend John Romita Jr. (The Amazing Spider-Man) makes his DC Comics debut, teaming up with superstar writer Geoff Johns (JUSTICE LEAGUE) and inker Klaus Janson (BATMAN: THE DARK KNIGHT RETURNS) in SUPERMAN: THE MEN OF TOMORROW! The powerful super-being Ulysses is the last son of a doomed planet. Our planet. Thinking Earth's destruction was at hand, his parents used experimental science to send their son to another dimension. Now he has returned, and Superman has finally found a peer. But will Ulysses become the hero and partner that Superman wants him to be?

Comics in Your Curriculum

Teacher-friendly Activities for Making and Integrating Comics with Reading, Math, Science, and Other Subjects in Your Classroom

Pieces of Learning

Keywords for Comics Studies

NYU Press "Across more than fifty essays, *Keywords for Comics Studies* provides a rich, interdisciplinary vocabulary for comics and sequential art, and identifies new avenues of research into one of the most popular and diverse visual media of the twentieth and twenty-first century. In an original twist on the NYU Keywords mission, the terms in this volume combine attention to the unique aesthetic practices of a distinct medium, comics, with some of the most fundamental concepts of the humanities broadly. Readers will see how scholars, cultural critics, and comics artists from a range of fields—including media and film studies, queer and feminist theory, and critical race and transgender studies among others—take up sequential art as both an object of analysis and a medium for developing new theories about embodiment, identity, literacy, audience reception, genre, cultural politics and more. To do so, *Keywords for Comics Studies* presents an array of original and inventive analyses of terms central to the study of comics and sequential art, but traditionally siloed in distinct lexicons: these include creative or aesthetic terms like Ink, Creator, Border, and Panel; conceptual terms like trans*, disability, universe, and fantasy; genre terms, like Zine, Pornography, Superhero, and Manga; and canonical terms like X-Men, Archie, Watchmen and Love and Rockets. Written as much for students and lay readers as professors and experts in the field, *Keywords for Comics Studies* revivifies the fantasy and magic of reading comics in its kaleidoscopic view of the field's most compelling and imaginative ideas"--

Sunnyville Stories

Rusty Duncan and Samantha Macgregor continue their adventures in a small town called Sunnyville.

A Concise Dictionary of Comics

Univ. Press of Mississippi Written in straightforward, jargon-free language, *A Concise Dictionary of Comics* guides students, researchers, readers, and educators of all ages and at all levels of comics expertise. It provides them with a dictionary that doubles as a compendium of comics scholarship. *A Concise Dictionary of Comics* provides clear and informative definitions for each term. It includes twenty-five witty illustrations and pairs most defined terms with references to books, articles, book chapters, and other relevant critical sources. All references are dated and listed in an extensive, up-to-date bibliography of comics scholarship. Each term is also categorized according to type in an index of thematic groupings. This organization serves as a pedagogical aid for teachers and students learning about a specific facet of comics studies and as a research tool for scholars who are unfamiliar with a particular term but know what category it falls into. These features make *A Concise Dictionary of Comics* especially useful for critics, students, teachers, and researchers, and a vital reference to anyone else who wants to learn more about comics.

Action Comics (2016-) #1023

DC Comics Just days after Clark Kent's own shocking revelation, the facts behind who actually owns The Daily Planet have been revealed—and all hell has broken loose! The fallout from the *Superman: Villains* special starts here! No one is safe as a new era of Superman stories begins! Plus, now that the dust has settled, is the Red Cloud hero or villain?

Batman: Urban Legends (2021-) #3

DC Comics • The mystery around Cole Cash and HALO deepens as Batman takes a more active role investigating the man known as Grifter. But other villains in Gotham have begun to notice what Grifter is up to, and they're about to attempt an assassination! How long can the unlikely team-up between this Dynamic Duo last? • The *Outsiders* epic reaches its end with the return of three iconic Outsiders: Black Lightning, Katana, and Metamorpho, all reunited to face down Katana's mother-in-law! This finale will change the makeup of the Outsiders forever and set them on a new trajectory in the DC Universe! • Red Hood and Batman fight over what they should do with the child who is now orphaned as a result of Red Hood's temper. While they place the child temporarily under the care of Leslie Thompkins, she debates if she's doing the right thing. Is she just looking after another Robin in training? • The mystery around Cole Cash and HALO deepens as Batman takes a more active role investigating the man known as Grifter. But other villains in Gotham have begun to notice what Grifter is up to, and they're about to attempt an assassination! How long can the unlikely team-up between this Dynamic Duo last? • The *Outsiders* epic reaches its end with the return of three iconic Outsiders: Black Lightning, Katana, and Metamorpho, all reunited to face down Katana's mother-in-law! This finale will change the makeup of the Outsiders forever and set them on a new trajectory in the DC Universe! • Red Hood and Batman fight over what they should do with the child who is now orphaned as a result of Red Hood's temper. While they place the child temporarily under the care of Leslie Thompkins, she debates if she's doing the right thing. Is she just looking after another Robin in training?

The Making of a Graphic Novel

Watson-Guptill Publications A unique look into the creation of a graphic novel allows the reader to look over the shoulder of an artist as he creates and then read the final masterwork, *The Resonator*. Original.

The Art of Comic Book Inking

Presents a guide to the "inking" process, introducing the techniques and textures that make comics so visually appealing.

Elektra

The Complete Saga

Marvel Enterprises

The Memory Machine

Titan Books Before *Star Trek: The Next Generation*, before *Babylon 5* and before bedtime, there was cult TV series *Battlestar Galactica*, the smash-hit sci-fi show that rocked the spaceways with its legendary stories, memorable villains and awesome hair styles! In a desperate attempt to retrace their steps to Earth, *Galactica's* Commander Adama willingly submits himself to the Memory Machine. With it, he hopes to try and remember the co-ordinates for the human race's mythical home planet he had seen before a Cylon attack destroyed them. But all does not go to plan...Featuring fascinating new background material and a new painted cover by Garry Leach, it's the chance to relive this spacebound meteor storm of an adventure!

Superman: Up in the Sky (2019-) #1

DC Comics Available to comics shops for the first time! Following a home invasion that ends in murder, Superman is put on the trail of a Metropolis mystery by Batman—but can even the Man of Steel discover the truth behind these tragic deaths, or their ties to the far-off world of Rann? These stories by Tom King with art by Andy Kubert guest-starring Green Lantern and other heroes were originally published in *SUPERMAN GIANT* #3 and #4.

Words for Pictures

The Art and Business of Writing Comics and Graphic Novels

Watson-Guptill Best-selling Marvel Comics writer Brian Michael Bendis reveals the comic book writing secrets behind his work on *The Avengers*, *Ultimate Spider-Man*, *All-New X-Men*, and more. Arguably the most popular writer in modern comics, Brian Michael Bendis shares the tools and techniques he uses to create some of the most popular comic book and graphic novel stories of all time. *Words for Pictures* provides a fantastic opportunity for readers to learn from a creator at the very top of his field. Bendis's step-by-step lessons teach comics writing hopefuls everything they'll need to take their ideas from script to dynamic sequential art. The book's complete coverage exposes the most effective methods

for crafting comic scripts, showcases insights from Bendis's fellow creators, reveals business secrets all would-be comics writers must know, and challenges readers with exercises to jumpstart their own graphic novel writing success.

Daredevil Visionaries

Turtleback Books **Daredevil**, an attorney by day and urban vigilante by night, returns to face his love and enemy Elektra, New York underworld leader Kingpin, assassin Bullseye, and a ninja brotherhood called The Hand.

The Batman 100 Project

The Complete Idiot's Guide to Creating a Graphic Novel, 2nd Edition

Penguin **Graphic novel guidance from two experts in the field. Here is a clear, beginning-to-end guide to creating a graphic novel, from developing a concept to getting it to readers. Heavily illustrated, this book explains the tools used, demonstrates techniques, and offers tricks of the trade. Writers and illustrators alike will find it the best overall introduction to the world of graphic novels. ?New edition features a larger format with expanded illustrations. ?Publishers Weekly reports graphic novel sales in the U.S. and Canada at \$375 million in 2007, quintuple sales from 2001, while in 2008, United Press International reports, graphic novel business is booming. ?Well-known author in the graphic novel community, both Eisner Award nominees**