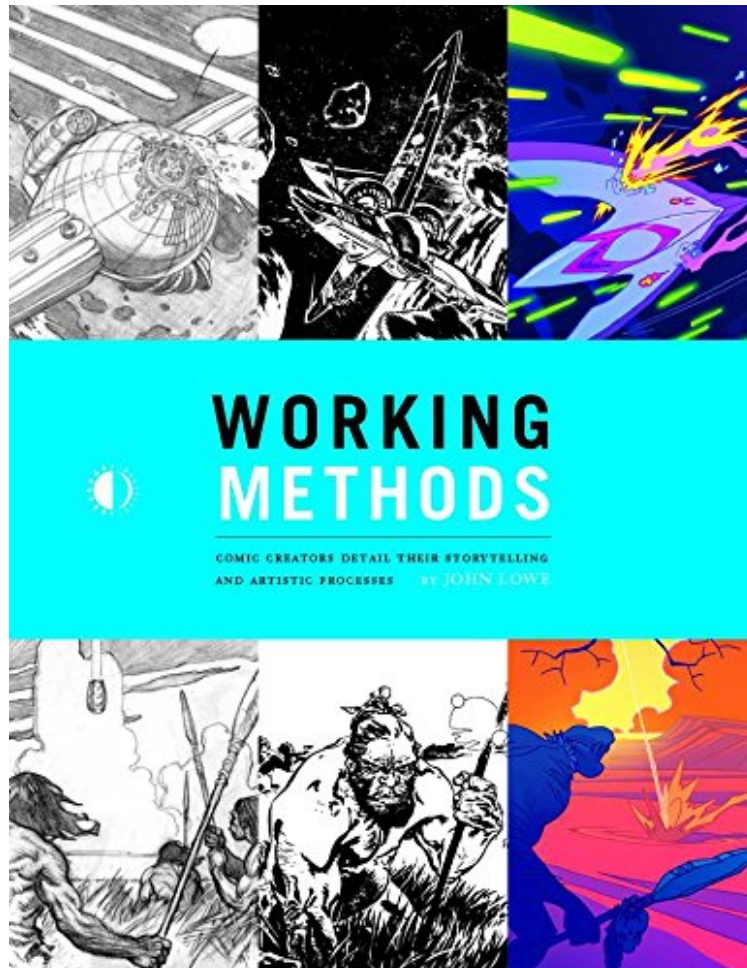


Working Methods: Comic Creators Detail Their Storytelling And Artistic Processes

John Lowe

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John Lowe : Working Methods: Comic Creators Detail Their Storytelling And Artistic Processes before purchasing it in order to gage whether or not it would be worth my time, and all praised Working Methods: Comic Creators Detail Their Storytelling And Artistic Processes:

0 of 0 people found the following review helpful. Working Methods ReviewBy Tribbey M. HarmonThis is a short read, but a great one. TwoMorrows publishing is Fantastic! I would strongly recommend that you go to their website and look over all of the books that they offer. Working methods basically has 2-3 artist read the same script, and then, very much like a Journalist, Mike Manely asks each artist questions about his/her process. The book provides step by step visuals throughout each presentation. I like it because it is filled to the brim practical information and insight as to how the professionals do it. This is a good book. Buy it, you won't be sorry.3 of 3 people found the following review

helpful. Want to know how comics are made? By Ryan H. Soliwoda This book is an excellent way to see the creative process on how comic book writers and artists come up with ideas! I have enjoyed the book quite a bit and recommend it to anybody wanting to know more about the process in which comics are written and drawn! Awesome book! A must-read for wannabe comic book creators like me. 1 of 1 people found the following review helpful. Unique By Perseus This book is exactly what the title says. There are 3 scripts, each penciled by 2 or 3 different artists. There is also an interview with each artist about his Working Methods on that particular script and in general. A great read, they should make more like this.

Professional comic artists interpret scripts every day as they successfully transform the written word into the visual form. However, rarely do we get to examine the process that is unique to each artist. Unlike any other "how-to" book, Working Methods puts the minds of comic artists under the microscope, highlighting the intricacies of the creative process step by step. For this book, three short scripts are each interpreted in different ways by professional comic artists to illustrate the varied ways in which they "see" and "solve" the problem of making a script succeed in comic form. Working Methods documents the creative and technical choices Mark Schultz, Tim Levins, Jim Mahfood, Scott Hampton, Kelsey Shannon, Chris Brunner, Sean Murphy and Pat Quinn make as they tell a story, thus allowing comic fans, artists, instructors, and students into a world rarely explored. Hundreds of illustrated examples document the artists' processes, and interviews clarify their individual approaches regarding storytelling and layout choices. In Working Methods, the exercise may be simple, but the results are profoundly complex.