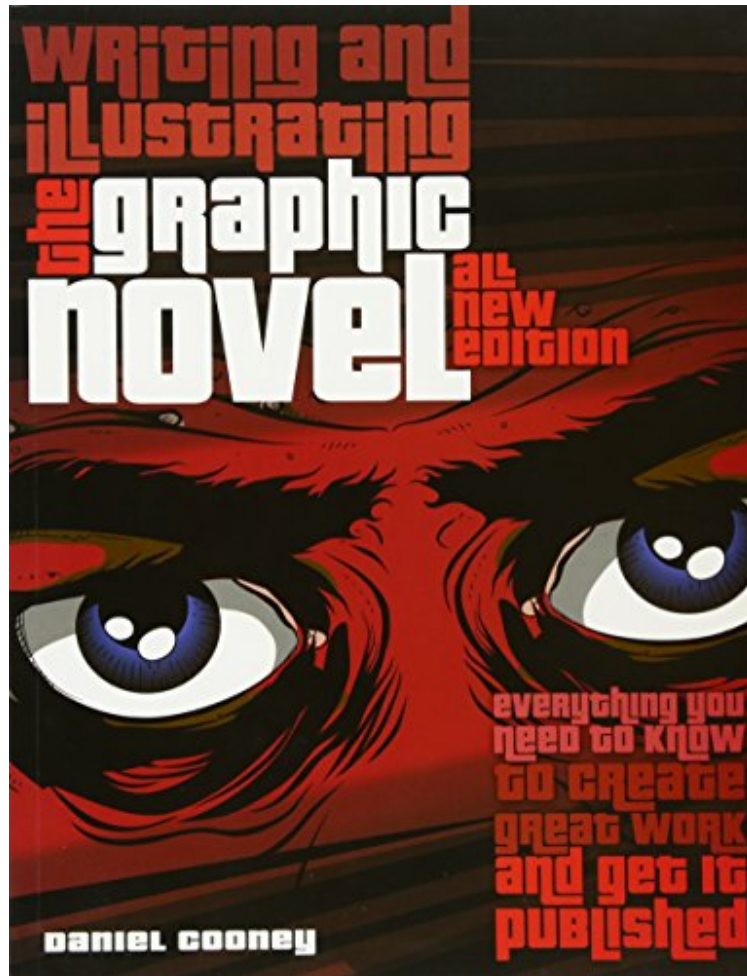


(Read now) Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published

Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published

Daniel Cooney

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Daniel Cooney : Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published before purchasing it in order to gauge whether or not it would be worth my time, and all praised Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published:

4 of 4 people found the following review helpful. Great book for beginners and beyond By A. Rippey My suggestion is to keep a notebook to refer to tips you find important for later on. This book is full of details that would get lost in the mix of all it delivers. There are "suggested reads" which are a must to understand each section. To clarify, this book is separated into segments of 1) a little history of comic/graphic novels, 2) technical tools, 3) art books to help refine

your skills (which I suggest using a sketchbook with) and then 4) computer use with tablets and more. This book has helped me greatly to see comics/graphic novels are way more than the stereotypical ideology most have about them. I highly recommend this book to anyone who is just starting out or who wants a new perspective. 2 of 2 people found the following review helpful. Good book
By Darcy Pennell
This is a great book, but there is very little real guidance on the writing part. It probably should be called "Illustrating the Graphic Novel with Writing Tips" or something. But the content that is there is definitely worth while and the illustrations are great. 3 of 3 people found the following review helpful. The ultimate guide
By Sims
I'm going to keep this simple, the book is awesome. Buy it. If your looking at this book, your probably into graphic novels and want to know about the inner workings and what exactly it takes to jump in and get realized. This book is the bible on how to do so; starting with drawing skills and character design/archetypes then goes into how to create a story. How to pace a story and construct your panels. Also, it has MANY tips and recommended reads from top pros in the profession. Extremely helpful, Go buy it.

Graphic novels are big business nowadays, and creating a well-executed graphic novel can be a big step to a rewarding career. This brand-new book gives detailed instruction in all aspects of graphic novel composition--creating characters and plots, and transforming them into dynamic illustrations that tell an interesting story. The introduction describes uses of tools of the trade, from drawing pencils, inks, and paper to word processing and Adobe Photoshop software. Chapters that follow instruct in-- The language of comics and graphic novels Establishing characters and story structure Scripting the story Illustrating the story, from sketches to finished art Selling the finished product Instruction includes how-to techniques for creating layouts, panels, captions, dialogue, panel transitions, and angles of view. Exercises demonstrate the essential mechanics of drawing, from figures, backgrounds, and perspectives, to inking, coloring, and digital rendering. The text is supplemented with more than 400 how-to color illustrations.

About the Author
Daniel Cooney is the creator and artist of the assassin series Valentine -- currently in development as a feature film. He is the author and illustrator of *Writing and Illustrating The Graphic Novel* for Barron's Educational books, and currently finishing up a new instructional book, *Figure Drawing for the Comic Artist*, due out this summer from Barron's books. Cooney is adapting the screenplay, *Bad Ass Girls* created by Christopher Ameruoso and Tom Malloy into a graphic novel for Trick Candle Productions, which is now in pre-production as a feature film. This summer will see the launch of the first in a series of Valentine illustrated novels written by Noel Hynd (*Ghosts, Conspiracy In Kiev*) titled *Valentine: Death or Glory*. This fall sees the launch of *The Atomic Yeti* with artist Jeff Himes. Cooney is also writing and illustrating *The Tommy Gun Dolls* set to debut in 2013. In addition to his writing and illustrating projects, Cooney teaches comic writing and graphic novel courses for The Academy of Art University. Cooney has established himself as an illustrator for various book publishers, and licensed properties of comics, television and film. Daniel grew up in Vacaville, CA, went to college in New York City at the School of Visual Arts, where he got a BFA in Illustration and Cartooning, and getting the chance to intern for Marvel Comics his senior year. He resides on Martha's Vineyard, MA with his wife, Carolina, their son, Dashiell, and their cat Greenly Beans.