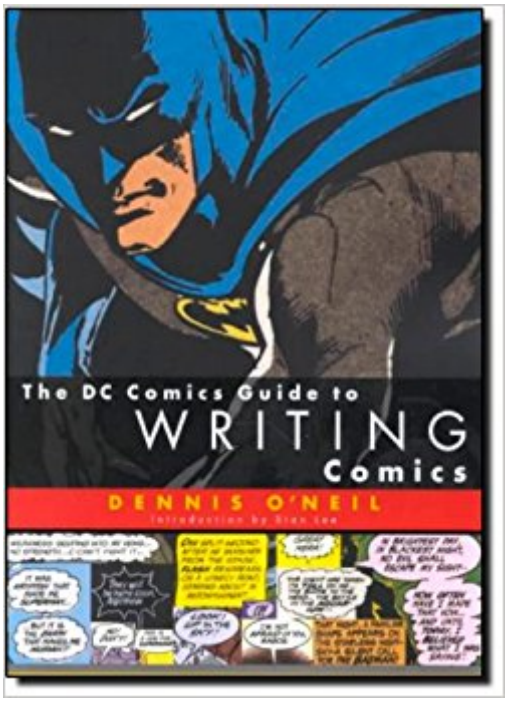
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The DC Comics Guide To Writing Comics



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Synopsis

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 OÃ¢â ¬â„¢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. OÃ¢â ¬â„¢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.

Book Information

Paperback: 128 pages
Publisher: Watson-Guptill; 1st edition (May 2001)
Language: English
ISBN-10: 0823010279
ISBN-13: 978-0823010271
Product Dimensions: 7.5 x 0.4 x 10.5 inches
Shipping Weight: 15.2 ounces (View shipping rates and policies)
Average Customer Review: 4.4 out of 5 stars 81 customer reviews
Best Sellers Rank: #130,988 in Books (See Top 100 in Books) #18 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Comics #206 inÃ Â Books > Reference > Writing, Research & Publishing Guides > Publishing & Books > Authorship #908 inÃ Â Books > Humor & Entertainment > Humor > Satire

Customer Reviews

There must be dozens of books on how to draw comics, but even the best artists need to tell a good story. Who can teach them? Dennis O'Neil. A comics writer and editor for more than 20 years, O'Neil oversees DC Comics' Batman titles--one of the most successful comics franchises ever. In addition, he's a bestselling novelist, a screenwriter, and a writing teacher. So when it comes to storytelling, O'Neil knows his stuff. In this guide he delivers his knowledge in a succinct, no-nonsense style. O'Neil explains three-act story structure and examines subplots, characterization, and methods for developing drama and suspense. He then applies these concepts to comics' specific forms: graphic novels, miniseries, maxiseries, and the rare megaseries (such as Batman: No Man's Land, a year-long ÃƒÂ ber-narrative played out across five comics titles). As in

good comics, words and images work together in this book. Every idea is illustrated by panels or pages from great moments in DC Comics lore. Especially illuminating are the script excerpts that come paired with the comic book pages they describe. Strangely, the book ignores the visual side of comics writing. Modern comics scripts specify shots, angles, and blocking in movie-director fashion, but that craft is never addressed. (DC has a good opportunity here for a second volume.) However, what this book sets out to teach--storytelling--it does quite well. Aspiring comics writers won't just learn theory, they'll be empowered, because O'Neil provides a framework for crafting new tales. --J.B. Peck

Adult/High School-This witty, clear, and concise guide is tailored to those who want to create comics. O'Neil is adamant that there is no One True Way, although he stresses the importance of practice. He discusses story structure, characterization, script preparation, and other general writing topics. He also covers those more specific to comics writing such as miniseries, maxiseries, and continuity. O'Neil addresses the visual component of the art, the importance of page layout, and the relationship between the writer and the artist. He concludes with a short essay, "Writing Humor Comics," by Mark Evanier. The book is lavishly illustrated with black-and-white examples from various DC comics. In addition, the author includes many pages of scripts, which are usually juxtaposed with the finished page. He provides excellent advice and guidance for beginners. Although the examples focus on DC characters and stories, the content should have broad appeal. This is a nice balance to the many how-to-draw-comics books in most collections. Even for nonwriters, the book is interesting for the background look it provides into how comics are created.Susan Salpini, Fairfax County Public Schools, VACopyright 2002 Cahners Business Information, Inc.

Students of creative arts (cartooning, painting, woodcarving, writing, whatever) want two things out of a good textbook: Instruction on how to do the craft and examples of just what the completed craft is supposed to look like. In a book about writing for comics, for example, it's just as important to see what a finished script looks like as it is to read about how it's done. (In fact, for many students, that's all they want: Just show me what the thing is supposed to look like and I'll figure out the rest.)Denny O'Neil (I've never met the man, but I've been reading his work for so long, I feel that I've achieved nickname basis) has produced a rich textbook meeting both of those qualifications.For those who are more nuts-and-bolts-oriented (and I admit I'm in that group), O'Neil gets to the juicy stuff early in the book with his discussion of the differences between, and pros and cons of, the full-script and

plot-first techniques. There are plenty of visual examples, juxtaposed with the finished comic pages.O'Neil, however doesn't skimp on the how-tos. He offers detailed sections on story structure, subplots, characterization and more. If he comes to an element that just can't be described in an instructional form (writing realistic dialogue, for instance), he explains why it cannot be taught and offers substantial suggestions for how the student can develop his or her own skills in the element.He also describes the various architectural forms within the comic world -- miniseries, maxiseries, graphic novels, ongoing series, adaptations, etc. -- and the structural differences and nuances of each.This is a fine, valuable instructional manual. O'Neil has left nothing out.(By the way, this is the second DC Comics Guide I've purchased; they are both excellent instructional manuals.)

I love this purchase. I'm working on independent comic book now and I this really informed me on how to write a comic book story. I really needed this. I absolutely recommend this book for anyone who wants to know how to write a comic book.

I've been working on trying to improve my writing and this book helped a great deal. It's a goal of mine to publish comics in my home country and the Swahili reference in the dialogue section was awesome. If you're thinking about whether this book is worth it, trust me it is.

Honestly you could Google half this information, but the book has some really good information and is well written.

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One of the top comic book writers delivers some great lessons on the craft of writing in this must have book for any aspiring comic book scribe. Denny O'Neil is probably one of the best authorities on how to craft a winning story. Be sure to check out amazingbean.com for more comic related info.

I won't get too deep into the book during this review. But as someone venturing into the world of writing comics for the first time, this was an excellent read. Plenty of helpful hints and important terminology. The thing that differentiates The DC Comics Guide to Writing Comics is that they actually showed pages of actual scripts and then, how that particular script was translated into a finished comic book page.

This is a great book to have on your shelf especially if you are going to Savannah College of Art and Design (SCAD) for Sequential. A lot of the teachers recommend it for good reason, and some of them require it. It's an interesting read, and it really does have some good rules inside to follow when you are writing and drawing your own comics. I recommend this for the Sequential Student, and even the person who just casually draws comics.

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