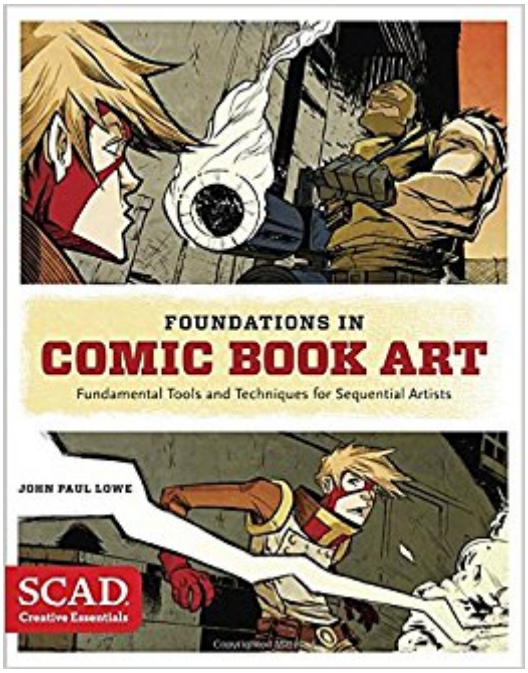
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Foundations In Comic Book Art: SCAD Creative Essentials (Fundamental Tools And Techniques For Sequential Artists)



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Synopsis

A comprehensive guide to creating and developing comic book and graphic novel art, from the Savannah College of Art and Design (SCAD), one of the world's leaders in sequential arts instruction.Artists seeking a way to break into the exciting world of sequential art first need to master the tools, techniques, and habits used by their favorite pencillers, inkers, and digital artists for creating dynamic, exciting comic artwork. In Foundations for Comic Book Art, the Savannah College of Art and Design (SCAD)Ã¢â ¬â •a leading force in art and design educationÃ¢â ¬â •enlists one of its top instructors, John Paul Lowe, to provide aspiring comic book makers with a thorough primer for creative comics, featuring must-know concepts like contour drawing, mastering perspective, using photo-reference, and adding digital patterns. Examples from the works of SCAD faculty, alumni, and students are paired with LoweÃ¢â ¬â„¢s easy-to-follow, step-by-step lessons and exercises for readers, demonstrating the vital processes all would-be sequential artists have to know before joining the ranks of the comic bookÃ¢â ¬â œmaking elite.

Book Information

Series: SCAD Creative Essentials

Paperback: 160 pages

Publisher: Watson-Guptill (August 12, 2014)

Language: English

ISBN-10: 077043696X

ISBN-13: 978-0770436964

Product Dimensions: 8.6 x 0.5 x 10.9 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 44 customer reviews

Best Sellers Rank: #90,721 in Books (See Top 100 in Books) #11 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Comics #56 inÃ Â Books > Comics & Graphic Novels > Graphic Novels > Educational & Nonfiction #98 inÃ Â Books > Arts & Photography > Study & Teaching

Customer Reviews

JOHN PAUL LOWEÃ Â began teaching at the Savannah College of Art and Design in 2002. He has served as the schoolÃ¢â ¬â„¢s chair of the Sequential Art Department and as dean of the School of Communication Arts. In 2013, he happily returned to the classroom and his art studio. His career in comics began in 1991 with DC Comics. Lowe has also worked for Marvel Comics, Image

Comics, Archie Comics, and Dark Horse Comics. Lowe is the creator of the award-winning annual Sequential Arts Anthology, and the author of Working Methods: Creators Detail their Storytelling and Artistic Processes. The Savannah College of Art and Design (SCAD) is a recognized leader in art and design education. SCADÃ¢â ¬â„¢s talented faculty members are drawn from around the world and have exceptional credentials and valuable professional experience. Professors and alumni have worked for companies such as Marvel Comics and DC Comics, Walt Disney Company, Lucasfilm Ltd., Pixar, Electronic Arts, and many more. For more information on SCAD and its programs, visit www.scad.edu.

FOREWORDOne of the saddest lessons you will learn when you go to art school is that your art is not very good. One day in sophomore year you will look down at your Dali-inspired colored pencil drawing of anthropomorphic lizards, and you wonÃ¢â ¬â„¢t be able to ignore it any longer. YouÃ¢â ¬â„¢ll look up at your professor and see it in her eyes: she thinks youÃ¢â ¬â„¢re a bad artist. She thinks youÃ¢â ¬â„¢re a bad artist, and she doesnÃ¢â ¬â„¢t think youÃ¢â ¬â„¢re ever going to get better.Ã Â Ã¢â ¬Å“Very creative,Ã¢â ¬Â• sheÃ¢â ¬â„¢ll say.Ã Â Ã¢â ¬Å“Thanks,Ã¢â ¬Â• youÃ¢â ¬â„¢ll say. John Lowe thinks you can get better. In fact, heÃ¢â ¬â„¢s sure you can get better. HeÃ¢â ¬â„¢s sure you can get good. This is what makes John Lowe a great teacher and an unusual one. If you are his student, he is interested in you and he is interested in your art. He finds out what your goals are, and he doesnÃ¢â ¬â„¢t let you forget them. He finds out what your comfort zone is, and he jabs and teases you out of it. He finds out what tools youÃ¢â ¬â„¢re used to using, and he doesnÃ¢â ¬â„¢t let you use them anymore. He finds out how much homework youÃ¢â ¬â„¢re used to doing, and he assigns twice as much. He takes artwork you were up all night working on and tells you to change everything. He tells you to change everything, and you squawk in disbelief, and John laughs and say, Ã¢â ¬Å“NothingÃ¢â ¬â„¢s precious.Ã¢â ¬Â• And itÃ¢â ¬â„¢s true: nothing you put on paper is precious. You have something else thatÃ¢â ¬â„¢s precious, and itÃ¢â ¬â„¢s something John will find for you when you canÃ¢â ¬â„¢t find it yourself anymore. ItÃ¢â ¬â„¢s why you started drawing in the first place. ItÃ¢â ¬â„¢s in your hand, your eyes, your heart. DonÃ¢â ¬â„¢t lose it. DonÃ¢â ¬â„¢t let it get away. Eleanor Davis SCAD Alumna Eleanor Davis a cartoonist and illustrator. She created the graphic novels The Secret Science Alliance and The Copycat Crook. Her work has been recognized by the Society of Illustrators and Print. She has won the Theodor Seuss Geisel Honor and the Russ Manning Award. Originally from Arizona, Davis now lives in Georgia.

If you want a basic 101 on drawing then this is for you.

I'm an indy comic book artist and over the years I've bought several art books and art books specifically geared for comic books. A good deal of them out there are lack luster and only cover a small amount of what there is to learn. This book however, in my opinion, is one of the best out there on the subject! It covers a lot of ground and there's lots of great illustrations through out. Everything from penciling to perspective to computer coloring. Great purchase!

I love this book and plan on using it to help my artwork. I do wish it was longer and gave examples of hardware used for digital art. Still this book is a winner!

I started to learn to draw over a year ago and ordered this book. John Paul Lowe is an excellent teacher and this book which for me is now a gold standard in drawing has improved my drawing skills a hundred fold. This is a real keeper.

Enjoyed this. I've read many drawing books. But this one focuses on sequential art. Was also glad it focused on traditional techniques instead of just digital.

Very informative and motivational! I have new life in my pursuit of happiness.

I really enjoyed this book. I have limited drawing skills and have always been fascinated by pen and ink work. The only place in the art world that does a great job of exploring it is in comic illustration. The tone and speed at which the information in this book was delivered was perfect. I found the exercises to be just what I need. After just a few chapters and a few hours of practice I noticed an immediate upgrade to my portrait drawing skills. I would definitely recommend this book to anyone looking to get into pen and ink illustration and comic book drawing. It was fun and I really appreciate that about learning something new when it comes to developing art skills.

This book is outstanding. It is everything I dreamed of in an art textbook. John Paul Lowe explians everything in detail and gives extra tips. From basic understanding of layout to tools-this book details it all for those beginning or even advanced in comic art. Must have!

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