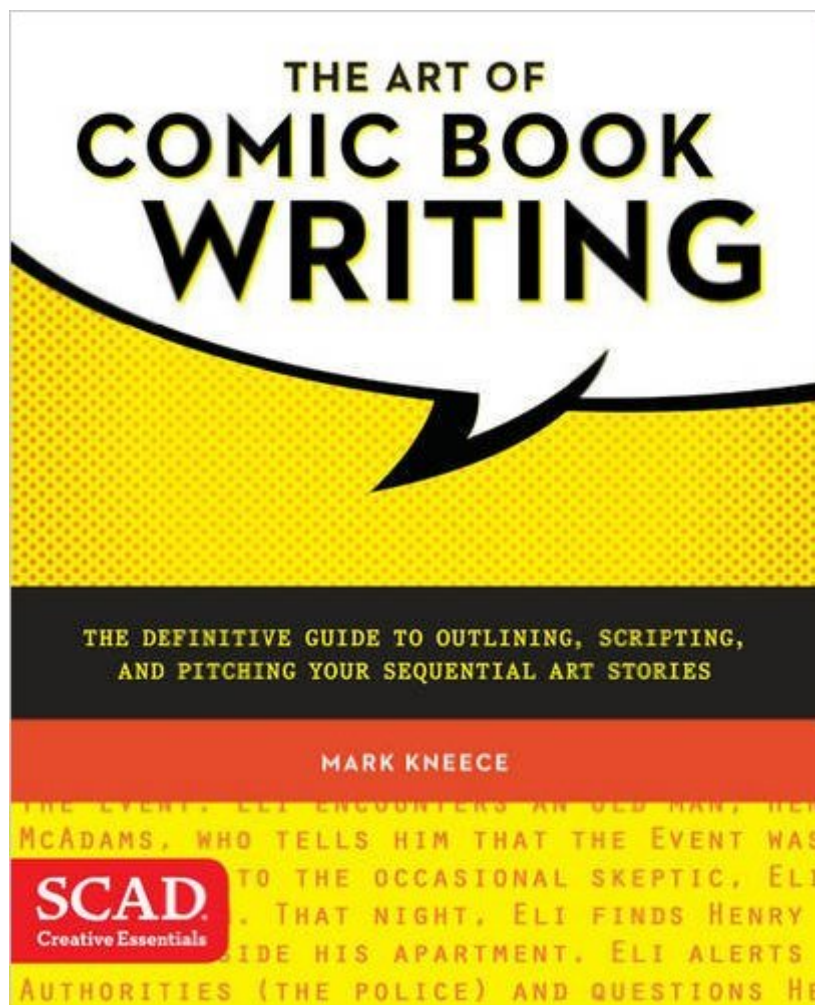# The Art Of Comic Book Writing: The Definitive Guide To Outlining, Scripting, And Pitching Your Sequential Art Stories (SCAD Creative Essentials)

Synopsis

A practical guide for beginner and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. Â Â Â Â Â With this latest book in the SCAD Creative Essentials series from the esteemed Savannah College of Art and Design, comics writer and instructor Mark Kneece gives aspiring comic book writers the essential tools they need to write scripts for sequential art with confidence and success. He provides a practical set of guidelines favored by many comic book publishers and uses a unique trial and error approach to show would-be scribes the potential pitfalls they might encounter when seeking a career in comics writing. Supported by examples of scripting from SCAD's students, faculty, and alumni,The Art of Comic Book WritingÂ strips away the mysteries of this popular artform and provides real-world advice and easy-to-follow examples for those looking to write for the comics medium.

Book Information

Series: SCAD Creative Essentials

Paperback: 192 pages

Publisher: Watson-Guptill (September 8, 2015)

Language: English

ISBN-10: 0770436978

ISBN-13: 978-0770436971

Product Dimensions: 8.5 x 0.5 x 10.9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (8 customer reviews)

Best Sellers Rank: #73,590 in Books (See Top 100 in Books)   #16 inÂ Books > Arts & Photography > Drawing > Cartooning > Comics   #47 inÂ Books > Comics & Graphic Novels > Graphic Novels > Educational & Nonfiction   #99 inÂ Books > Reference > Writing, Research & Publishing Guides > Publishing & Books > Authorship

Customer Reviews

This review originally published in www.lookingforagoodbook.com. Rated 3.5 of 5I have to admit that when I see something that claims to be the "definitive guide" to anything, I tend to be skeptical.Author Mark Kneece teaches comics writing (at the Savannah College of Art and Design). I suspect that much of this book comes from his lessons for his class. But the problem with a "how-to" type of book is that you have to presume the reader doesn't know anything and start at the very beginning. So how much information is going to be in a 192 page book?The answer is: a

surprising amount of information.Although moderately simple, this book packs a good deal of information on the basics of writing (and selling/pitching) a graphic novel. Some of the information is rather 'generic' tips on writing in general. How to create interesting characters; how to build a climax in your story. But it also includes information very specific to comics/graphic novels: how to communicate with and write for an artist; formatting a comic script.There was one tip that I was hoping to find but didn't -- how do you build a story within the 20+ pages of a comic book and at the same time, build the story for a larger story arc. This, to me, would be the real art of comic book writing.The book is nicely illustrated with plenty of examples of how a page might look based on the script, and the book is laid out in a very simple, easy-to-read fashion (with word balloons to help identify important messages). It is a very nice book for the beginner and intermediate comic book writer.

The Art of Comic Book Writing: The Definitive Guide to Outlining, Scripting, and Pitching Your Sequential Art Stories (SCAD Creative Essentials) Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists) Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) Advanced Unix Shell Scripting: How to Reduce Your Labor and Increase Your Effectiveness Through Mastery of Unix Shell Scripting and Awk Programming Adobe Scripting: Your visual blueprintfor scripting in Photoshop and Illustrator (Visual Read Less, Learn More) Shell Scripting: How to Automate Command Line Tasks Using Bash Scripting and Shell Programming Powershell Tutorial Volume 1: 7 Practical Tutorials That Will Get You Scripting In No Time (Powershell Scripting, Powershell In Depth, Powershell Cookbook, Windows Powershell) Writing: A Guide Revealing The Best Ways To Make Money Writing (Writing, Writing Skills, Writing Prompts Book 1) Story Genius: How to Use Brain Science to Go Beyond Outlining and Write a Riveting Novel (Before You Waste Three Years Writing 327 Pages That Go Nowhere) Shortcuts to Songwriting for Film & TV: 114 Tips for Writing, Recording, & Pitching in Today's Hottest Market Outlining Your Novel Workbook: Step-by-Step Exercises for Planning Your Best Book (Helping Writers Become Authors 2) Outlining Your Novel Box Set: How to Write Your Best Book (Helping Writers Become Authors) Writing Romance: The Top 100 Best Strategies For Writing Romance Stories (Romance Stories Book & Novel Writing Guide) Writing Romance: The Top 100 Best Strategies For Writing Romance Stories (How To Write Romance Novels, Romance Writing Skills, Writing Romance Fiction Plots, Publishing Romance Books) Outlining Your Novel: Map Your Way to Success The Art of Startup Fundraising: Pitching Investors, Negotiating the Deal, and Everything Else Entrepreneurs Need to

Know Art for Kids: Comic Strips: Create Your Own Comic Strips from Start to Finish Comics and Sequential Art: Principles and Practices from the Legendary Cartoonist (Will Eisner Instructional Books) The Blacker the Ink: Constructions of Black Identity in Comics and Sequential Art The Abandoned Village: The Enchanted Book - A Minecraft Comic Book: Minecraft Picture Book Graphic Novel for Kids and Children - Adventure, Battling, ... Village - Minecraft Comic Books 1)