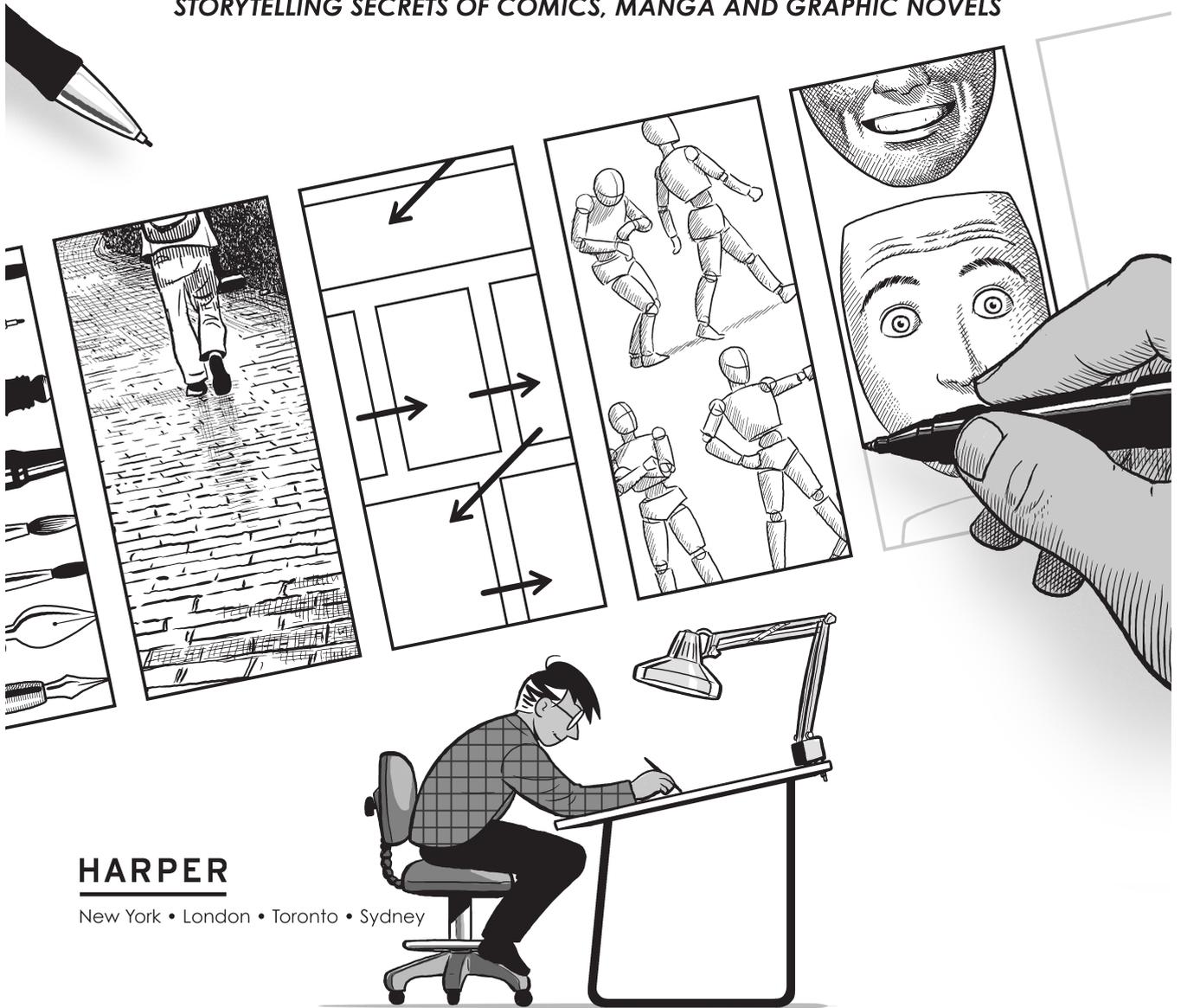


MAKING COMICS

STORYTELLING SECRETS OF COMICS, MANGA AND GRAPHIC NOVELS



HARPER

New York • London • Toronto • Sydney

FROM THE AUTHOR OF UNDERSTANDING COMICS

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Pre -



Visit any big bookstore and you'll find tons of how-to-draw books on the shelves aimed at comics artists. Flip through them and you'll see step-by-step instructions on drawing manga schoolgirl outfits, superhero muscles and strip gags. These are the books that tell you what they all assume you want to know—how to draw like your favorite artists—and they're pretty good at it. But there's something they're not telling you. In fact, there's a whole book's worth of secrets they're leaving out.

If you've ever felt there must be something more to making comics than just copying drawing styles, then this is the book for you.

In these pages, I've done my best to cover the storytelling secrets I don't see any other books talking about, the ideas every comics artist needs to tackle before they even pick up a pen, including:

- Choosing the right moments to make into panels—what to include, what to leave out.
- Framing actions and guiding the reader's eyes.
- Choosing words and images that communicate together.
- Creating varied and compelling characters with inner lives and unforgettable appearances.
- Mastering body language and facial expressions.
- Creating rich, believable worlds for your readers to explore.
- Picking the tools that are right for you, and understanding how those tools evolved.
- Navigating the vast world of comics styles and genres.

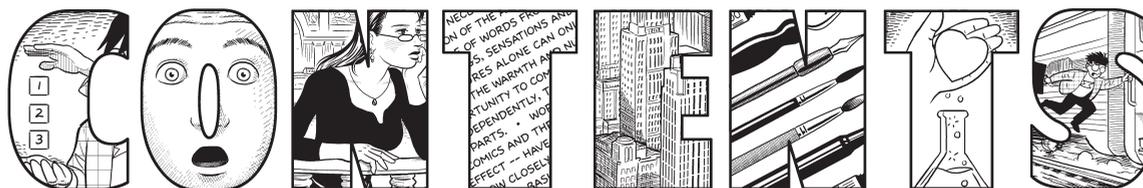
The comics industry is changing fast. Old formats die and new ones are born. Whole industries come and go. But these storytelling principles always apply. They mattered fifty years ago and they'll matter fifty years from now.

Whether you want to draw graphic novels, superheroes, manga-style, comic strips or webcomics, you're going to be putting one picture after another to tell a story.

Here's how.

Scott McCloud

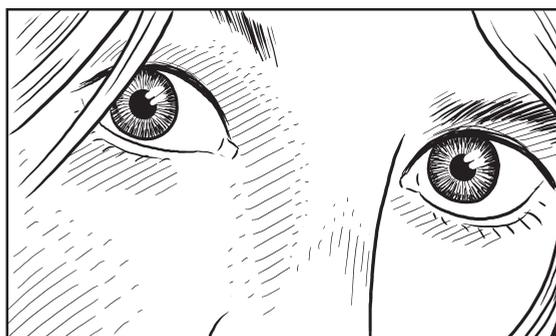
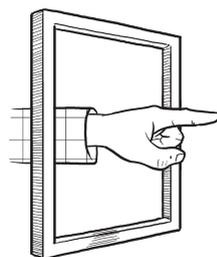




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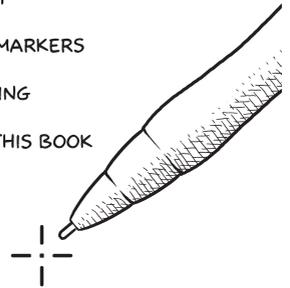
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For
Will Eisner



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The comics world lost Will Eisner in January 2005, while this book was being written. He was 87, but very much in his prime. His book *Comics and Sequential Art* seriously examined the art of making comics way back in 1985 and he inspired us to treat comics with dignity and respect throughout his century-spanning career. He'll be terribly missed.