

Comic Book Lettering The Comicraft Way

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Comic Book Lettering The Comicraft

"We have been blessed to have the mighty talents of Comicraft's Richard Starkings with us every step of the way, and we are very fortunate to welcome colorist, Brennan Wagner, to help shape ...

Award-winning comic book letterer, and founder of Blambot.com, NATE PIEKOS, provides you with the most in-depth tips and techniques ever published on the subject of digital comic book lettering . . . from creating your own lettering templates, emotive dialogue, and dynamic sound effects . . . to developing design skills and building a lettering career in the comic industry.

Acclaimed artists Mark Chiarello and Todd Klein demystify these essential steps in traditional graphic storytelling. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact. Klein discusses whether to letter by hand or by computer—a hotly debated topic among working letterers—and demonstrates an array of techniques for creating word balloons, fonts, logos, and much more.

Comics Startup 101 is a quick guide to some of the most important legal and business issues comic book creators should be aware of as they start their careers. The book tackles the use of contracts, contract negotiation, business formation, intellectual property, and other key issues.

From the creative minds behind your favorite modern-day comics ... In this unprecedented, behind-the-scenes guide, former Marvel editor and current IDW senior editor Andy Schmidt and his superstar industry friends give you the inside track on creating engaging, professional-looking comic books. Written for upcoming creative stars and comic book enthusiasts, *The Insider's Guide to Comics and Graphic Novels* covers the entire creative process from beginning to end, from fine-tuning a script to the nuances of camera angles, costume design and lettering. You'll learn not only how to emulate a camera pan, hit 'em with a splash page and shift into slow motion, but also WHEN and WHY to dip into that bag of graphic tricks for maximum impact. The real-world guide to creating great comics! • Profiles and insights from John Romita, Jr., Neal Adams, Gene Ha, David Finch and John Byrne • Professional advice from top talents in the business, including writers Brian Michael Bendis, Geoff Johns and Tom DeFalco; inkers Klaus Janson, Karl Kesel and Mike Perkins; colorist Chris Sotomayor; and letterer Chris Eliopoulos • Expert instruction on every element of the creative process - writing, drawing, inking, coloring, page layout and scene design - and how they all work together

"Originally published in single magazine form as "Elephantmen"--Colophon.

A practical guide for beginner and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. 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 Writing* 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.

The broken and bloody body of an unidentifiable man sets Hip Flask and Vanity Case on a trail that leads them to Casbah Joe and The Eye of the Needle; the creator of the Elephantmen, Kazushi Nikken, suspects that there are plans afoot to release him from imprisonment and gang war erupts between the forces of Obadiah Horn and Baron Serengetti. Where will Flask's investigation lead him? What dark secrets lie in Sahara's past, and what is the deadly mission of the man called The Silencer? *Los Angeles 2162* is Mystery City.

Welcome to New York. Here, burning figures roam the streets, men in brightly colored costumes scale the glass and concrete walls, and creatures from space threaten to devour our world. This is the Marvel Universe, where the ordinary and fantastic interact daily. This is the world of MARVELS. *Collecting Marvels* (1994) #0-4.

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