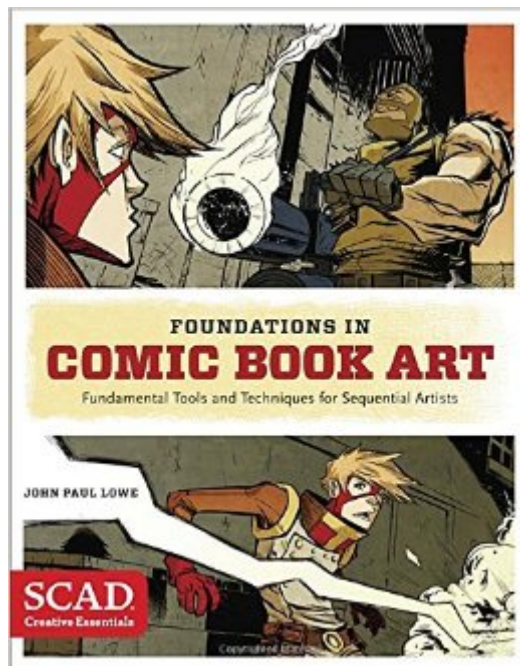# Foundations In Comic Book Art: SCAD Creative Essentials (Fundamental Tools And Techniques For Sequential Artists)

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)â "a leading force in art and design educationâ "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 Loweâ ™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 bookâ "making 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 starsÂ Â See all reviewsÂ (35 customer reviews)

Best Sellers Rank: #65,329 in Books (See Top 100 in Books)   #12 inÂ Books > Arts & Photography > Drawing > Cartooning > Comics   #44 inÂ Books > Comics & Graphic Novels > Graphic Novels > Educational & Nonfiction   #55 inÂ Books > Arts & Photography > Study & Teaching

Customer Reviews

I was very fortunate to have John Lowe as my professor in a several classes in SCAD. In this book, John Lowe explains everything as it is, very clear and straight forward --with his own and students' examples, how to's, and exercises, just like how he conducts his classes. I think it's interesting and important that he includes his and his students' works so the readers can see how other people approached the subject he teaches. It doesn't matter how many pages I have drawn, I find myself

refer back to something in this book time to time. This book is timeless and just like how the book is to me, it will be one of those books you'd want to have around whether you're doing comics as a hobby or whether you want to do comics professionally.Also, don't worry if English is not your first language, it isn't mine either --the book is still very easy to understand. The author divides the book into several chapters with increasing difficulties so as long as you don't skip chapters, you'll be fine :D.

As graduate of SCAD, I can honestly say this is the drawing book I wish I had growing up. Lowe takes you step-by-step through materials and techniques that are applicable not only to sequential artists, but any visual artist. A great book for any skill level looking to brush up on their foundations.Topics covered include drawing from life, drawing from reference, perspective, constructing forms in space, inking techniques, comic materials, and a few tricks in Photoshop and Manga Studio.Would recommend!

This book has been extremely popular in my house the last few days - with every member of the family flipping through the pages - not only enjoying the illustrations by John Paul Lowe but also the friendly manner he explains how to achieve results. For me, what I like best is his appreciation for individuality - he isn't teaching a robotic pattern to follow - but rather a careful set of basics that allow each of our inner voices to be expressed on paper. Now, those pale white sheets of paper and pointed pencils are now less intimidating to me. It all seems doable and achievable and a heap of fun.

As someone who can't draw, but admires those who can, I was particularly interested in reading through Foundations in Comic Book Art. John Paul Lowe, a comic artist and instructor at the Savannah School of Art and Design, does a fine job focusing on which skills an artist needs to create a comic and how to apply them.Rather being a how-to book on drawing, Lowe's book places an emphasis on drawing comics. There are a lot of helpful illustrations demonstrating the techniques he discusses. There are also pictures or screen-captures of computer programs, when those are discussed. Finally, Lowe uses comic art from himself and others as examples and demonstration pieces.Chapters in this book include: Learning to See; Perspective Basics; The Figure; Visual Problem Solving; Inking; Advanced Inking Techniques; and Software Applications in Comic Book Art. This last chapter seems to be particularly appropriate to today's artist, as it shows ways to use technology to create drawings, and help in other areas.If I wanted to learn to draw, I don't think this

book would be helpful. However, if I was already skilled in that area and wanted to specialize comic books, this Lowe's book would be a great help. Foundations in Comic Book Art also functions like Lowe's textbook, and would make a great companion piece to Brian Michael Bendis's Words for Pictures.This book is recommend to artists looking to create a career, or hobby, out of drawing comic books.I received a review copy of this book from Crown Publishing and the Blogging for Books program in exchange for an honest review.

"Foundations in comic book art" lives up to its name through and through with John Paul Lowe's experience bringing so much to the table. The book brings a relative approach to creating quality art, the author pushes a more systematic approach to drawing. With the use of common shapes an artist can more easily grasp an object such as a building or a toaster or a truck or some weird hat croissant thing. Anyway the idea is easy to theoretically understand and on the first page the author talks about how art takes a lot of hard work and determination to succeed. In truth the better areas of the book seem to lay in the later chapters, with ton and I mean tons of practice. The points made there give a heads up to possible issues with comic book making processes such as inking and computer programs such as photoshop, and manga studio. Often I found myself compelled to try my best due to the understandable explanations of perspective and gesture drawing though the level of expertise seems to be more acquired by long hours of practice rather than 5 minutes of reading. As a learning tool for intermediate artists the book works quite well, but if you haven't put at least some serious practice in the field, you may feel lost at times. The beginner tips seem to be broad at times, like here is this thing drawn in a basic form showing its basic shape and here is a more detailed version good luck. All that aside the book allowed me to see things a little differently and that is always appreciated but overall this book taught me little of art out of certain levels of expertise. This book was provided by Waterbrook Multnomah for an honest review.

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