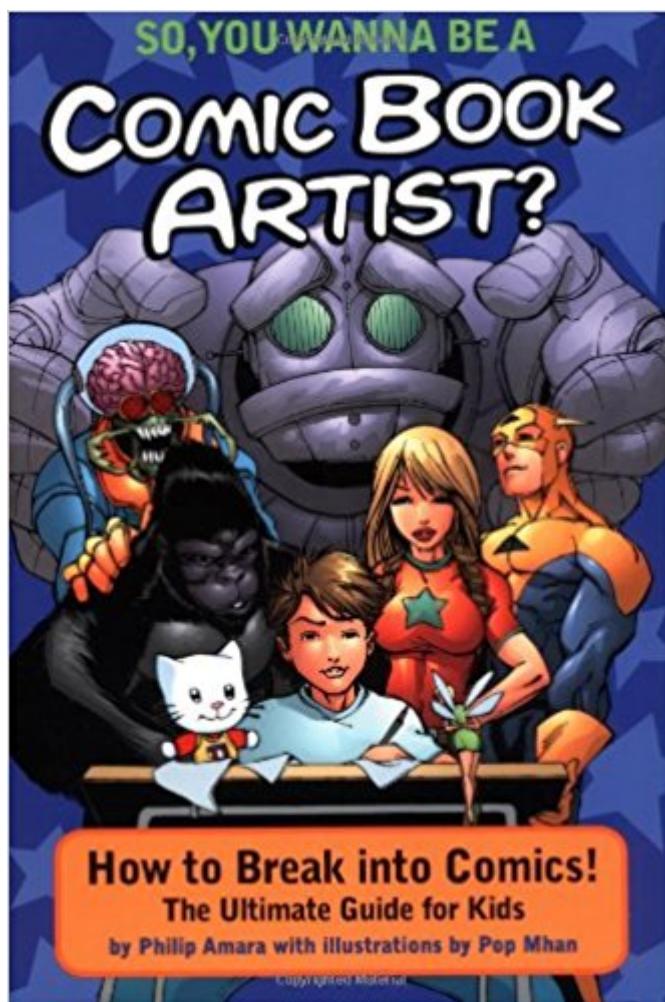


The book was found

So, You Wanna Be A Comic Book Artist?: How To Break Into Comics! The Ultimate Guide For Kids



Synopsis

So, You Wanna Be a Comic Book Artist? is a hip how-to book that helps aspiring young comic book artists realize their dreams. Using a lively, informative style, Phil Amara shows kids how to create their own superheroes, write storylines, get their comics published, and possibly become famous. The book features precise techniques for creating a superhero or villain, advice on how and where to submit work and how to navigate the minefield of self-publishing a comic or zine, interviews with current artists, and biographies of the founders of the most popular comics. The book also profiles ten young comic book artists who are publishing their work.

Book Information

Paperback: 139 pages

Publisher: Simon Pulse/Beyond Words; Original edition (September 30, 2001)

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Average Customer Review: 4.8 out of 5 stars 13 customer reviews

Best Sellers Rank: #2,816,729 in Books (See Top 100 in Books) #36 in Books > Teens > Art, Music & Photography > Art > Techniques #49 in Books > Teens > Art, Music & Photography > Art > Cartooning #95 in Books > Teens > Art, Music & Photography > Art > Drawing

Customer Reviews

Grades 4-8--A fast-paced and practical introduction to the creative and production aspects of working in the cartoon-art field. Offering advice on materials, drawing practice, story development, self-promotion, and submitting work to publishers, the text is direct and accessible. Interspersed with interviews with such comic-book artists as Chynna Clugston-Major (Blue Monday) and Craig Thompson (Good-bye, Chunkie Rice [Top Shelf, 1999]) and factual blurbs that provide definitions and interesting trivia, the narrative also pays ample attention to young (ages 9 to 20) comic-book writers. Interviews include samples of artwork done by the subjects, a real motivator for young readers who have aspirations in the field. Final chapters offer sources for more information, art contests, and schools, although they are far from exhaustive. A particular strength of this book is its inclusion of assorted genres and popular styles of comic-book art. Some of the important comic books noted (such as Will Eisner's *Contract with God*) have little appeal to the audience that this

volume best serves, but erring on the side of inclusiveness seems a happy mistake from which some special readers will prosper.Francisca Goldsmith, Berkeley Public Library, CACopyright 2002 Cahners Business Information, Inc.

Gr. 5-8. The breezy, conversational approach and cartoon-style artwork will draw aspiring comic-book artists to this appealing paperback. Fully illustrated with line drawings and reproductions of comics in many styles, chapters introduce topics such as studio supplies, illustration tips, character creation, telling stories through pictures, layout, zines, publicity, portfolios, and comics-related jobs. One-to three-page illustrated profiles of some of the young artists offer advice and inspiration as well as a practical take on the process of making a career. The last two chapters include a basic glossary and fully annotated lists of recommended books, magazines, and art contests and a list of Web sites for art schools with courses in sequential art or illustration and for comics companies and comics conventions. Amara's expertise, practical tips, and entertaining style make this a rewarding read for any young person with a playful or professional interest in the field. Carolyn PhelanCopyright © American Library Association. All rights reserved

the comic making tips in this book are really good and I love the book and I also found a lot of its information useful this is a very good book if you want to make your own comics I would strongly recommend it

Meets Requirements:Usually maintains a competent and professional demeanor in dealing with clients and the public.Courteous and knowledgeable.Tries to be helpful.

Item was as expected

The kids liked it.

Great for any inspiring young artist! comic book info that outlines the business. a good book for sure to read.

I've checked this book out from the library at least five times. It always helps to inspire me and either remind me of old ideas or give me fresh ones. This book doesn't actually teach you how to draw. For that, I'd suggest "How to Draw Comics the Marvel Way." This book teaches you how to develop

plot ideas, create your own studio, do drawing exercises, create characters, etc... It has interviews with famous comic artists and kid artists. It has drawing book suggestions and ways to promote your work. It's a really helpful book that I would definately recommend.

This book takes you all the way from inspiration thru getting your materal out there to be evaluated. Chapters include: starting a studio, tools of the trade, illustration tips and tricks, creating the characters, creating the story line/scripts, putting it all together, copy-shop comics, promotion and getting publicity for your work, submitting your comics to publishers, video game designing, sources and essential comic book terminology. The book is a complete source for anyone interested in pursuing the field, old or young--anyone.

This is a great book for kids who are interested in cartooning and comics. Any kid who thinks they might want to draw or write comics will love this book- I know I would have! I have taught several comic-book art classes in the upstate NY area, and I would recomend it to any art teacher who wanted to do a comic book project. The design, layout of the book, and illustrations (Some by teen cartoonists and younger!) are very fun and exciting. Well done!

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