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From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities.

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The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital pencil At last-the first guide to drawing comics digitally!

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The DC Comics Guide to Creating Comics is like an advanced introduction to drawing comics. It provides a good coverage of techniques that are required for creating successful comics, and also introduces the different aspects of the creation itself.

The DC Comics Guide to Inking Comics by Klaus Janson

The DC Guide to Digitally Drawing Comics is one of the best if not the best Guide out there to creating comics. What makes the book so good is Freddie's ability to convey information so clearly and in simple, straight-forward, easy to understand terms.

The DC Comics Guide to Digitally Drawing Comics by Freddie ...

The DC Comics Guide to Coloring and Lettering Comics (DC Comics Guides) Acclaimed artists Mark Chiarello and Todd Klein demystify traditional graphic storytelling in this practical guide. Chiarello

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explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact.

DC Comics Guide to Coloring and Lettering Comics by Mark ...

From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities.

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The DC Comics Guide to Pencilling Comics is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring artist. It is a valuable resource for comic book, graphic novel, and storyboard artists everywhere.

The DC Comics Guide to Creating Comics: Inside the Art of ...

The DC Comics Guide to Writing Comics underscores some of the lessons learned in Best of all, it is written by Dennis (usually known as Denny) O'Neill—both a classic comics writer and an influential editor of classic comics.

DCU Guide

DC Comics Guide to Coloring and Lettering Comics [Mark Chiarello, Todd Klein, Jim Steranko] on

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For the aspiring artist who wants to become an expert comic book inker, The DC Comics Guide to Inking Comics is the definitive, one-stop resource! America's leading comic book publisher brings its superstar creators and classic characters to the third in an authoritative series of books on how to create comics.

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DC Comics Guide to Coloring and Lettering Comics: Mark ...

The DC Comics Encyclopedia All-New Edition brings everything up to date, providing an accessible, compelling, and lavishly illustrated guide to the dynamics of the DC Comics Universe. All DC characters and elements © & ™ DC Comics.

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The DC Comics Guide to Pencilling Comics is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring artist. It is a valuable resource for comic book, graphic novel, and storyboard artists everywhere.

The DC Comics Guide to Digitally Drawing Comics: Freddie E ...

The New 52 is a branding given to titles launched in September 2011 following the comic event known as The Flashpoint Paradox. This branding heralded the coming of a new age, a whole new DC universe, in an effort to revitalize dwindling sales and draw in new readers by offering this new jumping on point.

The DC Comics Guide to Coloring and Lettering Comics by ...

DC Comics Guide to Coloring and Lettering Comics by Mark Chiarello, Todd Klein. Acclaimed artists Mark Chiarello and Todd Klein demystify traditional graphic storytelling in this practical guide. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact.