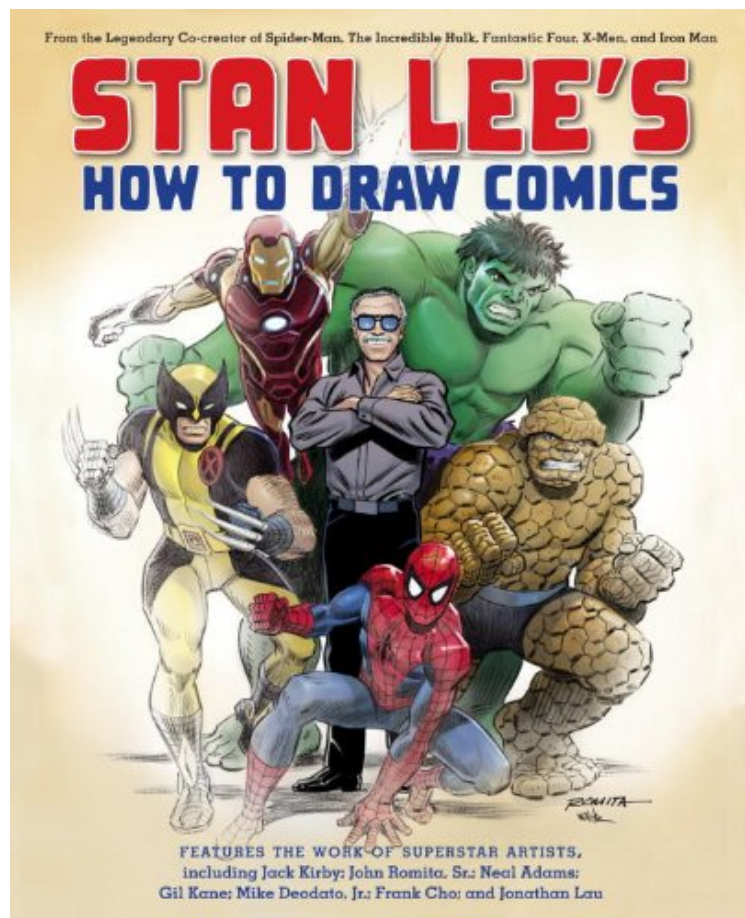


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Stan Lee's How to Draw Comics: From the Legendary Creator of Spider-Man, The Incredible Hulk, Fantastic Four, X -Men, and Iron Man

Neal Adams, with contributed art by Jack Kirby Stan Lee, Sr John Romita, Gil Kane, Jr Mike Deodato, Frank Cho, and Jonathan Lau

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can be tough. Other wise this book is awesome including how to get published and offered what software is available to enhance your work with computers. Overall I recommend this book.2 of 2 people found the following review helpful. Great Reference book for intermediate comic enthusiast and professionalsBy Bobby GThis is a great "reference book" for those in and trying to get into the comic book business. I found it very interesting, but I believe the title is misleading. The book doesn't really cover a whole of drawing fundamentals like "How to Draw Comics the Marvel Way". I think Stan was trying to recapture the magic from that book and this one just doesn't. With that being said, the book has a ton of information for those already involved in comics either professionally or as a hobby. If you are beginner, I would recommend you get this book only if you have already read some of the basic books out there, such as "How to Draw Comics the Marvel Way".31 of 32 people found the following review helpful. Not a beginners bookBy Weekend WorkerI bought this for my nine year old grandson, who is really into drawing. He loved the book, but it is for older students who are better readers with some previous art instruction. I think that he will grow into the book, but is definitely challenged by the book at his age.

In Stan Lee's How to Draw Comics, Stan Lee reveals his secrets for: * Costumes * Penciling, Inking Coloring * Lettering Word Balloons * Digital Advances * Perspective Foreshortening * What Makes Great Action * Page Panel Layout * Covers * Creating a Portfolio * Getting WorkWhen it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, hes sharing what he knows with you, Grasshopper! His cohorts have always beenand still are some of the best in the business: Jack Kirby, John Romita, Sr., Neal Adams, Gil Kane, Mike Deodato, Jr., Frank Cho, and Jonathan Lau, and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic book industry, and theres an extensive section on various types of coversthe super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the hero fights valiantly to get the girl, no stone is left unturned! Here youll also find info on all the small detailsthat really arent so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once youve created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, theres also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan Lees How to Draw Comics features a cover that reunites long time collaborator John Romita Sr. and original cover artist of How to Draw Comics the Marvel Way. John Romita Sr. was most famous for his collaboration on The Amazing Spider-Man with Stan Lee!Its time for a new approach . . . a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity. Its time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! Excelsior!From the Trade Paperback edition.

About the AuthorSTAN LEE is an icon in the comic book world. He is the creator of the Mighty Marvel Universe and such classic and immortal characters as Spider-Man, the Incredible Hulk, Iron Man, Fantastic Four, Daredevil, and X-Men. He, in effect, invented the modern superhero and revived a dying industry. He has conceived more billion-dollar franchises than any other comics creator, and more than 2 billion comics based on his creations have sold in over 75 countries and in 25 languages. Stan Lee is the former president and chairman of Marvel Comics and was awarded the National Medal of Arts in 2008.