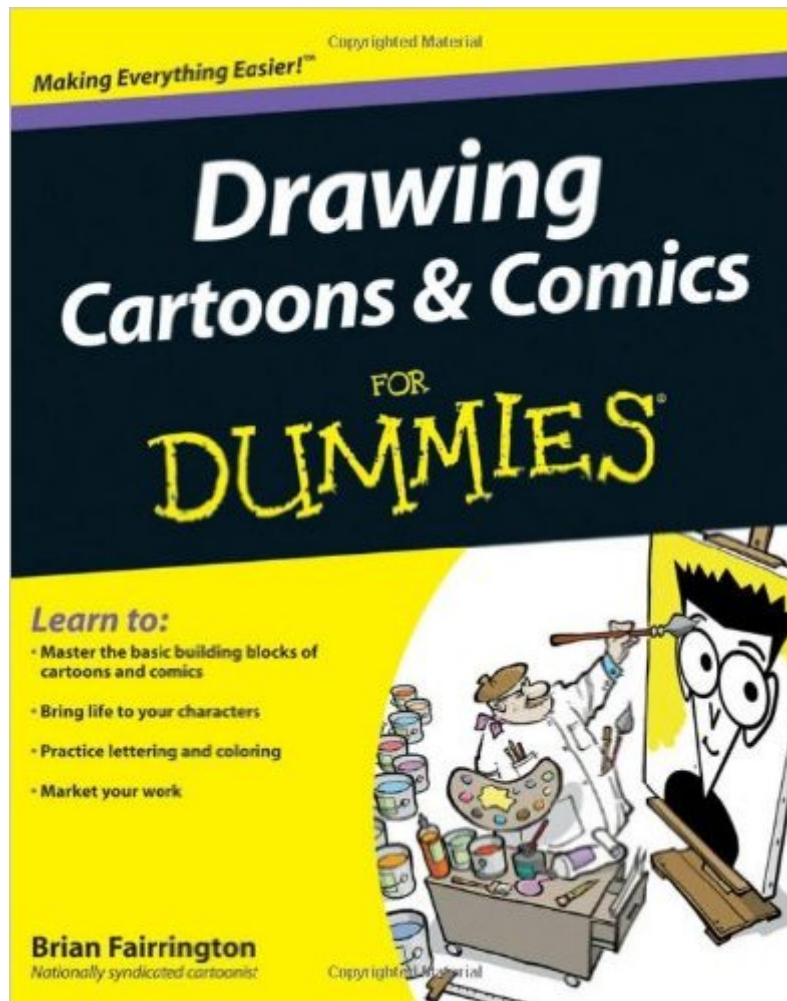


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# Drawing Cartoons And Comics For Dummies



## Synopsis

A unique reference for creating and marketing original cartoons and comics. An original American art form, comics thrill millions of people across the globe. Combining step-by-step instruction with expert tips and advice, *Drawing Cartoons & Comics For Dummies* is a one-stop reference for creating and marketing original cartoons and comics. While many books tend to focus on specific characters or themes, this thorough guide focuses instead on helping aspiring artists master the basic building blocks of cartoons and comics, revealing step by step how to create everything from wisecracking bunnies to souped-up super villains. It also explores lettering and coloring, and offers expert marketing advice. The book's color insert provides guidance on how to add color to cartoon creations.

## Book Information

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Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (23 customer reviews)

Best Sellers Rank: #102,234 in Books (See Top 100 in Books) #19 in [Books > Arts &](#)

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## Customer Reviews

I have about 2 or 3 other 'how to draw comics' and this by far is the most researched and thought out one. Here are just a few of the things you will learn about in this fantastic book:

- 1: Getting started with cartoons and comics. (An excellent crash of examples based on the great comic creators of our time and before. Calvin and Hobbes, Pogo, Peanuts, Dilbert, etc... Plus a little history behind the comics industry.)
- 2: Creating cartoon characters: (How to create humans, animals, editorial cartoon characters, etc...)
- 3: Taking cartoons to the next level: (Here the author talks about placing your comics on the internet and introduces Photoshop.)
- 4: How to run your own cartoon business. And how to get your comic strip or editorial out there for the world to see it.

There are 18 chapters in all (plus index). Those were just the tip of the iceberg. The only problem I

had with Drawing cartoons and comics for Dummies is that there wasn't (in my opinion) enough how to draw things. For example, hands are very hard to draw for people, because they can be very expressive. Sure he talked about making heads and figures, but he didn't put in how to formulate expressions, and postures. Other than that minor flaw this book is pure gold.

I expected some text of course, but not quite so much! Most books on sketching and cartooning provide page upon page of examples to see and follow. This book, Drawing and Cartooning for Dummies, has impressive amount of textual information stuffed in. However, it provides very little in the way of cartoon figures to mimic or aspire to compared to similar, albeit thinner books. The first 85 pages hardly have not a single illustration! (It's all about different cartoon genres.) Later on there one or two examples on drawing nearly everything. (including many inanimate objects. (I have no interest in drawing cartoon couches or TVs). I am disappointed since I expected a book with hundreds or at least many dozens of cartoons of people. (In contrast I've seen "teaching books" with too \*many\* illustrations lacking any instruction on HOW to draw which are just as bad in their way.) I am sure I can learn a lot from this book but I would have preferred a book that contains multiple sample cartoon styles of different age people and genders since artist's styles vary a great deal. Oh well. It was delivered very quickly.

Being a cartoonist since 1981 I was looking for a more recent book with updated computer cartooning and comic book drawing info. Most of the books I had were from 2000 -04. The section on computer color separation was particularly helpful. A few months back I did a color separation for a comic book cover using guidelines from a 2000 publication that took over 12 hours. The steps in this book made the process only a couple of hours. Other info was also very useful.

This book holds a variety of informational points that we are using in my classroom to complete a unit on cartooning. My students range from fourth to eighth grade, and all of them can use the book with no problems. I will be adding this to my class library for all my students to use after the unit is done.

I like reading this book. I have always wanted to find out as to how cartoonists are able to produce as well sell comics. Of course, it is a Dummies book--most of these books are my favorite according to the subjects of which I am interested.

Very helpful info, especially about the change of material/tools to make your cartoons & comics. Printed in 2009, I'm just now getting this book in 2015. Very informative on how-to's and what-to's of the past remembered, and usable. Very helpful answers on the what-to's of the computer world tools and simulating drawing tools. The heads up on digital media for the internet market and the print media. (At least the changes up to 2009. Time for an latest update edition to this book.) Great info for those looking for answers on Drawing Cartoon & Comics. I learned a lot myself, as I'm learning the change from 3 and a half decades in ink& paper to tablet & computer for my cartooning.

I didn't really like the style of cartoons and that was distracting and annoying to me. Not sure about now, but I don't think it had customer images that showed this, if it even had that feature at all for this book. I wish I had seen that and I'll probably try to sell this book.

I read it cover to cover and it's hard for me to finish a book. It was clear, concise, and complete. I can't imagine anything that was missed for a beginner. J. Bradley

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