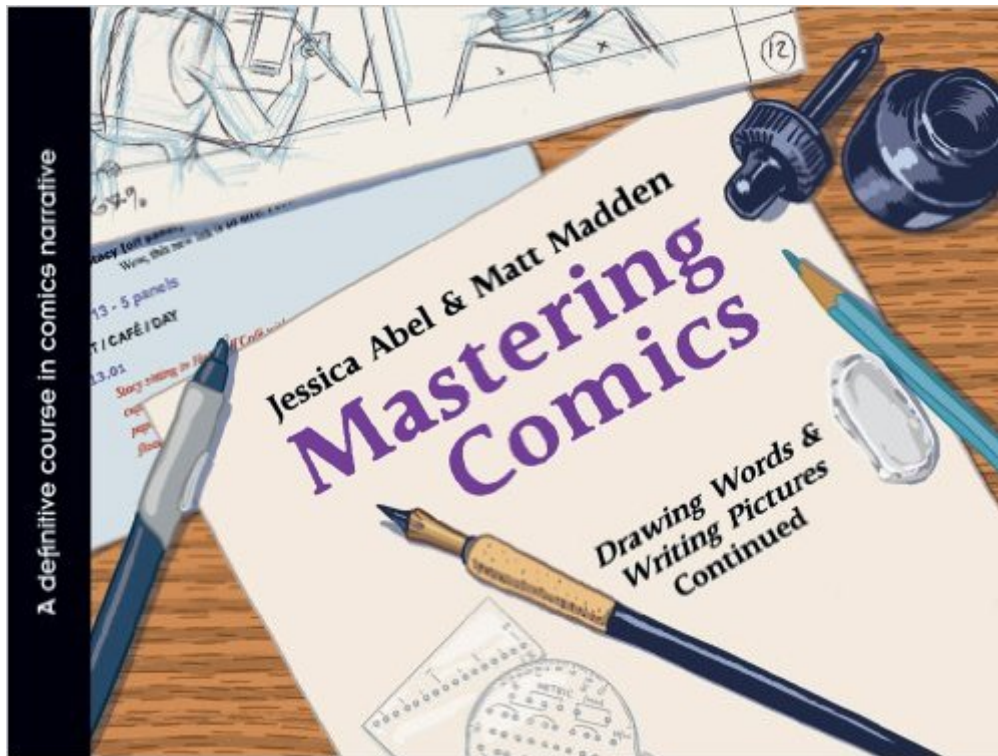


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# Mastering Comics: Drawing Words & Writing Pictures Continued



## Synopsis

A new course of material to accompany First Second's widely acclaimed 2008 comics textbook. In their hotly anticipated follow-up to 2008's comics textbook *Drawing Words & Writing Pictures*, School of Visual Arts cartooning professors Matt Madden and Jessica Abel bring their expertise to bear on the "second semester" of a course of study for the budding cartoonist. Covering advanced topics such as story composition, coloring, and file formatting, *Mastering Comics* is a vital companion to the introductory content of the first volume.

## Book Information

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (20 customer reviews)

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## Customer Reviews

I'll start by confessing that one of the many reasons I've been excited about reviewing *Mastering Comics: Drawing Words & Writing Pictures Continued*, is that I am a (very amateur) comic strip artist myself. And with graphic novels and new comics exploding, I'm certainly not the only one who wants learn more about visual storytelling. *Mastering Comics* is a follow up book to *Drawing Words & Writing Pictures: Making Comics: Manga, Graphic Novels and Beyond* by comic artists Jessica Abel and Matt Madden. The first book is essentially an introduction course on comic creation, while this new book is a continuation of that course, offering advanced tips to help serious comic artists really hone their skills and to give teachers a great textbook for their students. This beautiful book is a meaty 318 pages of detailed technique and creative homework assignments. The book starts with lessons about building stories by drawing pictures and working through the challenges of facing blank pages to come up with original ideas. In the section called *Writing Words*, there are detailed

instructions on how to develop a story and write a script while thinking visually. Readers will also learn how to create visual relationships with their comic panels, create comics for books vs. screens and choose the right style to tell their story. In addition, there's essential information on lettering and web comics and even an incredible section about using ink and making your own paint tools. The last sections of the book deal with gray scales, color, book covers and getting your comic ready for the printer. There are also a couple of vital chapters dedicated to selling your comics, whether on your own or through a publisher.

Matt and Jessica have extensive experience creating and teaching comics and in their first book, *Drawing With Words and Pictures*, they shared a portable classroom. Now they come back to us with further lessons in this companion book. The book covers more advanced topics in creating a good comic, such as story composition; coloring and formatting pictures; and even more importantly it has a section on how to self-publish and getting published, surely to be helpful to young writers/artists just starting out. Just like the first book, this one is divided into easy to read sections so the book can be used as a textbook or for an individual course study, which is extremely helpful and makes the book very versatile. This text is heavily illustrated with examples to help guide readers on seeing the lesson in action. Jessica and Matt use examples, not just from their own works, but examples from other professionally published artists so that readers have an extensive bibliography of images to look at (and look for.) They also supplement the text with "further reading" sections, which allow a reader/student to continue their learning and more importantly to get an additional point of view from other working artists. I also really like how they've broken down homework assignments in the book. Not only do they put assignments at the back of each chapter to help readers learn the concepts that they've been reading about, but they also put some right after they've talked about a particular aspect, such as scriptwriting. They walk the reader through how to start the process step by step and offer examples of things to do along the way.

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