The book was found

The Art Of Comic-Book Inking 2nd Edition

DOWNLOAD EBOOK
Gary Martin’s two volumes of The Art of Comic-Book Inking have become the industry-standard manuals for aspiring inkers seeking to take their work to the next level or for working professionals looking to broaden their skills base. Now, these two textbooks have been combined into a single value-priced volume and expanded with new material, including three additional blue-lined artboards featuring pencil art by master comics illustrators Jack Kirby, John Buscema, and Gil Kane. Gain insights into the techniques, tools, and approaches of some of the finest delineators in comics today, including Terry Austin, Mark Farmer, Scott Williams, Alex Garner, and many more. When putting pen or brush to paper, no tool is more helpful than The Art of Comic-Book Inking.

**Synopsis**

The Art of Comic-Book Inking is intended for:
- people who want to become inkers
- working inkers who haven’t had professional training
- pencillers who want their work to be more inker-friendly
- the majority of editors working in comics today

This isn’t a step-by-step tutorial book but more of a guide book showing the different impact a drawing creates with different inking styles. There are lots of industry tips in each chapter, like how to create the illusion of depth, fix composition, add realistic backgrounds, prevent backaches etc. There are also professional tips on handling assignments in the real world, stuff like how best to communicate with editors (which is to always tell the truth). Plenty of real world examples are included. A point to note is there’s no instructions on how to specifically create the different lines, like applying pressure at different points to get a thin-thick-thin stroke. Only the end results are shown. So this book is really
about the reader going about with his own experimentation and discovering his/her own


Towards the back are 10 comic panels where different guest inkers are invited to ink their
version of how they should look. They also talk about the equipment they use, their work flow,
considerations they used to interpret the panels and personal tips. Finally at the back of the book are
8 inking boards where they can be photocopied to be used for practice.

Two words -- holy cow. You're not going to find a better book on inking comic books out there. This
book goes through the basic stuff you see in any other book on making comics regarding tools and
basic theory but where it shines is when the author, a highly talented inker in his own right (the guy
inks Steve Rude on Nexus, so you can't ask for better than that!), lays out numerous examples of
inking from one set of pencils and shows you the difference in various approaches. One of the most
memorable examples is when he takes a Steve Rude pencil drawing of a generic male flying
Superman-style and inks it with a few different approaches -- his own style (which is pretty classic
and feels "Wally Wood" inspired), the "Neal Adams" approach, the "Rudy Nebres" approach, the
"Adam Hughes" approach and the "Scott Williams" approach. You really see what kind of options
pen and ink offer when it comes to lighting and defining a pencils drawing. The section on lighting
the face is worth the price of admission alone -- light on copy, you just see a few dozen faces inked
with different light sources. This is an invaluable look at one of the hardest aspects of inking --
making a face look genuinely shaded rather than a face with black crap all over it. Gorgeous. It's
also highly valuable to see the texture guides Martin provides -- from trees, to metal, to rocks, you
really do see it all. It's in these types of sections that Gary Martin's book succeeds where Klaus
Janson's fails. Klaus simply picked actual examples of inks from real comic book pages and while
it's certainly worth looking at, it doesn't give you the immediate "oh, I see" comprehension that
seeing the same exact art inked several different ways gives you.

Download to continue reading...

The Art Of Comic-Book Inking 2nd Edition Comic Book: Blank Comic Strips: Make Your Own
Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) The DC Comics
Guide to Inking Comics Art for Kids: Comic Strips: Create Your Own Comic Strips from Start to
Finish The Abandoned Village: The Enchanted Book - A Minecraft Comic Book: Minecraft Picture
Book Graphic Novel for Kids and Children - Adventure, Battling, ... Village - Minecraft Comic Books
1) Children's Books: Scientists That Changed the World: The Story of Penicillin, An Educational
Comic Book for Kids (A Historical Science Comic Book for Kids 1) The Curse of Herobrine: The
Ultimate Minecraft Comic Book Volume 1 (An Unofficial Minecraft Comic Book) Steve and the