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How To Draw Manga: Super Basics, Vol. 8



Synopsis

This is a guide to explaining manga creation and illustration styles to novices interested in trying their own hands at manga and comic books. The book's writing style and illustrations are all extremely straightforward. A comprehensive volume, this guide covers all of the key elements from the basic concepts in creating manga to techniques in character development, panel divisions, and developing manga with backgrounds.

Book Information

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Customer Reviews

This volume is literally packed with several dozens of "mini-lessons" in creating Manga, including drawing, story layout, character design basics, lettering, and plotting the story. Each lesson is about a page or two in length, so there's quite a bit of useful information in the book. Other books in the "HTDM" series cover many of these topics in much greater detail; however, "Super Basics" is handy for quickly reviewing a particular technique or concept. If you aspire to draw manga, the book will give you a taste of what goes into producing a Japanese comic. And if you hit a creative block, I bet you'll find a lesson or a tip in "Super Basics" to get you going again. As other reviewers have mentioned, "Super Basics" assumes you already have some proficiency in drawing; it is more concerned with the down-and-dirty details of producing the comic itself. Even if you have some manga-drawing experience under your belt, I suspect you will learn some new tricks from this book.

Of all the books in the How to Draw series, Super Basics is a great introduction to the art form. No other book offers as much basic information on manga: from inking technique to generating story

ideas, the book is quite comprehensive. However, to fit so much information in this 190 page book it does keep the "lessons" brief, in some cases one or two pages per topic. But then again, that's why it's called "Super Basics". This book won't show you how to draw manga a specific way, but it doesn't intend to. It offers tips and ideas so that you can create your own original story and style. If you're just starting out or are simply looking for a source of inspiration, you may want to give this book a try.

This is hands-down the most complete book available that covers drawings and making manga out there so far! It's chock full of info (191 pages!) and covers everything - even making your manga title, types of manga genres, props (machines, daily items, etc), adding text, manga layouts, and lots more. I would recommend this book as the first book you should get if you're really interested in making manga (even beating out the HTDM Getting Started or the HTDM Vol. 1: Compiling Characters book, in my list). Each chapter is subdivided into their own topic sections. For example, under chapter 5, there is: Insects, Flowers 1, Flowers 2, Grass and Trees 1, Grass and Trees 2, Grass and Trees 3, Water, Rocks and Stones, and it goes on. Considering this book touches upon a lot of topics, it only gives out the most important info about drawing or doing something. From here, you can opt to get more topic-specific books like the HTDM Giant Robots or other specific How to Draw books. The characters depicted in this book are more on the Saturday morning cartoon end but don't let that turn you off, though, as the information in here is priceless and helpful even to an intermediate artist as myself. This is an excellent book to get for the beginner artist or aspiring manga-ka and becomes an all-in-one reference book about manga even if your skill improves.

The author definitely misses the mark with this book. The aim is pretty wide and he or she doesn't spend a lot of time with the details, which can be good or bad. It does have very good overviews and nice charts. For example, it has an illustration showing how peoples' faces change when they age. This book runs through the topics quickly and is more like cliff notes. It also gives you a good overview on how to set up scenes. I feel it would be a good resource, but I feel that it might not be a good starter book for novices, which is about where I am at when it comes to art.

This book is packed with tips and lesson, but it was kind of a disappointment, first of the author didn't even draw the cover page and second he's a comedy artist. There's nothing wrong with him being a comic artist but the style makes characters look very child like and funny (it was hard to take seriously). Although there is a very, very 'awesome' part, cross-hatching and hatching which is

an alternative to screen tones (which are very expensive).it even covers how to use white and black, make effects such as rain, and it covers in detail paneling. This book is mostly a building block for people who draw well, and want to start creating manga.for example, the sectio which covers flowers and such is very simple , giving you an idea of how to create flowers.

this was a useful book. i think the illustrations were VERYamateur, & it had more of a american type feel to it but it was helpful it goes in detail about the differnt kinds of nibs and ink, screen tones, supplies, back rounds, shading etc. My favorite part of the book was the Background/scenery part. That was VERY helpful. they couldve gone into more detail about the panels...but it was a good book. I was dissapointed when there was no reviews when I got it, but im satisfied. I hope this review was helpful.

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