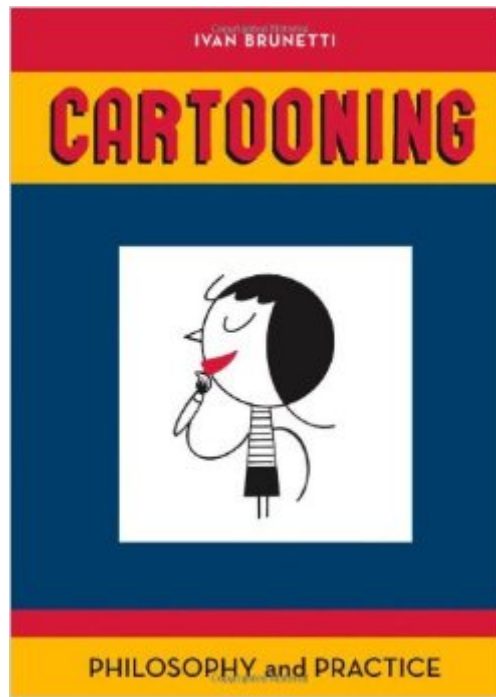


The book was found

Cartooning: Philosophy And Practice



Synopsis

The best cartooning is efficient visual storytelling—it is as much a matter of writing as it is of drawing. In this book, noted cartoonist and illustrator Ivan Brunetti presents fifteen distinct lessons on the art of cartooning, guiding his readers through wittily written passages on cartooning terminology, techniques, tools, and theory. Supplemented by Brunetti's own illustrations, prepared specially for this book, these lessons move the reader from spontaneous drawings to single-panel strips and complicated multipage stories. Through simple, creative exercises and assignments, Brunetti offers an unintimidating approach to a complex art form. He looks at the rhythms of storytelling, the challenges of character design, and the formal elements of comics while composing pages in his own iconic style and experimenting with a variety of tools, media, and approaches. By following the author's sophisticated and engaging perspective on the art of cartooning, aspiring cartoonists of all ages will hone their craft, create their personal style, and discover their own visual language.

Book Information

Paperback: 88 pages

Publisher: Yale University Press; Reprint edition (March 29, 2011)

Language: English

ISBN-10: 0300170998

ISBN-13: 978-0300170993

Product Dimensions: 5.5 x 0.3 x 7.4 inches

Shipping Weight: 3.5 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (24 customer reviews)

Best Sellers Rank: #32,506 in Books (See Top 100 in Books) #7 in [Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons](#) #8 in [Books > Comics & Graphic Novels > Graphic Novels > Anthologies](#) #297 in [Books > Arts & Photography > Graphic Design](#)

Customer Reviews

The obvious parts of graphic fiction come to mind first: long-legged manga babes in shortie skirts, muscled superheroes, snide political satires in the op-ed section, or dynamic page layouts and bursting word balloons. Beginning artists spend a lot of time developing their visual style or brand, too. And then there's the all-important mastery of computer skills needed to make art in today's world. Phooey. All you need, at least to start, is a pencil, a notebook, and the ability to tell a story in pictures. Look at the artwork in some of the most popular comics ever: Dilbert, for example, or

Charlie Brown. The imagery has been stripped to the bare minimum, but expression, character, and plot come through intensely even with minimalist drawing. That's what Brunetti presents, in this outline for a 15-week course in cartooning. Various exercises show how to make use of tiny distinctions in marks, or to explore the world of ideas and assemble its found objects into works of art. When it comes to the cartoonist's tools, Brunetti emphasizes that only the very best will do - and the one tool that matters is the creative mind. Musicians play scales, athletes exercise, and actors rehearse. How could anyone think that visual storytelling could demand any less of its practitioners? Get ready for some hard work, not in creating works of wit or beauty, but in building yourself up to be the person who can. - wiredweird

I am working my way through the lessons in this book. The emphasis is on developing your own visual and manual fluency, where other books start with heads and eyes and expressions. The result, then, is much richer than the "anybody can cartoon" genre, which teaches the tired old conventions. I think I would not recommend this book to pure beginners -- better for students who need to take a fresh approach with their intermediate or advanced beginner skills.

I had no idea what I was getting when I read *Cartooning: Philosophy and Practice* by Brunetti. I think I expected something more like Scott McCloud's excellent guides. But this is not the same, and that's absolutely a good thing. If you are interested in comics enough to be looking at this, you will probably enjoy this book. It's a syllabus, and a lesson plan, and it's entirely worth reading whether you intend to learn and practice, or whether you're just interested in the comics form. Brunetti's introduction, plan, and suggestions are clearly words spoken from someone who has refined their approach to comics over a long time. The words are at times thoughtful and funny, and the examples and plans are well organized. I do not draw. I read a fair amount of comics, and as a very basic self-guided study, *Cartooning* is a great entry-course whether you're going to use it as a jumping-off point for creating, or simply to look a little harder at what goes into making comics as unique as they are. Another of Brunetti's books, *Aesthetics: a Memoir* has a lot of examples similar to those used in this book. It's a very fine companion piece to see more of what Brunetti describes in terms of approach and result.

As a way of jump-starting your creative processes around the art of cartooning, look no further than this wonderful little volume by Ivan Brunetti which guides the would-be cartoonist directly to the 'heart' of a good cartoon in a few well chosen and effective exercises. If you're looking for a detailed

manual on technique, penmanship or colouring, please look somewhere else. But, if you need a complete makeover on the very spirit of cartooning then this book is absolutely ESSENTIAL.

I teach introductory graphic design and typography courses at the college level. I found this book fascinating and excellent for improving my courses. The author has been teaching this cartooning course for years, and he has simply and succinctly condensed a 15-week course into a 75 page book. He starts with a complete syllabus and annotated supply list, then moves on to the assignments. They start very basic, and each assignment builds on the last. The focus throughout is on technique, craft, and storytelling. This approach would be helpful for any art or design student, and I bet the course could be helpful for any professional communicator or marketer, regardless of artistic skill. The author does a great job of encouraging students' creativity while keeping them honest in terms of technique and craft. Reading this book is helping me immensely in planning my next course.

Things look bigger and you assume they are thicker when you see them on the internet. But this little book packs a lot of good ideas into few pages. I only hold back one star because I am a tough grader and would have liked more. Especially more cartoons and images, though the ones included are very rewarding. I agree with Brunetti's concept of what a cartoon is and am right on board with the creative process he coaches you to try to go for, including spontaneity and making use of happy accidents. His writing is at a level that makes this fun to read. Again, I only wish there was more of it here. I especially got a laugh out of his take on political cartoons, which I disagree with but the way he wrote it had me laughing out loud.

[Download to continue reading...](#)

Art for Kids: Cartooning: The Only Cartooning Book You'll Ever Need to Be the Artist You've Always Wanted to Be
Cartooning: Philosophy and Practice
Pink Floyd and Philosophy: Careful with that Axiom, Eugene! (Popular Culture and Philosophy)
The Lord of the Rings and Philosophy: One Book to Rule Them All (Popular Culture and Philosophy)
The Ultimate Walking Dead and Philosophy (Popular Culture and Philosophy)
Philosophy's Second Revolution: Early and Recent Analytic Philosophy
The Story of Analytic Philosophy: Plot and Heroes (Routledge Studies in Twentieth-Century Philosophy)
Embodied Philosophy in Dance: Gaga and Ohad Naharin's Movement Research (Performance Philosophy)
Current Controversies in Experimental Philosophy (Current Controversies in Philosophy)
The Cambridge Companion to Renaissance Philosophy (Cambridge Companions to Philosophy)
Writing Philosophy: A Student's Guide to Writing

Philosophy Essays An Introduction to the Philosophy of Art (Cambridge Introductions to Philosophy)
Philosophy of Human Rights: Readings in Context (Paragon Issues in Philosophy) Philosophy of
Biology, 2nd Edition (Dimensions of Philosophy) Animation Lab for Kids: Fun Projects for Visual
Storytelling and Making Art Move - From cartooning and flip books to claymation and stop motion
movie making (Lab Series) Blitz the Big Book of Cartooning: The Ultimate Guide to Hours and
Hours of Fun Creating Funny Faces, Wacky Creatures, and Lots More! Cartooning the Head and
Figure Drawing for Kids with Letters in Easy Steps ABC: Cartooning for Kids and Learning How to
Draw with the Alphabet (Volume 1) Drawing for Kids with Letters in Easy Steps ABC: Cartooning for
Kids and Learning How to Draw with the Alphabet Drawing for Kids with Cursive Letters in Easy
Steps ABC: Cartooning for Kids and Learning How to Draw with the Cursive Alphabet

[Dmca](#)