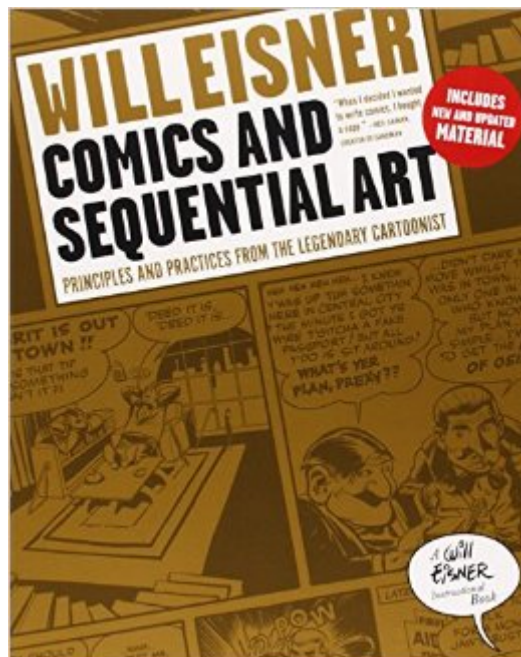


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# Comics And Sequential Art: Principles And Practices From The Legendary Cartoonist (Will Eisner Instructional Books)



## Synopsis

"Comics and Sequential Art is a masterwork, the distillation of Will Eisner's genius to a clear and potent elixir." —Michael Chabon, Pulitzer Prize-winning author of *The Amazing Adventures of Kavalier & Clay*. Will Eisner is one of the twentieth century's great American artists, a man who pioneered the field of comic arts. Here, in his classic *Comics and Sequential Art*, he refines the art of graphic storytelling into clear, concise principles that every cartoonist, comic artist, writer, and filmmaker needs to know. Adapted from Eisner's landmark course at New York's School of Visual Arts, *Comics and Sequential Art* is an essential text filled with invaluable theories and easy-to-use techniques. Eisner reveals here the fundamentals of graphic storytelling. He addresses dialogue, anatomy, framing, and many other important aspects of the art form. Fully updated and revised to reflect current practices and technology, including a section on digital media, this introduction to the art of comics is as valuable a guide as it was when first published.

## Book Information

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## Customer Reviews

"Comics & Sequential Art" is based on a course Will Eisner taught at New York's School of Visual Art although originally this work was written as a series of essays that appeared randomly in "The Spirit" magazine. Eisner provides a guide book to the "principles & practice of the world's most popular art form, and while it is of interest to those of us who read comic books it is clearly intended to be of use to aspiring comic book artists (and writers, albeit to a lesser degree). One way of measuring the book's success is to note that I have the 24th printing of a work that was first

published in 1985 (and expanded in 1990 to include print and computer), but then the fact that the book was written by Eisner and uses dozens of examples of his own art work to evidence his points, as well as drawings down specifically for the book, is enough to tell you this is something special. There are eight lessons in Professor Eisner's syllabus: (1) Comics as a Form of Reading looks at the interplay of word and image in comic books that has created a cross-breeding of illustration and prose, including the idea of how text can be read as image, which shows the sense of detail Eisner brings to his subject. (2) Imagery begins with the idea of letters as images and develops a notion of how the "pictograph" functions in the modern comic strip as a calligraphic style variation. The key subject here is that of images without words. (3) "Timing" considers the phenomenon of duration and its experience as an integral dimension of sequential art, with Eisner drawing (literally) a distinction between "time" and "timing."

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