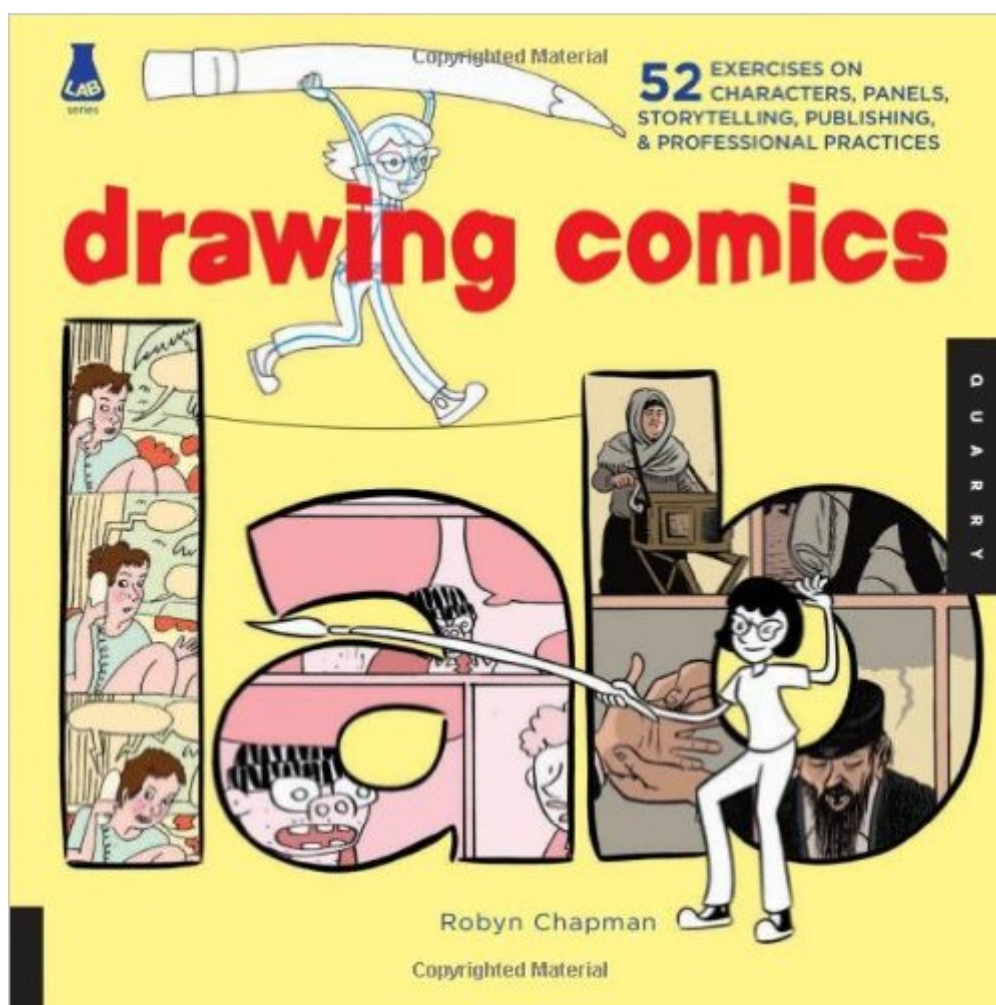


The book was found

# Drawing Comics Lab: 52 Exercises On Characters, Panels, Storytelling, Publishing & Professional Practices (Lab Series)



## Synopsis

Do you dream of becoming a comic artist? Drawing Comics Lab covers all of the basic steps necessary to produce a comic, from the first doodle to the finished publication. This easy-to-follow book is designed for the beginning or aspiring cartoonist; both children and adults will find the techniques to be engaging and highly accessible. Featured artists include:- James Sturm- Tom Hart- Jessica Abel- Matt Madden- Eddie Campbell- And many others Start your comic adventures today with Drawing Comics Lab!

## Book Information

Series: Lab Series

Flexibound: 136 pages

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Product Dimensions: 8.8 x 0.5 x 8.8 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (13 customer reviews)

Best Sellers Rank: #354,672 in Books (See Top 100 in Books) #68 in [Books > Arts &](#)

[Photography > Drawing > Cartooning > Comics](#) #12827 in [Books > Comics & Graphic Novels](#)

#93415 in [Books > Reference](#)

## Customer Reviews

Robyn Chapman's Drawing Comics Lab is a primer or introduction to drawing comics. The book talks about the different aspects of drawing comics besides just drawing. Those would be stuff like creating characters, understanding panels and pacing, choosing drawing materials, etc. Many of the lessons revolve around thinking, design and writing, rather than the actual technical part of putting pen on paper. Many have basically brain-storming exercises suggested by guest artists. Those artists' tips are quite useful at kick-starting your brain into coming up with ideas. The book is really elementary and the 52 labs (lessons) can be brief at times. Even the author also suggested other books that you should check out if you're into those all-in-one books on drawing comics, namely, Making Comics by Scott McCloud, Drawing Words and Writing Pictures by Jessica Abel (this would get my recommendation). Other books of note would be Cartooning: Philosophy and Practice by Ivan Brunetti, Will Eisner's

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