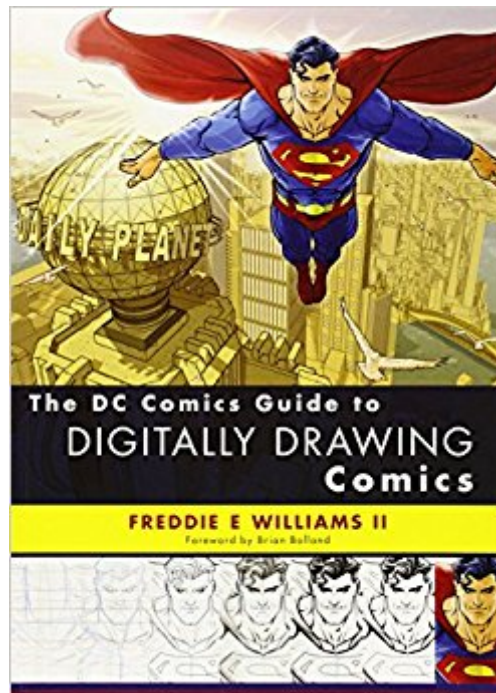




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# The DC Comics Guide To Digitally Drawing Comics



## Synopsis

At last! The first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking—and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with The DC Guide to Digitally Drawing Comics.

## Book Information

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## Customer Reviews

I have seen other artists use programs such as Manga Studio, Corel Painter, and Adobe Illustrator to draw their comics. These are all fine choices, but Adobe Photoshop is the primary program I use when digitally illustrating comic books, and it's the program I use in this book. Although I go in-depth in this book about how to create comics digitally, this is not a how-to or step-by-step book on the fundamentals of Adobe Photoshop itself. Instead, this book is targeted at intermediate to advanced users of Photoshop, so if you are unfamiliar with it or any other computer programs I refer to, I highly recommend that you look on line for in-depth tutorials, purchase one of the many books on

the subject, or even take an introductory course in using Photoshop.

This is one of the best best book on the subject of drawing comics digitally. This is not a book about the techniques of drawing comics nor is it a book about photoshop. However; it shows how to draw comics using and take full advantage of computer softwares such as photoshop. This book shows the different processes of drawing comics digitally or manually or in a mixed method. It talks about pros and cons of different processes, thereby offering different options to individual artist to chose the most suitable process to him. The book demystifies what drawing digitally is about for comics writers. It fills the gap between books on how to draw comics and how to use photoshop books. It is the most practical book for comics writers that wish to transition from doing things traditionally and manually to digitizing the comics creation process. For experienced comics book writers that have long experience working digitally, this book may be a bit simple. For the comics book writers that are already experienced working digitally books on particular drawing softwares that he is using may be more useful. However this book is invaluable for the rest of the comic books writers. A must have book for today's comic book writers. This book answered many of my questions.

If you're looking for a guide on techniques artists use to produce digital comics...THIS AINT IT!!! I'm telling you this up front because the title of the book is a bit unclear about what it is actually about. THIS book is about creating an efficient studio for comic production, NOT lessons in digital comic creation. THAT stuff is covered in DC's other books on inking, coloring, writing and so on. I got this book for one reason: I want to make my studio as efficient as possible! Freddie Williams provides a fantastic guide to help readers improve their productivity by showing how to create an ergonomically-friendly workspace. Topics covered include work area ergonomics, lighting, distractions to avoid, and more! I am employing the suggestions of this book in my own studio and can already see the benefits of the changes advocated by Williams. My space is much more efficient and easier for me to produce in. As I am able, I will implement more of Williams' suggestions in my own studio. This book is an invaluable guide to maximizing your artistic potential in your home or office studio! I'm EXTREMELY happy with my purchase and will purchase more books in this series (I bought DC's "Inking For Comics" too! JUST AS GOOD!!!!). A good read indeed!

Remind yourself, this book is about using digital programs, and if you think this is about coloring, forget this book. This book doesn't explain anything about coloring. Not one page. Although, this is a

very informative book about DIGITAL DRAWING. That is when you draw digitally to create comics much, much faster than you do traditionally on paper. This is only for the ones who know how to draw already, but want to create a finished quality ink work, PLUS turning in their work on time, even earlier. This book is pretty much about shortcuts, and how to draw them out in precised linearts. This book can help you not become a loner, and you can start going out with friends and have fun through the weekends. In use of traditional mediums, well, you will rarely have fun and you just can't go out to have fun in weekends because you have a deadline, and the art needs to be finished before then. Drawing traditionally truly sucks, and it's way too difficult and it takes WAY TOO LONG! It'll make you very, very lonely, because you had to stay inside a box for too long to finish the freakin' pages. I learned the hard way, and there's no way I will do this kind of method again. That's why you gotta do pages and pages of art digitally. Drawing interior pages truly is time consuming, and you have to be careful of how much time you have left to finish them. It explains to you how to use backgrounds like buildings with straighter edges according to perspectives, and textures for grass, walls, explosions, etc. This is the book for artists who hate drawing backgrounds, and finishing the art in ink. Background drawing (buildings, cars, offices, etc), textures (grass, explosions, wall textures, and other elemental textures) and inking (Finishing the pencils in tighter, cleaner, finished lineart) the whole page really is the nightmare of your time-span during the day. Especially if you're trying to make 22 pages in only a month. This is a great book on how to solve that problem! Brandon

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