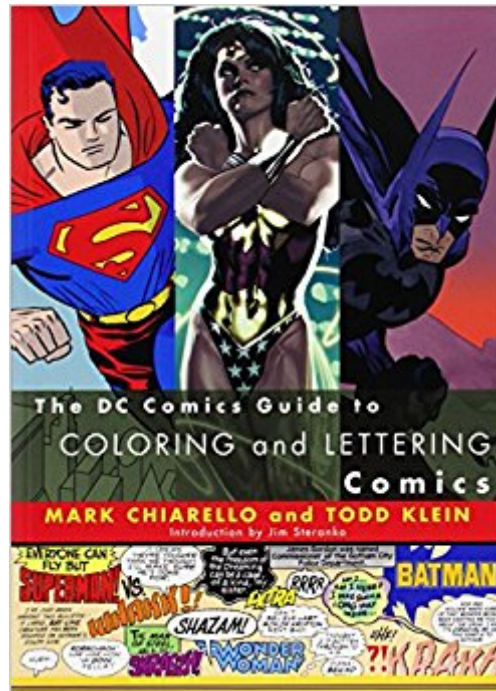




The book was found

DC Comics Guide To Coloring And Lettering Comics



Synopsis

Acclaimed artists Mark Chiarello and Todd Klein demystify traditional graphic storytelling in this practical guide. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact. Klein discusses whether to letter by hand or by computer – a hotly debated topic among working letterers – and demonstrates an array of techniques for creating word balloons, fonts, logos, and much more. The animated step-by-step instructions are informative, stimulating, and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to up-to-date industry standards. The perfect how-to on everything coloring and lettering, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

Book Information

Paperback: 144 pages

Publisher: Watson-Guipill; 59667th edition (August 1, 2004)

Language: English

ISBN-10: 0823010309

ISBN-13: 978-0823010301

Product Dimensions: 7.6 x 0.4 x 10.5 inches

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

Average Customer Review: 3.9 out of 5 stars 44 customer reviews

Best Sellers Rank: #179,951 in Books (See Top 100 in Books) #32 in Books > Arts &

Photography > Drawing > Cartooning > Comics #60 in Books > Arts & Photography > Drawing > Coloring Books for Grown-Ups > Comics & Manga #326 in Books > Arts & Photography > Graphic Design > Techniques > Use of Color

Customer Reviews

I bought this book after buying The DC Comics Guide to Digitally Drawing Comics. I was looking for something with tutorials on actually making comics (the actual doing, not just the set up). I walk away from reading this book with mixed feelings. The color theory and principles of coloring was great, as was the entire section on lettering. But there was nothing on actually coloring in a step by step kind of way. If you're looking for a book on HOW to color, this is not your book. If you're looking for a book on what to keep in mind WHEN coloring, then this is your book. Also if you don't care about color and just want lettering then this is your book (the lettering has more in the way of tutorials). One thing I forgot to mention before, the book is edited a little weird. There is a picture on

just about every page. On a number of pages the paragraphs are split between two pages. You wouldn't think that this is that big of a deal, but many times I finished reading a paragraph and then looked at the pictures to see what they were talking about, and then started reading again on the next page only to find that the next paragraph started on the page I just got done reading. Or I would have to turn a page to finish a paragraph and then turn it back to look at the examples. This isn't a deal breaker. It is just a distracting break in the flow of the book. Someone could have easily changed the sizes of the images to keep everything on one page, so it just seems kind of lazy.

This is a great guide for those who would like to get into coloring or lettering comics, but have no idea where to start. In this volume, you'll learn a little about the theory of coloring comics--how to use color to create a dynamic mood without making the art look clutter. Dozens of full color examples are provided to show the contrast between good color jobs and bad color jobs. Also it provides info on how to create your own fonts for use in lettering. It also provides information on which tools would be useful for computer coloring and lettering. Most of this is done on computers these days, so the appropriate software is recommended. If you already have an idea of which tools you would like to use, it may be better to go ahead and get a guide on the specific software you are going to use if you would like more on the side of technique. If you're just getting started in the field of comics coloring, this is a great volume to begin with.

It's refreshing when a book as thorough as this comes out, AND it's written by industry professionals. The colouring section was very informative, giving both colour theory, balanced with practical steps and illustrations. I found the reviews on colouring fads such as using Photoshop filters/SFX to be informative. The thing that stands out from all other material I've read on colouring comics are the definitive procedures and clear explanations on things to do and to avoid. THE LETTERING SECTION was just as good. With good examples and explanations as to WHY and HOW things are done. If you're into comic colouring and/or lettering, this book must adorn your shelf; It is that helpful.

out of all the books I have bought about comic book illustration, this has some of the most valuable, no nonsense, helpful tips I have ever seen. this whole series from DC is a must have! the book on inking changed my art work forever, as this book has with my coloring. gives clear instruction in how and why to use certain colors in certain places, and how to mix them efficiently in the computer.

Klein and Chairello have authored a well written and informative book on a craft of comics/ graphic story telling vastly ignored UNTIL the advent of digital technology. BOTH sections COLORING & LETTERING will be the watermark for other authors to achieve. The COLORING section addresses the AESTHETIC side of the craft along with the MECHANICS behind it. I have other books on the craft of comics: 1. Read this book FIRST, apply the concepts to your own work; THEN read OTHER books related to coloring/lettering. 2. Look at NATURE to get color ideas, read magazines, bus ads and observe typeface designs. 3. CREATE YOUR OWN FONTS!!!

The series of "Coloring & Lettering", "Guide to Inking Comics", and "Guide to Penciling Comics" is a GREAT concept. Which doesn't make up for it being poorly put together. It feels like several artists were pulled together for each book by some half-wit executive and told to write a multi-page blurb about a topic for which they would receive a modest stipend. The hearts of the authors are not in the creation of the presented material. There is some good stuff in here if you are willing to dig for it and have a basic understanding of what they are talking about before you start to read.

This isn't the first "DC Comics Guide" I've purchased. Prior to this, I also purchased "Writing" (meh) and "Inking" (FANTASTIC!). This book comes somewhere between the two. The first half of the book was great. The lessons on color were more helpful than the four years of color theory shoved down my throat at the university. The first part was solid and helpful for more than just comic art. The lettering sections were informative as well, but there wasn't as much thought and theory behind it as there was a "how-to" section on software and tools that most people don't have.

Great book to get you started in professional coloring and lettering. This book helped me get started in the coloring side of the industry. I now keep it handy for reference and use it in the classroom to teach new creators beginning to venture into their own digital coloring and lettering.

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