

Art of the Comic Book

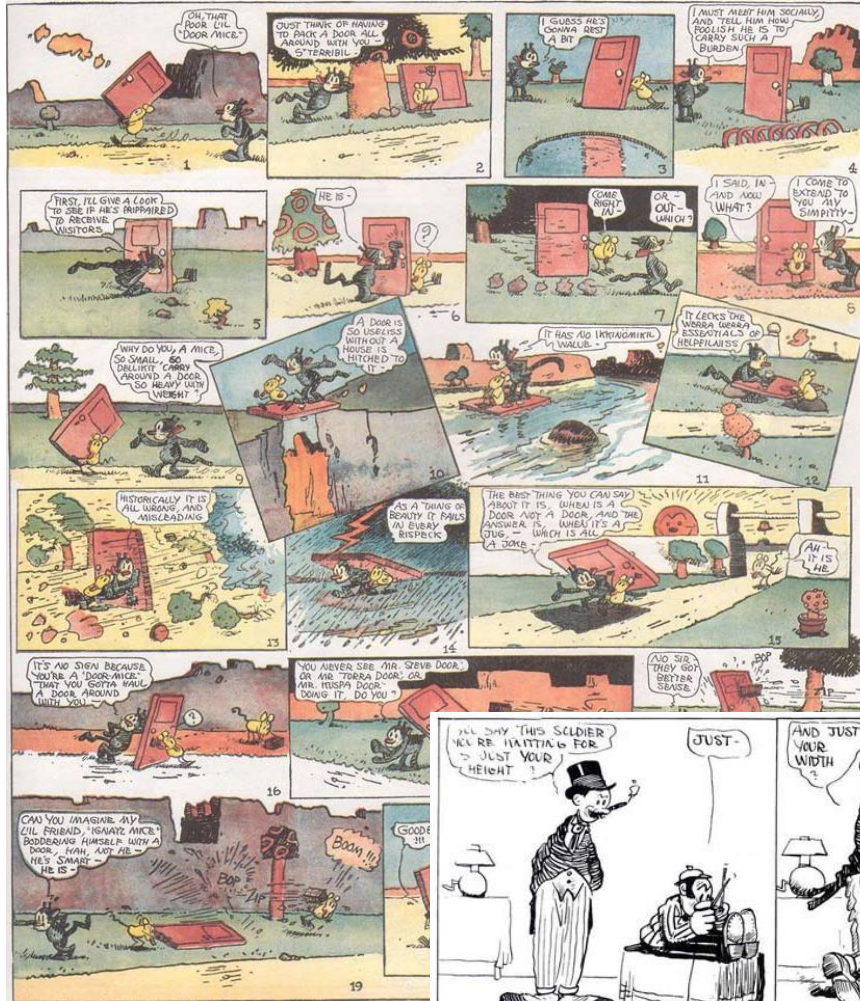
History + Techniques

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History: 1900s

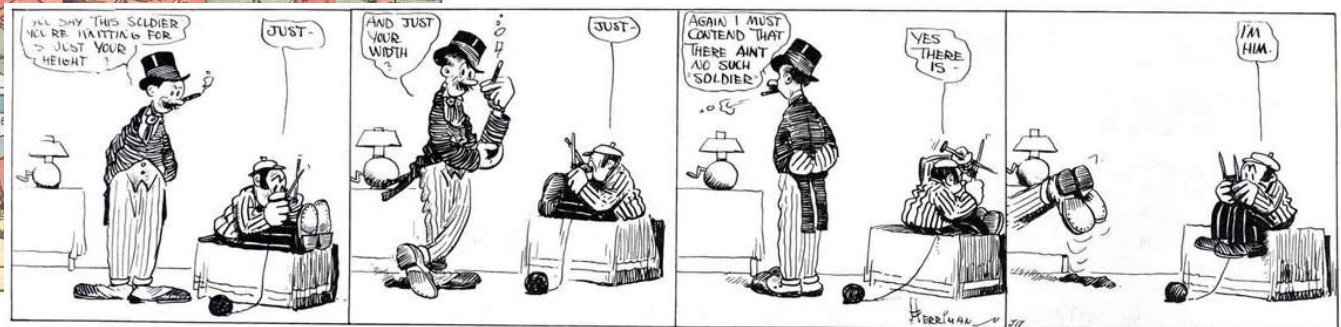


Artists

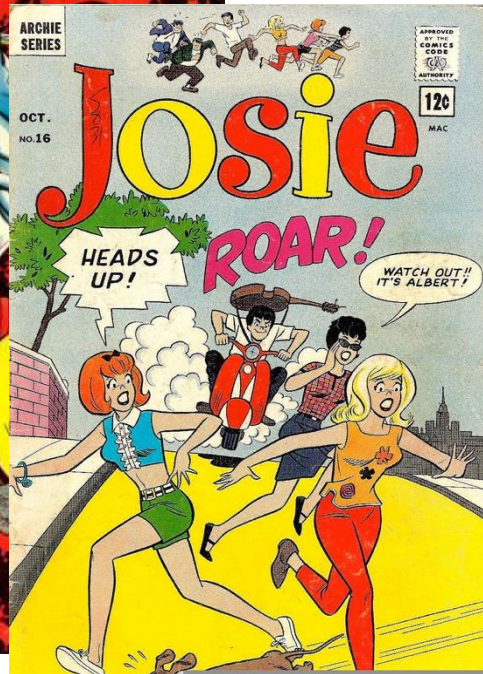
- ▶ George Herimann
- ▶ Windsor McCay
- ▶ Harold Gray
- ▶ Frank King

Highlights

- ▶ No Genres
- ▶ Full page Sunday sections
- ▶ New technology (Print 2.0)



History: 1960s

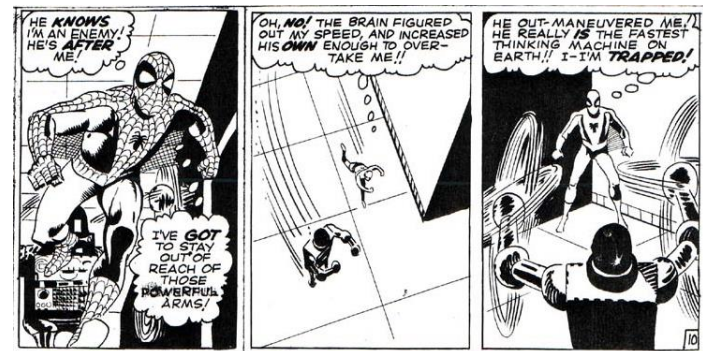


■ Artists

- ▶ Stan Lee
- ▶ Jack Kirby v2
- ▶ Steve Ditko
- ▶ Joe Kubert
- ▶ Kurt Swan
- ▶ Alex Toth
- ▶ Dan DeCarlo

■ Highlights

- ▶ SuperHero dominant genre
- ▶ Riding “pop art” trend



History: 1970s



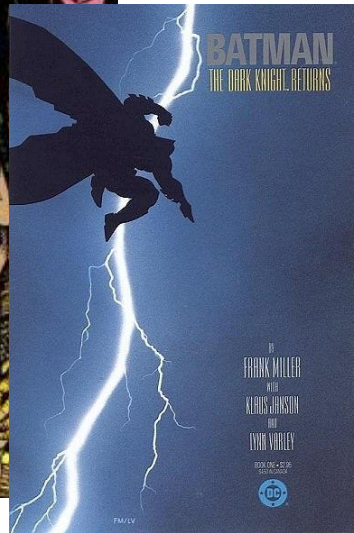
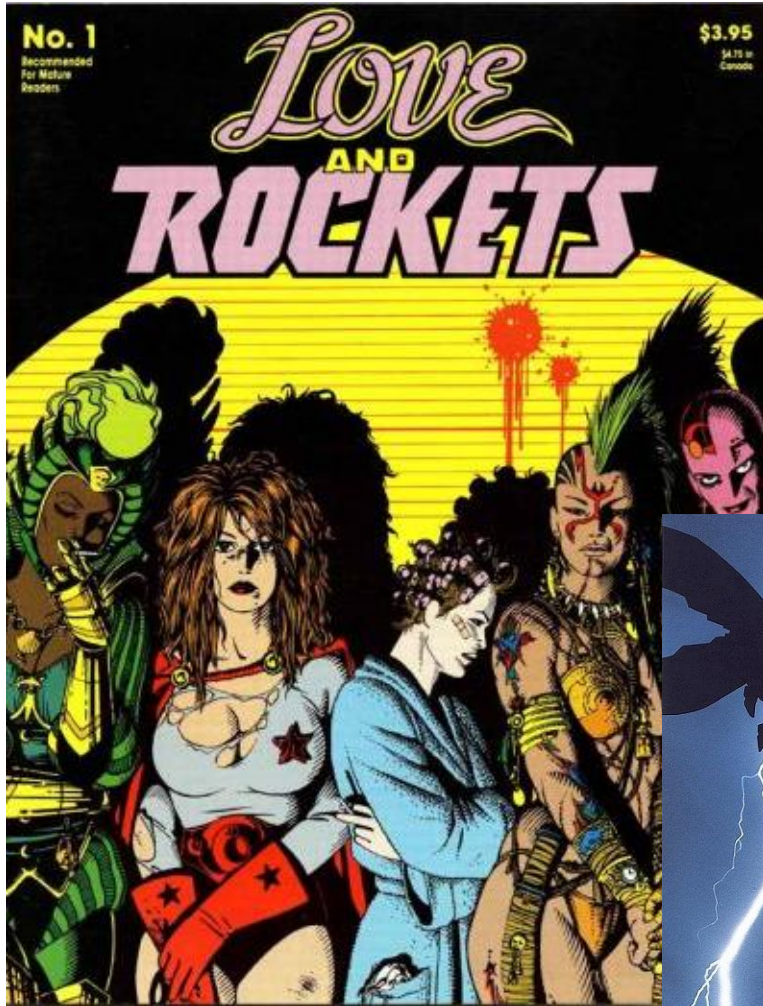
Artists

- ▶ Marv wolfman
- ▶ Don McGregor
- ▶ Steve Gerber
- ▶ Roy Thomas
- ▶ John Buscema
- ▶ Gene Colan
- ▶ R. Crumb
- ▶ Will Eisner v2

Highlights

- ▶ Fans becoming pros
- ▶ Longer “literary” texts
- ▶ Underground Comix Boom
- ▶ More adult content

History: 1980s



Artists

- ▶ Hernandez Bros
- ▶ Frank Miller
- ▶ Alan Moore
- ▶ Art Spiegelman

Highlights

- ▶ British Invasion
- ▶ Economic collapse of big 2
- ▶ Comic Specialty Shops
- ▶ Independent Press
- ▶ Royalty Plans
- ▶ More Adult Themes



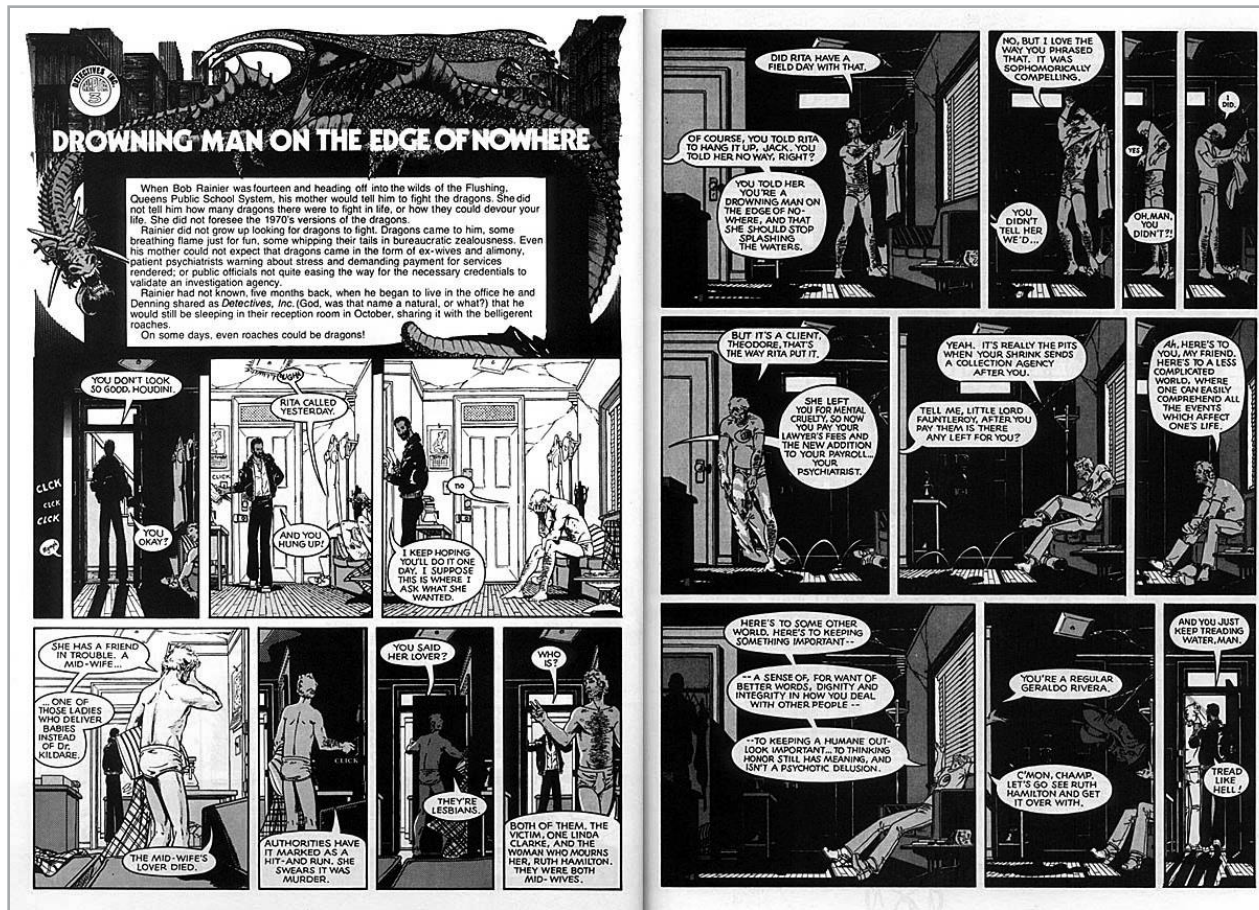
History: 22 Panels That Always Work

WHY WOULD'S 22 PANELS THAT ALWAYS WORK !!

OR SOME INTERESTING WAYS TO GET SOME VARIETY INTO THOSE BORING PANELS WHERE SOME DUMB WRITER HAS A BUNCH OF LAME CHARACTERS SITTING AROUND AND TALKING FOR PAGE AFTER PAGE!



History: Detectives Inc.

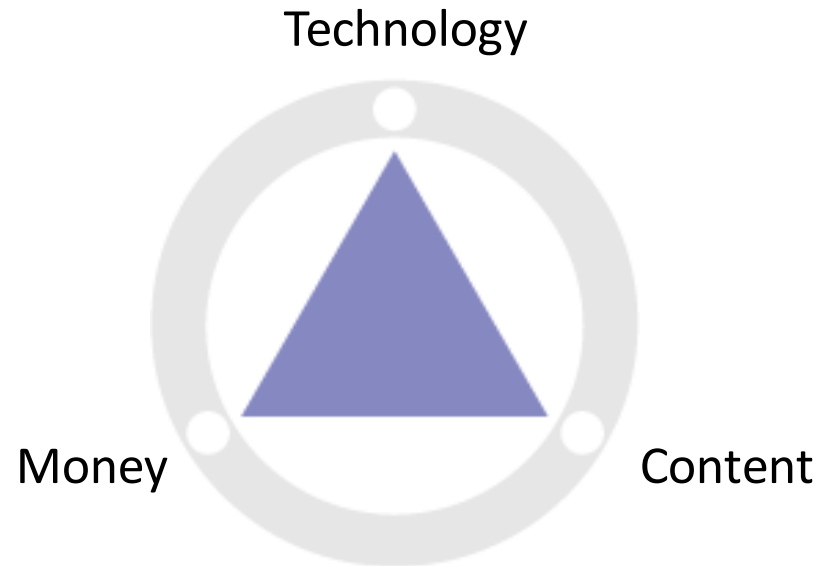


An example of making a text-heavy spread (a) move the story and (b) visually entertaining

DETECTIVES INC: A Remembrance of Threatening Green
Written by Don McGregor, Illustrated by Marshall Rogers
<http://www.donmcgregor.com/remember.htm>

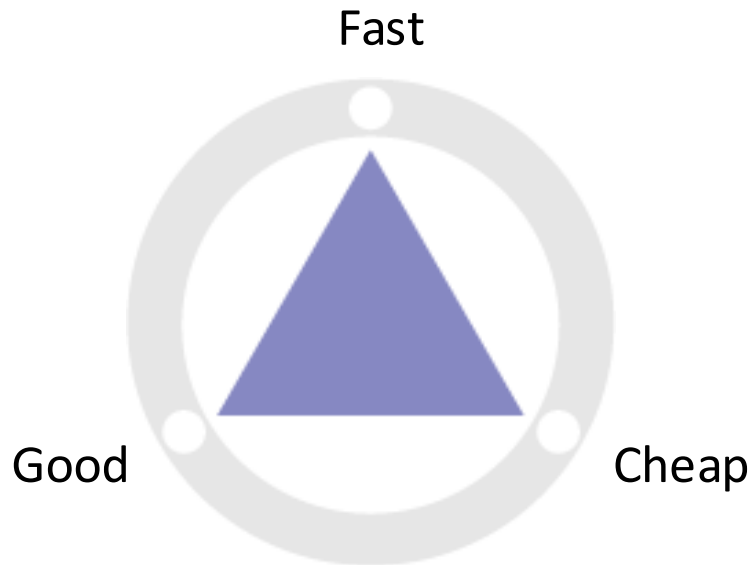
Technology Triangle

You can't have one without the others. While Technology and Money lead each other in innovation, Content is the last part of the equation

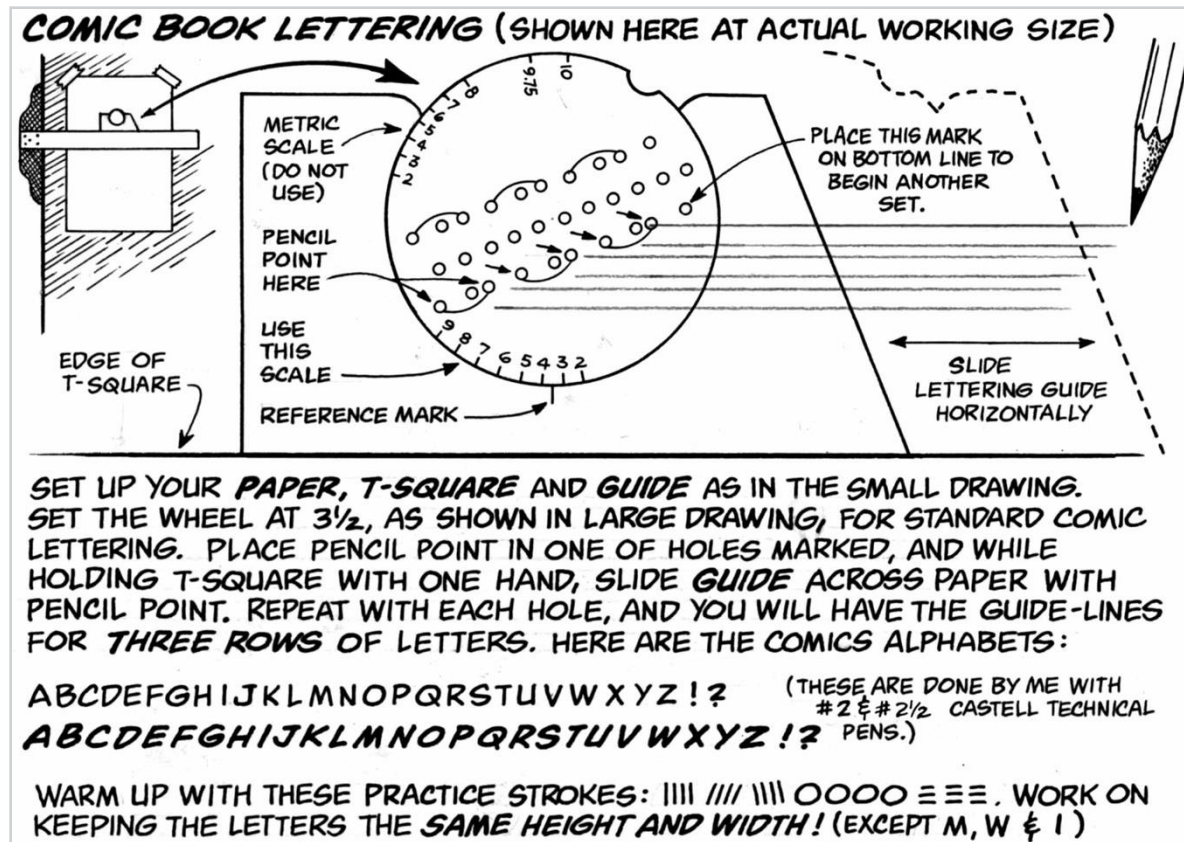


Project Triangle: Pick Any Two

Fast refers to the time required to deliver the product, **Good** is the quality of the final product, and **Cheap** refers to the total cost of designing and building the product. This triangle reflects the fact that the three properties of a project are interrelated, and it is not possible to optimize all three – one will always suffer.



Technique: Ames Lettering Guide



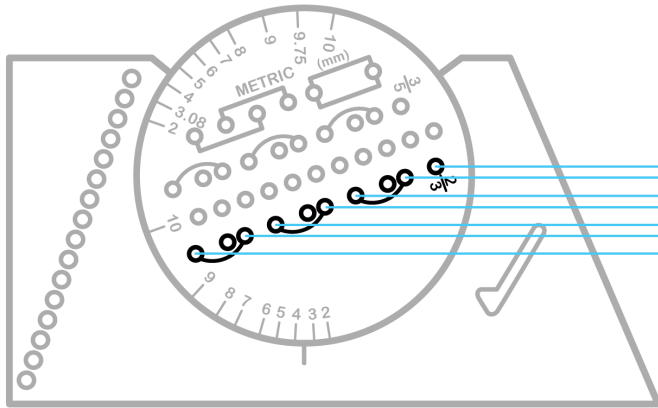
The Ames Lettering Guide is the standard tool for professional hand-lettering.

TODD KLEIN

How To Do Hand Lettering

<http://kleinletters.com/HandBasics.html>

Technique: Ames Lettering Guide, 2/3 Measure

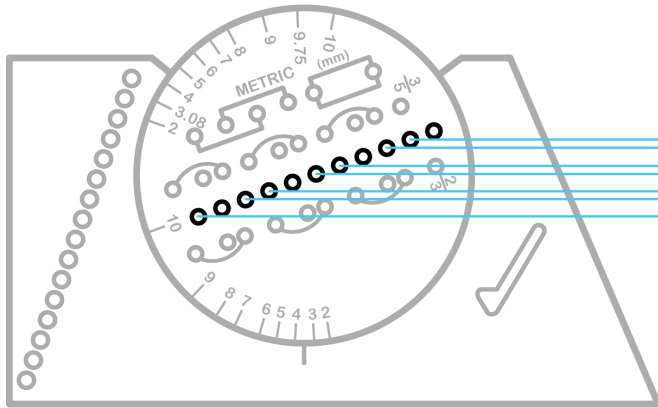


NEARLY 20 YEARS AGO, A FILE WAS
ACCIDENTALLY OVERWRITTEN BY AN
OLDER VERSION.

The standard for mainstream comic books since the 1960s. The 2/3 Measure was designed for upper and lowercase lettering. Problems for our use:

1. Keeping track of NOT using middle line
2. Too much "leading" between rows of text

Technique: Ames Lettering Guide, All Caps Measure

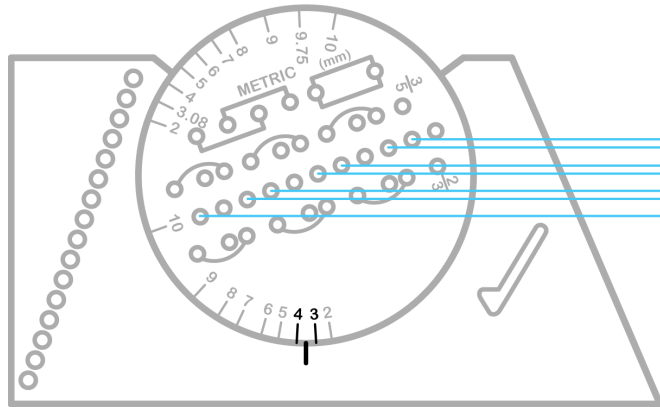


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The All Caps Measure as an alternative has the following advantages over the 2/3 Measure:

1. Lines only on top and bottom of each row, reducing odds for errors
2. Less “leading” creating an overall uniform look

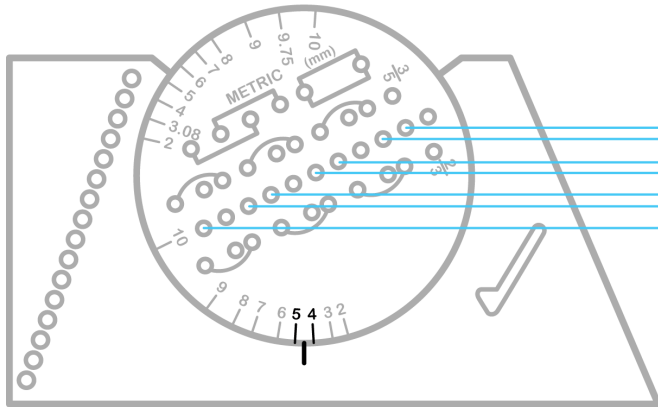
Technique: Ames Lettering Guide, All Caps at 3.5 Scale



NEARLY 20 YEARS AGO, A FILE WAS
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The All Caps Measure combined
with the 3.5 Scale

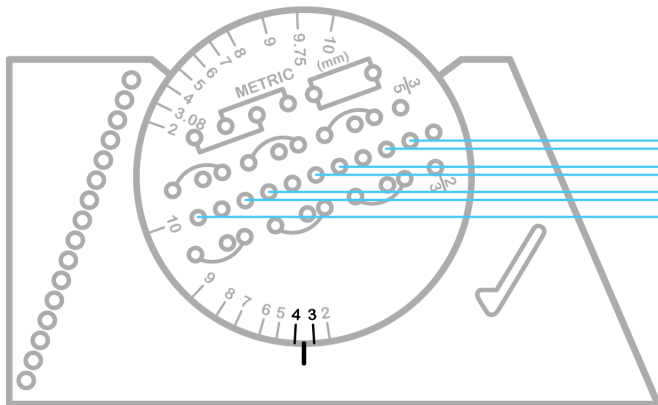
Technique: Ames Lettering Guide, All Caps at 4.5 Scale



NEARLY 20 YEARS AGO, A FILE
WAS ACCIDENTALLY OVERWRITTEN
BY AN OLDER VERSION.

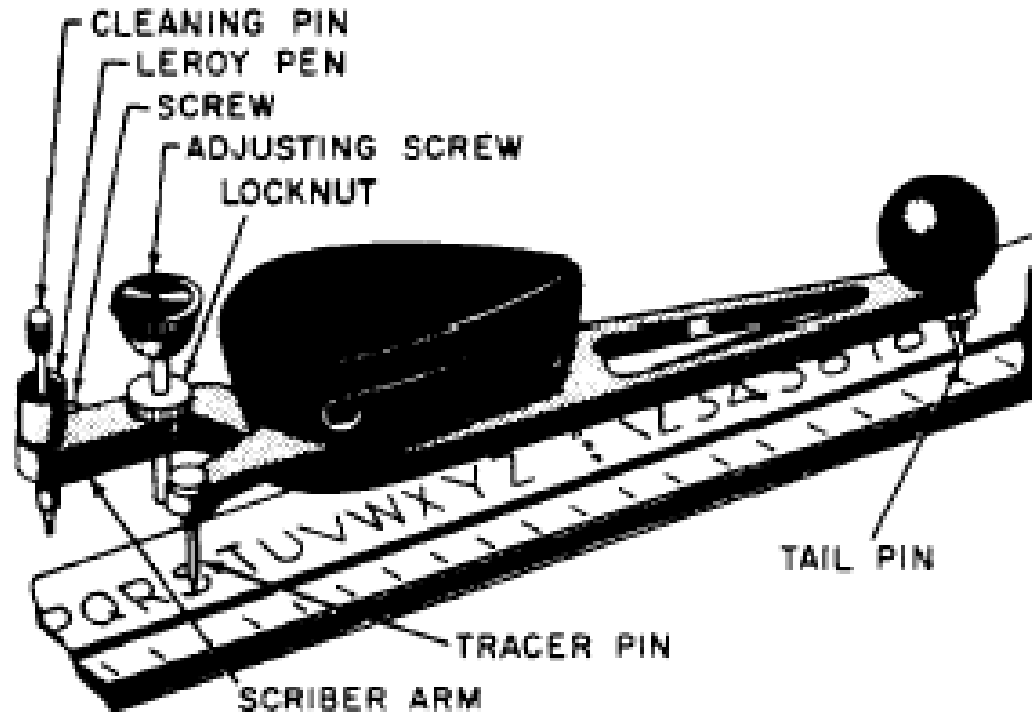
The 4.5 Scale is used for educational comics aimed at younger readers. While the larger font is easier to read, it also limits the amount of text you can use per page.

(All Caps 3.5 presented on the bottom for scale)



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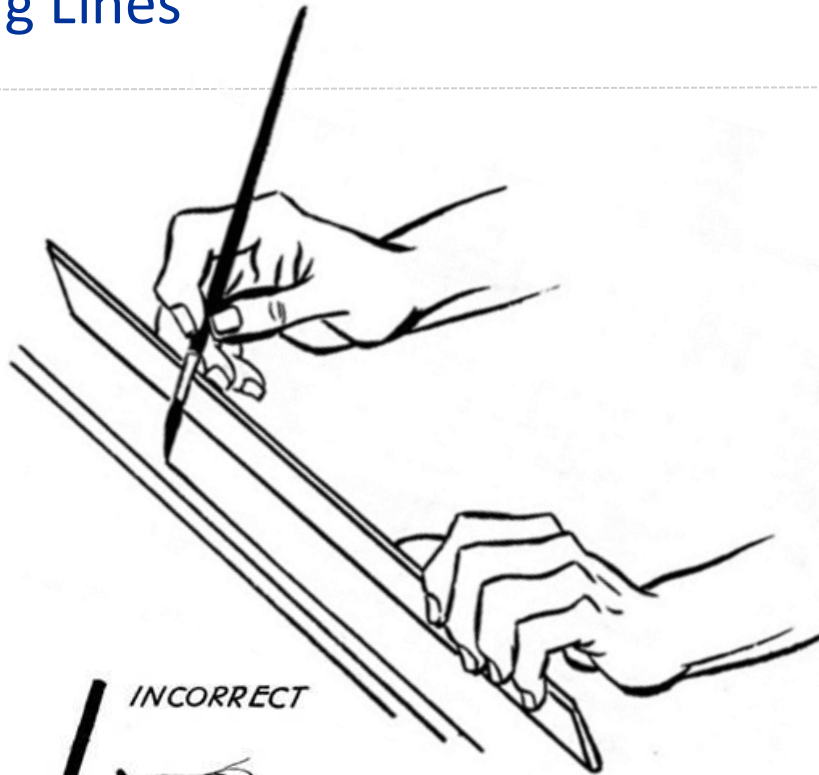
Technique + History: Leroy Lettering System



A mechanical lettering technology originally designed for engineers and draftsmen. In comics, it was used by EC Comics of the 1950s.

INTEGRADED PUBLISHING
Engineering Aids: Mechanical Lettering
<http://www.tpub.com/engbas/3-35.htm>

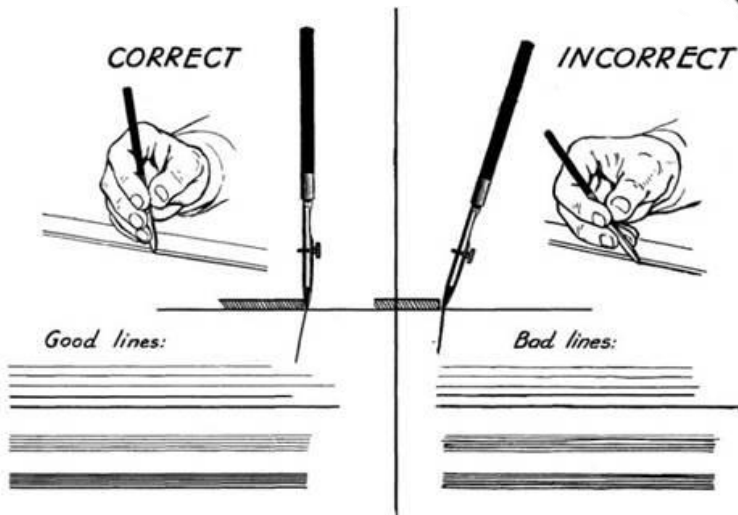
Technique: Ruling Lines



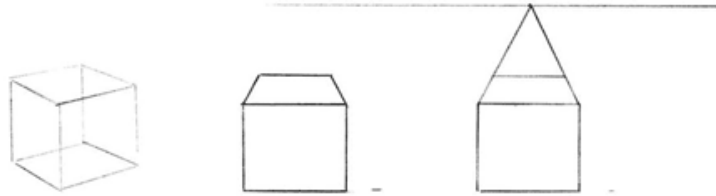
Also called “Bordering” or “Straight-lining”. The brush technique (Top Example) is a lot harder, but yields a more human-looking line.

The Ruling Pen (Bottom Example) gives a more uniform, mechanical line.

Both require lots of practice!

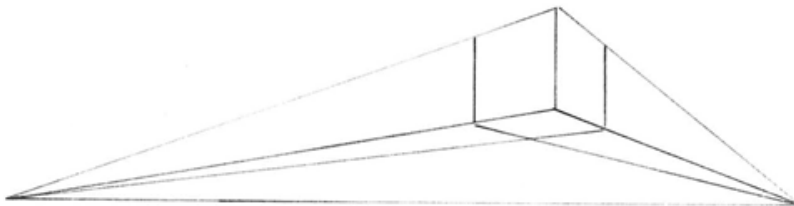
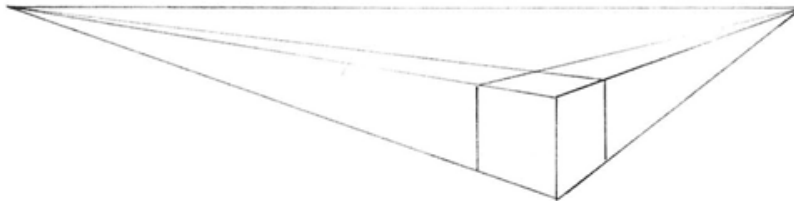


Technique: Perspective



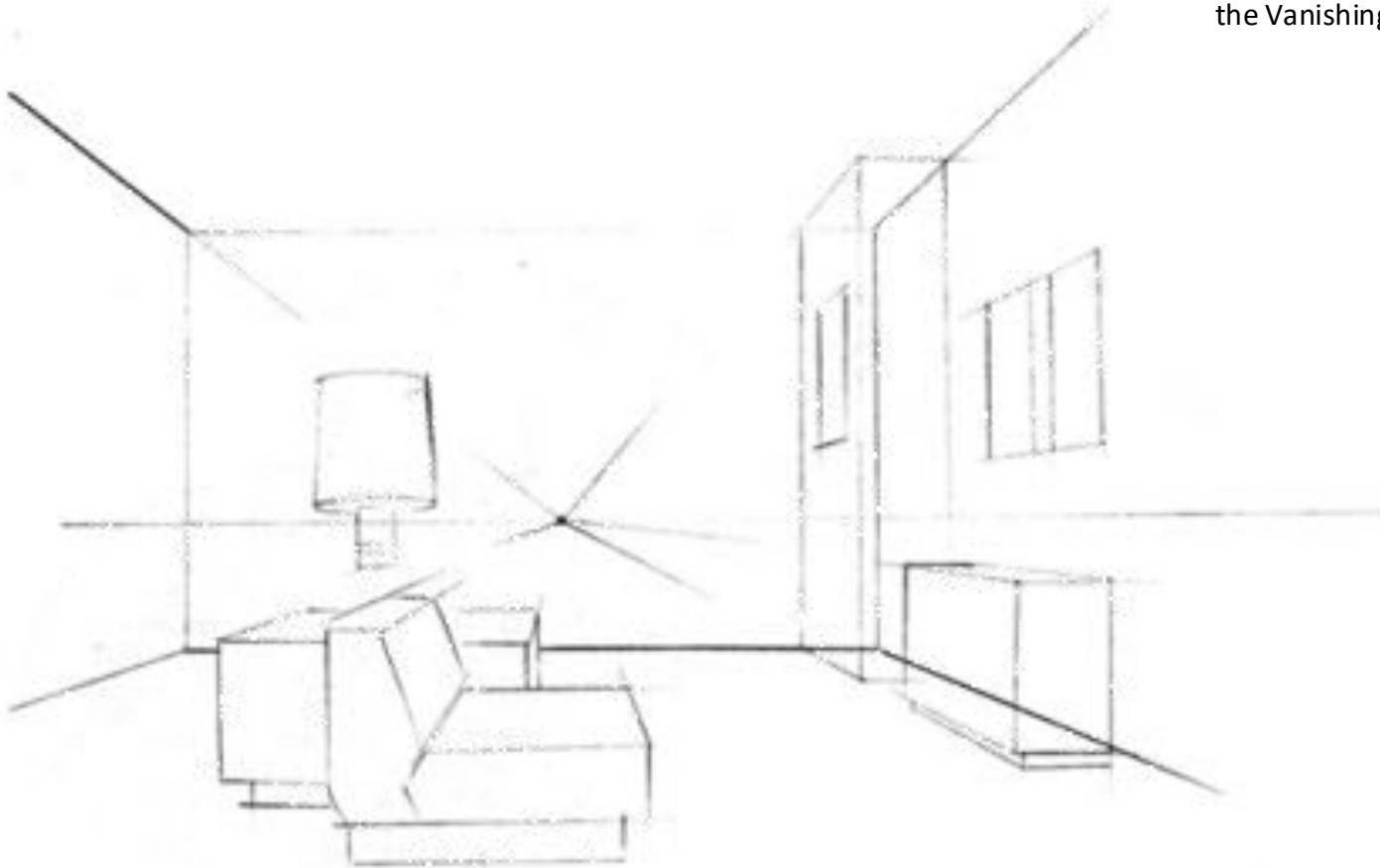
One-point and two-point perspective at their essential level. All perspective drawings have at least 1 vanishing point.

Both Vanishing points of two-point perspective create your drawing's "horizon Line".

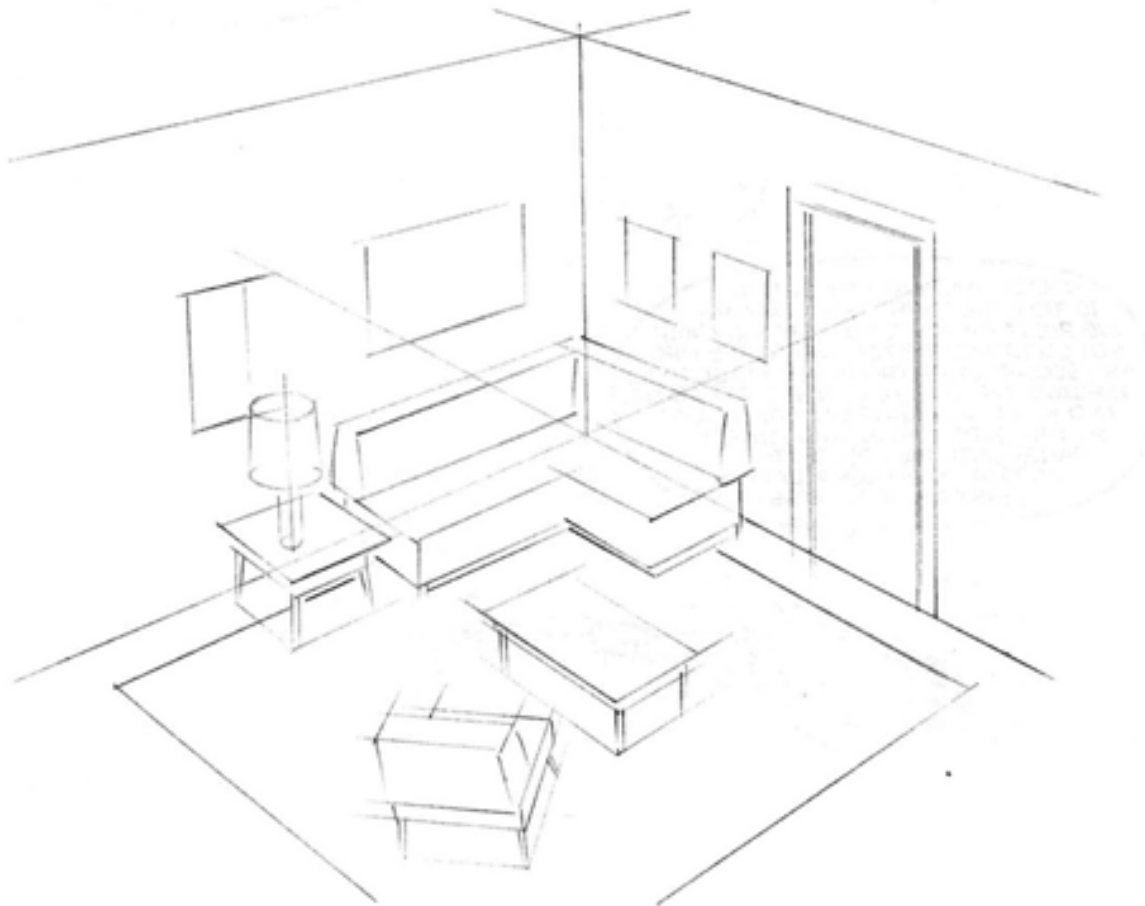


Technique: Perspective ... One-Point Room

Note how everything points to the Vanishing point.



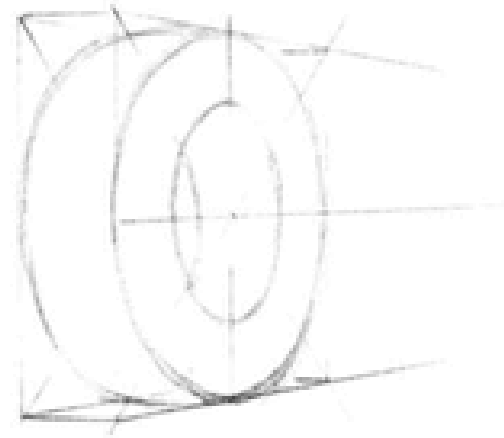
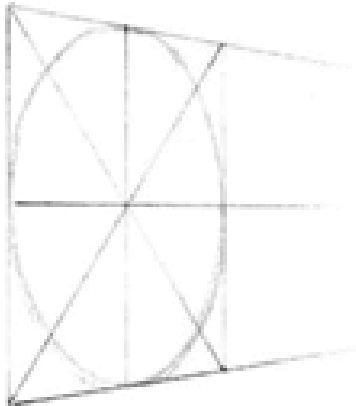
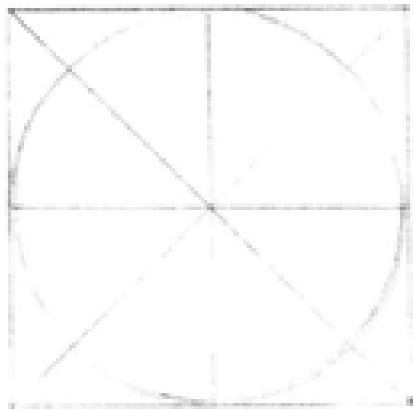
Technique: Perspective ... Two-Point Room



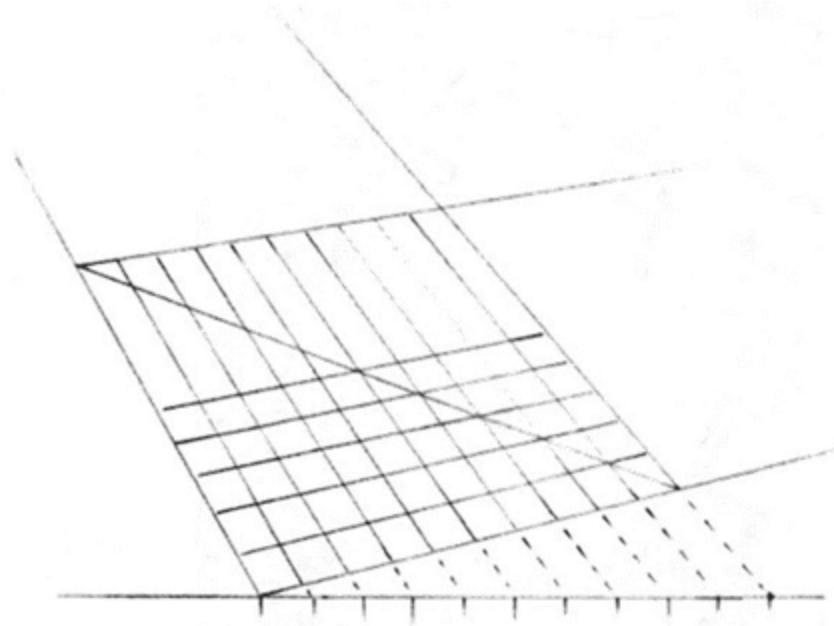
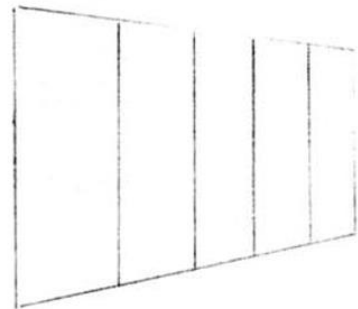
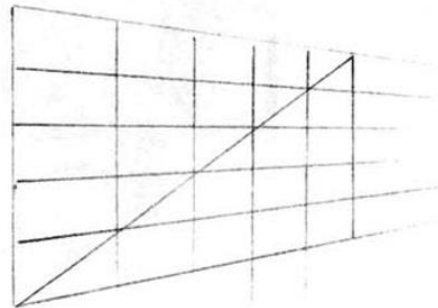
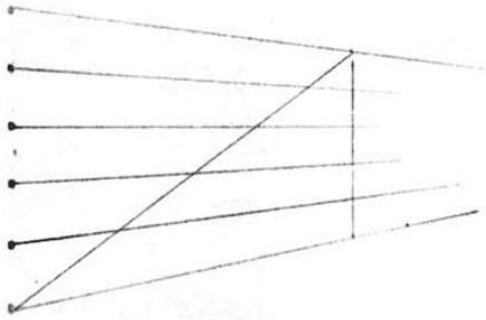
This is an extreme application of two-point perspective. Its vanishing points are way off the page. Such examples are usually drawn on a board much bigger than the paper, sometimes using yardsticks instead of rulers.

Technique: Perspective ... One-Point Wheel

Basically applying flat-graphic logic to perspective principles.



Technique: Perspective ... Tiles



Establish a consistent unit of measure somewhere, then use perspective to perfectly define the spaces.