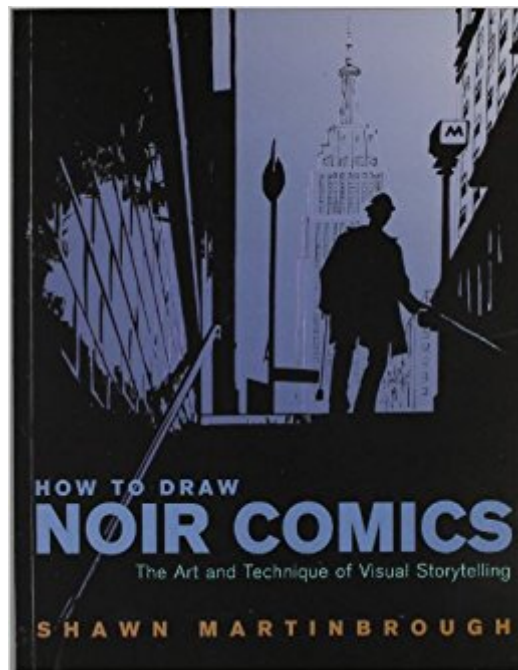




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How To Draw Noir Comics: The Art And Technique Of Visual Storytelling



Synopsis

How to Draw Noir Comics: The Art and Technique of Visual Storytelling is an instructional book based on the cinematic, high contrast noir style of acclaimed comic book and graphic novel illustrator, Shawn Martinbrough. Martinbrough's work has been published by DC Comics, Vertigo and Marvel Comics, illustrating stories ranging from Batman to the X-Men. This is his first book, released through Watson-Guptyll Publications and The Nielsen Company. In How to Draw Noir Comics, Martinbrough shows how the expert use of the color black is critical for drawing noir comics. He demonstrates how to set a mood, design characters and locations, stage action and enhance drama, and discusses important topics like page layout, panel design, and cover design. How to Draw Noir Comics includes The Truce, an original graphic novel written and illustrated by Martinbrough which incorporates the many lessons addressed throughout the book, and has an introduction by critically-acclaimed novelist Greg Rucka, author of the graphic novel Whiteout, currently in production as a major motion picture.

Book Information

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Customer Reviews

Shawn Martinbrough illustrates many DC and Marvel comics, including Superman, Detective Comics, Batman, and X-Men. Other clients include LucasArts, Playboy, and many others. In 2004, he was named one of "Washington, D.C.'s Best" by The Washingtonian. He lives in Washington, D.C.

Shawn Martinbrough tells you why he loves black and white, then shows you how to do it. Lots of

examples and easy direction. If you were never excited about black and white, you will be when you get this book in your hands.

Really well put together lots of useful tips , love the noir style , this book really helps explain how to do alot of different stuff. Also the pages are big and clear , clean. Really professional, highly recommend this .

I have purchased this book as a supplement to my curriculum for a sequential art class. It is not only an instructional book on how to draw noir comics, but comics in general ... materials, perspective, storytelling. You will be able to learn and observe graphic elements which enhance the art of storytelling, as well as how to add mood and atmosphere to your work. Additionally there is a short noir comic addendum in the back where you can see the authors design elements in play.

I was expecting a little more from the book, judging from the fact that the author is a legend (read other reviews)in the comics industry. But the content is still pretty educational and informative. I enjoyed looking at the large print as well as the artwork which is printed on nice good quality paper. Even though the information may seem too comprehensive for more professional artists, they may benefit from looking at how the artwork is done, and in fact, I enjoyed looking at how the author has provided us with different treatment to the same artwork. To me this is precious, and show that the author is versatile in his technique and creative in his use of tools and materials.

I had seen the book earlier so I was very satisfied with the purchase.

Insightful and well organized book. Can't recall why it took me so long to "finally" buy it. Martinbrough's voice and talent comes through in living "black and white." Traditional knowledge and techniques still have value and are quite relevant as evidenced within this work. Pretty much all of it translates quite well to digital art. Any artist interested in delving into the world of noir comics and the fundamental associated techniques should not hesitate to get this book. An enjoyable learning experience for novice and experienced alike.

Very informative... I will use this as a primary reference book for my drawing and inking... I love it.

I was really anticipating this book. Noir techniques are fantastic for psychological thrillers, one of

which I am writing for a comic of my own design for my Lone Comic entertainment brand. When it arrived, the information was so complete and useful, it was almost over my head. Even though the information is presented in just about as intelligent a manner as it can be presented, it is some professional level data for accomplished comic book artists. That is not to say a beginner cannot use it a reuse it as their skill grows - it was just a big, complete, comprehensive bunch of data on the topic. I really hope I can use all this book offers in the long run. The Lone Comic TMDefender of Creativity and Entertainment SM

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