

Visual Storytelling



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Visual media artists-comic book artists, film and video storyboarders and animators, and creators of interactive games-must express purely with pictures everything that the

writer can't communicate in words. As a result, truly effective visual storytelling must be compelling, dynamic-and have the appearance of reality. In Visual Storytelling, veteran comic book publisher Tony Caputo demonstrates everything the aspiring visual media artist needs to know in order to master sequential art. In Part 1, artists will discover, through clear illustrations and pictures, each stage of the production process, including plotting, writing, penciling and lettering, inking, coloring, and painting. Part 2 shows, step by step, the basics of figure drawing and anatomy, and basic light and dark techniques. Finally, Part 3 details the basics of page composition, layout, and design as well as the art of creating incredible comic book covers and splash pages. Filled with fascinating illustrations by such legendary artists as Mat Nastos, Jim Steranko, Neal Adams, Wally Wood, Andrew Loomis, Scott McCloud, Terry Moore and Jeff Smith, Visual Storytelling also features a ready-to-use guide that helps chart progress and skills in visual storytelling media.

作者介绍:

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