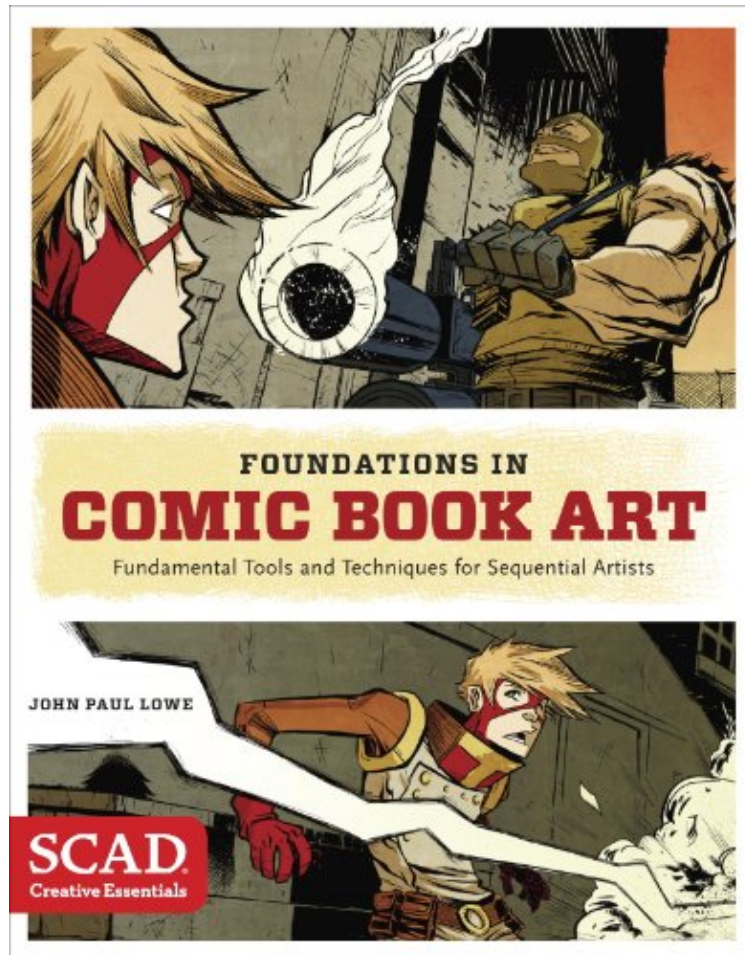


(Download free ebook) Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists)

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John Paul Lowe

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John Paul Lowe : Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists):

0 of 0 people found the following review helpful. Wow! By ReddStealth I love this book and plan on using it to help my artwork. I do wish it was longer and gave examples of hardware used for digital art. Still this book is a winner! 1 of 1 people found the following review helpful. John Paul Lowe is an excellent teacher and this book which for me is now ... By s k I started to learn to draw over a year ago and ordered this book. John Paul Lowe is an excellent teacher and this book which for me is now a gold standard in drawing has improved my drawing skills a hundred fold. This is a real keeper. 1 of 1 people found the following review helpful. Pretty Good By Gemini Guy Enjoyed this. I've read

many drawing books. But this one focuses on sequential art. Was also glad it focused on traditional techniques instead of just digital.

A comprehensive guide to creating and developing comic book and graphic novel art, from the Savannah College of Art and Design (SCAD), one of the world's leaders in sequential arts instruction. John Lowe, Dean of the School of Communication Arts at SCAD, presents an in-depth primer on the tools and techniques used by top sequential artists to create comic books, graphic novels, and other sequential art forms. Based on SCAD's world-famous sequential arts curriculum with examples of professional comic book art from their faculty and alumni, the book uses detailed instruction and step-by-step examples to teach key artistic methods like sketching, thumbnailing, reference gathering, and using production/digital design methods. This book covers all the materials and methods aspiring artists need to master to make it as sequential artists.

About the Author JOHN PAUL LOWE began teaching at the Savannah College of Art and Design in 2002. He has served as the school's chair of the Sequential Art Department and as dean of the School of Communication Arts. In 2013, he happily returned to the classroom and his art studio. His career in comics began in 1991 with DC Comics. Lowe has also worked for Marvel Comics, Image Comics, Archie Comics, and Dark Horse Comics. Lowe is the creator of the award-winning annual Sequential Arts Anthology, and the author of *Working Methods: Creators Detail their Storytelling and Artistic Processes*. The Savannah College of Art and Design (SCAD) is a recognized leader in art and design education. SCAD's talented faculty members are drawn from around the world and have exceptional credentials and valuable professional experience. Professors and alumni have worked for companies such as Marvel Comics and DC Comics, Walt Disney Company, Lucasfilm Ltd., Pixar, Electronic Arts, and many more. For more information on SCAD and its programs, visit www.scad.edu. Excerpt. copy; Reprinted by permission. All rights reserved.

FOREWORD One of the saddest lessons you will learn when you go to art school is that your art is not very good. One day in sophomore year you will look down at your Dali-inspired colored pencil drawing of anthropomorphic lizards, and you won't be able to ignore it any longer. You'll look up at your professor and see it in her eyes: she thinks you're a bad artist. She thinks you're a bad artist, and she doesn't think you're ever going to get better. "Very creative," she'll say. "Thanks," you'll say. John Lowe thinks you can get better. In fact, he's sure you can get better. He's sure you can get good. This is what makes John Lowe a great teacher and an unusual one. If you are his student, he is interested in you and he is interested in your art. He finds out what your goals are, and he doesn't let you forget them. He finds out what your comfort zone is, and he jabs and teases you out of it. He finds out what tools you're used to using, and he doesn't let you use them anymore. He finds out how much homework you're used to doing, and he assigns twice as much. He takes artwork you were up all night working on and tells you to change everything. He tells you to change everything, and you squawk in disbelief, and John laughs and says, "Nothing's precious." And it's true: nothing you put on paper is precious. You have something else that's precious, and it's something John will find for you when you can't find it yourself anymore. It's why you started drawing in the first place. It's in your hand, your eyes, your heart. Don't lose it. Don't let it get away.

Eleanor Davis SCAD Alumna Eleanor Davis a cartoonist and illustrator. She created the graphic novels *The Secret Science Alliance* and *The Copycat Crook*. Her work has been recognized by the Society of Illustrators and Print. She has won the Theodor Seuss Geisel Honor and the Russ Manning Award. Originally from Arizona, Davis now lives in Georgia.