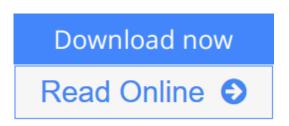


The DC Comics Guide to Digitally Drawing Comics

By Freddie E Williams II



The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II

At last–the *first* guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! *The DC Comics Guide to Digitally Drawing Comics* shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking–and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with *The DC Guide to Digitally Drawing Comics*.

<u>Download</u> The DC Comics Guide to Digitally Drawing Comics ...pdf

<u>Read Online The DC Comics Guide to Digitally Drawing Comics ...pdf</u>

The DC Comics Guide to Digitally Drawing Comics

By Freddie E Williams II

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II

At last–the *first* guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! *The DC Comics Guide to Digitally Drawing Comics* shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking–and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with *The DC Guide to Digitally Drawing Comics*.

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II Bibliography

- Sales Rank: #255714 in Books
- Brand: Watson-Guptill
- Published on: 2009-09-01
- Released on: 2009-09-01
- Original language: English
- Number of items: 1
- Dimensions: 10.50" h x .40" w x 7.60" l, .68 pounds
- Binding: Paperback
- 144 pages

Download The DC Comics Guide to Digitally Drawing Comics ...pdf

Read Online The DC Comics Guide to Digitally Drawing Comics ...pdf

Editorial Review

Excerpt. © Reprinted by permission. All rights reserved.

I have seen other artists use programs such as Manga Studio, Corel Painter, and Adobe Illustrator to draw their comics. These are all fine choices, but Adobe Photoshop is the primary program I use when digitally illustrating comic books, and it's the program I use in this book. Although I go in-depth in this book about how to create comics digitally, this is not a how-to or step-by-step book on the fundamentals of Adobe Photoshop itself. Instead, this book is targeted at intermediate to advanced users of Photoshop, so if you are unfamiliar with it or any other computer programs I refer to, I highly recommend that you look on line for in-depth tutorials, purchase one of the many books on the subject, or even take an introductory course in using Photoshop.

Users Review

From reader reviews:

Belinda Timmer:

Book is to be different for each and every grade. Book for children right up until adult are different content. We all know that that book is very important for us. The book The DC Comics Guide to Digitally Drawing Comics ended up being making you to know about other know-how and of course you can take more information. It doesn't matter what advantages for you. The book The DC Comics Guide to Digitally Drawing Comics is not only giving you a lot more new information but also for being your friend when you sense bored. You can spend your spend time to read your publication. Try to make relationship with all the book The DC Comics Guide to Digitally Drawing Comics. You never sense lose out for everything if you read some books.

Minerva Gagliano:

Here thing why that The DC Comics Guide to Digitally Drawing Comics are different and dependable to be yours. First of all reading a book is good but it depends in the content than it which is the content is as delightful as food or not. The DC Comics Guide to Digitally Drawing Comics giving you information deeper as different ways, you can find any book out there but there is no reserve that similar with The DC Comics Guide to Digitally Drawing journey, its open up your current eyes about the thing that happened in the world which is might be can be happened around you. You can bring everywhere like in recreation area, café, or even in your approach home by train. In case you are having difficulties in bringing the imprinted book maybe the form of The DC Comics Guide to Digitally Drawing Comics in e-book can be your alternative.

Daniel Gutierrez:

Reading a publication tends to be new life style in this era globalization. With examining you can get a lot of information that will give you benefit in your life. Together with book everyone in this world can share their

idea. Publications can also inspire a lot of people. Plenty of author can inspire their reader with their story or their experience. Not only the storyline that share in the guides. But also they write about advantage about something that you need example of this. How to get the good score toefl, or how to teach children, there are many kinds of book that you can get now. The authors nowadays always try to improve their proficiency in writing, they also doing some analysis before they write for their book. One of them is this The DC Comics Guide to Digitally Drawing Comics.

Marissa Wegener:

Spent a free a chance to be fun activity to do! A lot of people spent their leisure time with their family, or all their friends. Usually they doing activity like watching television, going to beach, or picnic within the park. They actually doing same thing every week. Do you feel it? Do you want to something different to fill your free time/ holiday? Can be reading a book could be option to fill your no cost time/ holiday. The first thing that you will ask may be what kinds of e-book that you should read. If you want to attempt look for book, may be the publication untitled The DC Comics Guide to Digitally Drawing Comics can be great book to read. May be it might be best activity to you.

Download and Read Online The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II #JDN9SQX0EZ5

Read The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II for online ebook

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II books to read online.

Online The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II ebook PDF download

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II Doc

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II Mobipocket

The DC Comics Guide to Digitally Drawing Comics By Freddie E Williams II EPub