



The DC Comics Guide to Digitally Drawing Comics

By Freddie E Williams II

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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*.

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Editorial Review

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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:

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Daniel Gutierrez:

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Marissa Wegener:

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