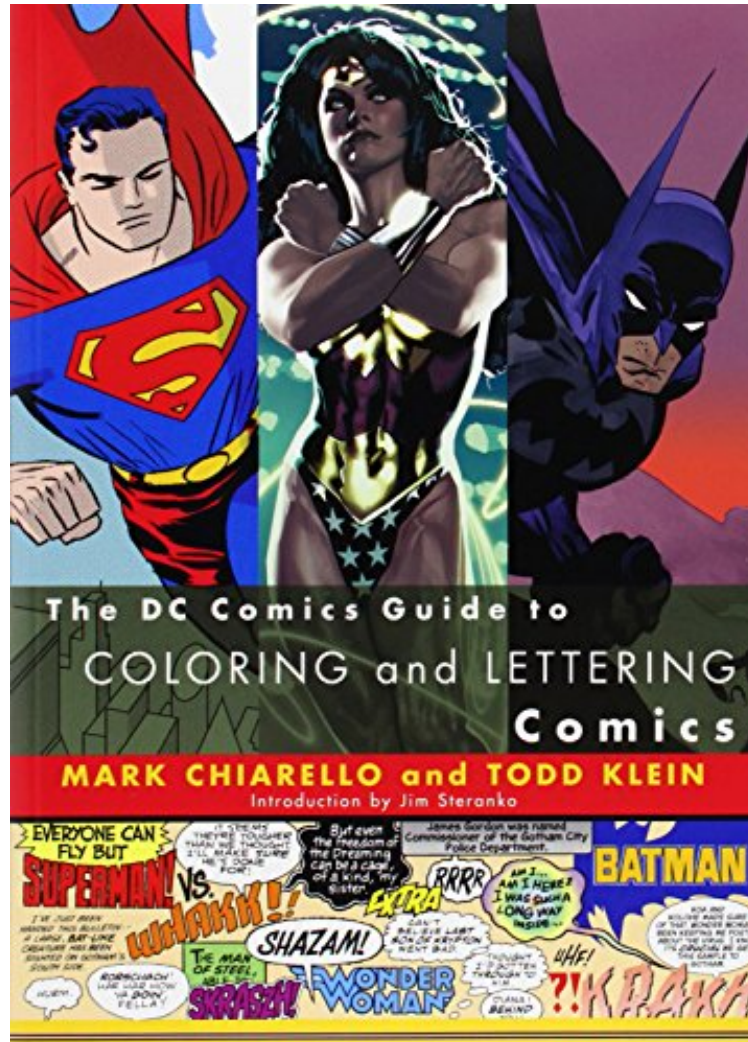


DC Comics Guide to Coloring and Lettering Comics

Mark Chiarello, Todd Klein

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#206841 in Books Watson-Guptill 2004-08-01 2004-08-01 Original language: English PDF # 1 10.51 x .35 x 7.551, .99 #File Name: 0823010309144 pages Watson-Guptill Publications | File size: 48.Mb

Mark Chiarello, Todd Klein : DC Comics Guide to Coloring and Lettering Comics before purchasing it in order to gage whether or not it would be worth my time, and all praised DC Comics Guide to Coloring and Lettering Comics:

2 of 2 people found the following review helpful. What they said is true...By Felicia Welton I bought this book after buying The DC Comics Guide to Digitally Drawing Comics. I was looking for something with tutorials on actually making comics (the actual doing, not just the set up). I walk away from reading this book with mixed feelings. The color theory and principles of coloring was great, as was the entire section on lettering. But there was nothing on actually coloring in a step by step kind of way. If you're looking for a book on HOW to color, this is not your book. If you're looking for a book on what to keep in mind WHEN coloring, then this is your book. Also if you don't care about

color and just want lettering than this is your book (the lettering has more in the way of tutorials). One thing I forgot to mention before, the book is edited a little weird. There is a picture on just about every page. On a number of pages the paragraphs are split between two pages. You wouldn't think that this is that big of a deal, but many times I finished reading a paragraph and then looked at the pictures to see what they were talking about, and then started reading again on the next page only to find that the next paragraph started on the page I just got done reading. Or I would have to turn a page to finish a paragraph and then turn it back to look at the examples. This isn't a deal breaker. It is just a distracting break in the flow of the book. Someone could have easily changed the sizes of the images to keep everything on one page, so it just seems kind of lazy.

1 of 1 people found the following review helpful. Good for Beginners
By T. Hooper
This is a great guide for those who would like to get into coloring or lettering comics, but have no idea where to start. In this volume, you'll learn a little about the theory of coloring comics--how to use color to create a dynamic mood without making the art look clutter. Dozens of full color examples are provided to show the contrast between good color jobs and bad color jobs. Also it provides info on how to create your own fonts for use in lettering. It also provides information on which tools would be useful for computer coloring and lettering. Most of this is done on computers these days, so the appropriate software is recommended. If you already have an idea of which tools you would like to use, it may be better to go ahead and get a guide on the specific software you are going to use if you would like more on the side of technique. If you're just getting started in the field of comics coloring, this is a great volume to begin with.

9 of 9 people found the following review helpful. Buy this book!
By Jonow
It's refreshing when a book as thorough as this comes out, AND it's written by industry professionals. The colouring section was very informative, giving both colour theory, balanced with practical steps and illustrations. I found the reviews on colouring fads such as using Photoshop filters/SFX to be informative. The thing that stands out from all other material I've read on colouring comics are the definitive procedures and clear explanations on things to do and to avoid. THE LETTERING SECTION was just as good. With good examples and explanations as to WHY and HOW things are done. If you're into comic colouring and/or lettering, this book must adorn your shelf; It is that helpful.

Acclaimed artists Mark Chiarello and Todd Klein demystify traditional graphic storytelling in this practical guide. Chiarello explains the entire coloring process, from computer and software choice to creating color effects that give the action its maximum impact. Klein discusses whether to letter by hand or by computer—a hotly debated topic among working letterers—and demonstrates an array of techniques for creating word balloons, fonts, logos, and much more. The animated step-by-step instructions are informative, stimulating, and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to up-to-date industry standards. The perfect how-to on everything coloring and lettering, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

About the Author
Mark Chiarello is the editorial art director for DC Comics. As a freelance illustrator, he has received the comic book industry's Eisner, Harvey, and Reuben Awards. Mark has also done freelance illustration for, among others, the National Basketball Association, Topps, Lucasfilm, and Universal Pictures. He lives in Maplewood, New Jersey.
Todd Klein has been lettering comics since 1977. He has won numerous Eisner, Harvey, and CBG Fan awards for his work on such projects as Neil Gaiman's Sandman and Alan Moore's America's Best Comics line. He lives in rural southern New Jersey.