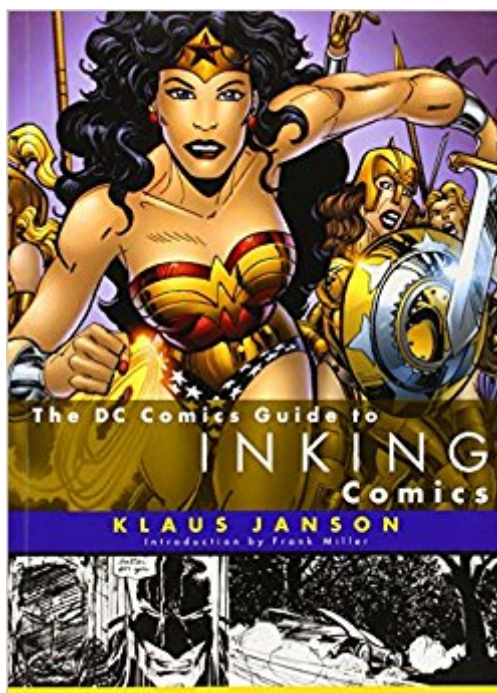The book was found

The DC Comics Guide To Inking Comics

Synopsis

For the aspiring artist who wants to become an expert comic book inker, The DC Comics Guide to Inking Comics is the definitive, one-stop resource!AmericaÃ¢â¬â„¢s leading comic book publisher brings its superstar creators and classic characters to the third in an authoritative series of books on how to create comics. Legendary comic book inker Klaus Janson uses DCÃ¢â¬â„¢s world-famous charactersÃ¢â¬â•including Batman, Superman, and Wonder WomanÃ¢â¬â•to demonstrate an array of inking techniques, covering such topics as using textures, varying line weights, creating the illusion of three-dimensionality, and working with light and dark. JansonÃ¢â¬â„¢s lively, step-by-step instructions are informative, excitingÃ¢â¬â•and clear enough for even beginners to follow. In addition, every technique shown in this guide conforms to actual industry standards. The perfect how-to on everything from basic inking materials to storytelling techniques, this one-stop sourcebook is packed with a wealth of tested techniques, practical advice, and professional secrets for the aspiring comic artist.

Book Information

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Customer Reviews

Over his 30-year career, Klaus Janson has brought to life such characters as Batman, Punisher, Daredevil, and Spawn. This book is the culmination of theories learned and applied while teaching at the famed School of Visual Arts for the last 11 years. Janson lives in New York City.

The series of "Coloring & Lettering", "Guide to Inking Comics", and "Guide to Penciling Comics" is a

GREAT concept. Which doesn't make up for it being poorly put together. It feels like several artists were pulled together for each book by some half-wit executive and told to write a multi-page blurb about a topic for which they would receive a modest stipend. The hearts of the authors are not in the creation of the presented material. There is some good stuff in here if you are willing to dig for it and have a basic understanding of what they are talking about before you start to read.

I've read a lot of books on how-to-do comic art, some on writing and publishing, and this book stood out as soon as I began reading it. Last night I finished, and have to recommend this as the best book I ever read on the subject of comic book inking, and there is little need to improve over it as a feast of information. What Janson leaves out can be found in other books, but he carved the meat off the bone where others before were clawing off unappetizing chunks.Absolutely brilliant tips, tricks and approaches are found in these pages. The reviewer that calls this book 'preachy' merely is set to stumble into the holes awaiting most comic book artists on their way to mediocrity. Janson's primary lesson through every chapter is TO CONVEY INFORMATION TO THE COMIC READER. An inker clarifies and improves on the pencils, tightens them, and makes sure the storytelling in improved from pencils if not maintaining. Inside he covers light and dark, feathering, line weight, textures, and other basics that just aren't touched on in other books with the insight Klaus provides. And to help, he provides lots of lush B&W inked art from a period that probably influenced him - the Adams/Giordano/Wrightson/Kane period of DC comics. He also compared pencils to inks with more current art he inked over from Kane and Miller.While Janson's own ink style is rough and appears heavy handed, it does everything it has to with grit. Sometimes the art cries out, "USE THE CIRCLE TEMPLATE!!" but over all it demonstrates how he thinks in planning textures, placement of black and white or tone, and use of feathering to describe form. What the neo-Amero-Japo-manga artists need to learn, as does any art student going anywhere, is that art books give you information, and the more information they give you then the more their worth. Super enticing, glossy, sex bent art work should be reserved for the books people buy to enjoy the art and story, not the training manuals telling you info you use to plug into your own work. Janson hit it right on with this book, the rest is left up to you to DO and IMPROVE.Other books with good inking information - "Marvel Way" by Lee/Buscema has nice beginning info, and quick but pertinent info on weak and strong inking examples. "Rendering in Pen and Ink" by Guptill is a genius book on how to render and draw in ink for illustrators (or comic artists). "How To Draw Manga: Pen & Tone Techniques" by Ryo Touda handles a brilliant look at manga pens and tones. Everything else I fail to mention by name because it really isn't worth buying. You can put together a foundation of inking information with these 4

books that can't be beat at any art school in the nation.

Was looking for a more defined book on inking techniques. Where this book is well written and has some great examples on inking it Does not give the insight you need to know how to ink. Though, the writer himself is an accomplished inker, none of the techniques he used, or ways the overcame problems are told in this book. Just a general idea of , hey, this is what you need to think about when you ink. Good for someone who knows how to use ink. Not so good for someone looking for techniques in inking in comics.

I love the DC guides. They are great for the budding comic book artist and full of detailed information. I suggest getting them all.

I've read some of the other reviews on this product, and I agree that it's hard to find core rules of inking when sorting through Klaus Jansen's "preachy" style of writing. It also doesn't expand a great deal on anything that wasn't laid down already in "How to Draw Comics the Marvel Way" by Stan Lee. However, I would say that Klaus' experience shows through his writing. The images that he provides in the book, along with the blurbs he writes with them, are far more instructional that the main parts of the text. The main parts come off as a stream-of-consiousness that switches between the subject of inking comics and working in the industry as a whole.Long story short, it covers the basic tenets of inking, but also gives a lesson spread throughout about working in comics as a whole. I did learn some things to try in my own artwork, but nothing that changed it a great deal. Still a good reference for an aspiring comics artist like myself.

In my opinion, there are two ways to aproach this book.1) you want to be an inker and are looking for lessons. Buy this book and follow it's advice in every way. You will learn a lot. Take your time in each lesson, don't be afraid to copy some of the illustrations, and do READ everything Janson writes. He does not waste a word, all of it is important advice.2) you want to be a rounded illustrator, doing pencils, inks and whatnot. All the advice from the previous paragraph applies, except for the simple, good old detail: YOUR BASICS MUST BE SOLID. If you practice all these inking tricks before being real good at anatomy and perspective, you'll be causing more troubles for yourself than getting benefits. You'll end up with solidly finished pieces over poor figures and backgrounds. How do I know this? It happened to me.Klaus Janson goes a long way to explain why inking and drawing are one and the same, but the truth is: you will never really understand how much of that is

true until you grab a pen or brush and try your hand at it. So do it! Get yourself some ink and this book, and extract all the knowledge that you can, one chapter at a time. I guarantee you'll make much progress.

I don't care that much for this book because of the way it is laid out and how they teach you to ink. I feel that I could have looked longer and found a much better book if I had decided to stay with inking, but I didn't and moved on to painting. You may like this book however if you are into wanting to ink comic books.

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