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I am also now a regular reader—and advocate—of graphic novels. (For a nice overview of some of the best graphic memoirs, check out this article on Mashable.) If you 're not reading graphic novels, take it from me: you 're missing out. And if you 're not thinking about writing one, your readers—and potential readers—will be missing ...

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Srimalie lives and works in Mantova, Italy in 1986. She attended the Academy of Fine Arts, and later was selected for a Master's degree in Illustration Editorial "ARS in FABULA" in Macerata. Her work is always full of surprises and she likes to diversify her style based on the story she is illustrating. Since Srimalie...

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Writing and illustrating the graphic novel : everything you need to know to create great graphic works. [Mike Chinn] -- "Discover the media, materials and techniques used to create a broad range of works, from action and adventure to futuristic fantasy and sci-fi.

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Shannon Hale says, " Writing a graphic novel script is more like writing a screenplay than a novel. Basically, a graphic novel is a book length comic book. Shannon and Dean started by mapping out the characters and making world

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notes for Nathan Hale, the artist of the book. Below an example of the mapping of the three main characters: Rapunzel

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Presents guidance for creating graphic novels, beginning with establishing characters and continuing through storytelling, drawing technique, composition, inking, coloring, lettering, and strategies for getting the finished product published.

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A guide to graphic novel creation covers the entire process from idea conception to the publication of a professionally produced book, describing genres, sub-genres, and the styles

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Every kid worries about making friends at a new school, but when nine-year-old Bud accidentally catches the wrong bus and finds himself launched into deep space, new friends are the least of his problems! At Cosmos Academy, Bud learns that Earthlings are the most feared creatures in the galaxy, and even Earth's location has been hidden! With the help of his new friend, Gort, Bud goes undercover as a Tenarian exchange student. Unfortunately that means everyone thinks he's a pro at anti-gravity Zero-Ball (even though he's really only a pro at watching sports). And with paranoid Principal Lepton threat ening to expel any Earthlings (into outer space) and only Gort's hacked Blip computer to help them

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determine Earth's co-ordinates, will Bud ever find his way home?
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market. With tips on establishing your own style, building a portfolio, and hints on professional presentation, this book gives you everything you need to know to create novels that really pack a graphic punch." - Back cover.

From first inspiration to publication, this book teaches budding graphic novelists how and where to translate their drawing and storytelling talents into digitally-realized art. 160 pp.

Graphic novels are one of the fastest growing areas of publishing and have enormous appeal across all age groups and across the world. This book is a complete guide to producing graphic novels, using a combination of writing

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and drawing skills. The author covers all stages of the process from conception through to publication. Step-by-step illustrations show how to combine narrative and visuals for maximum impact on the page, and how to create vibrant characters and realistic settings. A number of genres are covered, including: superhero, gothic horror/fantasy, adventure/action, sci-fi, crime, and literary fiction.

A practical guide for beginner and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. With this latest book in the SCAD Creative Essentials series from the esteemed Savannah College of Art and Design, comics writer and instructor Mark Kneece gives aspiring comic book writers the essential tools

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they need to write scripts for sequential art with confidence and success. He provides a practical set of guidelines favored by many comic book publishers and uses a unique trial and error approach to show would-be scribes the potential pitfalls they might encounter when seeking a career in comics writing. Supported by examples of scripting from SCAD's students, faculty, and alumni, *The Art of Comic Book Writing* strips away the mysteries of this popular artform and provides real-world advice and easy-to-follow examples for those looking to write for the comics medium.

Award-winning author and artist Mike Curato draws on his own experiences in *Flamer*, his debut graphic novel, telling a difficult story with humor, compassion, and love. "This book

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will save lives." — Jarrett J. Krosoczka, author of National Book Award Finalist *Hey, Kiddo* I know I ' m not gay. Gay boys like other boys. I hate boys. They ' re mean, and scary, and they ' re always destroying something or saying something dumb or both. I hate that word. Gay. It makes me feel . . . unsafe. It's the summer between middle school and high school, and Aiden Navarro is away at camp. Everyone's going through changes—but for Aiden, the stakes feel higher. As he navigates friendships, deals with bullies, and spends time with Elias (a boy he can't stop thinking about), he finds himself on a path of self-discovery and acceptance.

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