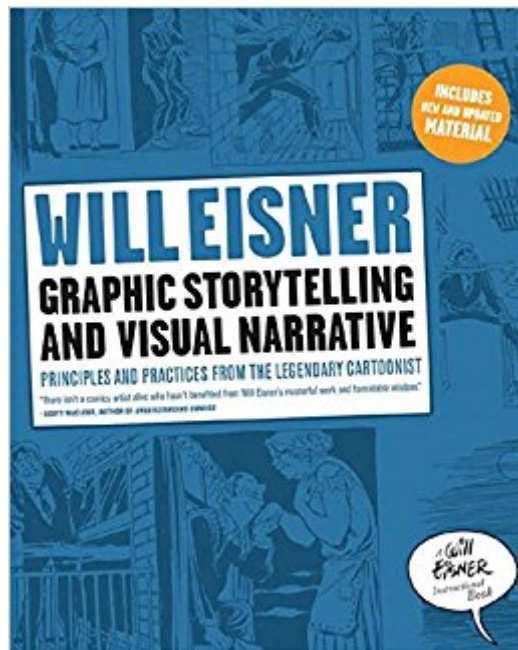


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Graphic Storytelling And Visual Narrative (Will Eisner Instructional Books)



Synopsis

"There isn't a comics artist alive who hasn't benefited from Will Eisner's masterful work and formidable wisdom." -- Scott McCloud, author of *Understanding Comics: The Invisible Art*

Will Eisner, one of the most influential comic artists of the twentieth century, lays out the fundamentals of storytelling and their application in the comic book and graphic novel. In a work that will prove invaluable for comic artists and filmmakers, Eisner reveals how to construct a story and the basics of crafting a visual narrative. Filled with examples from Eisner's work as well as that of artists like Art Spiegelman and R. Crumb, this essential work covers everything from the fine points of graphic storytelling to the big picture of the medium, including how to: Combine words and images into seamless storytelling. Use images like narrative tools. Master different types of comic book stories. Write and illustrate effective dialogue. Develop ideas that can be turned into dynamic stories.

Book Information

Series: Will Eisner Instructional Books

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Average Customer Review: 4.0 out of 5 stars 35 customer reviews

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#907 in *Books > Arts & Photography > Graphic Design*

#981 in *Books > Arts & Photography > History & Criticism*

Customer Reviews

Indispensable techniques from the mind of the master cartoonist who developed them. --Jeff Smith, award-winning creator of *Bone*

"Will Eisner is the father of the medium a living legend who started it all. I am continually in awe. He makes me proud to be a cartoonist. --Judd Winick, award-winning creator of *Pedro and Me* and writer for *Green Lantern*"

Born in New York City, Will Eisner (1917--2005) was the author of the legendary comic

strip *The Spirit*, as well as fifteen graphic novels and three influential instructional textbooks. The comic industry's top awards, the Eisner Awards, are named in his honor.

The genius of one of the great masters is on display here along with looks at others in the field for a well-balanced overview of graphics narrative. It is intended as an INTRODUCTION to the subject, if you're looking, as I was, for pointers in TECHNIQUE and TRICKS IF THE TRADE, you'll feel let down. It's a great book, full of illustration and sudge, but I was looking for more instruction than introduction.

I love this book, both for the wonderfully drawn visuals as well as the philosophical principles of graphic storytelling. I'm a screenwriter and wanted to be a comic book artist as a kid. I can draw, but to me it's separate from writing. Nonetheless, this book contains a wealth of information, that equally applies to movies, and only makes me appreciate comic books and graphic novels even more when I read them today.

This book's previous editions did not include the online world. I thought I had lost my earlier edition of this book so I nearly returned this newer edition (while it was still being delivered), having not seen anything on here about new information being added. I overlooked the smaller print that reads "INCLUDES new and updated MATERIAL," (so that's on me, hehe) but you have an option to search inside a "previous" edition of this book which needs to be updated to this version. As for the book itself, it is a great resource and even more so now that it has newer information on web-based comics. BUT the sections on those comics, in THIS edition, although informative, are still a long way away from having everything a reader could ask for since web-comics are still rather new in comparison to printed comics.

Arrived in a timely manner and was as described in product description.

This book was a valuable insight into the skill it purports to cover. The fact a great master of the field took the time and trouble to write it is demonstrated in the love, specificity, contrast and depth of coverage, as well as the perspective and point of view you would expect from someone who has been called, "The Heart of the Field." Worth every penny, and it taught this old, skilled fiction writer a few new tricks! The Lone Comic TM Defender of Creativity and Entertainment SM

Is there any way I could get a refund? don't buy any of the kindle versions!! I made the mistake of buying them and they can't be read, such a big shame!!

This book doesn't flow well on my iPad Pro 10.5. The sentences disappear off the page. It's unreadable.

Some of the page-to-page layouts and transitions are needlessly tough to follow, but after a while you figure it out. It's a mental exercise that becomes very annoying when you pick up the other books in this series that suffer the same issue.

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