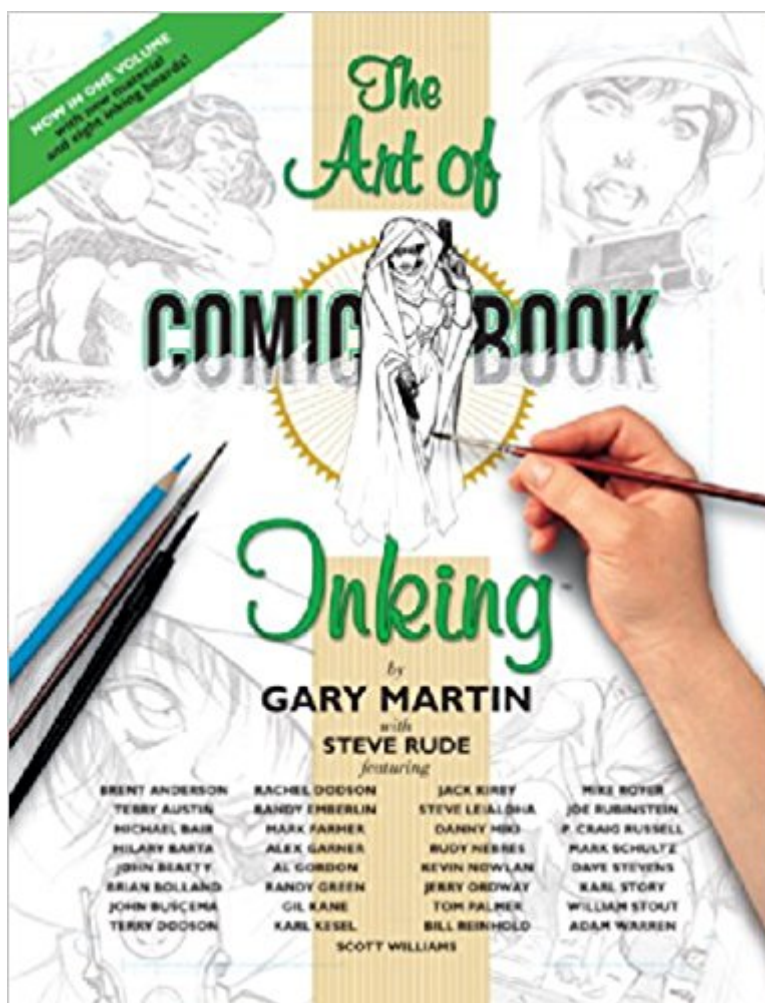The book was found

The Art Of Comic-Book Inking 2nd Edition

Synopsis

Gary Martin's two volumes of The Art of Comic-Book Inking have become the industry-standard manuals for aspiring inkers seeking to take their work to the next level or for working professionals looking to broaden their skills base. Now, these two textbooks have been combined into a single value-priced volume and expanded with new material, including three additional blue-lined artboards featuring pencil art by master comics illustrators Jack Kirby, John Buscema, and Gil Kane. Gain insights into the techniques, tools, and approaches of some of the finest delineators in comics today, including Terry Austin, Mark Farmer, Scott Williams, Alex Garner, and many more. When putting pen or brush to paper, no tool is more helpful than The Art of Comic-Book Inking.

Book Information

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Customer Reviews

Gary Martin has been working in comics since 1980; his credits include Wonder Woman, Star Wars: X-Wing Rogue Squadron, Ghost, Blue Devil, and many other titles. Gary is an acclaimed artist within his medium and received a Harvey award nomination for his work on the Dark Horse series Nexus, on which he collaborated with Steve Rude. In 1997, Gary authored the first volume of The Art of Comic Book Inking, which drew rave reviews both within and outside the comic-book industry and quickly became known as the definitive "How To" guide for aspiring artists. --This text refers to an out of print or unavailable edition of this title.

First off, I would recommend having a basic knowledge of inking and drawing prior to picking up this book. (Knowledge of comics is helpful too!)I am predominantly a pencil artist, however for the

greater part of the past decade I have "traced" my pencils in ink. My though process did not include any way to make my illustration look better. Within the first 25 pages of this book, I had several enlightened "Why did I not think of this before!?" moments. I have read through the book a few times now and have gotten around to practicing some different styles (I might update this post later on with examples). For what it's worth, giving me a better idea how to make my illustrations better and more professional looking far exceeded the price of admission.A few notes if you had read the other reviews... This book contains several blue-line art boards from professional artists. I would recommend taking them to a print shop and having them reprinted several times on your personal flavor of paper/board. Keep them in the book if possible, because it would ruin the binding without them. (That is my only concern with the book. I would have preferred a "folder" style, meaning the book can be removed with the pages secured on a separate spine.)Many reviewers commented on the authors use of brushes. I use Copic technical and brush pens (Copic - Multiliner Pen Set - B2). The author is not a dinosaur by any means, but that is his preferred style of inking. A good artist learns to adapt depending on the materials and what they have to draw. Also, as the author states himself in the foreword, it "doesn't mean [he] is saying that [his style] is the only way to ink".

This volume contains some valuable information about the art of inking over pencil drawings, for the comic books, however, misses some key issues. The fold-out section, where the reader can ink over the non-reproducing blue is worth the price of the book, however. Gary Martin is quite the accomplished inker, however, he's improved since the book was written- the volume should be updated. This book is really only for those whom are already familiar with the way that comics are produced. It is more aimed at the traditional comic book production; newer comics painted digitally will be somewhat different, but use some of the same skills. People who are fans of pen-and-ink drawing may wish to have a look, but may not want to buy this volume. It does fill in a missing place on the shelf, for a library of comic book production, and is far superior to the 'DC Comics Guide to Inking'.

Just an interesting aside: this book was recommended to me by none other than Mike Royer (one of Jack Kirby's main inker), after I sent him an e-mail suggesting that he write a book on inking.The content has been covered by other reviewers, so I'll limit my review to the instructional value of this book. Cutting to the chase, this is an excellent book for learning how to ink traditionally, with a brush and maybe some pens.It has two sections: theory and practice. In the theory section, you learn about light sources, line weights, contours, feathering, & cross hatching and how these combine to

help emphasize characters and story.The practice section is the second half of the book and this is a goldmine of tips from established inkers. The way the second-half of the book works is as follows: (1) a penciled drawing from an artist like John Buscema, Jack Kirby, Gil Kane, & Steve Rude is shown; (2) five or more inkers ink that page and provide commentary about the tools they used and their inking philosophy.By flipping back and forth between the penciled drawing and the different ways of inking it (and reading the commentary!) you'll eventually learn how inking works and what a well-inked panel looks like. Maybe you won't be able to ink like the stars, but you'll at least be able to better appreciate and comment on inking.So, why not five stars? To be a comprehensive book on inking comics, there needs to be a chapter on inking digitally or on how to adapt these "manual" techniques to "digital" tools like Photoshop or Illustrator. You can probably figure out how to do this on your own, but it would be nice to have a chapter on this.

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