

How To Draw Comics

You Can Draw Comic Book Characters Drawing Cutting Edge Anatomy How to Draw Dynamic Comic Books How to Draw Comics Incredible Comics with Tom Nguyen The Complete Guide to Drawing Comics Maker Comics: Draw a Comic! I Draw Comics Stan Lee's How to Draw Comics Learn to Draw Action Heroes Making Comics Perspective! for Comic Book Artists How to Draw How to Draw Comic Book Heroes and Villains Master the Art of Drawing Blank Comic Book How To Draw Comics The Marvel Way The DC Comics Guide to Pencilling Comics How to Draw Comics Born to Draw Comics Cartoon Academy How to Draw DC Comics Super Heroes Understanding Comics Art of Making Comics Draw Comics Like a Pro Figure Drawing for Artists Creative Illustration The Drawing Lesson You Can Draw Comic Book Characters Learn to Draw Comics How to Draw Noir Comics Drawing The DC Comics Guide to Inking Comics Learn to Draw Comic Book Figures Making Comics The DC Comics Guide to Writing Comics How to Draw Comic Book Heroes How to Draw Great-Looking Comic Book Women Last Girl Standing The Complete Guide to Self-Publishing Comics

You Can Draw Comic Book Characters

For any writer who wants to become an expert comic-book storyteller, *The DC Comics Guide to Writing Comics* is the definitive, one-stop resource! In this valuable guide, Dennis O'Neil, a living legend in the comics industry, reveals his insider tricks and no-fail techniques for comic storytelling. Readers will discover the various methods of writing scripts (full script vs. plot first), as well as procedures for

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developing a story structure, building subplots, creating well-rounded characters, and much more. OllNeil also explains the many diverse formats for comic books, including graphic novels, maxi-series, mega-series, and adaptation. Of course, there are also dozens of guidelines for writing proposals to editors that command attention and get results.

Drawing Cutting Edge Anatomy

Do you want to learn how to draw? You found the right book! Do you want to know how to draw comics? Or maybe learn how to make a comic figure fly? This book is full of secret techniques, that the top professional artists have known for years. This book walks you step by step in teaching you how to fine tune the skills needed to draw comic book anatomy. Heads, hands, faces, and, of course, super muscles. All the top names in comics combine their great talents and years of comic drawing experience in this book. To teach you all their refined techniques, on mastering the skills of comic book drawing. This book shows you step by step, word for word, how to become a comic book artist. This is not just a book, it is a scholastic service. A must have.

How to Draw Dynamic Comic Books

The idiosyncratic curriculum from the Professor of Interdisciplinary Creativity will teach you how to draw and write your story Hello students, meet Professor Skeletor. Be on time, don't miss class, and turn off your phones. No time for introductions, we start drawing right away. The goal is more rock, less talk,

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and we communicate only through images. For more than five years the cartoonist Lynda Barry has been an associate professor in the University of Wisconsin–Madison art department and at the Wisconsin Institute for Discovery, teaching students from all majors, both graduate and undergraduate, how to make comics, how to be creative, how to not think. There is no academic lecture in this classroom. Doodling is enthusiastically encouraged. *Making Comics* is the follow-up to Barry's bestselling *Syllabus*, and this time she shares all her comics-making exercises. In a new hand-drawn syllabus detailing her creative curriculum, Barry has students drawing themselves as monsters and superheroes, convincing students who think they can't draw that they can, and, most important, encouraging them to understand that a daily journal can be anything so long as it is hand drawn. Barry teaches all students and believes everyone and anyone can be creative. At the core of *Making Comics* is her certainty that creativity is vital to processing the world around us.

How to Draw Comics

Easy-to-follow instructions show readers how to create life-like comic book characters.

Incredible Comics with Tom Nguyen

Take Control of Your Comics-Making Destiny Creating your own comic is easier than ever before. With advances in technology, the increased connectivity of social media, and the ever-increasing popularity of the comics medium, successful DIY comics publishing is within your reach. With *The Complete Guide*

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to Self-Publishing Comics, creators/instructors Comfort Love and Adam Withers provide a step-by-step breakdown of the comics-making process, perfect for any aspiring comics creator. This unprecedented, in-depth coverage gives you expert analysis on each step—writing, drawing, coloring, lettering, publishing, and marketing. Along the way, luminaries in the fields of comics, manga, and webcomics—like Mark Waid, Adam Warren, Scott Kurtz, and Jill Thompson—lend a hand, providing “Pro Tips” on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, you’ll have everything you need and no excuses left: It’s time to make your comics! From the Trade Paperback edition.

The Complete Guide to Drawing Comics

Illustrates hitherto mysterious methods of comic art using as examples such Mighty Marvel heroes as Thor, The Silver Surfer, Spider-Man, and The Hulk

Maker Comics: Draw a Comic!

Learn to draw comic book characters with fun and easy, step-by-step drawing projects, and then design your own superheroes and villains. Are you an aspiring cartoonist or comic book artist? Then *You Can Draw Comic Book Characters* is just for you! Following the simple step-by-step projects in this fun and exciting book, beginning artists—both the young and the young at heart—will learn to draw a range of cute and original heroic and villainous comic characters, each with their own background story and

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superpower! Tips, techniques, and easy-to-understand instructions for drawing faces, hair, costumes, and poses will help you create your own unique characters in no time. You'll not only learn how to design characters from scratch, but you'll also discover how to add dialog and tell a story using panels. The book opens with helpful sections on tools and materials, essential drawing techniques, and color. This information ensures that you know the basics before getting started on the step-by-step projects that follow. Get to know and draw more than 25 fun characters, including: Jinx Tagget, whose discovery of the Star Stone allows her to control gravity with energy pulses from her hands (and therefore fly!) Tazu the Terror, whose greatest power is not his magical staff, but his ability to accurately predict the actions of his foes Monsclara, a powerful but clumsy alien race from the planet Marumei Battle Model KR-E2, fully sentient robots that want to wake up other KR robots Alleyne, the smallest person from a planet full of giants, who accidentally ended up on Earth after being zapped through a warp tunnel Cordy Seacliff, child genius, who created a jet-pack inspired by the old sci-fi movies he loves Babsti, professor and expert Egyptologist who discovered the secrets the cat goddess Bastet, whose powers she is now able to yield The Vortexer, an anti-hero consumed by jealousy who wears a technologically enhanced super suit with wrist-mounted vortex cannons And many more! Throughout the book, in between the drawing projects, are closer looks at how to create a complete comic book, including developing interesting heroes and villains, writing a story, adding dialog, and using panels. And included at the end of the book are templates to scan or photocopy and practice on over and over again. Drawing a character standing, running, flying, or zapping is easy with the included tips, techniques, and templates. Cleverly written and beautifully illustrated by professional artist Spencer Brinkerhoff III, *You Can Draw Comic Book Characters* is the perfect introduction to comic book character illustration for cartoon artists-in-training!

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I Draw Comics

Provides advice for creating comic book-style illustrations, covering topics including materials, anatomy, perspective, storytelling, movement, and procedure.

Stan Lee's How to Draw Comics

Describes the techniques needed to draw noir comics such as creating mood, staging action, working with a script, characters, and lightning.

Learn to Draw Action Heroes

Born to Draw Comics, a mixed-panel format picture book biography of Charles "Sparky" Schulz, creator of the beloved comic strip Peanuts. As a child, Charles split his free time between adventures outdoors with his friends and dog Spike, and daydreams and doodles inspired by the comics he loved to read. He longed to become a professional cartoonist, but saw his dreams deferred by unexpected challenges that laid ahead: military deployment to the European front of World War II, and the heartbreak of a family tragedy back home. Even so, Charles never lost sight of the hopeful joy of his early years and his love for Spike, both of which inspired PEANUTS. The comic strip went on to become the most popular and influential in comics history. For fans of Brad Meltzer's New York Times-bestselling picture book biography of the Muppets and Sesame Street creator, I Am Jim Henson. Christy Ottaviano Books

Making Comics

Scott McCloud tore down the wall between high and low culture in 1993 with *Understanding Comics*, a massive comic book about comics, linking the medium to such diverse fields as media theory, movie criticism, and web design. In *Reinventing Comics*, McCloud took this to the next level, charting twelve different revolutions in how comics are generated, read, and perceived today. Now, in *Making Comics*, McCloud focuses his analysis on the art form itself, exploring the creation of comics, from the broadest principles to the sharpest details (like how to accentuate a character's facial muscles in order to form the emotion of disgust rather than the emotion of surprise.) And he does all of it in his inimitable voice and through his cartoon stand-in narrator, mixing dry humor and legitimate instruction. McCloud shows his reader how to master the human condition through word and image in a brilliantly minimalistic way. Comic book devotees as well as the most uninitiated will marvel at this journey into a once-underappreciated art form.

Perspective! for Comic Book Artists

"Professional comic book artist and YouTube guru Robert Marzullo teaches you the building blocks of creating your own action heroes and explosive comic book series. Easy to follow step-by-step demonstrations break down advanced drawings into basic shapes and shading for you to replicate and master before applying your newfound knowledge to create your own dynamic comic book characters and settings."--Back Cover. \

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How to Draw

A professional comic book artist offers an insider's guide to the art of creating comic books, with detailed step-by-step instructions on how to draw figures in a variety of poses, as well as how to use close-ups, composition, textures, shadows and frames, perspective, typography, and other techniques to create stunning effects. Original.

How to Draw Comic Book Heroes and Villains

With over 10 million views and growing, Mark Crilley's YouTube drawing instruction videos have an enormous worldwide legion of fans and have been featured on sites such as Yahoo News and Reddit. In addition, Crilley is an accomplished graphic novelist. Now for the first time, he pairs both strengths resulting in a one-of-a-kind art instruction experience. Through the story of aspiring, overeager young artist-in-the-making David and his helpful, but often flustered mentor, Becky, readers gain a grounding in the basics of drawing and rendering, along with a helping of laughs and poignant entertainment. Each lesson builds off the previous, with sidebars at the end of each chapter that direct readers to tackle some of the very same drawing exercises that David has just completed. The sequential art format provides the perfect vehicle for these step-by-step lessons, and the Pixar-esque approach to the surrounding characters and story ensures an enjoyable experience that readers will want to revisit again and again.

Master the Art of Drawing

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This user-friendly guide from the 1930s offers wealth of practical advice, with abundant illustrations and nontechnical prose. Creating expressions, attaining proportion, applying perspective, depicting anatomy, simple shading, achieving consistency, characterization, more.

Blank Comic Book

How To Draw Comics The Marvel Way

During his career as one of America's most sought-after illustrators, Andrew Loomis (1889-1959) taught at the American Academy of Art in Chicago, and in 1939 he codified his lessons in his first manual, *Fun with a Pencil*. Four years later it had already been through six printings, and he followed up over the next two decades with a series of even more successful how-to books that remain the gold standard for artists to this day. *Creative Illustration* is considered Loomis's magnum opus, which was aimed primarily at the professional-level illustrator. Divided into seven sections: Line, Tone, Color, Telling the Story, Creating Ideas, Fields of Illustration, and Experimenting and Studies, this book is filled with instructions, tips, insider experiences, and incredible illustrations.

The DC Comics Guide to Pencilling Comics

How often does an aspiring artist read a book or take a class on drawing the human body, only to end up

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with page after page of stiff lifeless marks rather than the well-conceived figure the course promised? Though there are many books on drawing the human figure, none teach how to draw a figure from the first few marks of the quick sketch to the last virtuosic stroke of the finished masterpiece, let alone through a convincing, easy-to-understand method. That changes now. In *Figure Drawing for Artists: Making Every Mark Count*, award-winning fine artist Steve Huston shows beginners and pros alike the two foundational concepts behind the greatest masterpieces in art and how to use them as the basis for their own success. Embark on a drawing journey and discover how these twin pillars of support are behind everything from the *Venus De Milo* to Michelangelo's *Sibyl* to George Bellow's *Stag at Sharkey's*, how they're the fundamental tools for animation studios around the world, and how the best comic book artists from the beginnings of the art form until now use them whether they know it or not. *Figure Drawing for Artists: Making Every Mark Count* sketches out the same two-step method taught to the artists of DreamWorks, Warner Brothers, and Disney Animation, so pick up a pencil and get drawing.

How to Draw Comics

Do You Want To Know More About The Drawing for Beginners to Expert? Drawing for Beginners to Expert: Draw Comics, Sketching, Sketching Characters, Inking, Doodle Drawing, Drawing Manga, Comics Free Books Are You Wondering How to Draw a Comics and be an Expert? Are You Looking for The Best Way To Learn Drawing from the Scratch? Here is a Preview Of What You Will Learn Inside.. Introduction on How to Learn The Techniques in Drawing a Comic Character Learn The Basic Shapes and How it Fit Together Before Building up a Character Know More About The Difference

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Between a Men And a Women Body Structure when You Draw them Master The Techniques of Adding Clothes and How to Bring Life to Your Character by Inking and Coloring And So Much More! Download This Book and Start Learning and be a Exert on Drawing a Comics! *** Read It FREE With Kindle Unlimited Or Prime Membership *** Don't have kindle? No worries! Read it on your PC, Mac, Tablet Or Smartphone! Download Your Copy Or Read It FREE With Kindle Unlimited Or Prime Membership

Born to Draw Comics

Cartoon Academy

Aspiring comic-book illustrators can begin their artistic journey with this specially produced journal, which features an introduction from art instruction superstar Christopher Hart. Every page offers blank, black-framed panels formatted in the comic-book style, and separate sections throughout allow artists to create several different stories. Those with more experience will enjoy fleshing out their narrative and visual ideas, while beginners can experiment with the format. The possibilities are endless!

How to Draw DC Comics Super Heroes

This book will be a priceless tool for beginners through intermediate artists. Learn to Draw Comic Book

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Figures has over 300 drawings with step-by-step instructions to teach you how to draw the human body - comic book style. This superhero drawing guidebook covers how to draw faces, hands, feet, gesture, proportions and anatomy.

Understanding Comics

Maker Comics is the ultimate DIY guide. Inside JP Coover's graphic novel you will find illustrated instructions for seven comic book projects! The International Comics Library is in a lot of trouble! If Maggie can't come up with \$500,000 in a week, Dr. Carl is going to bulldoze her grandfather's library and turn it into a parking lot! To save the day, she'll need all her comic drawing skills, the loyal library watchdog, and her new assistant (that's you!). With *Maker Comics: Draw a Comic!* you'll learn to create and print your own comics books! Follow these simple steps to sketch out your story ideas and ink a comic page. Learn which art supplies are best for drawing comics—you can use a pen, a brush, or even a computer! With the help of photocopier machine, you can even self-publish your own comics and share them with your friends! In this book you will learn how to: write a comic script draw a comic strip draw and print a one-page comic create thumbnail sketches pencil a comic ink a comic print and bind a multi-page comic

Art of Making Comics

The well-known comic book artist offers tips on creating original heroic figures and comics, including

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advice on the language of storytelling and narrative technique.

Draw Comics Like a Pro

In Stan Lee's How to Draw Comics, Stan Lee reveals his secrets for: * Costumes * Penciling, Inking & Coloring * Lettering & Word Balloons * Digital Advances * Perspective & Foreshortening * What Makes Great Action * Page & Panel Layout * Covers * Creating a Portfolio * Getting Work When it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, he's sharing what he knows with you, Grasshopper! His cohorts have always been—and still are—some of the best in the business: Jack Kirby, John Romita, Sr., Neal Adams, Gil Kane, Mike Deodato, Jr., Frank Cho, and Jonathan Lau, and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic book industry, and there's an extensive section on various types of covers—the super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the hero fights valiantly to get the girl, no stone is left unturned! Here you'll also find info on all the small details—that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan

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Lee's How to Draw Comics features a cover that reunites long time collaborator John Romita Sr. and original cover artist of How to Draw Comics the Marvel Way. John Romita Sr. was most famous for his collaboration on The Amazing Spider-Man with Stan Lee! It's time for a new approach . . . a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity. It's time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! Excelsior! From the Trade Paperback edition.

Figure Drawing for Artists

With step-by-step instructions, drawings to complete, and space to experiment, How to Draw Comics is for anyone interested in creating your own cartoon, graphic novel, or manga. Ilya helps you develop your own style as you learn about the principles and practice the techniques involved. Fun and interactive, with captions, speech balloons, and sound effects bursting out of every page, the book looks just like a comic book, but with the widest variety of styles imaginable. Ilya covers the basics of drawing faces, figures, and motion; using color; comic timing; creating cliffhangers and suspense; and how to create action in the blank space between panels—and therefore in the reader's mind. Perfect for comics enthusiasts and artists from ages 8 to 80, How to Draw Comics is the ultimate guide to cultivating your talent and mastering the art.

Creative Illustration

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Learn to draw comic book characters with easy, step-by-step drawing projects, and then design your own superheroes and villains. You can draw more than 30 comic book characters by following the simple instructions, step by easy step. Once you are comfortable with the comic art style, move on to design your own heroes and villains. Tips and techniques for customizing faces, hair, bodies, and action poses will have you drawing your own characters in no time. No complicated tools are needed. You can create comic art with just a pencil, pen, markers, and paper! The book opens with helpful sections on tools and materials, essential drawing techniques, color basics, and an examination of faces and basic muscle structure. This ensures that you know the basics before getting started on the step-by-step projects that follow. Included throughout the book are templates to scan or photocopy and practice on over and over again. In between the drawing projects and templates are closer looks at costume design, anatomy, perspective, and dynamic action poses. Drawing a character flexing, flying, running, kicking, or zapping is easy with the included tips and techniques. Written and illustrated by Spencer Brinkerhoff, *Just for Kids: You Can Draw Comic Book Characters* is perfect for any comic book fan, regardless of artistic skill level.

The Drawing Lesson

I DRAW COMICS is the ultimate tool for practicing the basics of Comic Book illustration, page design and the art of storytelling. We've designed the ultimate Comic Book field guide by pairing commonly used industry reference materials with a ubiquitous and iconic sketchbook format. Contents include industry reference materials, commonly used perspective and proportions guides, step-by-step tutorials, and 100+ pages of templates to practice with.

You Can Draw Comic Book Characters

Curvaceous Women, a top subject sought by comic book publishers, are the focus of this eye-popping instructional that shows aspiring cartoonists exactly how to master drawing a bevy of fabulous females. From basic anatomy, musculature, body positions, and action poses to facial expressions, hairstyles, and costumes, this truly invaluable and unique resource covers in great detail every aspect of depicting great-looking women for comic books. The book also shows how to handle perspective and compose art specifically for comic book panels. In addition to chapters offering effective drawing lessons are sections on tricks of the trade, lists of comic book publishers and their submissions addresses, and interviews with industry professionals Bobby Chase of Marvel Comics and Renae Geerlings of Top Cow, who provide insiders' views of the business and give tips on how newcomers can land their first jobs in the field. Contributing illustrators have penciled and inked such famous characters as the X-Men, Superman, Batman, Spiderman, Catwoman, Supergirl, Green Lantern, Captain America, and many others.

Learn to Draw Comics

Action, adventure, sci-fi and humor! These are some of the arenas artists and fans have explored for generations. The Art of Making Comics can help budding artists by introducing them to the whole process of creating comics- from idea to script, to full color art and publication. Professional writer and publisher Alex Simmons (Batman, Tarzan, Archie, Blackjack, & Race Against Time, etc.) explains jobs,

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terms, writing tips and more.

How to Draw Noir Comics

The Flash and the Green Lantern introduce basic drawing techniques, proportion, expression, foreshortening, and perspective, and provide suggestions for drawing a variety of cartoon characters.

Drawing

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! America'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 DC's world-famous characters—including Batman, Superman, and Wonder Woman—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. Janson's lively, step-by-step instructions are informative, exciting—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.

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The DC Comics Guide to Inking Comics

A complete guide on comic book drawing.

Learn to Draw Comic Book Figures

The world's bestselling author of drawing, manga and cartooning books presents this must-have tutorial on creating cartoon characters in all shapes and sizes through easy, step-by-step demonstrations that go through all the features and explain how to build a character from head to toe. Original.

Making Comics

Covers how to create your own original comic book characters, draw fight scenes, design special powers, and invent imaginary creatures, with a section on how the comic business works.

The DC Comics Guide to Writing Comics

Kick-start your comic book career! In the comic book industry, cookie-cutter artists just don't cut it. In this book, professional comic book artist Tom Nguyen shows you how to make your work stand out from the masses: Populate your world with convincing heroes, villains and citizens Pump-up the drama with perspective, page design and other powerful techniques And, ultimately, put it all together to tell

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kick-ass, action-packed stories! You'll learn how to: draw pumped-up dudes and hot babes, with muscles and curves in all the right places. dress 'em in killer costumes and everyday outfits, complete with hairstyles and accessories. round out your cast with punks, grandmas, kids, melon heads and other supporting characters. draw blood-curdling sneers, dagger eyes, and other expressive facial features. use gesture sketches to establish pose and action. get creative with poses, camera angles, perspective, and page layout for maximum drama and efficient storytelling. follow the step-by-step process of bringing two scripts to life, from thumbnails to finished inking tips. Illustrated with dos, don'ts, and tons of step-by-step instruction, this is a real-world guide to the skills you need to make it as a comic book artist. Armed with these inside secrets and tricks-of-the-trade, you'll be more than just another good artist, but a bona fide, super-hero-style storyteller!

How to Draw Comic Book Heroes

Praised throughout the cartoon industry by such luminaries as Art Spiegelman, Matt Groening, and Will Eisner, this innovative comic book provides a detailed look at the history, meaning, and art of comics and cartooning.

How to Draw Great-Looking Comic Book Women

This drawing tutorial from best-selling author Christopher Hart shows artists how to draw exaggerated musculature of super-sized figures in action poses.

Last Girl Standing

Born on the cusp of WWII in 1938, at a time when other little girls dreamed of being nurses and secretaries, Trina Robbins's ambition was to be a bohemian; and indeed she did. She chronicles a life of sex, drugs, rock 'n' roll — and comics — in *Last Girl Standing*. Robbins describes her upbringing in Queens, New York, reading comics through her childhood in the 1940s; visiting the EC offices and becoming part of SF fandom (dating Harlan Ellison at age 16); and posing nude for men's magazines in the 1950s; living in the Village, over her own boutique where she made clothes for and interacted with rock royalty like David Crosby, Donovan, Cass Elliot; her close relationship with Paul Williams; entering the orbit of underground cartoonists like Art Spiegelman, R. Crumb, Vaughn Bodé, and Bill Griffith, when she started contributing comics to *The East Village Other*; and, in the '70s, moving to San Francisco, contending with the phallogocentric underground scene, marrying Kim Deitch, co-founding *Wimmen's Comix*, and being invited into *Felch Comics* (she declined); her work for the *National Lampoon*, *Marvel Comics*, and *Eclipse* in the 1980s; and her crisis as a cartoonist and transformation into an historian and lecturer in the '90s and 2000s. From science fiction to the Sunset Strip, from New York's underground newspapers to San Francisco's underground comix: Trina Robbins broke the rules and broke the law. From dressing Mama Cass to being pelted with jelly babies as she helped photograph the Rolling Stones's first US tour, from drunken New York nights spent with Jim Morrison to producing the very first all-woman comic book, this former Lady of the Canyon takes no prisoners in this heavily illustrated memoir.

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The Complete Guide to Self-Publishing Comics

Teaches comic book artists about artistic perspective, covering one, two, and three-point perspective, using circles, drawing the human figure, and explaining the horizon and vanishing point

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