


# Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Graphic Works

*By Mike Chinn*

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**Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Graphic Works** By Mike Chinn

Dramatized sequential illustrations with dialogue—an art form once confined to production of comic strips and comic books—has recently graduated into the popular, fast-growing, and often financially rewarding genre of the graphic novel. *Writing and Illustrating the Graphic Novel* is an authoritative instruction manual suitable for formal art class or for self teaching on the part of ambitious self-starters. Beginners who have artistic and storytelling aptitudes learn the basics of graphic novel creation, from first conception of a story idea to publication of a professionally produced book. An introductory chapter describes the widely differing graphic novel sub-genres and the appropriate styles for each. They include superhero, gothic tale, adventure/action story, sci-fi, crime story, and literary fiction. A succeeding chapter discusses and shows examples of picture panels, speech bubbles, layout, and characterization of works in progress. Subsequent chapters offer advice on finding inspiration for stories and explanation of the technique of writing for graphic novels. A variety of illustration and layout styles are shown with reference to ways in which each fits a different sub-genre. A final chapter presents practical tips on getting a graphic novel published. More than 400 illustrations take students step-by-step through the process of creating a graphic novel.

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**Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Graphic Works By Mike Chinn Bibliography**

- Sales Rank: #1129675 in Books
- Brand: Brand: Barron's Educational Series
- Published on: 2004-09-01
- Original language: English
- Number of items: 1
- Dimensions: .36" h x 8.52" w x 11.02" l, 1.20 pounds
- Binding: Paperback
- 128 pages

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## Editorial Review

Includes advice on maintaining tension, working with interlocking frames, and adapting classic stories for this 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.

Mike Chinn has written several science fiction, horror, and fantasy comic books. He also writes short fiction in these genres and has edited the award-nominated *Sword and Sorcery* anthology. He is currently an editor of the British Fantasy Society newsletter, *Prism*. Mike lives in Birmingham, England. Users Review**From reader reviews:**

Geraldine Dube:Why don't make it to become your habit? Right now, try to prepare your time to do the important take action, like looking for your favorite reserve and reading a publication. Beside you can solve your problem; you can add your knowledge by the publication entitled Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Graphic Works. Try to make the book Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Graphic Works as your close friend. It means that it can to be your friend when you really feel alone and beside regarding course make you smarter than previously. Yeah, it is very fortuned to suit your needs. The book makes you far more confidence because you can know every thing by the book. So , we need to make new experience in addition to knowledge with this book.

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