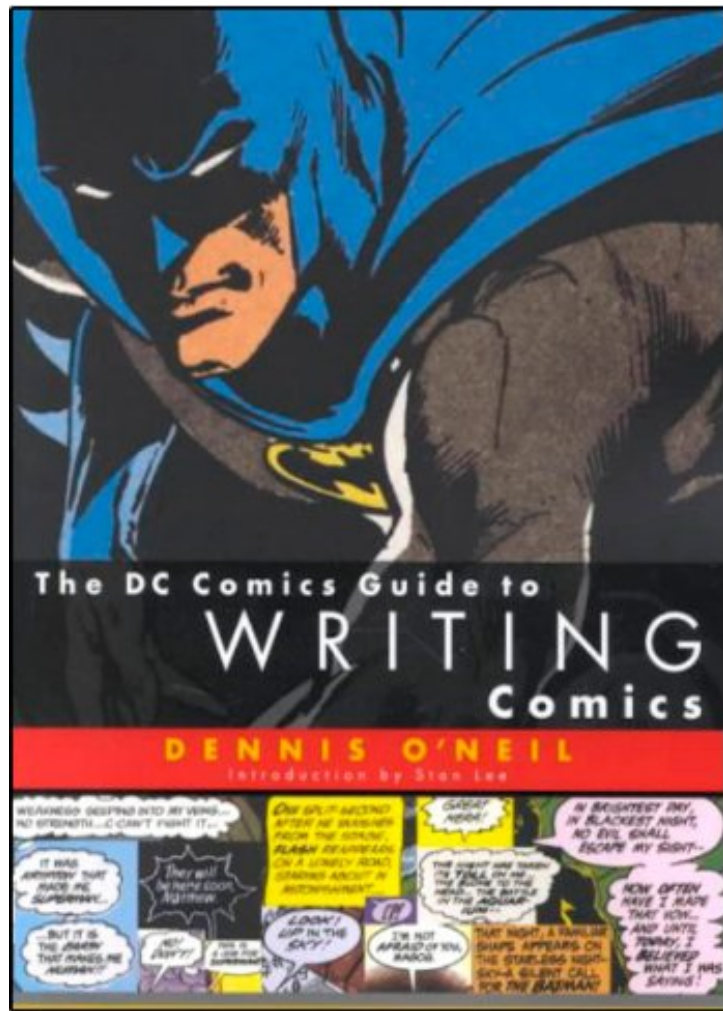


# The DC Comics Guide to Writing Comics

Dennis O'Neil

audiobook / \*ebooks / Download PDF / ePub / DOC



#178121 in Books Watson-GuptillModel: FBA-|283423 2001-05 2001-06-01Original language:EnglishPDF # 1 10.50 x .38 x 7.53l, .98 #File Name: 0823010279128 pages | File size: 49.Mb

**Dennis O'Neil : The DC Comics Guide to Writing Comics** before purchasing it in order to gage whether or not it would be worth my time, and all praised The DC Comics Guide to Writing Comics:

0 of 0 people found the following review helpful. One for the libraryBy AlienapocalypseGreat starting point for anyone interested in the comic book process. I'm currently in the process of converting a story into a graphic novel and have found this book both informative and inspirational. Not a "one stop shop" for the comic book industry, but definitely one I'll open again and again.1 of 1 people found the following review helpful. Great textbook for the aspiring comics writerBy Mike SuchcickiStudents of creative arts (cartooning, painting, woodcarving, writing, whatever) want two things out of a good textbook: Instruction on how to do the craft and examples of just what the completed craft is supposed to look like. In a book about writing for comics, for example, it's just as important to see

what a finished script looks like as it is to read about how it's done. (In fact, for many students, that's all they want: Just show me what the thing is supposed to look like and I'll figure out the rest.)Denny O'Neil (I've never met the man, but I've been reading his work for so long, I feel that I've achieved nickname basis) has produced a rich textbook meeting both of those qualifications.For those who are more nuts-and-bolts-oriented (and I admit I'm in that group), O'Neil gets to the juicy stuff early in the book with his discussion of the differences between, and pros and cons of, the full-script and plot-first techniques. There are plenty of visual examples, juxtaposed with the finished comic pages.O'Neil, however doesn't skimp on the how-tos. He offers detailed sections on story structure, subplots, characterization and more. If he comes to an element that just can't be described in an instructional form (writing realistic dialogue, for instance), he explains why it cannot be taught and offers substantial suggestions for how the student can develop his or her own skills in the element.He also describes the various architectural forms within the comic world -- miniseries, maxiseries, graphic novels, ongoing series, adaptations, etc. -- and the structural differences and nuances of each.This is a fine, valuable instructional manual. O'Neil has left nothing out.(By the way, this is the second DC Comics Guide I've purchased; they are both excellent instructional manuals.)0 of 0 people found the following review helpful. I love this purchaseBy SylvanusI love this purchase. I'm working on independent comic book now and I this really informed me on how to write a comic book story. I really needed this. I absolutely recommend this book for anyone who wants to know how to write a comic book.

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 developing a story structure, building subplots, creating well-rounded characters, and much more. O'Neil 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.

.com There must be dozens of books on how to draw comics, but even the best artists need to tell a good story. Who can teach them? Dennis O'Neil. A comics writer and editor for more than 20 years, O'Neil oversees DC Comics' Batman titles--one of the most successful comics franchises ever. In addition, he's a bestselling novelist, a screenwriter, and a writing teacher. So when it comes to storytelling, O'Neil knows his stuff. In this guide he delivers his knowledge in a succinct, no-nonsense style. O'Neil explains three-act story structure and examines subplots, characterization, and methods for developing drama and suspense. He then applies these concepts to comics' specific forms: graphic novels, miniseries, maxiseries, and the rare megaseries (such as Batman: No Man's Land, a year-long über-narrative played out across five comics titles). As in good comics, words and images work together in this book. Every idea is illustrated by panels or pages from great moments in DC Comics lore. Especially illuminating are the script excerpts that come paired with the comic book pages they describe. Strangely, the book ignores the visual side of comics writing. Modern comics scripts specify shots, angles, and blocking in movie-director fashion, but that craft is never addressed. (DC has a good opportunity here for a second volume.) However, what this book sets out to teach--storytelling--it does quite well. Aspiring comics writers won't just learn theory, they'll be empowered, because O'Neil provides a framework for crafting new tales. --J.B. PeckFrom School Library JournalAdult/High School-This witty, clear, and concise guide is tailored to those who want to create comics. O'Neil is adamant that there is no One True Way, although he stresses the importance of practice. He discusses story structure, characterization, script preparation, and other general writing topics. He also covers those more specific to comics writing such as miniseries, maxiseries, and continuity. O'Neil addresses the visual component of the art, the importance of page layout, and the relationship between the writer and the artist. He concludes with a short essay, "Writing Humor Comics," by Mark Evanier. The book is lavishly illustrated with black-and-white examples from various DC comics. In addition, the author includes many pages of scripts, which are usually juxtaposed with the finished page. He provides excellent advice and guidance for beginners. Although the examples focus on DC characters and stories, the content should have broad appeal. This is a nice balance to the many how-to-draw-comics books in most collections. Even for nonwriters, the book is interesting for the background look it provides into how comics are created.Susan Salpini, Fairfax County Public Schools, VACopyright 2002 Cahners Business Information, Inc.From BooklistO'Neil has been scripting comics professionally for nearly two generations, and he offers much good sense and valuable information about his craft. Although an ex-Marvelite endorsed in a foreword by Stan Lee himself, O'Neil's principal experience has been with DC, for whom he started with Batman and Superman and proceeded to most of the other titles in the company's catalog. He provides everything from a basic glossary, complete with visual examples, of scripting concepts to advice on characterization--something vulgarly and erroneously supposed not to exist in comics--to guidance on work habits and concludes by discussing the various kinds of comic books, broadly conceived. He exemplifies from DC's stable, which may make the book enticing to even the fan who isn't particularly interested in becoming a scripter. But above all, O'Neil addresses the universals of writing in a way that makes the book useful to all aspiring scripters, regardless

