



Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man

Stan Lee

[Download now](#)

[Read Online](#) ➔

Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man

Stan Lee

Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man Stan Lee

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 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!

Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man Details

Date : Published November 16th 2010 by Watson-Guptill

ISBN : 9780823000838

Author : Stan Lee

Format : Paperback 224 pages

Genre : Art, Nonfiction, Superheroes, Marvel, Drawing, Sequential Art, Comics, Comic Book

 [Download Stan Lee's How to Draw Comics: From the Legendary ...pdf](#)

 [Read Online Stan Lee's How to Draw Comics: From the Legendar ...pdf](#)

Download and Read Free Online Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man Stan Lee

From Reader Review Stan Lee's How to Draw Comics: From the Legendary Co-Creator of Spider-Man, the Incredible Hulk, Fantastic Four, X-Men, and Iron Man for online ebook

Chino Fernandez says

It's basically a good telling by Stan Lee on how he wants comics drawn.

Steve Garvin says

Good information on comics, drawing and the industry--especially for fans of Marvel comics. I'm not a Marvel or DC fan. I appreciate their role, but they are not my style. Lee came across as being over dramatic like a side show barker. Still I respect his career and influence--for better or worse--on the industry.

Wolf Ostheeren says

This book is a lot of things, but it's not a beginner's course to draw comics. Yes, there are concise and rough lessons on every aspect of the craft (very superhero style centered, too) but they can't be more than little teasers, even if illustrated with great and well commented artwork to see what's explained for yourself. It's way to advanced for a beginner, but an advanced comic book artist should already know what's in it, I guess. I think I learned more from this book about reading and appreciating the art that comics can be, and how they come into existence, than I did about actually drawing them myself. Which is perfectly fine, as far as I'm concerned, but might not be what you expect from the title and cover.

Fawaz Ali says

Excellent book with plenty of tips to help the novice to understand the overall process of creating comic books...

Maik Krüger says

Do not replace Lee & Buscema's How to draw Comics the Marvel Way with this! It actually teaches you very little practical skills, it is more a collection of Stan's anecdotes (He can't draw himself) and essays from top level artists on various aspects of visually creating a book. Still, one can marvel at the humour and wit of The Man and the sheer gravity of the artists names that contributed. It's also - who'd have thought - extremely beautifully illustrated.

Ravi Dethiya says

XVX

Kirsten says

My daughter is a huge Marvel fan as well as an artist. She LOVED this book!

Nidah (SleepDreamWrite) says

Sometimes I would draw, so I would look at some books like this. Love the cover. The art styles throughout were good. A fun book.

Sandra says

For me this book was a little bit confusing. On one side its written like somebody is talking to a 12 year old and wants him to inspire to be a great comic artist, on the other side the exemples are very intricate and of a very high standart. They scared me and the whole time I was thinking "how on earth I'm going to draw this". What this book does it gives a rough overview about different aspects in making a comic. It talks a little bit of everything but doesn't go into much detail. Good for people who already know how to draw and want to pick up a few tips or for people who would like a little bit of an insight how a comic is made. But not really a beginners guide with detailed drawing steps.

Parka says

(More pictures at parkablogs.com)

Stan Lee's How to Draw Comics is a starter guide to drawing comics aimed at beginners.

It introduces the world of comics and what you need to create them. It covers the basic topics like drawing, storytelling, finding work, etc. There are lots of useful comic creation tips discussed, complimented by examples from popular artists like Jack Kirby, Neal Adams, Frank Cho and the likes.

This isn't a technical book so there aren't any how-to or step-by-step tutorials. When you finish the book, you'll know what it takes to create comics but you'll have to get other comic drawing books to learn the technical skills. Most of the chapters introduced in this book are actually subjects that already have whole books devoted to them.

This book is recommended to beginners who have absolutely no prior knowledge on creating comics. That said, if you're past that stage, you should skip this and get books devoted to specific subjects.

BCPL Youth Services Librarian says

Click to see book in BCPL's online catalog

Chip'sBookBinge says

I didn't pick up Stan Lee's How To Draw Comics for the purpose of learning how to draw, Letter or color. I'm already well versed in that part of Comic Book creation. You can check out myDeviant Art Gallery at <http://chiprocks1.deviantart.com> for some of my color samples if you're inclined to do so.

My main objective to giving this book a spin was just to update my knowledge and see if there were / are new things that currently being utilize by amateurs and professionals alike. After reading it, there isn't a whole lot that I would say is "new". This book is definitely aimed at the novice artist looking to break into the biz and touches up on everything that will be asked of you when creating your own fantasy worlds or working with preexisting characters for Marvel, DC, Image and any other publisher.

Everything from Penciling, Inking, Coloring and Lettering is addressed here. There is even a section devoted to how best to go about submitting and showing your portfolio to land that prize job that you are after. So, can any seasoned or professionals benefit from this book? Yes. It's a nice handy thing to have just for a refresher course should you get in a rut. Lot's of different examples to be found within the book from layout and cover designs, color samples as well as inking and penciling styles.

I can recommend this book as a Rent from the Library.

4 Stars out of 5.

You can find more of my Book, DVD, TV and Movie reviews at my Forum (Penny Can) at...

<http://pennycan.createaforum.com>

Feel free to stop by and contribute your 2 cents.
