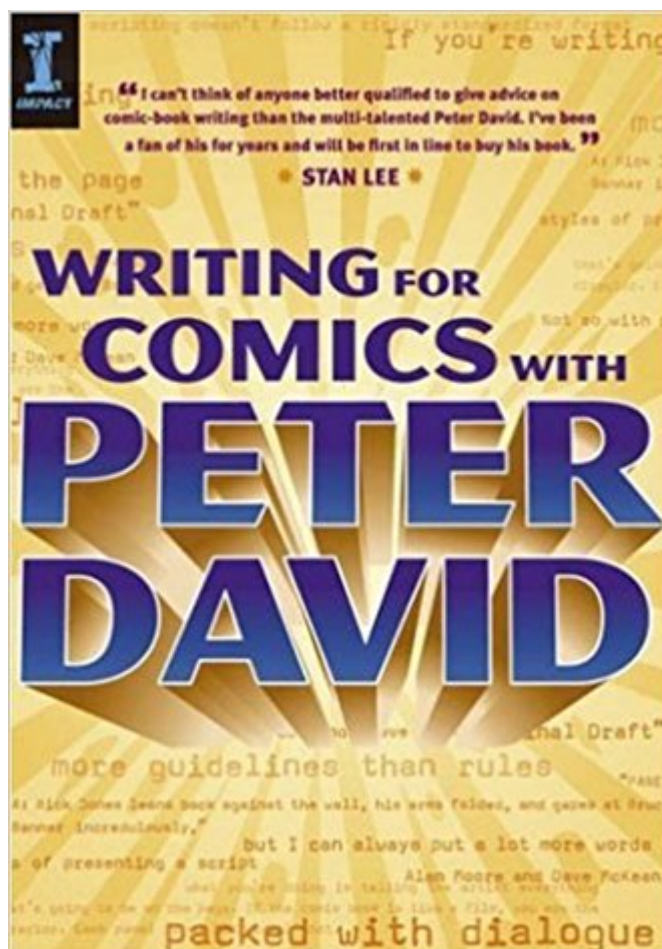The book was found

Writing For Comics With Peter David

Synopsis

The ultimate guide for anyone who wants to write dynamic comics, "Writing For Comics With Peter David" teaches readers how to create comics from start to finish. This essential guide: provides easy-to-understand guidance for beginners, as well as seasoned advice for intermediate comic writers; features the expert instruction of highly successful "Marvel and DC" writer Peter David, whose credits include "Spider-Man", "Wolverine" and the "Hulk"; and includes illustrations throughout from major comic publishers, showing readers the creation process from start to finish. With eye-catching package and superior advice, this book is a must have for anyone who wants to write comics or graphic novels.

Book Information

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Customer Reviews

Adult/High SchoolÃ¢ ¬â œExplaining that ideas are often not as important as their execution, David states, all stories can be boiled down to three fundamental conflicts: Man vs. Man; Man vs. Himself; and Man vs. Environment. He handles each aspect of the topic in a separate chapter that includes exercises. For example, Where Do They Get Those Crazy Ideas? has an exercise called What If? in which the author challenges budding writers to observe people in a public place and make up stories about them based on those observations. The exercise for Dialogue is Character Exploration, in which readers are invited to write diaries or correspondence in their characters' voices. The lessons are easy to digest and can be applied to any kind of writing. The book may not turn all readers into successful comic-book writers, but it will help them improve their work.

Illustrations drawn from a variety of familiar comics maintain the mood and, for many readers, are the impetus for taking up the craft.Ã¢â ¬â œDana Cobern-Kullman, Luther Burbank Middle School, Burbank, CA Copyright Ã Â© Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

Peter David has sold millions of comics and novels. He is well known for his writing on Spider-Man, X-Factor, Wolverine, Supergirl, Captain Marvel, Hulk, Star Trek, Baylon 5 and more. He works with DC, Marvel and Tor Books.

Writing for Comics with Peter David is one of those books that appealed to me on a number of levels: I like to write, I like reading comics and I like the writing of Peter David. So I got the book and found it to be quite good: well-written, educational and entertaining.Despite the title, for the most part this book is not limited to merely comic book writing, but instead uses comic books (in particular superhero comics) to illustrate the essentials of any sort of storytelling: plotting, conflict, characterization, theme, etc. Only in the last part of the book do we get material that is strictly limited to comic books: topics such as the placement of speech balloons or the use of sound effects.This is not an extremely detailed book, but David does cover all the basics of storytelling. As such, it is a good introductory text for anyone interested in writing genre fiction. I've read a lot of books about writing, and while this one doesn't offer much that is new (outside of the comics-only topics), it does present its subject matter in a different and interesting fashion.If you want to learn how to write, you need to read a lot. Not just books on writing, but books in general. Even if you read this book, you will not be a good comic book writer unless you are familiar with the field. But even if you don't intend to ever write, this book still does have its advantages: it gives you new ways to look into the things you read. And with David's adept humor, this is also a fun book. In short: this is a good book for more than just aspiring comic book writers.

There are many books on storytelling, but none can match Peter David's book "Writing for Comics" with regards to writing for the sequential arts medium. Whether you are interested in writing a super-hero comic or a webcomic, there is excellent information to be had by reading this book.Peter David, the prolific writer behind a plethora of fiction books (both literary novel and comic books) writes a clear, concise, and occasionally humor-weaved primer on writing for comics. I found this book to be well written, interesting, and informative to read. Many examples from both past and present day comics are used to illustrate critical storytelling elements (climax, plot, theme, etc).In

summary, this book does what it says in the title, and does it well. Highly recommended for writers and aspiring-writers alike.

Peter David has written a book for use by people who want to write comic books, but it also contains many lessons to help people who want to write narrative fiction. For the would-be comic creator, David includes how-to lessons like different scriptwriting formats, how to fashion plots for sequential storytelling, how to break into the business, etc. For any other author, David's lessons also include universal lessons such as characterization, plot, pacing, structure. A helpful book for anyone from an excellent writer of comicbooks and novels.

If your someone who is looking for a good book to learn how to write for comic books, you are out of luck because this is a great book. Not only does David give you the "how to" but he gives you an evolution of the the art. He gives you practical exercises. And, he gives a way to "break in" the field.

Peter David is one of the best comic book writers ever. Any advice that he can give is worth a read or two.

To be fair, this is what it's advertised as being: a guide for writing comics. Because it was Peter David, though, I was expecting more.David is the William Goldman of comics. He is flat out one of the best there is, so I was expecting something akin to Adventures in Screenwriting. What you get is a fairly generic how to book. It's all there, but it's all there in several other books. I wanted wit (there was some), insider stories (there was, I think, one). I wanted some inside dirt on working with artists and editors. Maybe a little on handling bad press and vindictive rivals. In short, I wanted something that only Peter David could give, and I didn't get that. If his But I Digress collection is available, buy that (and to be fair again, David could say that all I wanted was in that collection and it wasn't the purpose of this book to do that. Okay, true, but when I buy a Peter David book, I want a Peter David book. It's about expectations.) If you find any other writing for comics books that are cheaper, go that route. This book reads like it was knocked out in his sleep.It gets a 3 simply because it does what it sets out to do.

Peter David is a good writer but when it comes to giving instructions like in this book he falls short. Too much technical stuff and no magic which makes PAD intersting in the first place. Your better off reading his blog then buying this book :)

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