



Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels

By Scott McCloud

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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.

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Editorial Review

Amazon.com Review

Scott McCloud's *Understanding Comics* was published in 1993, just as "Comics Aren't Just for Kids Anymore!" articles were starting to appear and graphic novels were making their way into the mainstream, and it quickly gave the newly respectable medium the theoretical and practical manifesto it needed. With his clear-eyed and approachable analysis--done using the same comics tools he was describing--McCloud quickly gave "sequential art" a language to understand itself. McCloud made the simplest of drawing decisions seem deep with artistic potential.

Thirteen years later, following the Internet evangelizing of *Reinventing Comics*, McCloud has returned with *Making Comics*.

