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THE GRAPHIC REVOLUTION

HARPERCOLLINS PUBLISHERS HAS A RANGE
OF REFERENCE BOOKS

&

PRACTICAL HOW TO DRAW AND WRITE
MANGA AND COMIC BOOKS





UNDERSTANDING COMICS Scott McCloud

Praised throughout the cartoon industry by such luminaries as Art Spiegelman, Matt Groening, and Will Eisner, this innovative comic book provides a detailed look at the history, meaning, and art of comics and cartooning.

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.

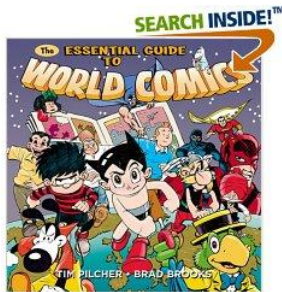
ISBN: 9780060976255 PB \$39.99



MAKING COMICS Scott McCloud

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

ISBN: 9780060780944; PB; Pages: 272; \$39.99;



ESSENTIAL GUIDE TO WORLD COMICS Tim Pilcher and Brad Brooks

This is a thoroughly absorbing overview of World Comics from former Comics International associate editor Tim Pilcher and Les Cartonistes Dangereux co-founder, Brad Brooks. I think it offers a terrific global snapshot of the world's comic industries from the obvious -- America, UK, France and Japan -- to the esoteric -- Malaysia, Hong Kong, Kenya and Turkey.

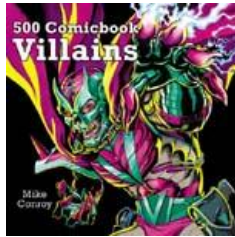
There are some omissions -- apparently, there simply wasn't space to include every country, and web comics, spanning all borders, get only limited coverage -- I found this a very entertaining book. While I'm familiar with some French, Italian, Norwegian and Australian titles, for example, it came as a surprise to learn of enthusiastic comics publishing in India - now being exploited by the new Virgin Comics company - *and Africa, and the sheer variety of featured creators and creations is simply astonishing.*

The book is also useful as a "starting point" when it comes to exploring some countries output. With Japanese manga, for example, there are some very useful recommendations when it comes to identifying the quality among the quantity.

It's also interesting to learn how comics are regarded in different countries. While British comics generally remain the province of children, in France they are regarded as "The Ninth Art".

Review by John Freeman, Lancaster UK (taken from the Amazon UK site)

ISBN: 9781843403005 PB Published by Collins & Brown Distributed by HarperCollins Australia \$45.00 (Indent)



500 COMIC BOOK VILLAINS Mike Conroy

Mike Conroy examines the story of comic heroes' arch enemies, from the *Joker*, *Ming the Merciless* and *the Mekon* to the more obscure *Forgotten Villains*, *Professor Skinn* and the *Beauty Butcher*. In comicbooks, dead very rarely means dead, and over the decades villains have returned to the page in all manner of guises. And so, from short potted biographies to special spotlight and feature pages, this volume showcases a wealth of evildoers covering the history of the genre from 1934 to the present day.

ISBN: 9781843402053 PB 376 pages \$24.95 (Indent)



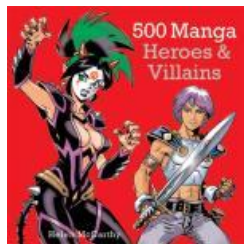
500 GREAT COMICBOOK ACTION HEROES Mike Conroy

500 Great Comicbook Action Heroes is both a great reference tool for aficionados – and a superb introduction to a host of fascinating information for newcomers to the subject. Want to know when Superman or Batman first appeared, and who created them? Or how Flash Gordon got his name? Or who illustrated the first X-Men stories?

From short potted biographies to extended spotlights the full range of comics heroes are in these pages. Including such leading lights as Superman, Spider-Man, Wonder Woman, Captain America, Wolverine and the Fantastic Four, plus the more obscure Asskickers of the Fantastic, Captain Savage and Aztec Ace.

Special feature articles discuss pivotal moments in comics history from the coming of the Comics Code Authority, which almost killed off the industry, to the rise of independent publishers

ISBN: 9781844110049 PB PAGES: 376 \$24.95 (Indent)



500 MANGA HEROES & VILLAINS Helen McCarthy

Each and every character included has a potted biography of their life in Japanese comics and the date of their first appearance, while key characters such as Astro Boy, Sapphire, Spiderman and Godzilla are explored at length in special spotlight pages. There are also feature splashes on famous artists and series and crucial developments in the manga story. Packed with colour illustrations, *500 Manga Heroes and Villains* is an essential and

accessible reference tool for first-time enthusiasts and manga historians alike.

ISBN: 9781843402343 PB: 352 pages \$32.95 (Indent)



COMIC BOOK ENCYCLOPEDIA

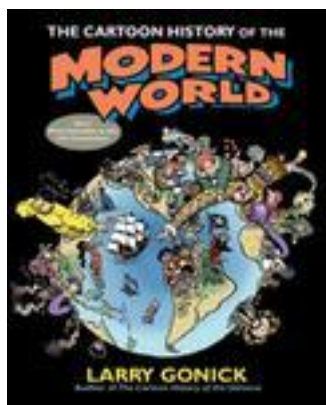
A 4-colour, illustrated best-of-the-best of the comic book world – with writers/creators who launched an industry (Jack Kirby, Stan Lee), amazing graphic novels (*Preacher*, *The Watcher*), legendary artists (Jim Lee) and characters as wide-ranging as Archie, The Gay Ghost, Batman, Blue Devil and the Fantastic Four.

Never before has there been a single volume of superheroes, graphic novels, strange comic icons, legendary writers and artists of the comic world. *Comic Book Encyclopedia* is the multiverse of comic legend and lore for every comic-book fan, and for everyone

who wants to understand the characters, history, and universal appeal of this world.

Collected into a single volume, this is the best-of-the-best of comics. From the 1930s to today, it includes everything a young, budding comic reader – or an experienced pro – needs to know and/or read.

ISBN: 9780060538163 HB PAGES 384 \$74.99 (Indent)

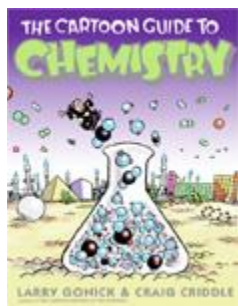


THE CARTOON HISTORY OF THE MODERN WORLD Larry Gonick

The Cartoon History of the Modern World is a wickedly funny take on modern history. It is essentially a complete and up-to-date course in college level Modern World History, but presented as a graphic novel. In an engaging and humorous graphic style, Larry Gonick covers the history, personalities and big topics that have shaped our universe over the past five centuries, including the Industrial Revolution, the American Revolution, the Russian Revolution, the evolution of political, social, economic, and scientific thought, Communism, Fascism, Nazism, the Cold War, Globalization—and much more.

Volume I of the Cartoon History of the Modern World picks up from Gonick's award winning Cartoon History of the Universe Series. That series began with the Big Bang and ended with Christopher Columbus sailing for the New World. This book starts off with peoples that Columbus "discovered" and ends with the U.S. Revolution.

ISBN: 9780060760045 Paperback Pages: 272 \$32.99 (Indent)



THE CARTOON GUIDE TO CHEMISTRY Larry Gonick

A refreshingly humorous but thorough ancillary guide to general chemistry from the author of the bestselling *The Cartoon Guide to Physics* and *The Cartoon Guide to Genetics*.

The Cartoon Guide to Chemistry, a collaboration between pre-eminent scientist Professor Craig Criddle of Stanford University and cartoonist Larry Gonick, is a complete and up-to-date course in college level chemistry. In an engaging and humorous graphic style, the book covers both the history and the basics, including early ideas and techniques, electrochemistry, organic chemistry, biochemistry, environmental chemistry, physics as chemistry; and much more. Ideal for advanced high school students, university students and independent learners.

Teachers, researchers, and students around the world have embraced Larry Gonick's unique ability to make difficult subjects fun, interesting and easy-to-understand while still relaying the essential information in a clear, organized and accurate format.

In 2003 Larry Gonick won the Harvey Award for the year's best graphic album of original material for *The Cartoon History of the Universe III*. The prestigious award, named for Mad pioneer Harvey Kurtzman is considered to be the Oscar of the comic-book world.

ISBN: 9780060936778 Paperback Pages: 256 \$27.95



MANGA Masters of the Art Timothy R. Lehmann

With its stylistic characters and vivid colors, manga has captured the imagination of millions. Now, *Manga: Masters of the Art* goes straight to the source -- the artists themselves -- for the ultimate insider's look at this global phenomenon.

Each section includes a question-and-answer session, allowing the reader first-hand access to the artist's thoughts and ideas. They discuss how they became interested in manga, their first published work, where they get their ideas, the creative process, tips and techniques, artistic influences, the genre itself, and much more. Illustrations and photographs of each artist's most seminal works are accompanied by extensive, explanatory captions.

Manga: Masters of the Art is a practical reference book, a fascinating look at how this incredible artwork makes it from concept to reality, and a thoughtful commentary on the genre -- perfect for the growing legions of manga fans.

The artists featured are:

- Kia Asamiya (*Silent Möbius*, *Batman: Child of Dreams*)
- CLAMP (*Chobits*, *Tsubasa*)
- Takehiko Inoue (*Vagabond*, *Slam Dunk*)
- Erica Sakurazawa (*Between the Sheets*, *The Aromatic Bitters*)
- Jiro Taniguchi (*Icaro*, *The Walking Man*)
- Yuko Tsuno (*Swing Shell*)
- Tatsuya Egawa (*Golden Boy*, *Tokyo University Story*)
- Suehiro Maruo (*Mr. Arashi's Amazing Freak Show*)
- Reiko Okano (*Onmyoji*, *Fancy Dance*)
- Mafuyu Hiroki (*Apples*)
- Miou Takaya (*Crazy Heaven*, *Map of Sacred Pain*)
- Usamaru Furuya (*Short Cuts*, *Palepoli*)

ISBN: 9780060833312 Collins Design PB Pages: 256 \$45.00



MANGA MATRIX Hiroyoshi Tsukamoto
Create unique characters using the Japanese Matrix System

Manga Matrix presents an easy grid method for mastering manga, an increasingly popular comic style. Using this unique Japanese system, artists can plot and cross-section elements on a matrix diagram to create an infinite number of original characters, creatures, and multiformed beasts. Angels, demons, dragons, monsters, and robots are all included in this book, along with descriptions of costumes and personalities for each.

Manga Matrix is unlike any other manga instructional guide and is an invaluable resource for both the budding artist and the polished professional

ISBN: 9780060893415 Collins Design PB Pages: 172 \$45.00



DRAWING SHOUJO MANGA "Easel does it"

Keith Sparrow

With special photography, *Drawing Shoujo Manga: Easel Does It* shows how to ink and color shoujo manga characters, and how to place them in authentic scenes

Eight creative step-by-step projects, demonstrating how to draw shoujo girls, bishie boys, magical figures, and fun chibi characters

Explains how to use color creatively and build characters and scenes that bring your shoujo figures to life All materials, equipment, and techniques needed to create shoujo characters are fully explained and accompanied by a gallery of shoujo figures by professional artists

ISBN: 9780060891978 Collins Design PB Pages: 96 \$35.00



BISHOUJO MANGA "Easel Does It" Keith Sparrow

Easel-Does-It shows how to draw, ink and color bishoujo manga characters, and how to place them in authentic scenes

Eight creative step-by-step projects, demonstrating how to draw beautiful and appealing female characters, in a variety of dramatic backgrounds

Explains how to use color creatively, to build backgrounds that bring your bishoujo characters to life All materials, equipment, and basic techniques needed to create bishoujo characters are fully explained and accompanied by a gallery of bishoujo figures by professional artists

ISBN: 9780061139321 PB 96 Pages \$39.00 (Indent)



DRAWING MANGA Selina Dean

A step-by-step guide to creating your favourite manga characters.

The popularity of manga (Japanese comics) is growing at a phenomenal rate. This is a practical, easy-to-follow and fun introduction to the most popular contemporary art style of the moment and is ideal for the first-time manga artist

ISBN: 9780007231782 Paperback 96 pages \$24.99



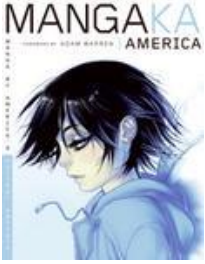
DRAWING ACTION COMICS Easel Does It

With special photography, **Drawing Action Comics: Easel Does It** shows how to draw and color action superheroes, and how to place them in exciting scenes.

Ten creative step-by-step projects, demonstrating how to draw and ink larger-than-life figures, how to get action into your artwork, how to use color creatively, and how to make your male, female, and otherworldly superheroes come alive

All materials, equipment, and techniques needed to create superheroes are fully explained and accompanied by a gallery of action heroes by professional artists.

ISBN: 9780060588366 Collins Design Paperback Pages: 96; \$32.99 (Indent)



MANGAKA AMERICA

"Mangaka" is a term for someone who creates manga. The artists in MANGAKA AMERICA represent the newest dynamic talents in the field and are professionally creating it for an American audience, something that was unheard of 20 years ago.

MANGAKA AMERICA showcases a selection of these US-based mangaka, highlighting each artist's unique contribution to the genre. Manga fans are often anxious to learn new skills and techniques, and this book also provides mini-tutorials in which each artist provides instruction on character design, layouts, digital inking, and coloring.

ISBN: 9780061137693 Collins Design PB Pages: 148 \$45.00



MONSTER BOOK OF MANGA "Draw like the Experts" Edited by Estudio Joso

The popularity of manga continues to grow, inspiring interest in learning how to draw in this exciting style of comics. Estudio Joso creates the ultimate guide to illustration—384 pages of manga instruction.

The Monster Book of Manga is divided into sections focusing on the most figures and themes—Girls, Boys, Samurais, Monsters, and more. Each illustration is broken down into six stages accompanied by step-by-step instructions, taking the artist from initial back-and-white sketches to the final color piece. They are all accompanied by practical suggestions, hints, and tips.

ISBN: 9780060829933 Collins Design PB Pages: 384 \$45.00



THE MONSTER BOOK OF MORE MANGA Edited by IKARI STUDIOS

From comic illustration Ikari Studio comes the ultimate guide on how to draw manga. *The Monster Book of More Manga* is divided into sections focusing on the most popular manga figures and themes—Girls, Boys, Samurai, Monsters, and Computer.

This new volume contains brand new sections on Mecha, Villains, and Animals, and a special section on Fairies. Each illustration is broken down into six stages accompanied by step-by-step instructions, taking the artist from an initial black-and-white sketch to the final color piece. They're also accompanied by practical suggestions, hints, and tips.

From beginner to advanced, this monster-size manual is the must-have book for anyone interested in learning how to draw manga.

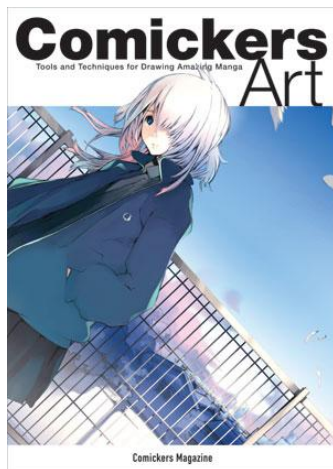
ISBN: 9780061151699 Collins Design PB Pages: 384 \$ 45.00



MONSTER BOOK OF MANGA: FAIRIES AND MAGICAL CREATURES
Edited by IKARI STUDIO

From comic illustration Ikari Studio comes the ultimate guide on how to draw manga. *The Monster Book of Manga: Fairies and Magical Creatures* focuses on these figures of wonder. Each illustration is broken down into six stages of creation and is accompanied by step-by-step instructions, taking the artist from an initial black-and-white sketch to final color piece. Each drawing is also accompanied by practical suggestions, hints, and tips. This monster-size manual is the must-have book for anyone interested in learning how to draw manga, appealing to beginning and advanced artists alike.

ISBN: 9780061242038 Collins Design PB Pages: 384 \$49.99



COMICKERS ART: TOOLS AND TECHNIQUES FOR DRAWING AMAZING MANGA
Edited: COMICKERS MAGAZINE

The first book in the Comickers Art series, *Comickers Art: Tools and Techniques for Drawing Amazing Manga* explores the various drawing tools and art techniques necessary to create successful and authentic manga. This book will teach you how to use pencils, markers, brushes, and software to create all styles of manga, and features the manga artists who best use each of the key techniques. Stunning finished work from each of the featured artists is also included. Including work from: Saya Iwasaki, Hiroki Mafuyu, Ayumi Kasai, Hamlet Okinawa, Renji Murata and Kim Hyung-Tae, Houden Eizou, and many other hot new talents and master artists

ISBN: 9780061441530 Collins Design PB Pages: 128 \$49.99