

# We recommend...



## NON-FICTION GRAPHIC NOVEL RESOURCES

Title: [Comics & Sequential Art](#)  
Author: Eisner, Will  
Call No.: 741.5 Eisner 1985  
Locations: PBRL  
Annotation: Legendary comics creator Will Eisner turns a fine eye toward the principles of graphic storytelling in this extraordinary work, based on his popular Sequential Art course at New York's School of Visual Art.

Title: [The Complete Idiot's Guide to Creating a Graphic Novel](#)  
Author: Nat Gertler and Steve Lieber  
Call No.: 741.5 Ger  
Location: PBRL  
Annotation: What do the movies *Men In Black*, *Road to Perdition*, *Ghost World*, and *X-Men* all have in common? Each started out as a graphic novel—one of the fastest growing segments of the book publishing industry. Now, here is the first book to provide a comprehensive and detailed look at the process involved in creating a successful graphic novel.

Title: [Drawing Dynamic Comics](#)  
Author: Smith, Andy  
Call No.: 741.5 Smi  
Locations: WO  
Annotation: A fresh, up-to-date approach to creating comics shows artists of all ages and talent levels how to build basic figures into stylized characters, set them in action, and add the backgrounds needed to complete the visual storytelling process.

Title: [Fantasy Worlds: How to Draw the Amazing Worlds of Japanese Comics](#)  
Author: Hart, Christopher  
Call No.: YA-PB 741.5952 Har  
Locations: DC, PBRL, WO

Title: [Graphic Storytelling](#)  
Author: Eisner, Will  
Call No.: 741.5 Eis 1985  
Locations: PBRL  
Annotation: A companion to *Comics & Sequential Art*, this book takes the

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principles examined in that title and applies them to the process of graphic storytelling. Eisner shows comic artists, filmmakers and graphic designers how to craft stories in a visual medium.

- Title: [Manga Mania: How to Draw Japanese Comics](#)  
Author: Hart, Christopher  
Call No.: 741.5952 Har  
Locations: BCRL, PBRL  
Annotation: These are just two of several excellent instructional guides by Christopher Hart on drawing comics and manga.
- Title: [How to Draw and Sell—Comic Strips—for Newspapers and Comic Books!](#)  
Author: McKenzie, Alan  
Call No.: 741.5 McKe  
Locations: BCRL, DC, MA, WO  
Annotation: Your information resource for producing comics strips for sale.
- Title: [How to Draw Comics the Marvel Way](#)  
Author: Lee, Stan and John Buscema  
Call No.: 741.5 Lee  
Locations: PBRL  
Annotation: Buscema and Marvel Comics legend Stan Lee (creator of Spider-Man and the Fantastic Four) show you how Marvel illustrators create their world-famous titles.
- Title: [Reinventing Comics](#)  
Author: McCloud, Scott  
Call No.: 741.5 McCl  
Locations: AN, PBRL  
Annotation: Scott McCloud follows up his treatise *Understanding Comics* with a spirited exploration of the boundaries of the artistic medium and how they might be breached and expanded in service to the mission of the art.
- Title: [Understanding Comics](#)  
Author: McCloud, Scott  
Call No.: YA-PB 741.5 McCl Graphic Novel  
Locations: AN, BCRL, DC, KL, MA, PBRL, WO  
Annotation: Scott McCloud writes and draws comics and thinks about comics. This book contains his thoughts about comics, rendered in comics that he has drawn and written – a compelling work of history and critical theory about an under-appreciated medium.