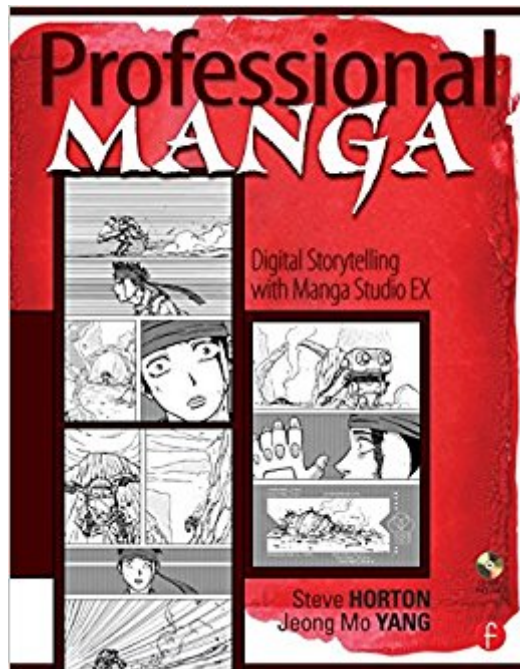


The book was found

Professional Manga: Digital Storytelling With Manga Studio EX



Synopsis

Combine high-end manga storytelling theory and advice with the tools for digital creation in Manga Studio, guided by expert professional manga-ka. You'll discover manga storytelling techniques, from speed lines to technology, from toning to big sound effects. Steve Horton and Jeong Mo Yang then show you how best to accomplish these techniques using the leading manga art creation program, Manga Studio EX. Every ounce of theory is backed up with step-by-step manga illustrations and Manga Studio screenshots that show how these illustrations were created. See the techniques in action in The Other Side of the Tracks, a new manga short story in the book centerfold which demonstrates at least one example from every technique described. You can also follow the continuing story as a webmanga available at comicspace.com. And there's more! The companion CD includes trial version of Manga Studio EX along with high-resolution image files from the book. Smith Micro has also included a coupon for \$100 off the full version of Manga Studio EX.

Book Information

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Media > Digital #518 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

As a user of Manga Studio EX, I wish there were more books that would have tapped into the secrets of the software. But fortunately, Steve Horton and Jeong Mo Yang have written a book titled "Professional Manga: Digital Storytelling with Manga Studio EX". The book is targeted for those who want to utilize the software with their manga creations. Whereas it shows you how they get sketches and prepare it for the software, the book comes with a CD that includes the high-res images for every piece of art featured in the book plus a 20-page story done in high-res plus a demo-version of

Manga Studio EX. "Professional Manga" was created not technically of doing how-to projects (ie. Adobe's educational books for their software) but the book does get into basics of sketches and how they can be brought into the software and one can start working on their designs but at the same time, learning of the pitfalls of various tones and suggestions for the artist using the software for the first time. Here is a breakdown of chapters featured in the book: * CHAPTER 1:

INTRODUCTION * CHAPTER 2: LINE ART * CHAPTER 3 - SHADING AND TEXTURES * CHAPTER 4 - SPEED LINES * CHAPTER 5 - BLURRING * CHAPTER 6 - PERSPECTIVE AND BACKGROUNDS * CHAPTER 7 - TECHNOLOGY * CHAPTER 8 - SOUND EFFECTS AND LETTERING * CHAPTER 9 - OTHER SIDE OF THE TRACKS * CHAPTER 10 - SINGLE PANEL ELEMENTS * CHAPTER 11 - PANEL TO PANEL STORYTELLING * CHAPTER 12 - PAGE-TO-PAGE STORYTELLING * CHAPTER 13 - WRITING CONVENTIONS * CHAPTER 14 - FORMATS AND SIZES * CHAPTER 15 - PITCHING AND SELLING * GLOSSARY * APPENDIX 1 & 2 and INDEX For the most part, the book is good for beginners.

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