

FREE COMIC BOOK DAY



IMPACT UNIVERSITY

VOLUME 3

Learn how to create comics,
manga, & fantasy art



Faculty includes:

Colleen Doran 🐉 Tom Nguyen

J. "Neondragon" Peffer

Jim Pavelec 🐉 Jason Cheeseman-Meyer

Introduction by Gail Simone!



IMPACT UNIVERSITY

IS BACK IN SESSION!



Join the **IMPACT** team at **COMIC-CON INTERNATIONAL in San Diego** July 26-29 at the San Diego Convention Center

IMPACT Books invites you to attend its popular "**IMPACT** University: How to Write and Draw Comics and Graphic Novels" panel featuring comics' biggest names! Learn the ins and outs of creating comics from the pros themselves!

This year's faculty includes:

- ★ **PETER DAVID** award-winning writer of Marvel's *Friendly Neighborhood Spider-Man* and *Dark Tower: The Gunslinger Born* and the author of **IMPACT's** *Writing for Comics with Peter David*
- ★ **COLLEEN DORAN** acclaimed artist and writer whose work includes *The Book of Lost Souls*, *A Distant Soil* and **IMPACT's** *Girl to Grrl Manga* and the forthcoming *Manga Pro Superstar Workshop*
- ★ **TOM NGUYEN** renowned inker and pin-up artist supreme and the author of the forthcoming **IMPACT** book, *Incredible Comics with Tom Nguyen*
- ★ **MAGGIE THOMPSON** *Comic's Buyer's Guide* senior editor and the co-author of *The Standard Catalog of Comic Books* and the *Comics Buyer's Guide Comic Book Checklist and Price Guide*.



— plus more to be announced!

Aspiring artists and authors! Sign up at Comic-Con's Portfolio Review and let **IMPACT's** editorial director review and critique your portfolio! Who knows? You might be the next **IMPACT** author!

Check out www.comic-con.org for up-to-the-minute day and time information on **IMPACT** University and Portfolio Review.

And catch us at the **IMPACT** booth —#1415

- ★ Meet **Peter David** and **Colleen Doran** while signing copies of their books just for you!
- ★ Buy all the latest **IMPACT** books for your library!
- ★ See booth for complete author schedules and details!

GET FREEBIES!

ENTER CONTESTS!

AND MORE!





I was lucky.

I'd written an internet humor column that was read weekly by a great number of comics editors, and so was one of those fortunate few who are actually asked to pitch for stories, rather than hounding those same editors hopefully, at conventions, with a worn portfolio they may or may not take the time to peruse.

When I got the job, I had the will, but lacked the knowledge. It's a little embarrassing, but here's how it went:

EDITOR: Okay, just send us some springboards and we'll take a look...

ME: Great! What are springboards?
(*Editor explains springboards—time passes*)

EDITOR: We like these. Go ahead to the outline phase.

ME: Awesome! What's the outline phase?
(*Editor explains outline format—time passes*)

Etc. etc.

The thing is, I was lucky, and I realize it more the more work I do. Editors are busy, busy people, harassed constantly at conventions and buried under submissions... some good, some not so much.

Who could blame my first editors if they had just decided, "This isn't worth it, we should just hire someone who knows what they're doing."

I could've really used some books like this, back then. Don't make the mistake I made. Don't take that chance. Read about the craft. Study the art and form vocabulary of the industry. It's the equivalent of showing up for a job application in a suit and tie, instead of a tin foil hat with Kleenex boxes on your feet.

This free comic is a great place to start learning about what you SHOULD know before you spend one moment in line to talk to an editor at a con, or get your art reviewed by a professional. It's got some delightful tips I've had to learn the hard way, by screwing up in public. You can avoid that trap.

Gail Simone has become one of the most prolific female comics writer in history, thanks to her work on such titles as *DEADPOOL*, *TEEN TITANS*, *GUS BEEZER*, *AGENT X*, *X-MEN UNLIMITED*, *ACTION COMICS*, *JLA: CLASSIFIED*, *ROSE AND THORN*, *LEGION*, *THE ALL-NEW ATOM*, *GEN 13*, her creator-owned *Wildstorm* book, *WELCOME TO TRANQUILITY*, and a long and respected run of *BIRDS OF PREY*. She also wrote the acclaimed "Double Date" episode of *JUSTICE LEAGUE UNLIMITED*, and is currently writing a screenplay and working on several animation projects.

- **Manga Pro Superstar Workshop:** Might as well learn from the best, right? In this excerpt, the mighty mighty **Colleen Doran** gives precious insight into drawing the figure and hands. When Colleen talks, artists AND writers listen. You should, too.
- Next, **Incredible Comics by Tom Nguyen**. This is a book I'd love to give to many aspiring comics artists and quite a few pros, actually. In simple, punchy steps, Tom shows the importance of proper anatomy and structure, so that even exaggerated heroes look like human beings. Great stuff in this short chapter.
- Also included is "How to draw an Elf" from the book, **DragonArt Fantasy Creatures**, by J "**Neon Dragon**" **Peffer**. The Dragonart books, beyond being great inspirational instruction manuals, are really lovely art books in their own right. It's hard not to open one and not want to go off and write stories about trolls and flying serpents.
- On the darker side, we have **Hell Beasts: How to Draw Grotesque Fantasy Creatures**, by the immensely talented **Jim Pavlec**. This book really pops with imagination and gives valuable lessons on perspective. I hope there's a chapter on drool.

Possibly one of the most important aspects in comics art is explored in

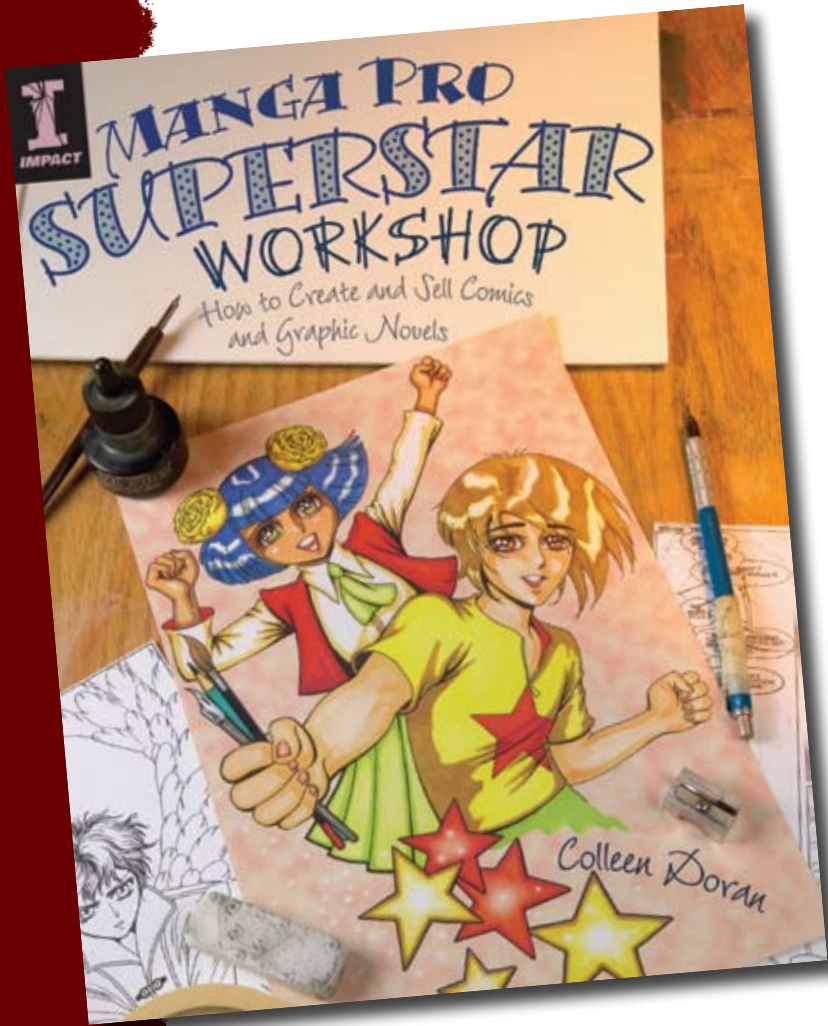
- **Vanishing Point: Perspective from the Ground Up**, by **Jason Cheeseman-Meyer**, who does a wonderful job of explaining why mastery of this element of comics art is essential to good storytelling. You'll be glad you read it.

Just to finish up, I'd like to HIGHLY recommend that you pick up some of Impact's other titles:

- **Manga Secrets** by the brilliant **Lea Hernandez**—this book is a JOY.
- **Girl to Grrl Manga**, **Colleen Doran**. Again, it's Doran. You need it.
- And for the writers, the essential **Writing for Comics with Peter David**.

Good luck, and may you be as inspired to create by these books as I am,

—Gail Simone



Volume 3 of **IMPACT** University starts with a basic figure drawing lesson. Since we'll be working toward the creation of a full-size piece of fantasy or comic art, this is a great place to begin. Your instructor for this lesson is **Colleen Doran**. On the following pages, she shows you how to create a basic stick figure then transform it into a simple mannequin shape. She next provides basic instruction for drawing hands.

Colleen is perhaps best known for her graphic novel series *A Distant Soil*, as well as her work on Neil Gaiman's *Sandman* series. In 2006, Colleen released *Girl to Grrrl Manga*, a basic primer for artists interested in drawing Shoujo Manga. Its success warranted the creation of an all-new volume entitled *Manga Pro Superstar Workshop*. It's designed to help Manga artists take their work to the next level: creating—and selling—their own original comics and graphic novels.

Manga Pro Superstar Workshop

\$19.99 🐼 ISBN 978-1-58180-985-5 🐼 *Coming in November 2007!*

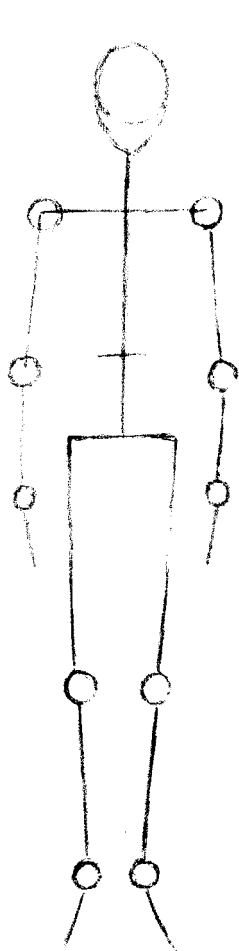
Drawing the Figure

The human figure is a complex subject, and there are many books that can give you a complete overview of academic figure drawing. Drawing in a shoujo style is a bit different from classical figure study. While you will need to study classical figure drawing to master shoujo style figure drawing, you can get the basic techniques to achieve the shoujo look right here.

Shoujo figures are usually supermodel lean. They have a special, elegant grace and are easy to draw because the

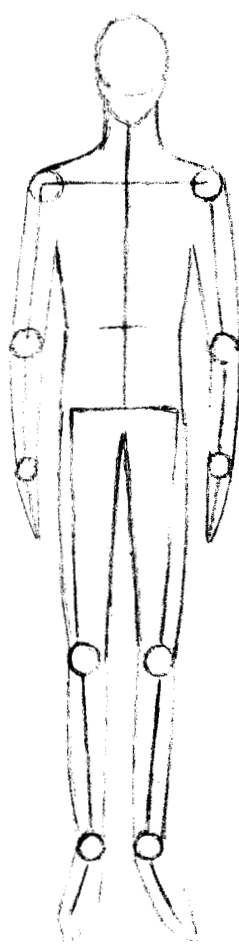
emphasis is on the lean line of the figure and not on complex musculature. Also, the lean shoujo figure looks great in clothes! The fabric drapes over the form as it drapes over a coat hanger, with an effortless drop.

There are two basic types of form for drawing the shoujo figure. Some shoujo styles are best drawn with the mannequin form (e.g., aesthetic, illustrative and retro), but other shoujo styles look better using the stick figure construction. We're going to go over both construction forms right now.



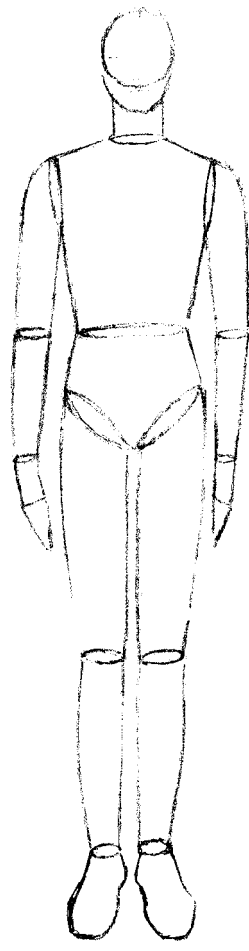
Stick Figure Form for Shoujo

The stick figure is best used for the waifish fashion model figures of modern and contemporary style shoujo. It is much easier to draw than the mannequin form.



Connect the Dots

Rounding off the stick figure form is a lot like playing connect-the-dots! Just let your pencil roll over the circles that represent joints. The drawback to this style is that it is less precise than the mannequin form. Mistakes are easy to make because the drawings are very gestural and loose. However, it is easy to make corrections and very fast to draw this way.



Mannequin Form

This is the form used in classical drawing. This is best used for manga styles that have some bulk. It will give you the most proper alignment of muscles and bones, but it takes some time to master.