

Bibliography for Graphic Novels: How To

Some titles listed may be out of date or even out of print; this does not mean they are not valuable resources. Nor are all of the following titles essential. But all of these titles are quality guides. The only criteria for the following bibliography is a book's currency or use in the field.

Draw

Acosta, Robert; Kilpatrick, Paul. How to Draw Shoujo. Watson-Guptill, New York, 2004.
ISBN: 0823029735

Buscema, John, Stan Lee. How to Draw Comics the Marvel Way. Simon & Schuster, New York, 1984.
ISBN: 0671530771

Edgell, Steve; Brooks, Brad; Pilcher, Tim. The Complete Cartooning Course: Principles, Practises, Techniques. Barron's. New York, 2001.
ISBN: 0764113186

Hart, Christopher. Drawing Cutting Edge Anatomy: The Ultimate Reference Guide for Comic Book Artists. Watson-Guptill, New York, 2004.
ISBN: 0823023982

Hart, Christopher. Drawing Cutting Edge Comics. Watson-Guptill, New York, 2001.
ISBN: 0823023974

Love, Bill; Quinn, Pat. Perspective for Comic Books: How To Book Series. Blue Line Pro, 2003.
ISBN: 1888429186

Martin, Gary; Rude, Steve. The Art of Comic Book Inking, Vol.1,2. Dark Horse Comics, Oregon, 1997.
ISBN: 1569712581, 1569716137

Write

Caputo, Tony. Visual Storytelling: The Art and Technique. Watson-Guptill, New York, 2003.
ISBN: 0823003175

Eisner, Will. Graphic Storytelling. Poorhouse Press, 1996.
ISBN: 0961472839

Haines, Lurene. Writer's Guide: To the Business of Comics. General Publishing Company, 1998.
ISBN: 0823058778

Publish

Hartas, Leo. How to Draw and Sell Digital Cartoons. Barron's Educational Series, Inc, 2004.
ISBN: 0764126628

McKenzie, Alan. How To Draw and Sell-- Comic Strips-- For Newspapers and Comic Books. North Light Books, 1987.
ISBN: 0891349111

Collect

Owens, Thomas. Collecting Comic Books. Millbrook Press, Connecticut, 1995.
ISBN: 1562945807

Understand

Eisner, Will. Comics and Sequential Art. Impact Publications, 2004.
ISBN: 0961472812

Estren, Mark James. A History of Underground Comics. Straight Arrow Books, 1987.
ISBN: 0914171119

McCloud, Scott. Understanding Comics. Harper Collins, 1994.
ISBN: 006097625X

McCloud, Scott. Reinventing Comics. Harper Collins, 2000.
ISBN: 0060953500

Pellowski, Micheal; Bender, Howard. The Art of Making Comic Books. Lerner Publications Company, Minneapolis, 1995.
ISBN: 0822523043

Magazines

Wizard: The Guide to Comics.

Hero Illustrated.

The Comics Journal.

Sketch Magazine.

The Official Overstreet Comic Book Price Guide.