



I'm not robot



Continue

Tinkle comic book

Photo: Getty Images Comics can be challenging, boundary-breaking, emotionally complicated, and all the things that books without images can be. Any child who has ever devoured a title like the ghost of Anya or invisible Emmie or a wrinkle in time: The graphic novel can already tell you this. Some parents, though, could use more convincing. There's even an idea that comics aren't real literature, or that they're just a gateway to help reluctant readers transition from picture books to fund books. But it can be a lot more. Here's why all kids should explore the vast comic book universe if they haven't already. There's something about everyone Comics not just about superheroes. You can find fantastic children's and young adult graphic novels in a variety of genres, including science fiction, fantasy, classics and romance. There was also a recent explosion of nonfiction graphic novels-children can read about everything from quantum theory to the history of queer thinking and LGBTQ+ action to Nietzsche's ideas. Pairing visual and oral stories can enhance childhood memories We are visual beings—more than 50 percent of the cerebral cortex is dedicated to processing visual information—so telling stories with images can help children retain information. One study found that students who read seven pages of comics explaining the basics of sleep showed stronger memory of the material than those who read the same material in text-only format. The relationship between words and images is beautiful Complex Gene Luen Yang, whose 2008 book American Born Chinese was the first graphic novel to have been nominated for a National Book Award, talked about the evolution of comics in a Big Think video. In the early days of comics, he explained, the format was rather simplistic-the images presented mostly just what the words were already carrying. So you get a caption that says, Superman punches Lex Luthor. And then, in the photo, he'll just show you Superman punch Lex Luthor, he said. My kids are in a different school, and their teachers are committed to regular, honest conversations... Read more Now, the relationship between words and images is an art in itself. Perhaps in one excerpt, the text will convey the most important message, and then in the next excerpt, the images will take over. Or maybe the words and images will contradict each other, and you, the reader, have to decide which is true. Gutters, the spaces separating panels, can be used to make readers stop and consider what they have just read. It's all a careful and exciting dance, and, to be analysed. Comics Have messages about diversity One parents and teachers usually have no problem with literary jewelry like Maus, Fun Home, and American Born Chinese, Jabari Sellars of harvard graduate school of education wants kids to study good ol' superheroes, too. He thinks they have a lot to teach us that he's the On the Harvard website Useable Knowledge, he wrote about the class unit he developed using Chris Claremont's X-Men: God Loves, Man Kills, Joss Whedon's Amazing X-Men and Mark Millar's Ultimate X-Men. At the beginning of the lesson, he asks his students: What is a mutant and who in our society should be considered a mutant? Then it helps them make these amazing connections: ... Students begin to see how X-Men is an allegory for the experiences of marginalized people —non-white, non-male, non-Christian, non-heterosexual—in an oppressive society. Digging into the characters and plots of their X-Men comics, they soon find contemporary and historical parallels. They find the sociopolitical ideologies of Martin Luther King Jr. and Malcolm X in the characters Charles Xavier and Magneto. They recognise the link between stop-and-frisk policies and anti-mutant initiatives in comics. They come to see that there is nothing coincidental about the irascible Quicksilver who has a mercurial temperament, or the naïve Cyclops hero who has trouble seeing the depths of a given situation. As an industry, comics are a place where diversity seems to thrive-Beat Comics has just been published by the Top 20 Graphic Novels of 2017, and 17 of them included female, Asian or African American members in creative teams. Storytelling changes narrative defies genres. Today's kids should be able to think in 80,000-word books and 80-character tweets. And you have to take in all kinds of narratives, he said in different ways. The best stories about your kids are just the ones they're fascinated by. Creating a comic book is a much more complicated process than people expect. It's a lot more than writing a script and drawing the pictures. There are many steps that the mainstream comic goes through and it can take an army of workers to produce. From idea to press, we take a look at what goes into creating a comic book, so that you can know what to expect when creating your own. Ted Streshinsky Photographic Archive/Getty Images Each comic begins with it. It could be a question like I wonder what would happen if an ancient warrior encountered an alien space. It could be a concept like time travel. It could be based on a character - like Captain Jaberwocky, the man with a monster trapped inside! All this could easily form the basis of a comic book. This person, or a group of people, creates the overall story and dialogue of the comic. It could easily be that this person came up with the idea or concept on their own, but that's not always the case. This person will give the basic structure, the rhythm, setting, characters, and plot with the comic. Sometimes the story will be completely enriched, with instructions as to specific comic panels and characters. Other times, the author can give a basic plot, returning later to add the appropriate dialogs. Once the story or plot is over, it goes up in pencil. As its name suggests, this person a pencil to create art that goes with history. It's done with a pencil so the artist can correct mistakes or change things in flight time. This person is responsible for the overall appearance of the comic and is a vital part of the process, as most comics are often judged solely by their artwork. This person takes the artist's pencils and takes them to a final work of art. They go over pencil lines in black ink and add depth to the art, giving it a more three-dimensional look. The inker also does a few other things, making it easy to copy and color, as sometimes pencils can be rather rough. Some pencilers will do this themselves, but it takes a different kind of skill set than penciler uses. Although sometimes referred to as a glorified tracer, the inker is a vital part of the process, giving art a complete and complete look and being an artist in its own right. The color adds color, lighting and shading to the comic's inks. Particular attention to detail is critical here because if the colorist doesn't use the right colors, people will notice. If one character's hair is brown in one scene, then blonde in another, people will be confused. A good colorist will take a bruised page and turn it into something that really has life in it. It should be noted that some people have chosen to give up this part of the process, some to save money, others to get a certain look at them. Although most don't sell as well as a fully colored comic book, many can, such as Picture Comics, The Walking Dead. Without words to convey the story, your readers may well be lost. During this stage of comic book production, the stationery adds words, sound effects, titles, captions, word bubbles, and thought bubbles. Some creators do this manually with the assistant of an Ames Guide and T-Square, but most people do this through computers. Throughout this process, the author oversees production quality. If something goes wrong, they get the creator or other person to correct the mistake, sometimes even do it themselves. The author is the last line of defense to find errors and ensure that it is a quality comic. Once the comic book is over, it's time to print it. Usually this is in print, but sometimes it will be digital. A printer is selected and paid for a certain amount of comics. Sometimes as fast as a few weeks, the comic can be printed and ready for sale. Once a comic book is ready for sale, and often before it's even It's time to get the word out. Press releases on websites and magazines as well as advertising on them as well will help get the word out. Review copies, when they are ready, can be sent to critics, if the comic is good, can often get a head start with the buzz generated by the internet. You need a way to get your comic to the masses. The most common is Diamond Comics, pretty much the distributor to retailers. The submission process is difficult and you have to make quick sales, but it may be worth it to get your comics out for retailers. Other paths would go to comic book conventions, which happen all over the world. You can build a website to sell them and send them by mail and even leg slog out to comic book stores and see if you sell it too. Very.