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Adventures In Cartooning: Characters In Action



Synopsis

The Knight, Edward the chubby horse, and of course the Magic Cartooning Elf are back for more fun, but this time they're sharing the stage with a host of new characters. In Adventures in Cartooning: Characters In Action you'll learn how to create your own kooky characters. And fresh faces are needed -- the famous director Otto Airs is making a movie, and he's invited everyone in the kingdom to audition! It's your chance to dream up boatloads of wacky characters to star in the film. Discover how body language and expression are used to tell a story, dress a wizard to the nines, and choose the perfect rogue robot. After following the heroes on their cartooning adventure, you'll be ready to create characters to star in your own comic book!

Book Information

Series: Adventures in Cartooning

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Average Customer Review: 5.0 out of 5 stars See all reviews (7 customer reviews)

Best Sellers Rank: #401,570 in Books (See Top 100 in Books) #67 in Books > Children's Books > Arts, Music & Photography > Art > Cartooning #302 in Books > Children's Books > Arts, Music & Photography > Art > Drawing #2338 in Books > Children's Books > Comics & Graphic Novels

Age Range: 6 - 10 years

Grade Level: 1 - 5

Customer Reviews

This became a nighttime favorite for the family. The Adventures in Cartooning series are cleverly done; the dialogue is witty, so I enjoyed them as much as the kids. The drawing is not overly complex and it helped inspire my children to make their own comics. Recommend buying blank hardbound books (we repeatedly buy some for \$1.50 at a Parent/Teacher store) and watch your kids create a pile of their own storybooks.

This is the first Adventures in Cartooning book I have read. I have seen them at the library where I

work, and I know they are quite popular with the kids. One of them was a Young Hoosier Book Award Nominee, so I usually take it that it must be pretty good. When I saw this on NetGalley, I decided I would really like to read it. I only knew that it was a graphic book, really nothing else. Still, I wasn't disappointed in my decision to read it. A simple knight on a simple horse is making his way home to the castle. He meets some random evil characters that are fighting over their roles, even another knight. He runs to the castle to warn the king that some evil characters are heading his way. Met by a mob at the castle, he and his horse, Edward, have to take a secret entrance in. Yes, the horse crawls underground. It's quite amusing. Once inside, he finds out the king is missing and they are filming a movie. Silly? Definitely. From there, random stuff happens, there is a happy ending, and then they go on to explain how to draw simple characters. The end. I really liked this one. There is some amazing vocabulary for such a short graphic novel; words like alms and mangy. The illustrations are cute and reproducible (yes, I apparently just made that word up) for kids trying to learn to draw. Even the changing fonts are fun. My absolute favorite part is when the main knight mistakes a vacuum for a robot and says "Well that sucks." I've always loved the joke about a vacuum sucking. Don't worry parents; that is the worst thing in the book if you are a stickler for bad language. The ending tips on drawing are very helpful. There are a lot of suggestions and examples for simple ways to make a wide variety of characters. Kids who love to draw cartoons will find a double win with this book. I received a free ARC through NetGalley

My son loves this series. he sinks into a chair over and over again for an hour when these get pulled out. The Ed Emberly style easy drawing style is very inspiring to him and he loves the silly characters.

âœLook, Edward! A band of SCOUNDRELS! Now we are in for some ACTION!â •A cartoon is only as good as its characters, and this adventure has plenty to spare. Although only six pages are devoted to specific instructions on creating cartoon characters, there is plenty to learn from the rest of the storyâ "if youâ™re not too busy laughing at the antics of egotistical movie director Otto Airs, a mad scientist, a trio of witches, assorted bad guys, a king and a beggar, a couple knights, a horse named Edward, and even a fly (among others). Throughout the story, readers can see how little details on basic shapes can create a huge variety of interesting characters. This latest installment of the Adventures in Cartooning series continues a novel approach to drawing instruction. The information is pretty basic and could be told in just a few pages, but sharing it within the context of story gives readers the chance to see dozens of examples of each principle. Better yet, the

characters are in action, with multiple panels showing different motions...much more effective than the step-by-step how to draw [insert character type here] that I grew up with. This book gives aspiring artists tons of examples and freedom to experiment for more dynamic creations.Randy-Lynne WachReview for Another Universe

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