

In this lesson, we will learn...

Some technical considerations on drawing.

The word drawing encompasses a large number of activities, from the world of fine arts to engineering





The pencil's light, modulated mark is unmistakable, but what makes it unique is the possibility of eliminating marks.







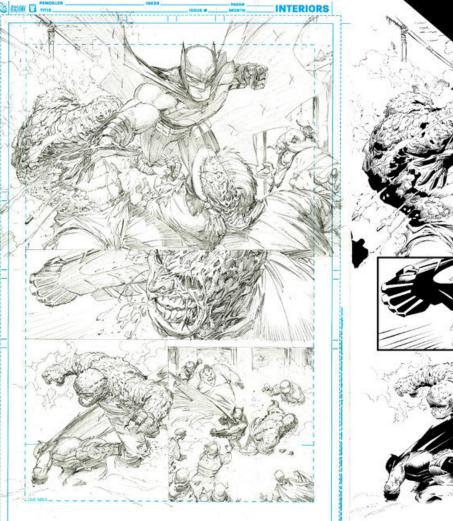
The pen, in its ancient incarnation with a metal tip dipped in ink, was often used by artists of the past.







These two means of expression have met in the world of comics, becoming complementary, as well as indicative of two technical steps in the creation of drawings.









The pencil drawing is in practice the basis for the pen, which has a clean, clear mark.







Synthesis is advisable because on those drawings the eye passes by, it does not linger.







Evoking an environment rather than faithfully reproducing it leaves more room for the reader's imagination







Symmetry is one of the principles that have governed the visual arts since ancient times.







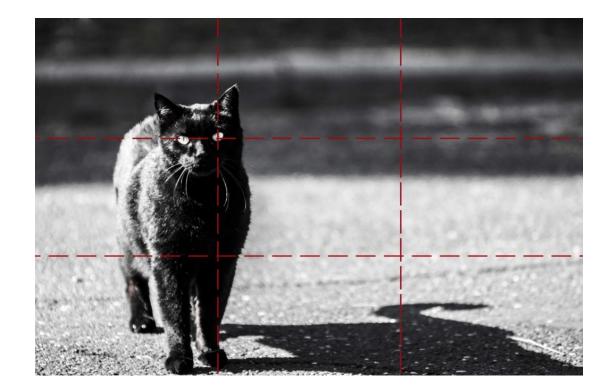
Asymmetries, on the other hand, are more dynamic, more natural.







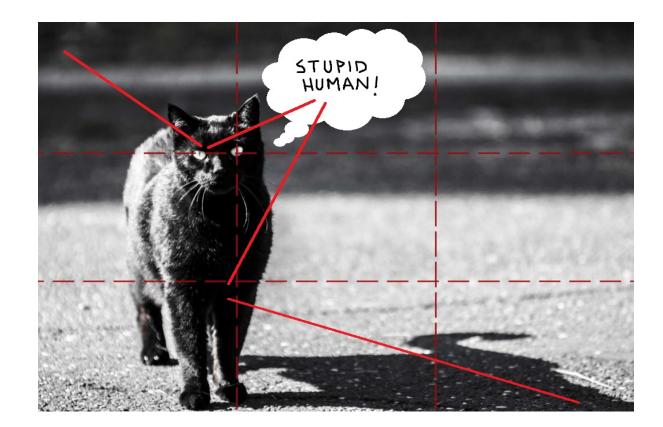
Everything must be arranged in the panel, bearing in mind that the eye will first look up to the left and then down to the right following an imaginary diagonal.







However, there is a structure known as the two-thirds rule (used extensively in photography) which can help the draughtsman understand and guide the movement of the eye







Module II. Technical Comics Course Topic 3. Telling with Sings Lesson 1. Order and legibility are better than beauty

Every element in the panel is narrative, nothing can be placed at random otherwise the viewer's eye risks stopping or getting confused.

No doubt there are more important elements and others less so, but nothing must be left to chance

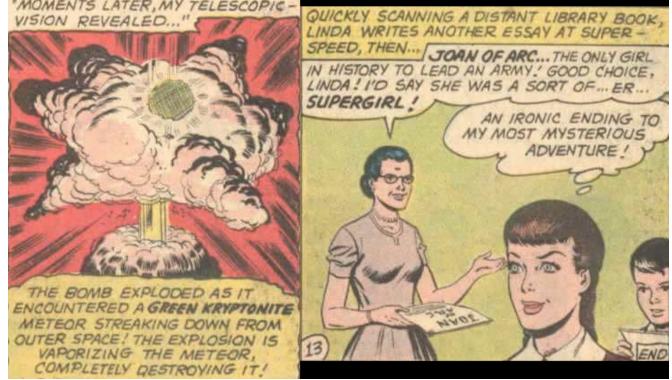






Conclusions

For this reason the texts must be proportioned as a quantity so that the design welcomes it rather than rejecting it as a foreign body







CREDITS

Content: Danilo Barbarinaldi Voice: Nicola Clemente



