



FABER-CASTELL
since 1761

COMICS

with

The Amazing

All
about
Comics

These writing
implements make
effective comics



This is how
to draw dynamic
characters

Creative Studio

*Learn
how to draw
Comics*



Drawing Comics with Faber-Castell

The fascination of superheroes

More and more enthusiastic Comic fans want to create their own superheroes – with pen and paper. Together with Peruvian comic illustrator Alvaro Feliu, Faber-Castell has developed a new creative concept for the analogue trend. It comprises five comic drawing sets which are all part of a comic story about “The Famazings”, a family of four superheroes each with very special capabilities. Each of the new Comic drawing sets from Faber-Castell is dedicated to one member of the superhero family and that person’s characteristic superpower.

Take a look at the following pages and we will show you step by step how you can draw superheroes yourself and how to breathe life into our “Famazings”!

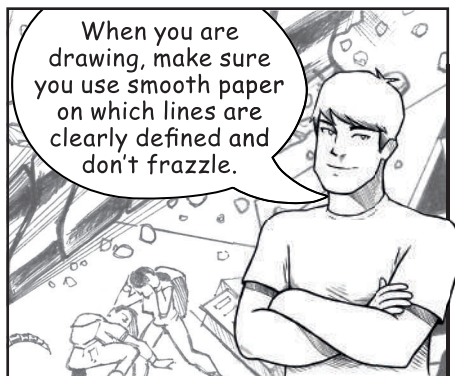




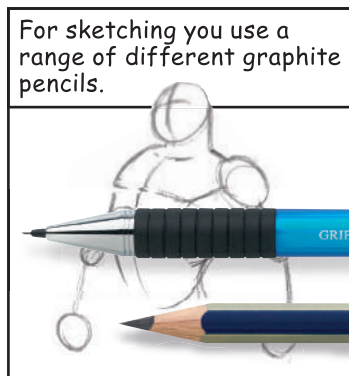
Hi,
I'm
Chris



You've always wanted
to know how to draw
comics like this? I'll
try to show you how
it's done.

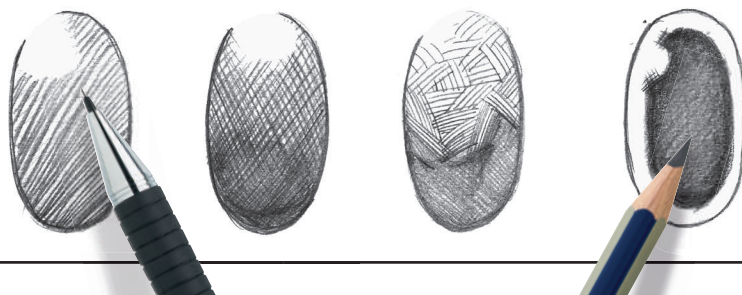


When you are
drawing, make sure
you use smooth paper
on which lines are
clearly defined and
don't frazzle.



For sketching you use a
range of different graphite
pencils.

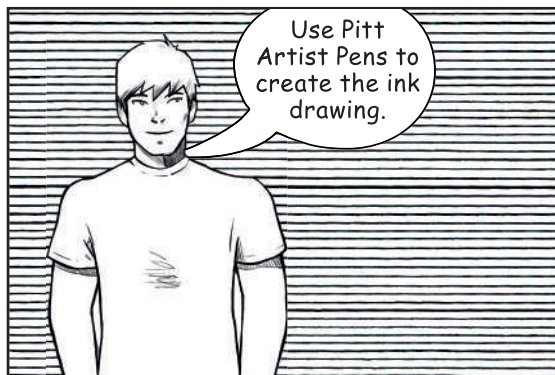
Use the Grip Matic mechanical pencil for parallel and cross hatching. The Goldfaber graphite pencil is just great for creating shaded areas.



If you paint over
a blue sketch with
black India ink, the
blue lines don't
show through in
a scan.



Great
trick, isn't
it!?



Use a fineliner XS for the finest lines.



A fineliner F for medium-fine lines.



And a Pitt Artist Pen brush to fill in large areas.

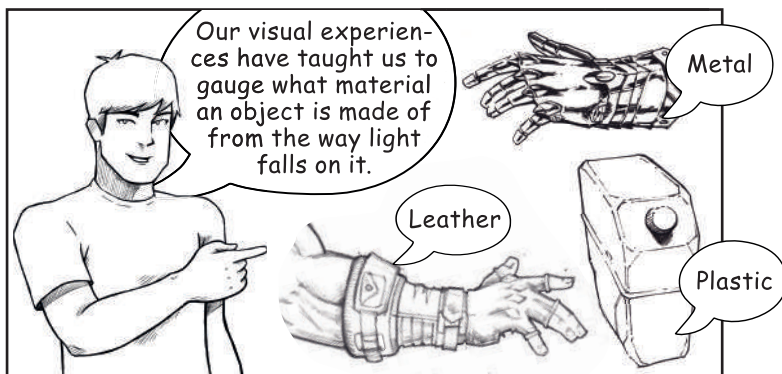
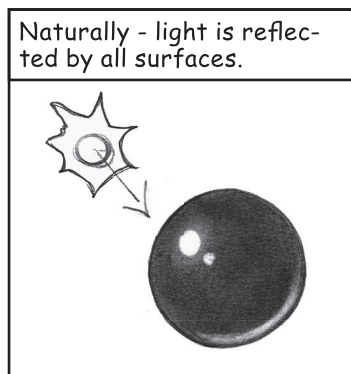
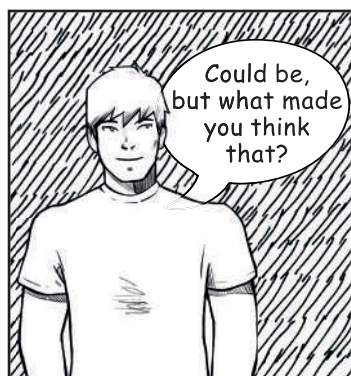
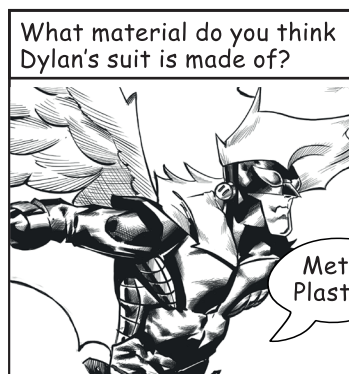
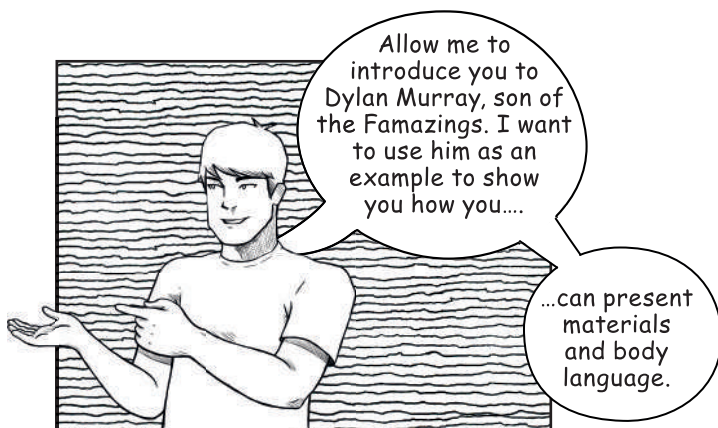


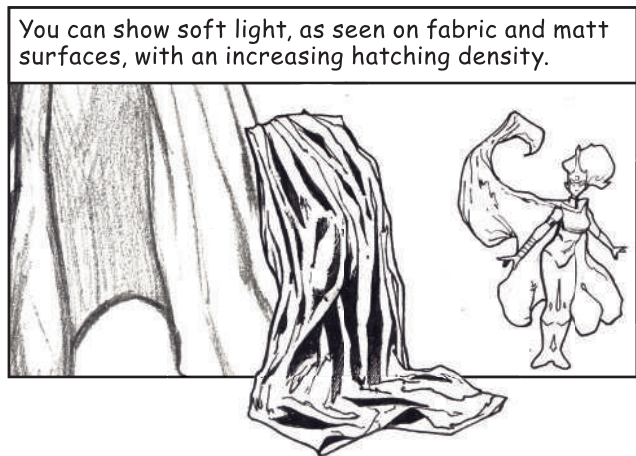
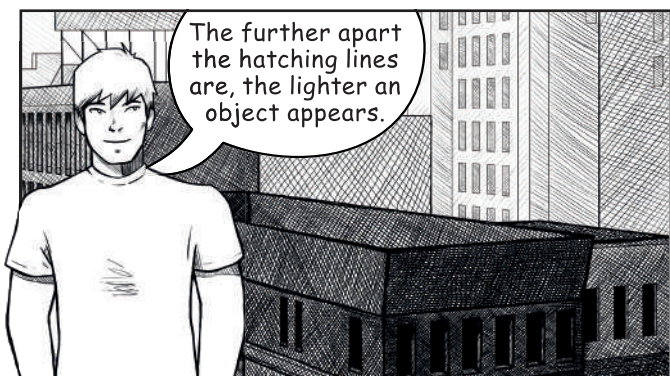
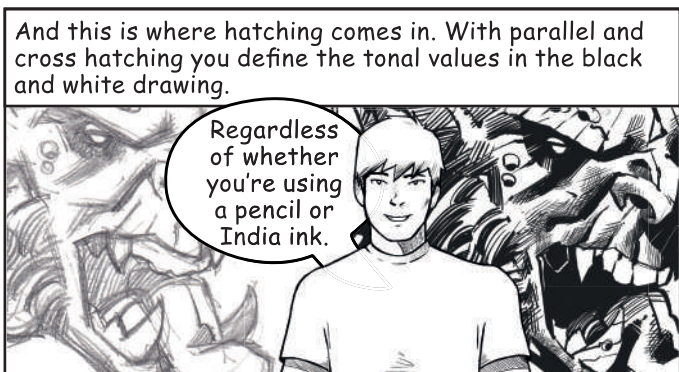
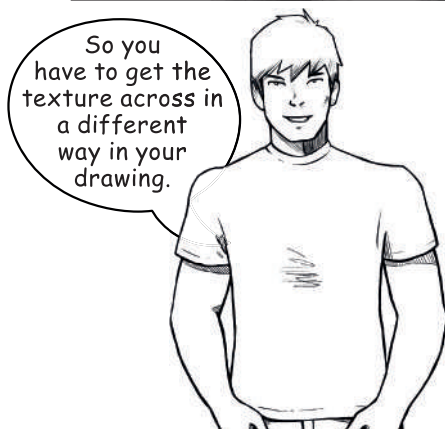
Sharpeners, erasers, rulers and compasses are all great aids and you should always have them to hand.



Goldfaber colour pencils are ideal for the final colouring in.







And now let's take a look at body language.



The great thing about comics is that you can make your character exactly the way you want him to be.

But what characteristics make a good comic drawing?

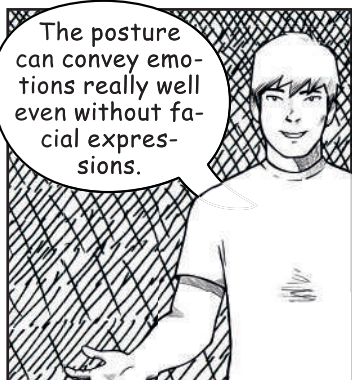


A comic has to get along with very little language. So your players have to convey the story as well as the corresponding emotions.

You can do that with facial expressions, for example.



The posture can convey emotions really well even without facial expressions.



I'm so sad



I'm so proud

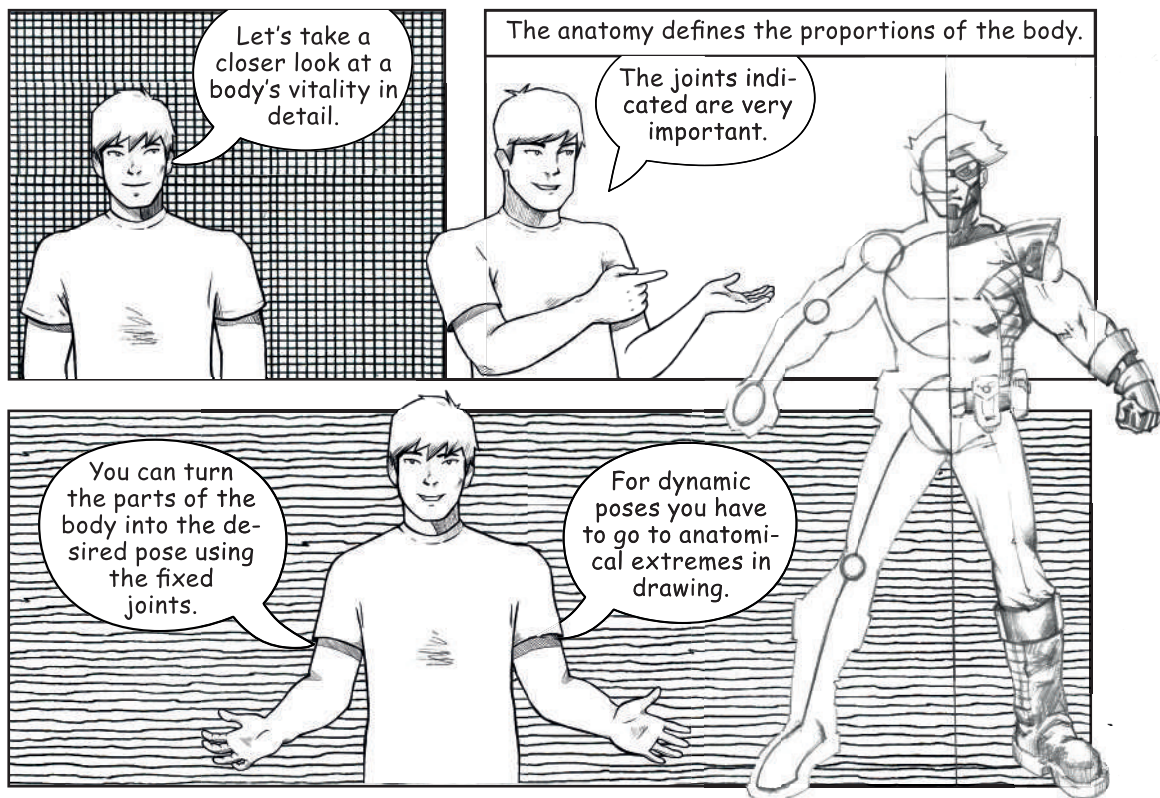


And this is the great secret of good comics.



But it is the interaction of bodily expression, facial expression and language that convey the desired emotions to the reader.

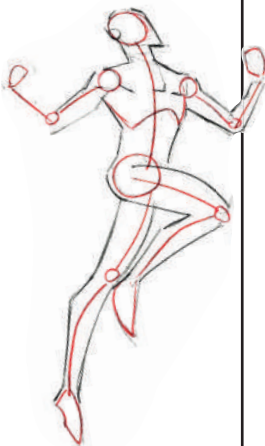




The pelvis pushing forward and the shoulders drawn back convey a sense of determination. This sketch is bound to result in a superhero.



The head stretched up and back, an open chest and fists pointing upwards show pride and a readiness for action.

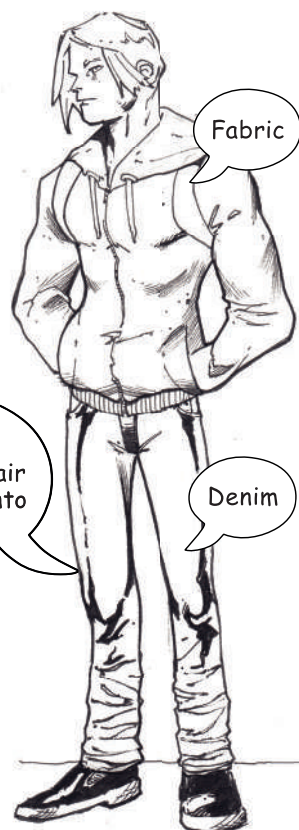
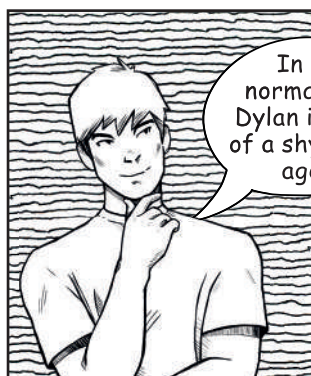
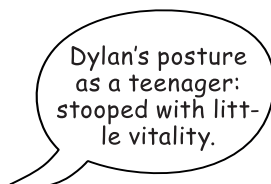


Legs wide apart indicate resolve, the raised arms show a readiness to fight.

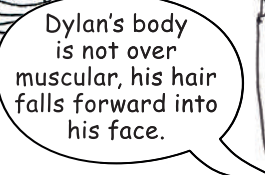


The chest jutting out to the front and the drawn back shoulders of this female figure show self-confidence and sensuousness.



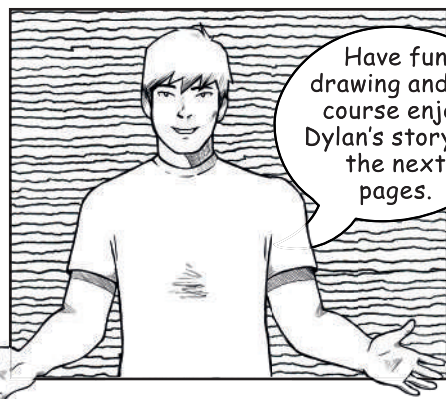
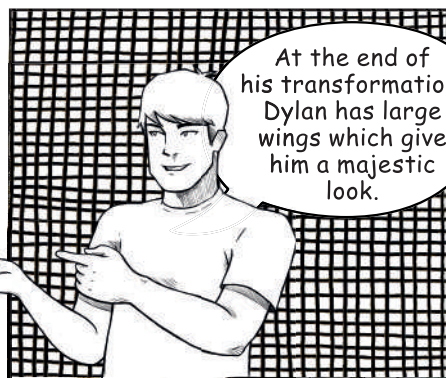


Like lots of teenagers, Dylan does not want to be conspicuous. He is reserved and dresses like any other normal teenager.





Dylan's posture as "Airling": upright, muscular body, more tension and vitality.



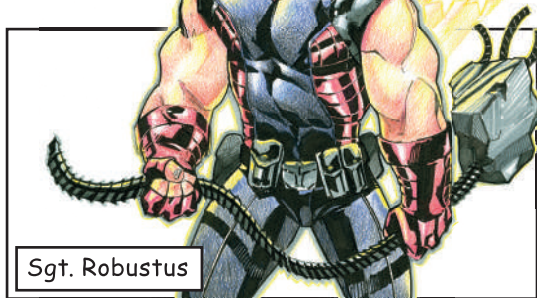
The Famazings

Really, the Famazings are a totally normal family - if it wasn't for their superpowers which mean they are superheroes. In their fight against evil, they help fellow citizens who are in danger.

When a volcano erupted on the island of Ignivo - when Ben's great grandparents were alive - strange substances from the Earth's core were catapulted into the atmosphere. These substances changed the bodies and the thinking of the island dwellers who were given superpowers. Having superpowers is very often handed down from one generation to the next.



Ben Murray has supernatural strength and endurance.



Sgt. Robustus

Abbey Murray has telekinetic powers. She can read minds and has healing power.



Zynergy

Dylan Murray can fly. But his wings remain invisible to others.



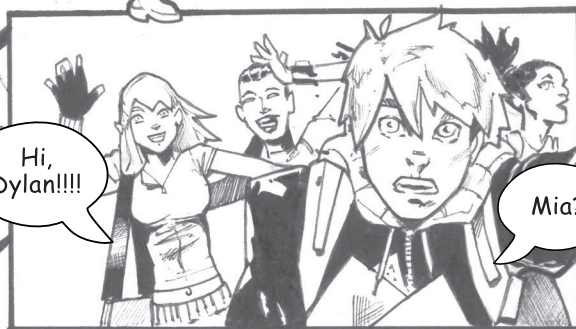
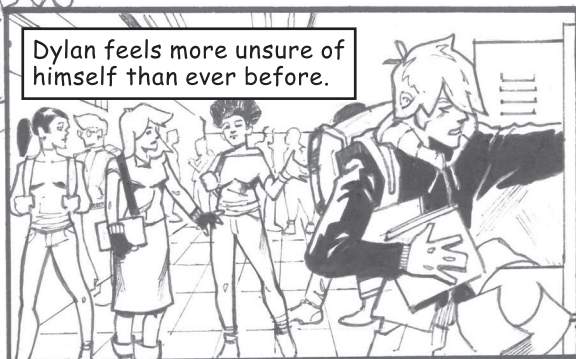
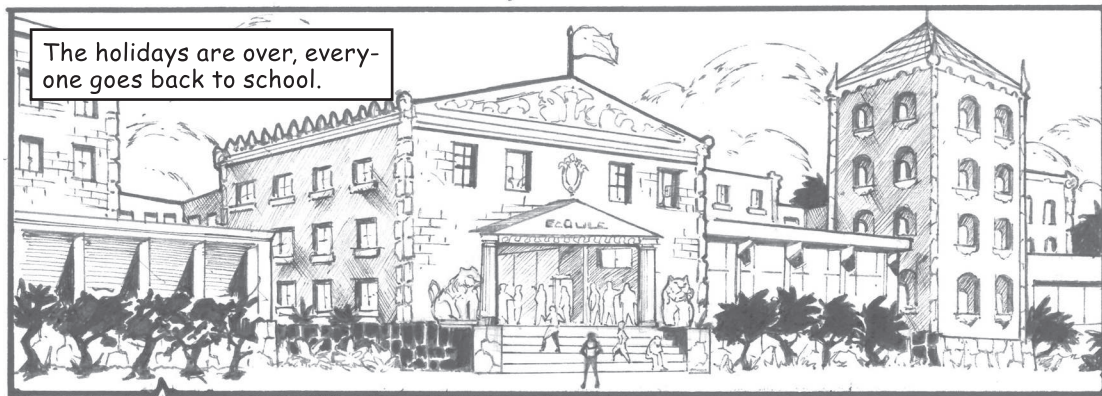
Airling

Rachel Murray can turn into other beings - depending on her emotions.



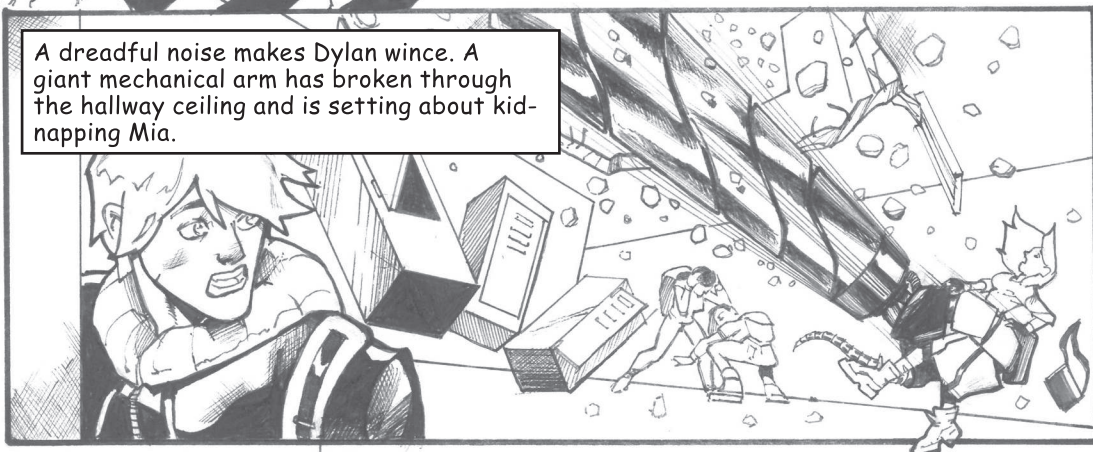
Shiftress

The Amazing

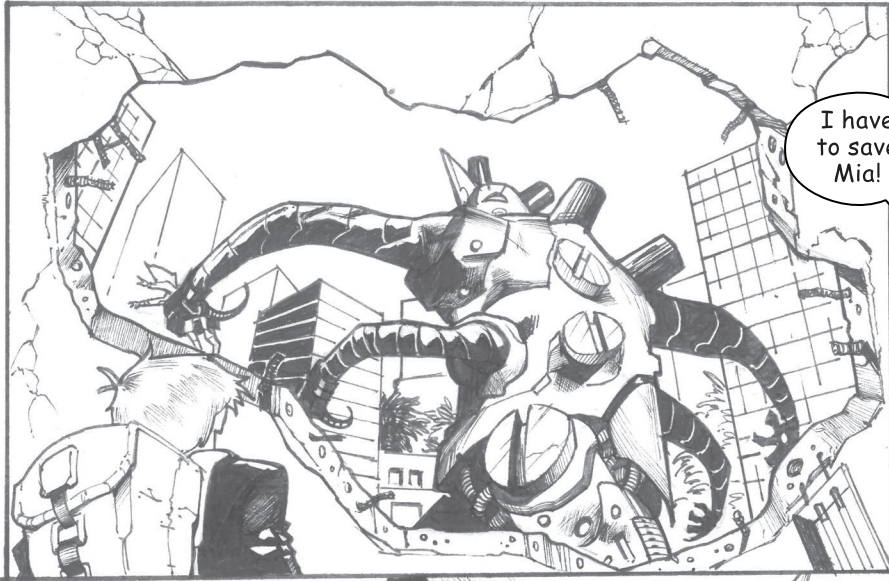


Something has changed in Dylan's life: he feels the burden of his fully grown wings.

A dreadful noise makes Dylan wince. A giant mechanical arm has broken through the hallway ceiling and is setting about kidnapping Mia.



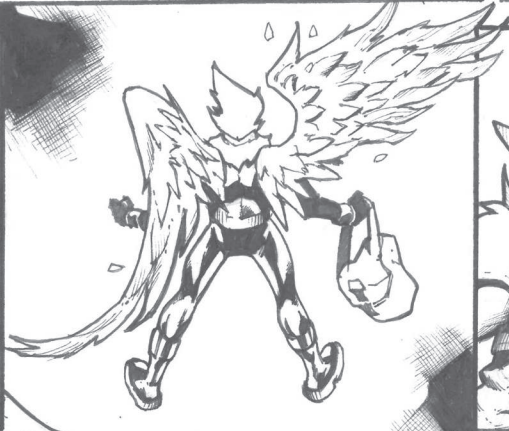
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I have to save Mia!

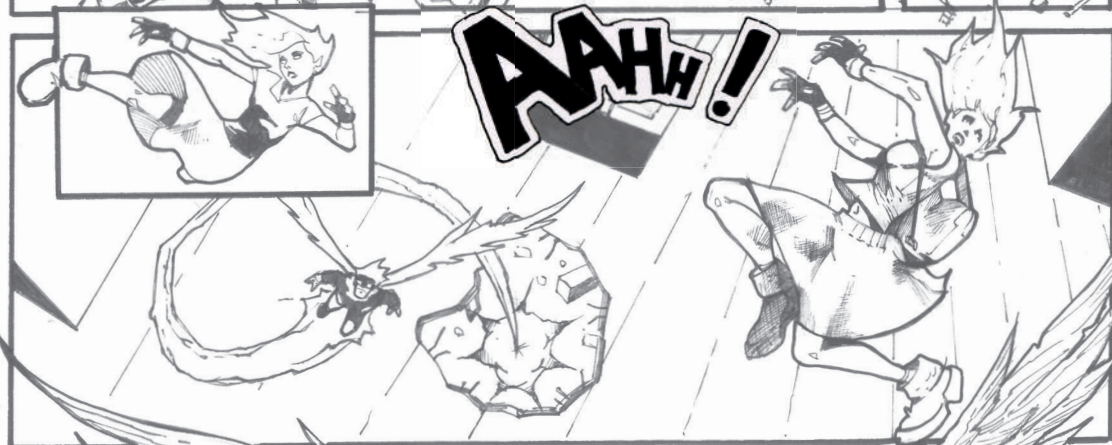
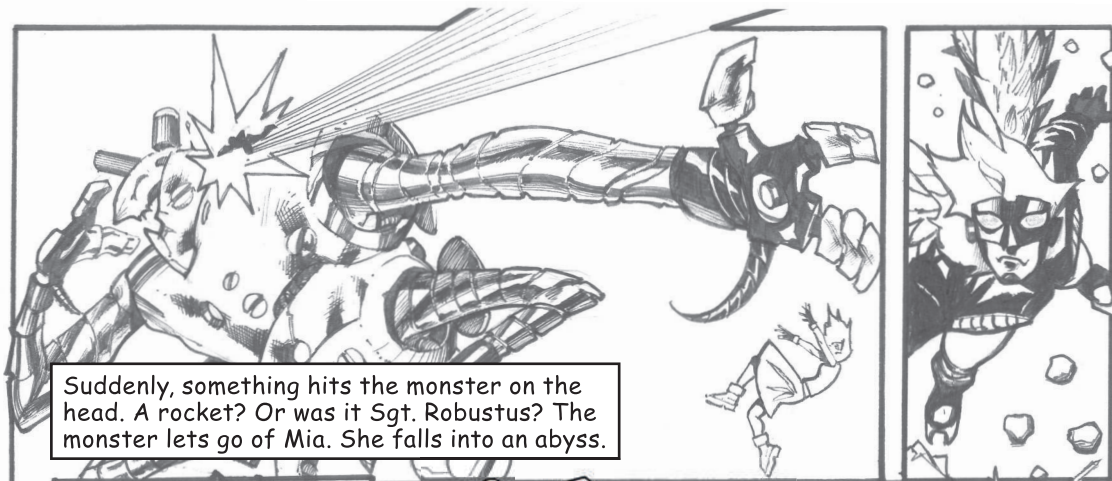


Quick, I need my wings!

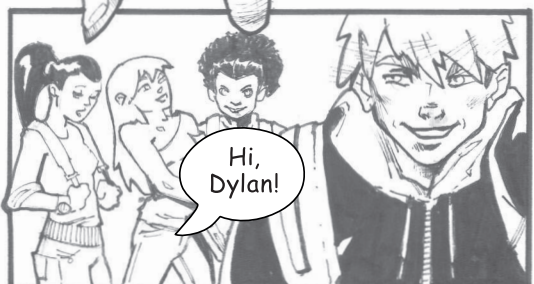
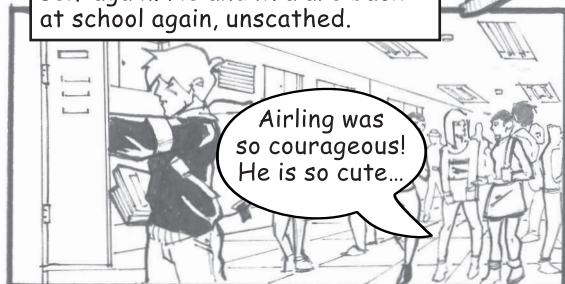


Mia, Airling won't leave you in the lurch!

The Amazing



Dylan has turned back into himself again. He and Mia are back at school again, unscathed.



Pitt Artist Pen



26 71 94



26 71 95



26 71 96



26 71 91



16 71 95

