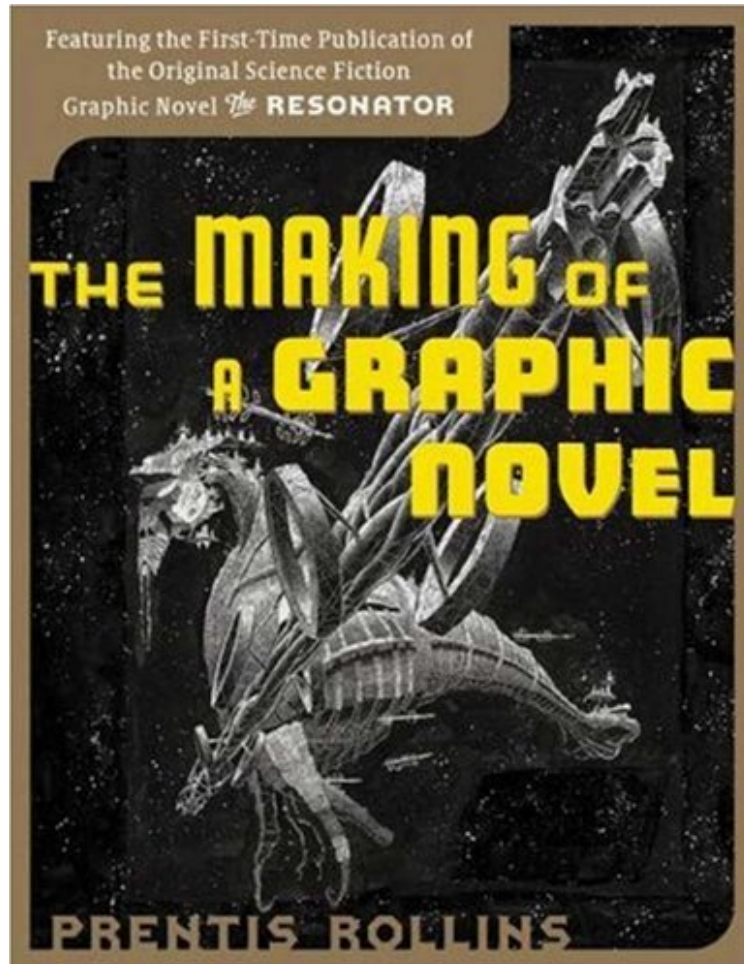


## The Making of a Graphic Novel: The Resonator

*Prentis Rollins*

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#File Name: 0823030539168 pagesFeaturing the First Time Publication of the Original Science Fiction  
Graphic Novel THE RESONATORDouble-Sided Flip Book | File size: 27.Mb

**Prentis Rollins : The Making of a Graphic Novel: The Resonator** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Making of a Graphic Novel: The Resonator:

2 of 2 people found the following review helpful. Inspiring pen and ink. Tips from a seasoned professional, and great to look at! buy it.By .Awesome and inspiring- if you are not into creating with ink, you will be after seeing this book! Rollins' message isn't a how-to-draw in the strictest sense, it is more like how to use ink to great effect. It reads to me more like one artist speaking to other artists about how he personally gets his results so you could try it too (imagine if a big-time comic inker was to sit and tell you his secrets and show you his sketches and his process- that is this book).Essentially Rollins creates a graphic novel and takes you along for the ride. One cover of the book starts you into the graphic novel unfettered by the nonsense of the how-to part.. Then when you flip the book over, the instructional part of book is contained there. ( It does feel like two books in one.) The drawings and text are very

helpful to get one started in figuring out how one might produce an intricately drawn graphic novel...and this book isn't by a johnny-come-lately or a wannabe novice, it is by a seasoned professional who has worked on major superhero titles. But don't let the whole superhero thing put you off- this is not a book about creating cookie-cutter superheroes. the graphic novel he completes and uses as an example throughout the book- "resonator"- is it's own futuristic decayed world and would be a fun, quick, and easy read ...except you can't help but linger on every last bit of his linework.. and trying to devour it with your eyes makes the story move at a more measured thoughtful pace. You may have to add a few computer skills to this book to have a full set of tools at your disposal, but if working on paper with ink is at all interesting to you, this is a very stimulating book. it is always inspiring just to look at. It shows you Rollins' materials and how he gets from a concept to a finished work provoking you to hopefully do the same. 5 of 5 people found the following review helpful. Nice Book Shows and Tells How-To By A. Ross As a longtime fan of serious graphic storytelling, and an aspiring writer of a graphic novel script, I picked this up to learn the nuts and bolts of how long-form graphic stories are put together. The book is a great "how-to" concept -- the idea is that you read Rollins' 100-page sci-fi graphic novel "The Resonator", and then you flip the book and read about how he created it. You could certainly skip the graphic novel, but the "how-to" information is much richer and clearer if you don't. In general, I tend to like either really simple and clean or really detailed and complex artwork, and Rollins is definitely in the latter camp. The book is a visual treat, as he painstakingly evokes the crumbling, jerry-rigged components of distant future space living. The story itself is a mixed salad of some very imaginative ideas along with some more familiar ones. It follows a uranium miner named Bronsen as he seeks to escape his stultifying life by using a illegal "resonator" to sleep and dream. In this future, mankind has evolved out of the need for sleep, and sleep becomes a kind of luxury good, strictly controlled by the megacorporation that governs all of mankind. The revelation as to what the resonator is is outstanding, and Bronsen's dream sequences are a brilliant contrast to his waking life. However, the "what is a dream and what is reality?" nature of the conclusion was a tired sci-fi theme long before "The Matrix" trilogy milked the final dregs from it. And stories in which a megacorp rises to rule over all humanity have always struck me as rather lazy. Ditto for the circular concept that these spaceships are kept running on a constant search for uranium, but the only use for the uranium is to power the ships. Nonetheless, on the whole, it's a graphic novel well worth one's time. Flipping the book over, one gets about seventy pages of explanation, covering writing, preproduction, penciling, inking, and lettering. As a writer and not an artist, I was most interested in the writing section. Here, Rollins explains the story's evolution from writing workshop project to short story, to script. This is pretty straightforward "Fiction 101" stuff, with little I found new or useful. The one part I did like was his "Note on Character" (pages 18-19), in which he suggests that characters become quite interesting when there's a difference between what they think they're afraid of, and what they're really afraid of. I hadn't thought about that before, and his examples are quite revealing. The other sections are copiously illustrated with conceptual sketches, diagrams, and clear explanations of his artistic process. Overall, well worth reading if you're an artist thinking about embarking on the long form. Somewhat less useful if you're more focused on the writing side. 0 of 0 people found the following review helpful. Wow! By Comic Safari One of the best graphic novel stories I've ever read and one I've read repeatedly. Prentis Rollins proves his worth as a writer, artist, and creator whose work I want to see far, far, far more of. I highly recommend this book for those who embrace high level story telling and art, and also for those aspiring artists and writers out there for the flip book portion showing the creative process of how this work came to be.

Author is an established industry insider and a master graphic storyteller Unique, dynamic format allows readers to "look over the artists shoulder" Sales of graphic novels are booming Graphic novels are changing the face of media. Now The Making of a Graphic Novel is here to explain the creation of a graphic novel in a way that springs organically from the very concept: It includes an entire new 86-page graphic novel by master of the genre Prentis Rollins. The novel is preceded by Rollins's own clear, straightforward text explaining how to conceive, write, and finally draw, ink, and letter a graphic novel. Tasks are broken down into manageable pieces that can be understood even by beginners. The unique process allows readers to look over the shoulder of an artist as he creates and then read the final masterwork. The Making of a Graphic Novel is sure to make a sensation among the many admirers of graphic novels, as well as everyone who appreciates fine storytelling and fine art.

From Publishers Weekly For anyone curious about how graphic novels are made not just how they're conceived, but how they're turned from an idea into inked Bristol-board completion Rollins's book is the one to buy and read. Rollins, a professional comic-book artist who has "worked on virtually every character in the DC Universe," is an earnest, easy-to-understand adviser who's generous with his insights about craft and techniques. What makes this such a useful guide is that it's also a flip book: read one side, and you get a clear account of how Rollins puts together his graphic novel; turn the book over, and you can read the work he's created, a science fiction story set in a future where people no longer sleep. (Rollins suggests that you read the graphic novel first that way, the how-to section is easier to follow.) It's a clever conceit, privileging neither component. The Resonator is drawn in exquisite, techno-heavy detail, with lush textures whose secrets are explained in the book's other half. The "making of" portion of the book is likewise

lavishly illustrated with working drafts, thumbnails and extensive information on pens, lettering and other shortcuts of the trade. (Jan.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From School Library Journal Grade 10 Up Taking place in a cold, distant future where humans have evolved past the need for sleep (but where sleep is still sought after and even sold on the black market as a kind of drug), The Resonator tells of a man who seeks to find the strength to do extraordinary things. The titular object is actually a normal house cat that has the power to induce sleep in humans without drugs. The political atmosphere of Rollins's world is typical of much current sci-fi: a faceless corporation has control over the universe and most people are in its thrall. It uses humans as nonstop working machines, and sleep, although supposedly evolved out of the collective gene pool, is highly prized. The Resonator at times reads like a throwback to the American pulp sci-fi stories of the 1950s and 60s and its format is reminiscent of comic-book adaptations of Ray Bradbury's work. It's an intelligent science-fiction story that will be appreciated by older comic-book readers as well as fans of hard sci-fi writers. The Making of a Graphic Novel, the other half of the book, offers 70 pages on everything from the story to the artwork and lettering. A strong purchase for genre fans. Steev Baker, Kewaskum Public Library, WI Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. About the Author Prentis Rollins has been a professional comic-book artist and graphic novel artist for more than ten years. His projects have included Junior League of America and X-Men, as well as the animated portion of the hit musical Avenue Q on Broadway. He lives in New York City.