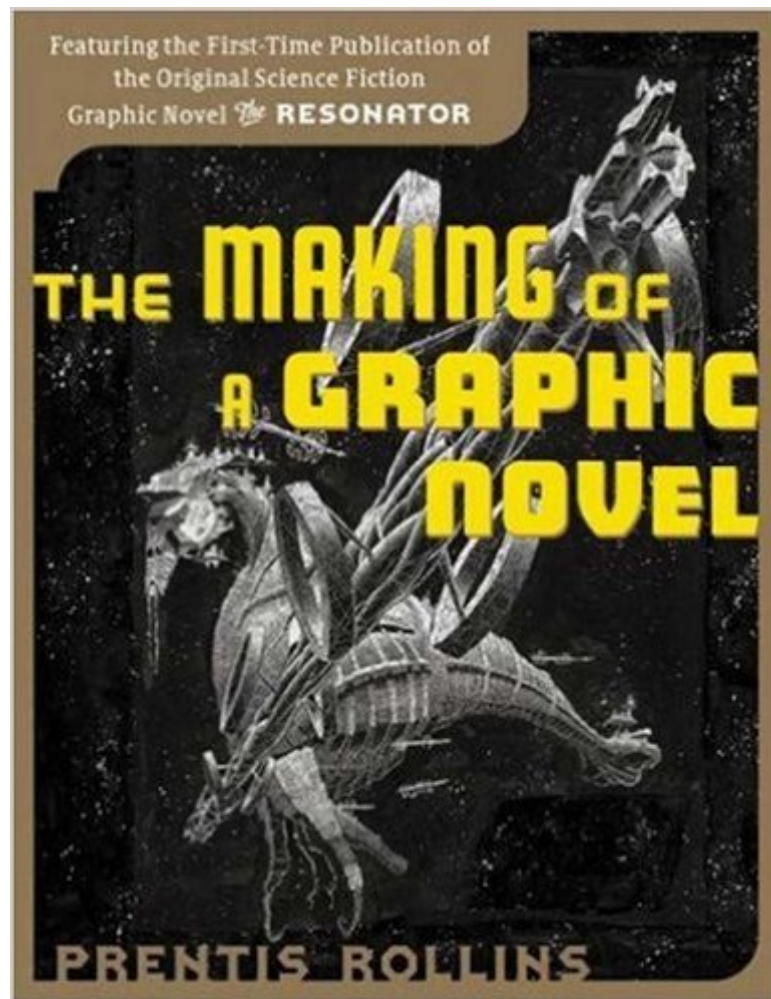


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# The Making Of A Graphic Novel: The Resonator



## Synopsis

• Author is an established industry insider and a master graphic storyteller • Unique, dynamic format allows readers to "look over the artist's 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.

## Book Information

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Average Customer Review: 4.8 out of 5 stars • See all reviews • (6 customer reviews)

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## Customer Reviews

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.

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