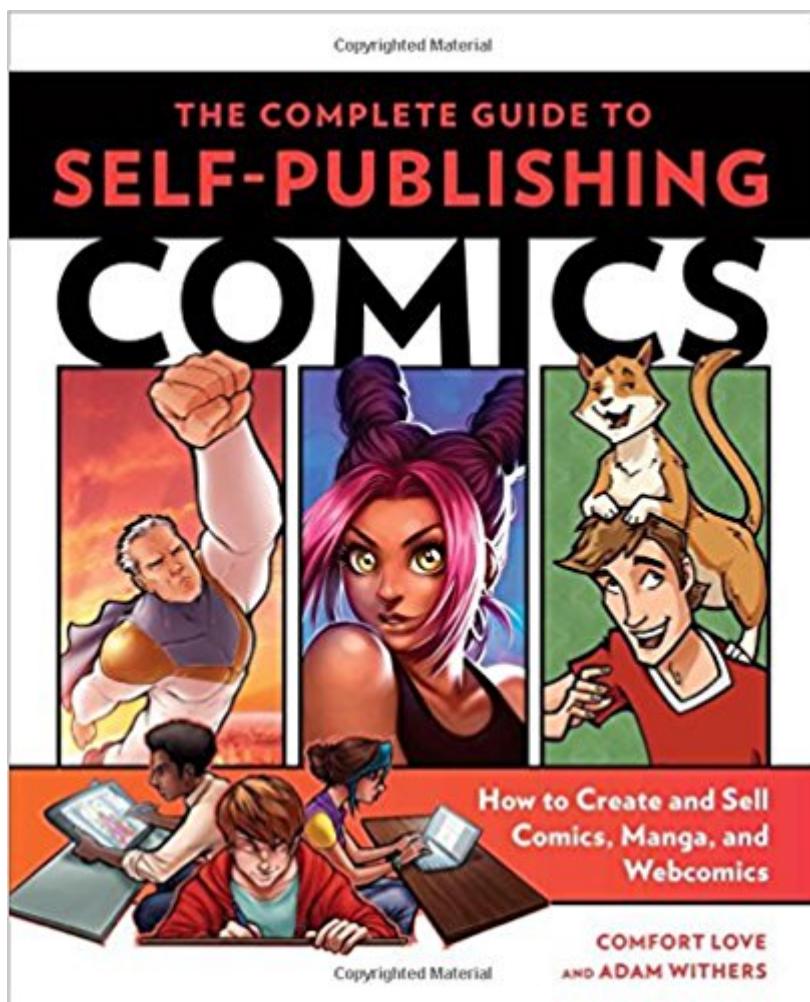


The book was found

The Complete Guide To Self-Publishing Comics: How To Create And Sell Comic Books, Manga, And Webcomics



Synopsis

Take Control of Your Comics-Making Destiny Creating your own comic is easier than ever before. With advances in technology, the increased connectivity of social media, and the ever-increasing popularity of the comics medium, successful DIY comics publishing is within your reach. With The Complete Guide to Self-Publishing Comics, creators/instructors Comfort Love and Adam Withers provide a step-by-step breakdown of the comics-making process, perfect for any aspiring comics creator. This unprecedented, in-depth coverage gives you expert analysis on each step—writing, drawing, coloring, lettering, publishing, and marketing. Along the way, luminaries in the fields of comics, manga, and webcomics—like Mark Waid, Adam Warren, Scott Kurtz, and Jill Thompson—lend a hand, providing “Pro Tips” on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, you’ll have everything you need and no excuses left: It’s time to make your comics!

Book Information

Paperback: 240 pages

Publisher: Watson-Guptill (May 19, 2015)

Language: English

ISBN-10: 0804137803

ISBN-13: 978-0804137805

Product Dimensions: 8.5 x 0.6 x 10.5 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars 36 customer reviews

Best Sellers Rank: #181,211 in Books (See Top 100 in Books) #32 in Books > Arts & Photography > Drawing > Cartooning > Comics #34 in Books > Arts & Photography > Drawing > Cartooning > Manga #72 in Books > Arts & Photography > Business of Art

Customer Reviews

“Comfort and Adam have created a step-by-step guide filled with pro-level suggestions and helpful hints. If you are cooking up a self-published comic, you found the right recipe book. Bon appétit! —Jeff Smith, cartoonist of the self-published comics *Bone*, *RASL*, and *Tuki Save the Humans*

COMFORT LOVE and ADAM WITHERS are the six-time, Harvey Award-nominated husband-and-wife co-creators of the self-published comics *The Uniques*, *Uniques Tales*, and

Rainbow in the Dark. The pair have nearly a decade of experience as freelance illustrators and graphic designers, and have served as instructors at Kendall College of Art and Design. They started self-publishing comics in 2008, and by 2009, it was their full-time job. They live together with their small army of cats in Michigan, and can be found across America at more than a dozen comic and anime conventions each year. Visit their website at comfortandadam.com.

Love this book.

Great purchase!

Super fast shipping....Beautiful book!

Good buy loved it

very useful information.

Great idea to learn how to create a comic book

This book is extremely well-written. It's clear and concise, communicating concepts and techniques naturally. Amazingly information dense, the text is easy to grasp because of the fluid, casual tone. My impression is that Comfort and Adam are masters of the English language. Their "How-To" guide demonstrates that people can create a technical book that helps people understand and learn in the best possible way. I felt Comfort and Adam were involving me, from the inside, with the relevant subject matter. When it comes to subject matter, this book "connected the dots" concerning various topics I've learned previously. For example, I initially wanted to use this reference to understand digital coloring techniques and workflow. Comfort and Adam point out there are different, yet similar, techniques and that they are presenting an approach that works best for them. In the coloring section, many comics industry leaders present "Pro Tips" that parallel Comfort and Adam's approach and also "Pro Tips" that illuminate different approaches. This helped tremendously to sort through all the other books I've read. Comfort and Adam's writing brings things together in a cohesive whole. This dynamic runs through out the book, and covers the spectrum of subjects pertinent to comics creation, e.g. concept, writing, creation, publishing, marketing. I've had the good fortune to learn about Comfort and Adam by attending a Comic-Con a while back. They

are friendly, dynamic, and consummate professionals. For example, when they didn't have people at their booth they were blisteringly busy working on stacks of commissioned art. When approaching them at their booth, they were effortlessly inviting, warm, and informative. At the same Comic-Con, they also presented a wonderfully engrossing talk on comic creation (perhaps a precursor to their "How-To" guide). From following their career (through social media) it is clear they are "in the trenches" creating their own comics, practicing the art of teaching others (they give many talks each year), and tirelessly promoting through Comic-Cons. They know the realities of time-management and cultivating relationships with fans and other professionals; when it comes to this area, their book gives guidance that can frankly be generalized to any career in the modern age. This text is an indispensable tool from people that intimately know their craft. I highly recommend "The Complete Guide to Self-Publishing Comics"!

There are many books out there that will teach you certain aspects of how to create comics, or at the very least how to improve some aspect of the comics you're already making. There are very few that cover ALL aspects of comic creation in one volume, and almost none that do so with genuine useful advice and tips that will ultimately help you make the jump from dreamer to professional. I say "almost none" because that book has now arrived. I've been self-publishing for many years now, and while I know I don't know everything, I know a lot more now. It was great to see the aspects of comic-making I was doing "right" as well as learn how to improve in areas where I felt I was particularly weak. Whether you're a newcomer looking to dip your foot in the comic creation pool, an amateur who wants to continue to learn more, or even a seasoned professional still yearning to learn a new technique or three, this is the book you've been waiting for. Comfort and Adam have put a lot of work into this book, and while their solid background in independent publishing would be enough, they add in tips and advice from a number of noted comic book professionals. All in a book that's straightforward with you - this passion isn't for the timid - but if it's *your* passion, this book should be a welcome addition to your arsenal.

[Download to continue reading...](#)

The Complete Guide to Self-Publishing Comics: How to Create and Sell Comic Books, Manga, and Webcomics Blank Comic Notebook : Create Your Own Comics With This Comic Book Drawing Journal: Big Size 8.5" x 11" Large, Over 100 Pages To Create Cartoons / Comics (Blank Comic Books) (Volume 8) Blank Comic Book For Kids : Create Your Own Comics With This Comic Book Journal Notebook: Over 100 Pages Large Big 8.5" x 11" Cartoon / Comic Book With Lots of Templates (Blank Comic Books) (Volume 7) Comic Book: Blank Comic Strips: Make Your Own

Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) Blank Comic Book : Large Print 8.5 by 11 Over 100 Pages - 6 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic ... kids (Blank Comic Book For Kids) (Volume 5) Blank Comic Book For Kids : Large Print 8.5"x11" 110Pages - 7 Panel Jagged Comic Template - Drawing Your Own Comic Book Journal Notebook (Blank Comic Book) Vol.7: Blank Comic Book (Volume 7) Manga Drawing Books How to Draw Manga Eyes: Learn Japanese Manga Eyes And Pretty Manga Face (Drawing Manga Books : Pencil Drawings for Beginners) (Volume 4) Blank Comic Book Make Your Own Comic Book: Create Your Own Comic Strips from Start to Finish (Large Print 8.5"x 11" 120 Pages) (Comic Sketch Book) (Volume 1) 100+ Blank Comic Book Templates: The Blank Comic Book Panelbook with Over One Hundred Different Cartoon Layouts to Create Your Own Comics and Graphic Novels! (Comic Blank Book) Comic Sketch Book - Blank Comic Book: Create Your Own Drawing Cartoons and Comics (Large Print 8.5"x 11" 120 Pages) (Drawing comics) (Volume 1) How to Draw Manga: Mastering Manga Drawings (How to Draw Manga Girls, Eyes, Scenes for Beginners) (How to Draw Manga, Mastering Manga Drawings Book 2) My Own Comic Book: Create Your Own Comic Strips from Start to Finish (Large Print 8.5"x 11" 120 Pages) (Blank Comic Books) (Volume 1) Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) Self Help: How To Live In The Present Moment (Self help, Self help books, Self help books for women, Anxiety self help, Self help relationships, Present Moment, Be Happy Book 1) The Kindle Publishing Bible: How To Sell More Kindle Ebooks on (Step-by-Step Instructions On Self-Publishing And Marketing Your Books) (Kindle Bible Book 1) How To Draw Amazing Manga - Regular Edition: (132 Pages): Step by Step Japanese Comic Art and Anime (How to Draw Comics & Manga Book 5) How To Draw Anime: The Essential Beginner's Guide To Drawing Anime and Manga (How To Draw Anime, How To Draw Manga, Anime Manga, How To Draw Comics Book 1) Blank Manga Book: Variety of Templates, White Cover,7.5 x 9.25, 100 Pages, Manga Action Pages,For drawing your own Manga comics, idea and design sketchbook,for artists of all levels How to Draw Manga 2: A Step-By-Step Manga Drawing Tutorial for Beginners! Part II (How to Draw Manga Characters & Scenes) (how to draw, how to draw manga, how to draw anime) Como dibujar manga 8 fondos / How to Draw Manga 8 Putting Things in Perspective (Como Dibujar Manga/ How to Draw Manga) (Spanish Edition)

[Contact Us](#)

[DMCA](#)

Privacy

FAQ & Help