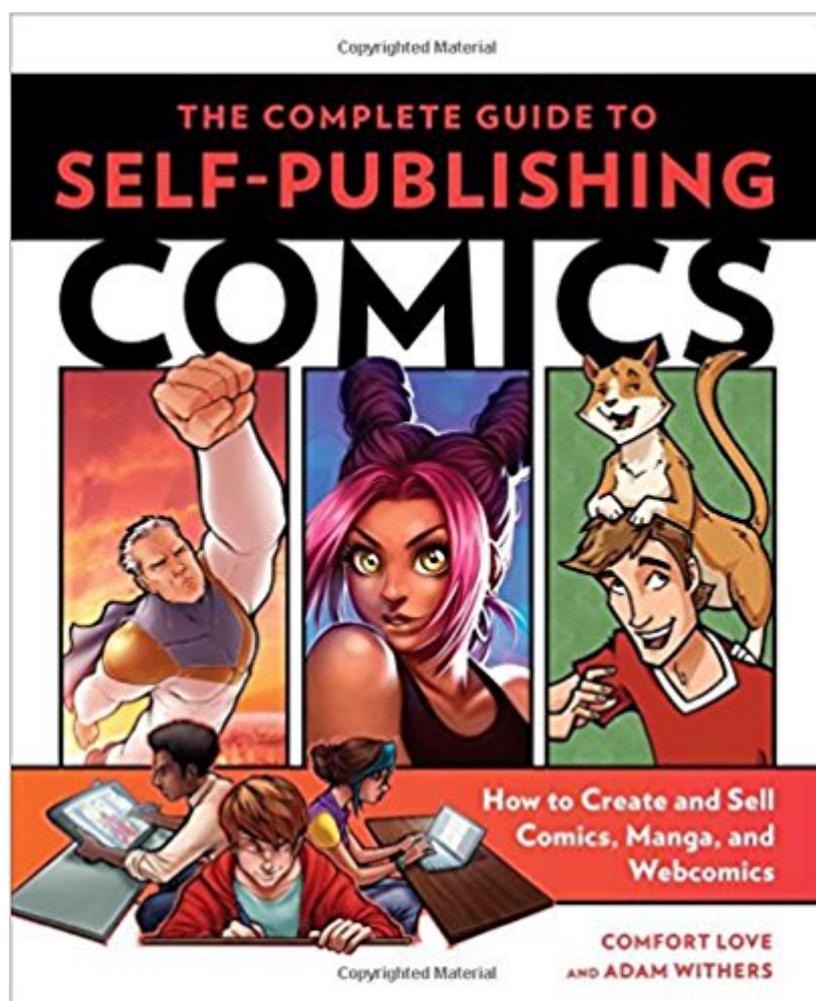


The book was found

# 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-Guption (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: 4.7 out of 5 stars See all reviews (27 customer reviews)

Best Sellers Rank: #72,803 in Books (See Top 100 in Books) #17 in Books > Arts & Photography > Drawing > Cartooning > Comics #18 in Books > Arts & Photography > Drawing > Cartooning > Manga #25 in Books > Arts & Photography > Business of Art

## Customer Reviews

Yes, this is quite a departure from my usual genre of review, but when I found *The Complete Guide to Self-Publishing Comics: How to Create and Sell Comics, Manga, and Webcomics* by Comfort Love and Adam Withers was available, I was transported to a time in my childhood when I made magic. Well, at least I thought I made magic! There are a number of self-publishing books out there, but this one caught my eye. I haven't really kept up with comics in quite a number of years, but I am familiar with some of the latest trends in publishing and marketing, especially given the way the boom in webcomics. So, I was really interested in what this

comic-making, married couple had to offer. They did not disappoint! There is a boatload of information here for those who are interested in creating a comic for the first time, or for those who needs some pointers in an already well-developed process. They won't tell you what to write, draw, or publish, but they sure give you enough of the "how" to set you on as smooth a path as possible with plenty of appropriate hazard signs along the way. Want to know what's most important in a comic? They've got you covered? What should you research as a writer? How far ahead should you plan? Why should an artist know publishing dimensions? What's so important about hue and saturation for a colorist? How do I create a flat color layer in Photoshop again? How many copies should I print in a first-run and how? Why can't I be an angry, self-entitled curmudgeon at conventions? Yup, it's all here. Big, glossy pages, pictures, examples, and a "Pro Tip" from a host of comic industry veterans on about every other page are all here to help you on your way to comic fame (or at least a load of frustrating fun and hard work)!

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.

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

The Complete Guide to Self-Publishing Comics: How to Create and Sell Comic Books, Manga, and

Webcomics Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book  
Drawing Paper - Multi Panels (Blank Comic Books) Manga Drawing Books How to Draw Manga  
Characters Book 1: Learn Japanese Manga Eyes And Pretty Manga Face (Drawing Manga Books :  
Pencil Drawings for Beginners) (Volume 1) 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) Manga Drawing Books: How to Draw Manga Male Characters: Learn  
Japanese Manga Eyes And Pretty Manga Face (Drawing Manga Books : Pencil Drawings for  
Beginners Book 5) Manga Drawing Books: How to Draw Manga Characters Book 1: Learn  
Japanese Manga Eyes And Pretty Manga Face (Drawing Manga Books : Pencil Drawings for  
Beginners 2) Kindle Publishing Box Set: How To Write A Book In Less Than 24 Hours, K Money  
Mastery & Kindle Marketing Secrets (Kindle Publishing, Kindle Marketing, Book Publishing, E-Book  
Publishing) Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step  
By Step (Drawing Ideas The Complete Guide to Drawing Comics Book) How to Draw Manga:  
Mastering Manga Drawings (How to Draw Manga Girls, Eyes, Scenes for Beginners) (How to Draw  
Manga, Mastering Manga Drawings) Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks!  
(Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) How to  
Draw Manga: The Complete Beginners Guide to Mastering The Art of Drawing Manga: A  
Step-By-Step Manga Drawing Tutorial ((Mastering Manga)) My Youth Romantic Comedy Is Wrong,  
As I Expected @ comic, Vol. 2 - manga (My Youth Romantic Comedy Is Wrong, As I Expected @  
comic (manga)) 50 Manga Babes to Draw and Paint: Create Cutting Edge Manga Figures for Comic  
Books, Computer Games, and Graphic Novels (Barron's Educational) 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) How to Draw and Sell....Comic Strips.... For  
Newspapers and Comic Books Createspace and Kindle Self-Publishing Masterclass - Second  
Edition: The Step-by-Step Author's Guide to Writing, Publishing and Marketing Your Books on Make  
Comics Like the Pros: The Inside Scoop on How to Write, Draw, and Sell Your Comic Books and  
Graphic Novels Sell & Re-Sell Your Photos: Learn How to Sell Your Photographs Worldwide DC  
Comics Colouring Book: Comic, Comic strip, super heroes, hero, Villains, The Flash,  
Wonderwoman, Lex Luthor, Present, Gift, Coloring, Thanksgiving, DC, Anime, Marvel, America,  
Liberty, USA The Webcomics Handbook

[Dmca](#)