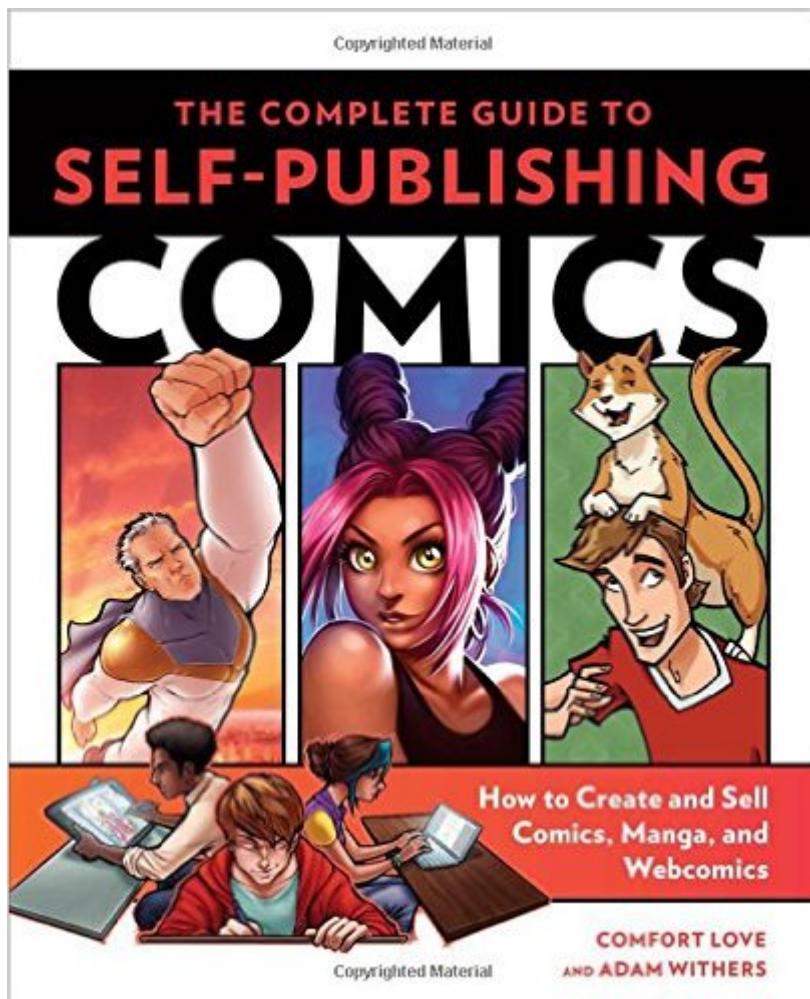


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# The Complete Guide To Self-Publishing Comics: How To Create And Sell Comic Books, Manga, And Webcomics



## 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

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## 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 “how to” 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.

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