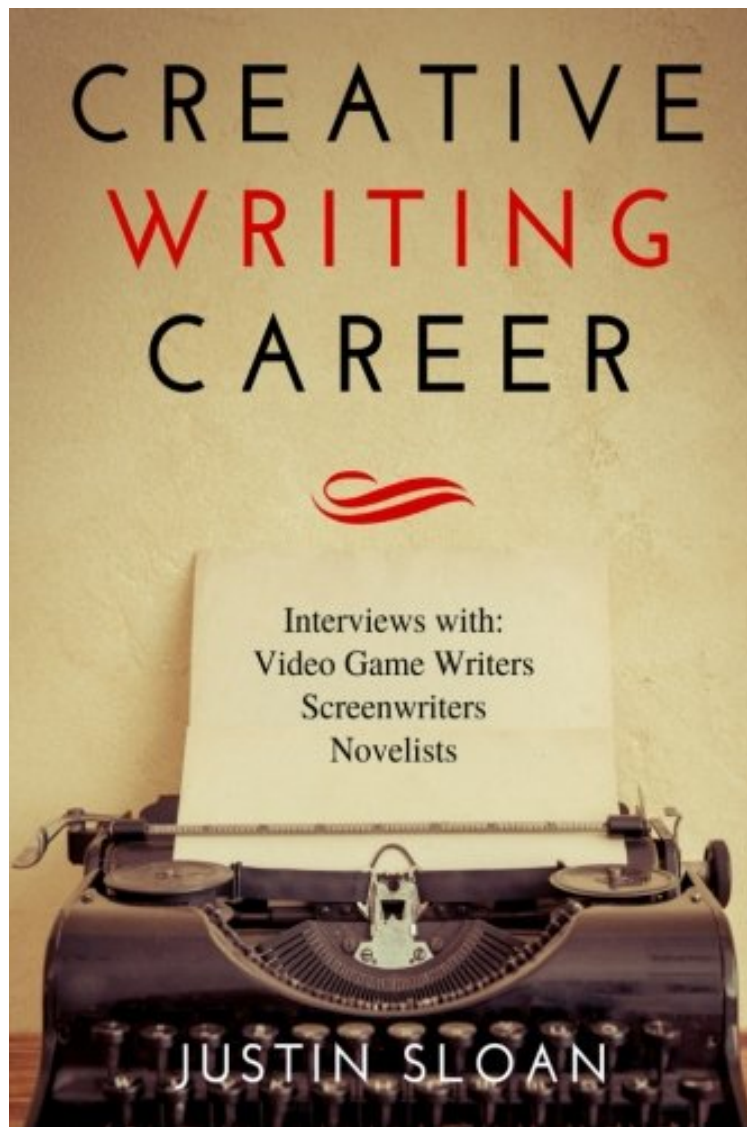


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Creative Writing Career: Becoming a Writer of Film, Video Games, and Books (Writing Mentor) (Volume 1)

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Want to be a writer of video games? A screenwriter? A novelist? This book will guide you as you position yourself for a career as a writer. Based on a lifetime of struggling to make it as a creative writer, "Creative Writing Career: Becoming a Writer of Movies, Video Games, and Books" is a guide for aspiring writers to help them position themselves in an extremely competitive field. The book includes information on the writing process and ways to improve one's craft, but mostly focuses on how to get discovered and where to concentrate energy in the meantime. The content of the book is supplemented by writer interviews, featuring some incredibly gifted people who share the wisdom they have gained. With writing, as with most aspects of life, I have chosen to rely on those with demonstrated wisdom to move ahead. This book presents that wisdom for the reader to do the same. Includes interviews with the following: * Stephan Bugaj (Pixar and beyond) * Jerri Bell (O-Dark-Thirty Managing Editor) * Anthony Burch (Borderlands 2) * Kelly Ann Jacobson (Cairo in White) * Joshua Rubin (Assassins Creed 2) * Tomiko Breland (Editor with Zharmae) * Allen Warner (Ninja Boy) * Joyce Lee (Paper Words) * Will Wight (the Traveler's Gate trilogy) And many more! *** From the writer of Military Veterans in Creative Careers **

"Creative Writing Career: Becoming a Writer of Movies, Video Games, and Books is the correct source for the writer who writes, but who doesn't have the finer points of direction down. Pick up this book as a primer for the other books on Sloan's reading list that help develop writing technique, but don't offer examples of techniques in living as a writer."