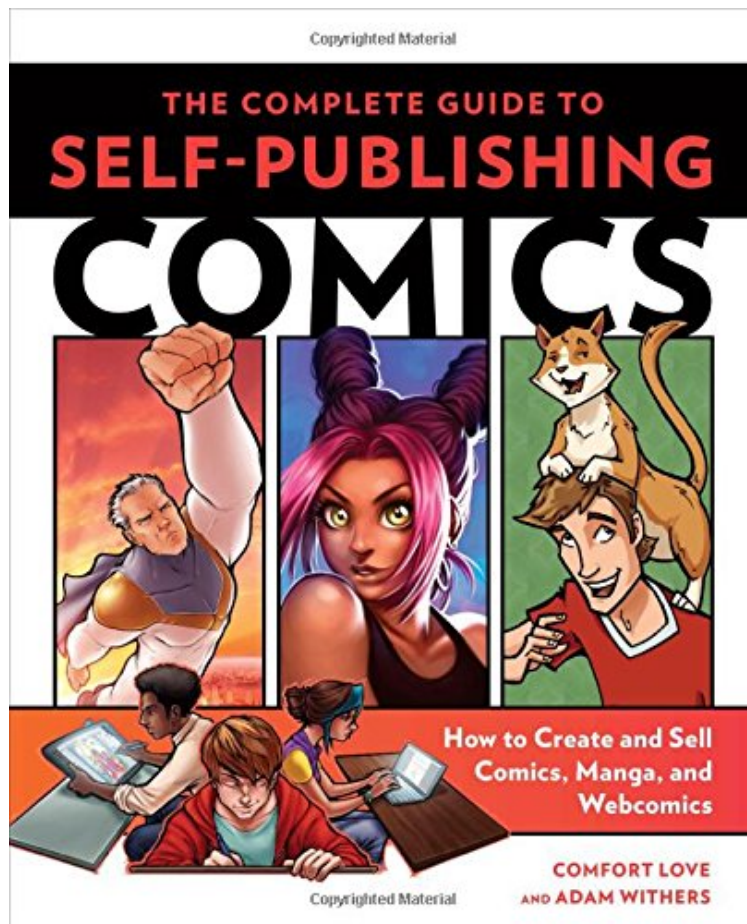


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The Complete Guide to Self-Publishing Comics: How to Create and Sell Comic Books, Manga, and Webcomics

Comfort Love, Adam Withers

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Comfort Love, Adam Withers : The Complete Guide to Self-Publishing Comics: How to Create and Sell Comic Books, Manga, and Webcomics before purchasing it in order to gage whether or not it would be worth my time, and all praised The Complete Guide to Self-Publishing Comics: How to Create and Sell Comic Books, Manga, and Webcomics:

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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 stepwriting, drawing, coloring, lettering, publishing, and marketing. Along the way, luminaries in the fields of comics, manga, and webcomicslike Mark Waid, Adam Warren, Scott Kurtz, and Jill Thompsonlend a hand, providing Pro Tips on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, youll have everything you need and no excuses left: Its time to make your comics!

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 appetit! -Jeff Smith, cartoonist of the self-published comics *Bone*, *RASL*, and *Tuki Save the Humans*About the AuthorCOMFORT LOVE and ADAM WITHERS are the six-time, Harvey Awardnominated 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.Excerpt. Reprinted by permission. All rights reserved.Theres something magical about comics. The unique blend of words and pictures to tell a story captures the imaginations of people of all ages, genders, and nationalities. No matter who you are, there are comics for you. No matter the style or substance, whether you read them online, make weekly pilgrimages to the comics store, or thumb across the brightly colored spines of the comics at your local library, sequential art draws you into its world. Call them manga, call them webcomics, call them whatever you likecomics are comics wherever you go. We were children when comics got their hooks in usAdam at six years old, Comfort closer to thirteen. Our eyes were opened to something so new, so different; we changed as human beings. We wanted to be storytellers. We wanted to create new worlds, new characters, to reflect our experiences, hopes, fears, dreams, and ideals. We wanted to draw, we wanted to write; we wanted to make comics. Maybe you have a similar story. Many do; its one of the magical things about comics. Many love music, few start to play. Many love movies, few become actors. But so many people who love American comics, manga, or webcomics start thinking up stories of their own, even if only for a little while. Comics inspire us to imagine, and that is one of the most wonderful things a medium can do. Imagination is among the greatest powers we humans possess, and comics encourage this thoughtful daydreaming as good, or better, than anything else. We wrote this book because we felt we had to. Knowledge must be passed on. Passion must be shared freely. We feel that the spark that a great comic ignites in people to create stories of their own should be fanned into a flame. Now is the time! Be not afraid of the perils of striking out on your own. This is the golden age of the self-publisher. It has never been easier, cheaper, or more convenient to make comics, publish comics, and build an audience. What This Book Will Do We have self-published comics since 2008. Each of us has been teaching comics since 2002, and we travel the country presenting panel discussions and seminars on making American comics, manga, and webcomics. We both write, we both draw, we both color, we both letterwe do everything but physically print the books. We want to share what weve learned and hopefully help people avoid some of the mistakes we made when we started out. This book is the ultimate nondenominational guide to making comics. Whether you love American comics, Japanese manga, or webcomics, this book is for you. Well mostly refer to them all as comics going forwardas a blanket term to cover all the different formats and styles. In the pages ahead, well address some of the finer points for each style, and well also include sidebars from some of the most talented professionals in each field to support those points. Pay attention to all of them! Just because a particular pro tip might come from a webcomics creator doesnt mean it wont apply to your manga. We think all kinds of comics creators can learn from one anotherAmerican artists and writers have been influenced by manga for decades, and Japanese creators have been doing the same with Western art and storytelling styles since Walt Disney started making cartoons. And webcomics? Welcome to the future, kiddiesin no time at all, everything is going to be a webcomic. The digital age has permanently changed the way comics are being made and read, and it must be a part of your strategy from now on. We will teach you how to take the skills you have and go from somebody who talks about making a comic someday to somebody who publishes comics right now. This book is for those hobbyists ready to go pro who still think they need a big fancy publishers permission to do so. Stop waiting for permission and start making comics! Your time is now; the only thing standing in your way is YOU. What This Book Cant Do This book isnt about how to draw or how to writethere are a lot of good books out there on those topics. A few of those titles are truly exceptional. If you dont know how to write, we cant change that. But we will show you how to refine a concept, turn it into a story, and then turn that story into a comics script. If you dont know how to draw, this book isnt going to change that. It will show you how to take your drawing skills and use them to draw better comics pages. This book is about professionalism. It covers how to make a job out of your hobby, and it requires you

to bring your own determination and hard work to bear. A lot of people out there just want to doodle around in their sketchbooks and get paid. That aint happening, buddy. Success goes to those who work hardest, work longest, and turn lucky breaks into career stepping stones. This book cant show you an easy way to make comics because making comics isnt easy. In some ways, its the hardest job youll ever do. But if youre like us, if youre somebody who has the heart and mind of a storyteller, then making comics can become the most rewarding job youll ever have. There will be challenges, and it will be disheartening at times. Maybe even miserable. But at the end of the journey, youll have created something only you could have made, and that matters. Make comics. Cmonlets get started. Comfort and Adam