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So, You Want To Be A Comic Book Artist?: The Ultimate Guide On How To Break Into Comics! (Be What You Want)



Synopsis

Find success as a comic book artist with this step-by-step guide to creating, publishing, and marketing your very own comics. The secrets to comic book creation are at your fingertips! This comprehensive guide details the steps to becoming a hit comic book makerâfrom creating compelling characters and illustrations to getting published and marketing a finished productâand is full of insights from world-famous artists from such companies as DC, Marvel, and Dark Horse. In addition to highlighting tips from seasoned pros, inspiring success stories from young artists are sprinkled throughout along with a resource list of potential publishers to help you hit the ground running.Â Â Â Â Â Â >also features in-depth chapters on adapting a storyline for video games and movies, using social media to promote a finished product, and self-publishing your own comic. Whether youâre just starting out or have been drawing comics for years, this book will get you where you want to go.

Book Information

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Customer Reviews

Comic book fans of all ages who want to create some memorable works of their own receive basic

tips on everything from starting a cartoon studio and choosing characters and plots to honing drawing skills and submitting work to comics companies. A kid-friendly, chatty tone makes it easy for younger artists to become involved.

This is a great book for kids who are interested in cartooning and comics. Any kid who thinks they might want to draw or write comics will love this book- I know I would have! I have taught several comic-book art classes in the upstate NY area, and I would recommend it to any art teacher who wanted to do a comic book project. The design, layout of the book, and illustrations (Some by teen cartoonists and younger!) are very fun and exciting. Well done!

I've checked this book out from the library at least five times. It always helps to inspire me and either remind me of old ideas or give me fresh ones. This book doesn't actually teach you how to draw. For that, I'd suggest "How to Draw Comics the Marvel Way." This book teaches you how to develop plot ideas, create your own studio, do drawing exercises, create characters, etc... It has interviews with famous comic artists and kid artists. It has drawing book suggestions and ways to promote your work. It's a really helpful book that I would definitely recommend.

This book takes you all the way from inspiration thru getting your material out there to be evaluated. Chapters include: starting a studio, tools of the trade, illustration tips and tricks, creating the characters, creating the story line/scripts, putting it all together, copy-shop comics, promotion and getting publicity for your work, submitting your comics to publishers, video game designing, sources and essential comic book terminology. The book is a complete source for anyone interested in pursuing the field, old or young--anyone.

the comic making tips in this book are really good and I love the book and I also found a lot of its information useful this is a very good book if you want to make your own comics I would strongly recommend it

My child is an aspiring comic book artist. This book is perfect for him with detailed illustrations and easy to read text. Shipping was on time (reasonable around the xmas holidays).

Meets Requirements: Usually maintains a competent and professional demeanor in dealing with clients and the public. Courteous and knowledgeable. Tries to be helpful.

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