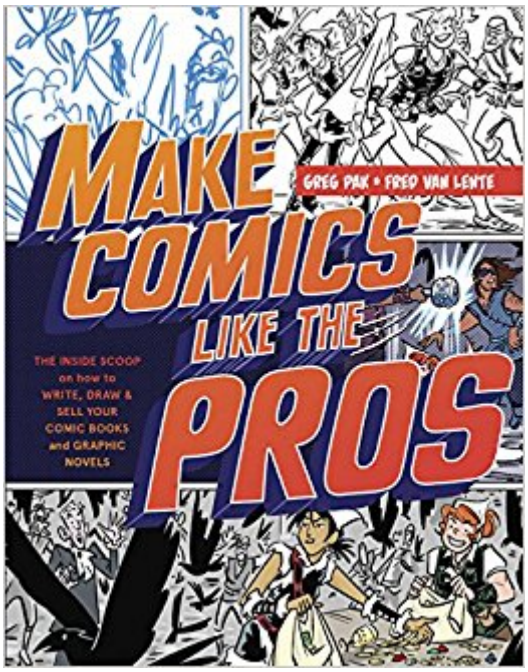
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Make Comics Like The Pros: The Inside Scoop On How To Write, Draw, And Sell Your Comic Books And Graphic Novels



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Synopsis

A step-by-step guide to all aspects of comic book creation--from conceptualization to early drafts to marketing and promotion--written by two of the industry's most seasoned and successful pros. Discover the Secrets of Your Favorite Comic Book CreatorsDo you want to break into the comics industry? There are many creative roles availableÃ¢â ¬â •writer, penciller, inker, colorist, letterer, editor, and more. Each creator serves a vital function in the production of sequential art at companies such as DC, Marvel, Image, and Valiant. In Make Comics Like the Pros, veteran comics creators Greg Pak and Fred Van Lente team up with a whoÃ¢â ¬â„¢s who of the modern comic book scene to lead you step-by-step through the development of a comic. With these two fan-favorite writers as your guides, youÃ¢â ¬â„¢ll learn everything from script formatting to the importance of artistic collaboration to the best strategies for promoting and selling your own sequential art masterpiece. Pak and Van Lente even put their lessons into practice inside the pages of the bookÃ¢â ¬â •pairing with Eisner AwardÃ¢â ¬â œwinning cartoonist Colleen Coover (Bandette) to produce the swashbuckling, adventure comic Swordmaids, and giving you front row seats to their creative process. Make Comics Like the Pros provides all the answers youÃ¢â ¬â„¢ve been seeking to take your comic bookÃ¢â ¬â œmaking dreams all the way to professional-level reality.

Book Information

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Customer Reviews

"A must for every would-be comics makers libraryÃ¢â ¬â •and probably for every working pro as a brush up."Ã¢â ¬â •Publisher's WeeklyMake Comics Like the Pros is an excellent resource for those

wanting to break into writing comicsÃ¢â ¬Â¦ The writing is engaging, entertaining, and informative, and the book is full of insights from other comic pros.Ã¢â ¬â •Josh Begley, The Fandom PostÃ¢â ¬Å“Make Comics Like the Pros, of all the How To books I've reviewed in recent memory, is the best. If you can read only one, make it this one.Ã¢â ¬Â•Ã¢â ¬â •Augie De Blieck Jr., Comic Book Resources

GREG PAK is an award-winning comic book writer and filmmaker currently writing Batman/Superman and Action Comics for DC Comics, Turok Dinosaur Hunter for Dynamite Entertainment, and Eternal Warrior for Valiant Comics. He directed the award-winning feature film Robot Stories, wrote the epic Ã¢â ¬Å“Planet HulkÃ¢â ¬Â• and Ã¢â ¬Å“World War HulkÃ¢â ¬Â• comic storylines, and co-wrote (with Fred Van Lente) fan-favorite Incredible Hercules for Marvel Comics. FRED VAN LENTE is the #1 New York Times bestselling author of Marvel Zombies, Incredible Hercules (with Pak), Odd Is on Our Side (with Dean R. Koontz), and the American Library Association award-winning Action Philosophers. His original graphic novel Cowboys & Aliens (co-written with Andrew Foley) was the basis for the major motion picture. Van LenteÃ¢â ¬â„¢s other comics include The Comic Book History of Comics, Archer & Armstrong, and The Amazing Spider-Man. Pak and Van Lente are both residents of New York City.

Whether you're looking to get into making comics and want to know where to start or just looking to see how it all comes together, this is the best book you'll find.Fred and Greg take you on a journey and even make a comic along the way just to show the steps in getting it from a thought to a tangible creation.Another plus that this book has is that it's written by two of the most genuine guys in the comic industry. If you ever have a chance to meet them, you won't be let down.

Full of insights by two comic pros. There are a lot of good tips and revelations for someone who wants to start producing a comic but has no experience.

great book for comic writers, I wish it went into more detail, was a very fast read. does a god job breaking down how to create comic characters, and fleshing out the story.

Not just smart and fun, this book is useful as heck and a great read. If you're an aspiring professional or simply curious about the comic book process 'Make Comics' is well worth your scratch and time.

Best guide

nothing better

Not bad, but focuses too much on the writing processential of comics, but great insight on the creative process.

For those looking to get into the comic book field, there are many books out there, but this book will give you a well-rounded view.You need much more than an artistic side drawing that comics, there is also a business side. This book talks about all the aspects of making a comic book. From the art itself, layout, pitching your ideas to publishing.Book chapters include:Writing for PicturesVisual Storytelling for Artists & Related TradespeopleI Love it When a Team Comes TogetherPitching Makes PerfectD.I.Y. in Print and OnlineFinding Your Audience--And Keeping It!This is a well-rounded book for the person who is serious about getting into the comic book industry.*Disclaimer: I received a copy of this book from the publisher through bloggingforbooks.org in exchange for an honest review, which I have done.*

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