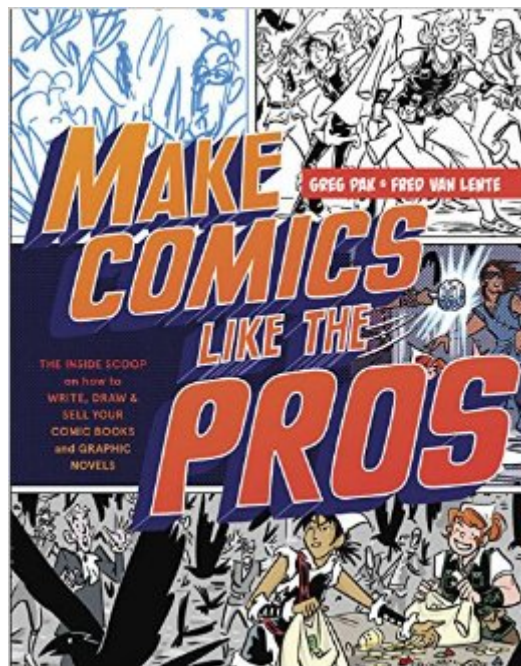


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Make Comics Like The Pros: The Inside Scoop On How To Write, Draw, And Sell Your Comic Books And Graphic Novels



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 Creators Do you want to break into the comics industry? There are many creative roles availableâ "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 whoâ TMs 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, youâ TMll 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 bookâ "pairing with Eisner Awardâ "winning 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 youâ TMve been seeking to take your comic bookâ "making dreams all the way to professional-level reality.

Book Information

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Customer Reviews

There are many "how to draw comics" instructional books out there --I've borrowed quite a few from the library over the years. However, Pak and Van Lente's *Make Comics Like the Pros* takes it a step further, as their sub-title states, "The Inside Scoop on How to Write, Draw & Sell Your Comic Books

and Graphic Novels." This book contains a gold mine of information from veteran comic book creators for those looking into publishing their own sequential art. The main idea of this book is collaboration. Open any comic book and you'll often see a list of names credited: writer[s], editor[s], penciler[s], inker[s], letterer[s], colorist[s], etc. Throughout different chapters, Pak and Van Lente take you through the entire process of creating a comic book from generating an idea to publicizing and marketing. They use pages and panels from other indie comic book creators as examples or to illustrate ideas, so it's not a boring, dry, non-fiction book. On the contrary! The prose is conversational and concise, with each stage often broken down in numbered lists of guidelines or "commandments." One of the things I enjoyed about this book was learning about the process of creating a comic book --it isn't simply drawing out panels and writing in speech bubbles. There is a lot of thought and work put into every step (and often by many different people). There aren't any drawing tutorials in this book, as that is not the focus of the title, though there are tips and suggestions for collaborating or working with pencilers, inkers, colorists, and other artists. Overall this is a great graphic novel creation book and I recommend it to anyone who would like an idea of how the comic book publishing industry works. *Disclaimer: I received a copy of this book from the publisher through bloggingforbooks.org in exchange for an honest review, which I have done.*

I've always been a fan of comics and comic book heroes. Comics are a great way of telling a story because of the visual nature. *The Killing Joke* by Alan Moore is probably one of my favorite graphic novels ever because of how well the story is communicated using images and dialogue. I'm a storyteller, and I've always wanted to try my hand at some point in creating a story through a comic book. *MAKING COMICS LIKE THE PROS* is a great introductory guide that walks you through the process comic book creators go through to produce a comic book. The authors, Greg Pak and Fred Van Lente, share their experience working on some of the most loved comic book characters in history. You'll learn the whole process from pitching to writing to drawing, inking, and lettering, all the way to publishing. They cover how to find and keep an audience without minimizing the difficulty of breaking in to the comic book industry. It's a fun book with some very helpful insight for those who want to work in the comic book industry. Review copy provided by Blogging for Books

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.

"Make Comics Like The Pros" is a book on how to write (and otherwise create and sell) comic books and graphic novels. It's similar to "Words for Pictures" in that it talked about the importance of working well with all the other people involved in making a comic. This book gave more information on how to sell your own comic independently or through a publisher. The authors talked about how to co-write comics and actually created a short comic, step-by-step, to show how it is done. For the art and editing parts, people that they have worked with described their job and gave some tips on how to do their job well. It focused more on comic books than graphic novels or webcomics, but a lot of the creation information also applied to those formats. I think this an excellent book for people wanting to understand how the comic industry currently works and to learn how to create a comic with others and sell it. I received this book as a review copy from the publisher through Blogging for Books.

This is not step-by-step instructions for how to draw comics. Rather this is a very detailed description of how go from concept to publication in the world of comic books and graphic novels. I recommend this book for adults as the content is highly technical and younger audiences will get little from the narrative (although they'll undoubtedly enjoy the comic artwork throughout). There is also some language; not a whole lot but worth a cautionary note. For the most part, the women in the comics are fully clad. There was one character, however, with a rather ill-fitting bikini top. I do appreciate that expletives were blacked out in the dialogue boxes of the comics shown. For anyone who has ever dreamed of pursuing comics as a viable job option, this book gives the reader an overview of every step of the process and excellent tips for collaborating as a creative team. I really liked the emphasis on developing a good relationship among the players that help bring a concept into production. Book chapters include: Writing for Pictures Visual Storytelling for Artists & Related Tradespeople I Love it When a Team Comes Together Pitching Makes Perfect D.I.Y. in Print and Online Finding Your Audience--And Keeping It! The book also has an exhaustive index at the back. I thought the content really very thorough with so many practical suggestions and "commandments" to work by that anyone who is serious about pursuing work in this field will be very well equipped for what to expect and how best to succeed. The authors give very clear explanations of the process from start to finish with lots of illustrated examples of what they are talking about. They have a film background and I believe people in that field as well will enjoy learning more about the storytelling and production of comics and how it compares to creating films.

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