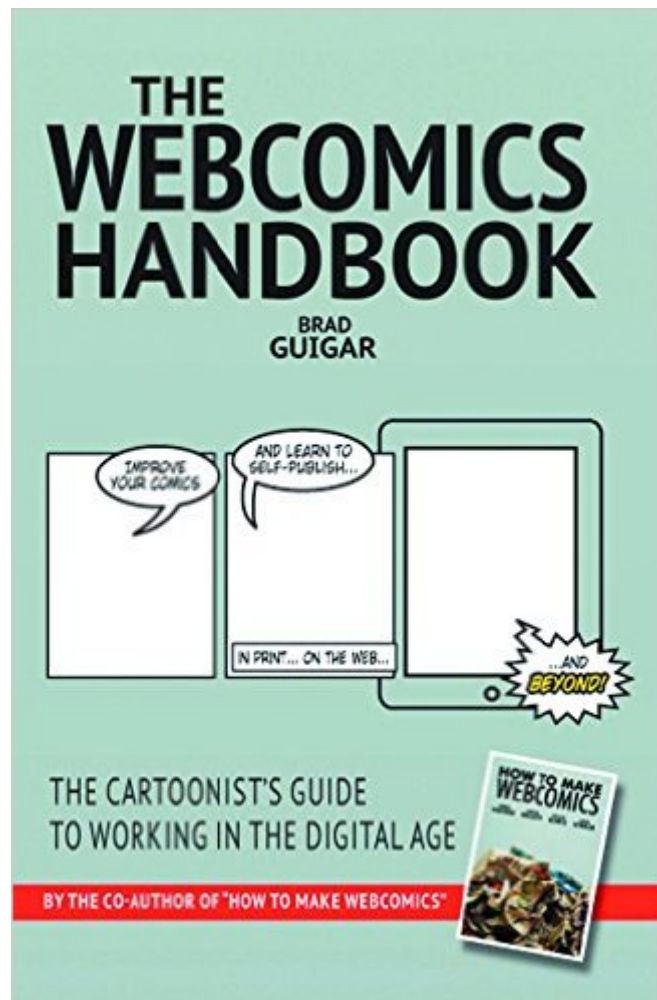


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# The Webcomics Handbook



## Synopsis

The long-awaited sequel to the seminal *How To Make Webcomics*, this massive tutorial based on Brad Guigar's four years of writing at *Webcomics.com* covers the art, business, and promotion of digital comics. With chapters devoted to website basics, digital downloads, social media, advertising, business, and much more, this book is the perfect blend of step-by-step guidance and friendly, hard-won experience from one of the very first cartoonists on the Web.

## Book Information

Paperback: 304 pages

Publisher: Toonhound Studios LLC (August 12, 2014)

Language: English

ISBN-10: 0981520960

ISBN-13: 978-0981520964

Product Dimensions: 6.7 x 0.1 x 7.7 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #454,463 in Books (See Top 100 in Books) #183 in [Books > Arts & Photography > Business of Art](#) #435 in [Books > Arts & Photography > Drawing > Cartooning](#) #1181 in [Books > Business & Money > Processes & Infrastructure > E-Commerce](#)

## Customer Reviews

Almost as soon as I finished "How to Make Webcomics," I delved into "The Webcomics Handbook," by Brad Guigar. The author makes two distinctions about his book right away. First, it is a compilation of notes, posts and articles gleaned from his site *Webcomics.com* as a one-source guide, even for subscribers. Second, "The Webcomics Handbook" is not an art manual. You'll find no guidelines on writing or drawing. Instead, this book covers the business and social aspects of running a webcomic. Some of the material can be found in "How to Make Webcomics" (printed in 2008), but it has been updated, or revised. Aside from a few typos & syntax errors in the first two chapters, and the last chapter; I found the book informative and about as entertaining as "How to Make Webcomics." I say "about as entertaining," only because I enjoyed the cross-talk and banter between the authors in the previous book.

Packed full of goodies and a great follow up to the first book; "How to Make Webcomics". A good resource for anyone looking to break in to the world of web based comics.

Great reference book. thanks!

Excellent !

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