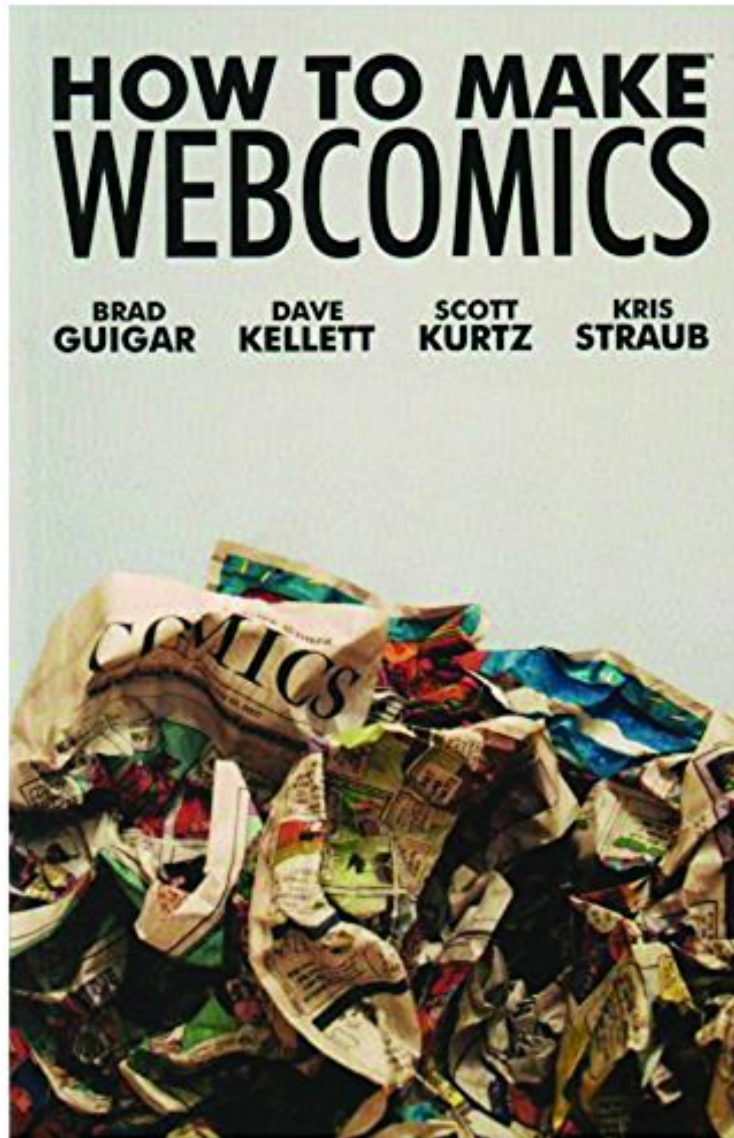


(Download) How to Make Webcomics

How to Make Webcomics

Scott Kurtz, Kris Straub, Dave Kellett, Brad Guigar
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#432186 in Books Image ComicsModel: FBA-|283049 2008-01-31Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 10.20 x .50 x 6.60l, .93 #File Name: 158240870X200 pages | File size: 32.Mb

Scott Kurtz, Kris Straub, Dave Kellett, Brad Guigar : How to Make Webcomics before purchasing it in order to gage whether or not it would be worth my time, and all praised How to Make Webcomics:

2 of 2 people found the following review helpful. Most Enjoyable How-To Manual I've Ever ReadBy T. HenkleI found How to Make Webcomics informative and entertaining, which made it enjoyable to read. Especially since the term "enjoyable" is something I normally don't associate with how-to manuals. The book is divided into 13 chapters covering: Your webcomic, your characters, formatting, image preparation, writing, website design, branding building,

interacting with audiences, monetizing your webcomic, books (print versions of your webcomic), conventions, next steps (once your webcomic is up running), and final thoughts (on making your webcomic work). Past the final chapter is a section on Scott Kurtz's studio, to illustrate what a successful webcartoonist's work area looks like. The Additional Resources section contains two pages of reference material listed under the sub-categories of: Cartooning, artistic inspiration, web design and maintenance, and small business. So reading *How to Make Webcomics* was fun and new to me, and therefore easy for me to give it a 5-star rating. I enjoyed the book and didn't think their business advice to be pie-in-the-sky. Not even a slice. In fact, the authors warn that if you want to get rich, then find something else to do. I've heard similar recommendations in all the writing workshops I've attended. Basically: Don't quit your day job, until the income from your writing meets, or better yet, exceeds that of your current salary.

6 of 6 people found the following review helpful. *How to Market Webcomics* By A.Lynn This book has great information for marketing your webcomics. Although it 35% of the book is dedicated to making them, there are other books that do a MUCH better job showing how to MAKE them. I took one star away for the title. It gives a lot of good advice for anyone making a webcomic, a lot I haven't even considered. If you already have a webcomic, I would say GET THIS BOOK. If you don't, I would suggest another book so you can start your webcomic like: *Making Comics* by Scott McCloud, *Writing and Illustrating the Graphic Novel* by Daniel Cooney, Stan Lee's *How to Draw Comics*, Stan Lee's *How to Write Comics*, or *Comics and Sequential Art* by Will Eisner.

Contents: Introduction Four-Word Chapter 1: Your Webcomic Chapter 2: Your Characters Chapter 3: Formatting Chapter 4: Image Preparation In the Hot Seat: Brad Guigar Chapter 5: Writing Chapter 6: Web Design Chapter 7: Branding Building Chapter 8: Interacting with Your Audience In the Hot Seat: Kris Straub Chapter 9: Monetizing Your Webcomic Chapter 10: Books In the Hot Seat: Dave Kellett Chapter 11: Conventions Chapter 12: Next Steps Chapter 13: Final Thoughts A Tour of Scott's Studio Additional Resources

3 of 3 people found the following review helpful. A very good review of the webcomics business By Michael Robin Cooke The book is already dated as of 2014, but the information within is golden! The technical information, much of it is solid and some of it is dated (Manga studio Pro with those wonderful perspective tools is fantastic for digital webcomics, for example). What I found lacking was that all four creators specialize in 4 panel cartoons comparable to a newspaper cartoon, and they have little to offer someone that wants to create an ADVENTURE or SUPERHERO comic! Which is my own intent. That said, I got this book after getting the *Graphic Design Guild* book, which claimed that webcomics are an economically VIABLE option for an artist. I am a cartoonist, but I'd always figured there's no money in it. Because I never made money before. So this book is showing me what I'm doing wrong. And having read this book I'm much more secure about what to do and what to expect. Like not much money for a year - but after a year I may have an audience that will buy merchandise. This is a book for people really willing to invest a great deal of time and effort. Cartoonists are crazy. Because no sane person would work so diligently for a year with nothing to show for it. I'm crazy enough, I have hundreds of stories and dramas I want to share. And so I will. Will you? If so, this is an important book and you should get it!

For years young, creative men and women have dreamed about making a living from their comic strips. But until recently their only avenue of success was through a syndicate or publisher. Now more and more cartoonists are doing it on their own and self-publishing their comic strips on the web. With the right amount of work, knowledge, and luck, so, too, can you. Scott Kurtz and Kristopher Straub offer their advice on how to create compelling characters, develop a solid comic strip, build a website, forge a community, and start earning money from your Webcomic without having to sell your soul. Written by the Eisner award winning cartoonist behind PVP, Scott Kurtz! PVP received 1.3 Million unique page views in Q1 2007 and averages 150k-200k per day!