



So, You Want to Be a Comic Book Artist?: The Ultimate Guide on How to Break Into Comics! (Be What You Want)

Philip Amara

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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 maker—from creating compelling characters and illustrations to getting published and marketing a finished product—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.

So, You Want to Be a Comic Book Artist? 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 you're just starting out or have been drawing comics for years, this book will get you where you want to go.

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