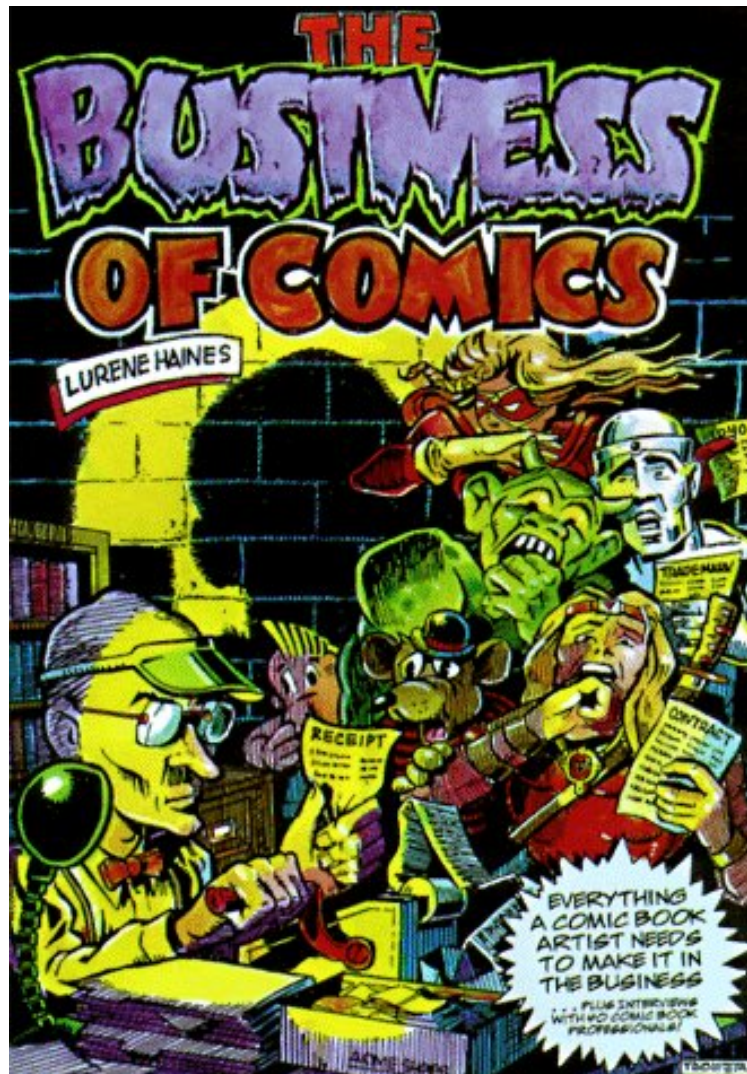


(Mobile book) Business of Comics: Everything a Comic Book Artist Needs to Make It in the Business...Plus Interview s with 40 Comic Book Professionals

Business of Comics: Everything a Comic Book Artist Needs to Make It in the Business...Plus Interview s with 40 Comic Book Professionals

Lurene Haines

**Download PDF | ePub | DOC | audiobook | ebooks*



DOWNLOAD



+

READ ONLINE

#2829051 in Books Watson-Guptill 1998-04-01 1998-04-01Original language:EnglishPDF # 1 .58 x 6.98 x 10.021, #File Name: 082300547X192 pages | File size: 72.Mb

Lurene Haines : Business of Comics: Everything a Comic Book Artist Needs to Make It in the Business...Plus Interview s with 40 Comic Book Professionals before purchasing it in order to gage whether or not it would be worth my time, and all praised Business of Comics: Everything a Comic Book Artist Needs to Make It in the Business...Plus Interview s with 40 Comic Book Professionals:

0 of 0 people found the following review helpful. Five StarsBy Richard A. StewartGreat!10 of 12 people found the following review helpful. "Everything a Comic Book Artist Needs" is right!By A CustomerDo NOT read this book. Work on your art, do whatever, but do not read this book. You can scratch you head at why I'm taking on the project you thought you would get, or why I got the prestigious assignment you were sure was yours. It's all about being a professional, and I don't need the competition. In short, this book will teach you what you do not want others to learn.6 of 7 people found the following review helpful. A very, very informative book...By A CustomerThis is the best "How to" book I've read on comics. Not "How to Draw or Write" but a practical guide to the business side of the industry. Every aspiring pro should read this book. Thank you Ms. Haines

Here is the only book available devoted to the specific business practices of comic professionals. This informative guide was written to help comic artists get their stuff published and find work in the industry. It includes interviews with over 40 comic professionals as well as samples of their artwork. These interviews, as well as pithy quotes peppered throughout the book, provide first-hand advice about how to make it in the comic industry. The book includes chapters on: An Overview of the Industry Preparing a Professional Portfolio Making Introduction at Conventions The Successful Interview How to Get Valuable Critiques The Legal Side of the Business Copyrights and Trademarks Taxes and Bookkeeping How to Get Your Second Job Alternative Job Opportunities in Comics and Related FieldsPlus extensive appendixes with lists of comic conventions, art schools, publishers and distributors as well as sample contracts, submissions guidelines and a guide to self publishing.

About the AuthorRenowned comic professional Lurene Haines moved to the U.S. from Victoria, British Columbia, in 1986. Some of her credits include Green Arrow: The Longbow Hunters for DC Comics; Hellraiser for Epic Comics; Indiana Jones and The Fate of Atlantis for Dark Horse Comics; Ms. Fury and Star Trek: Deep Space Nine for Malibu Entertainment; Star Wars Galaxy trading cards for Topps; Thumbscrew, Femina, and Femina Two for Caliber Comics; and she wrote and edited Star Wars: The Art of Dave Dorman for FPG/Random House. Eisner Award nominee Haines is currently working as a children's book writer and illustrator, and has a Web Page design business.