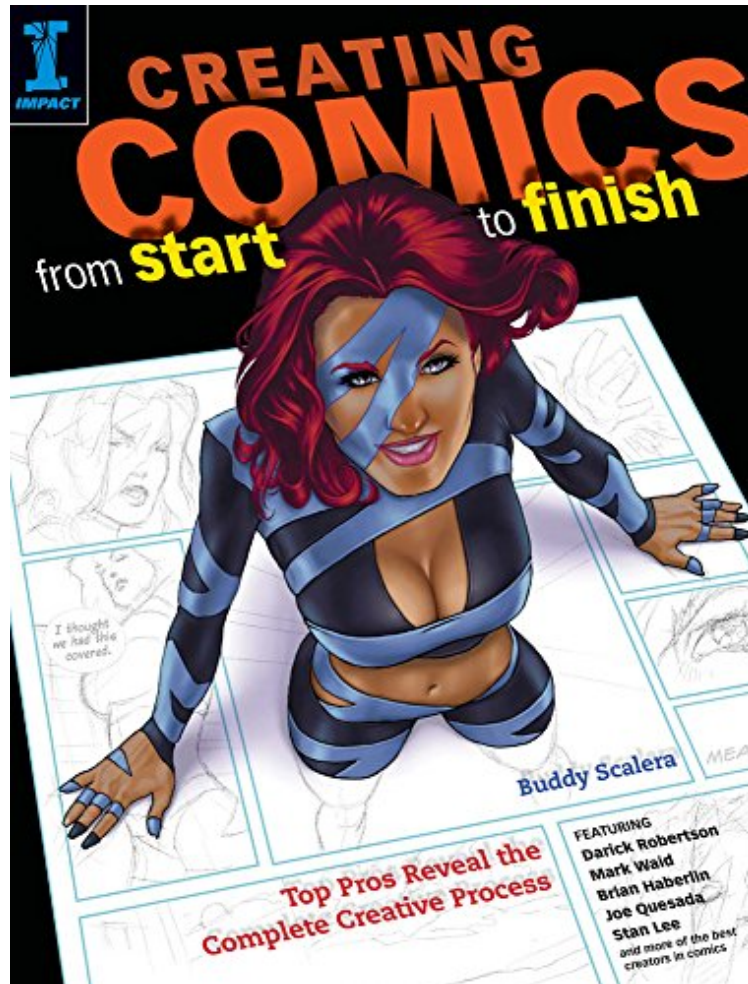


Creating Comics from Start to Finish: Top Pros Reveal the Complete Creative Process

Buddy Scalera

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Buddy Scalera : Creating Comics from Start to Finish: Top Pros Reveal the Complete Creative Process before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Creating Comics from Start to Finish: Top Pros Reveal the Complete Creative Process*:

2 of 2 people found the following review helpful. Good but more logistics than techniques
By Wing C. Lau
Buddy introduces comics from a business-oriented perspective and puts it in a much wider context for potential writers/artists. The book will give you a rough idea of how many people/steps are involved in creating and distributing a single issue of comic (I think this is what he meant by from start to finish). You will also get some tips on how to break into the comic business. Nonetheless, if you are interested in techniques and procedures of creating comics. You had better go to other references in the books including those from Will Eisner and Scott McCloud. The book is also a bit long-winded. For my purpose, I like the scope of the book since I am considering using comics as a medium for a

teaching and learning aid for designers who are more visual than non-designers. Nonetheless, a lot of efforts seem to be needed to translate a single page of instructions into several pages of comics. I guess it also depends on the style I choose for implementation. BTW, I got the kindle version of the book for free. So, I should not have any complaints. I am sure the hardcopy version has much better illustration. There are quite a lot of formatting issues with the kindle version (e.g. space break within a word and concatenated quotations). Please take a note of them when revising. 4 of 5 people found the following review helpful. A Fun Read But Still Needs Some Technical Editing By Forrest C. Helvie Overall, I thought this was a fine book and an enjoyable read. Scalera provides a number of interviews with a creators from all backgrounds and periods: Stan Lee, Joe Quesada, Mark Waid, and others. If you're looking for a solid overview of the comic production process, this book will certainly give you a number of insights into how our funny books are made.... and that's a good thing considering the title of the book!-) There were a few reasons why I kept this book from a solid 5-star rating. One star was strictly due to the Kindle format (which is how I got the book). There were numerous instances of spacings in the middle of words for no reason at all. I found one of the sections of the final chapters totally unreadable due to a number of missing words and misplaced phrases. We all make mistakes, and I don't normally care about a few here there (I probably made one or two already!); however, I really did think that a book that pushes polish and presentation really should have caught this number of errors. The second star came off because at one point (and I'm paraphrasing here), Scalera states that one of the problems with fanzine writers is they tend to praise and support the industry and don't take as critical a viewpoint in their writing as journalists do--which he reiterates that is his personal background. My complaint might be a slight one, but I felt as though Scalera was exceptionally praiseworthy of every person he interviewed (only briefly glossing the controversy surrounding Marvel's CCO and past EIC, Joe Quesada). While I realize the point of the book was the process of creating comics, I did feel like he could have taken a more critical and less laudatory tone with his interviews. Further, it wasn't mentioned until much later in the novel (if memory serves--which I could be wrong) that he was a friend and collaborator with Chris Eliopoulos--whom he previously interviewed and heaped much praise upon (not undeservedly). So, I did deduct a star here as well. The overall content is definitely worth 3.5 stars but doesn't allow 1/2 marks. I really appreciated the way Scalera walks the reader through many different roles of comic creation: retail, distribution, editing, writing, penciling, inking, coloring, lettering--the works! While there are some techniques that he does provide, I do believe this book gives you more a conceptual understanding of the whole process as opposed to the nuts and bolts of each individual position. But that didn't bother me at all as it gave me the ability to better appreciate what each does without bogging me down in the details. Overall though, if you are looking to get some ground-level insights into a writer or artist's experience breaking into the business, this book is for you, and the few criticisms I've brought forward really shouldn't hinder your enjoyment of this book. 0 of 0 people found the following review helpful. Five Stars By M. Simmons Excellent and informative book

You Can Work Professionally in Comics! Jump-start your comic book career! Creating Comics From Start to Finish tells you everything about how today's mainstream comic books are produced and published. Top working professionals detail how comics are created from concept to completion. Dig deep into every step of the process including writing, editing, penciling, inking, coloring, lettering and even publishing. Working professionals talk candidly about breaking into (and staying in) this exciting industry. Interviews and advice from: Mike Marts, Editor; Batman; Mark Waid, Writer; Kingdom Come, Flash, Irredeemable; Darick Robertson, Penciler; Wolverine, The Boys, Transmetropolitan; Rodney Ramos, Inker; Green Lantern, Punisher; Brian Haberlin, Colorist; Witchblade, Spawn; Chris Eliopoulos, Letterer; Pet Avengers, Spider-Man, X-Men; Joe Quesada, Chief Creative Officer; Marvel Comics; Stan Lee, Former President, Chairman; Marvel Comics

"Part of learning the craft is to actually read comics, as well as read about how they are created. In this regard, Buddy Scalera's *Creating Comics from Start to Finish* (Impact Books) is (just one) of the many books you should be reading." - Robert Sodaro - Examiner.com "This educational reference book uncovers the complete workflow of comics from concept to completion. Rather than focus on just one small part of the business, "Creating Comics from Start to Finish" gives a deep, intelligent look at the people who create comic books. It's truly a comic school in book form." - thefringemagazine.blogspot.com "It's a How-to book that I'm proud to add to my bookshelf." - Bob Almond - inkwellawards.com From the Author Table of contents INTRODUCTION CHAPTER 1 EDITING: The Eye of the Storm Not only are editors responsible for the creative wrangling of a comic book, but they also must be masters of project management. With MIKE MARTS CHAPTER 2 WRITING: The Idea, the Blank Page and How Comics Are Born Dive deep into how comics are written, from pitching ideas to getting them into print. With MARK WAID CHAPTER 3 PENCILLING: Sketching Worlds One Page at a Time The most coveted job in comics isn't all glamour; it takes discipline to survive. With DARICK ROBERTSON CHAPTER 4 INKING: It's More Than Just Tracing Inkers are jokingly misaligned as "tracers," but they bring impact and nuance to pencilled art. With RODNEY RAMOS CHAPTER 5 LETTERING: Getting in the Last Word Most letterers are barely viewed as part of the creative process, but see one poorly lettered page and you'll know just how important they really are. With CHRIS

ELIOPOULOSCHAPTER 6COLORING: A Multichromatic Look at Today's TechnologyThe modern-day colorist is not merely an artist. Staying on top of the latest techniques requires serious tech savvy. With BRIAN HABERLINCHAPTER 7OTHER ROADS IN: Alternate Jobs in ComicsThe path to a comics career can lead you to various departments and job opportunities.CHAPTER 8THE TOP OF THE PYRAMID: One-on-One With Joe QuesadaMarvel's chief creative officer talks about making the decisions that make people want to buy comics.CHAPTER 9THE MAN HIMSELF: A Candid Conversation With Stan LeeListen closely to the legend who singlehandedly transformed the world of comics.CHAPTER 10NOW, PUT THIS DOWN and Get to WorkProfessional do's and don'ts, the truth about self-publishing, plus plenty more pointers for aspiring comic book creators.RESOURCE FOR CREATORSSELF-PUBLISHING BUDGET GUIDEONLINE CONTENT GUIDEINDEX