Webcomics 2.0: An Insider's Guide to Writing, Drawing and Promoting Your Own Webcomics

Steve Horton

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Webcomics 2.0: An Insider's Guide to Writing, Drawing, and Promoting Your Own Webcomics is your comprehensive guide to webcomics creation, from initial concept to publication, and everything in between. Beginning with a brief introduction to get you familiar with webcomics-a comic book or comic strip that can be found on the internet-you'll learn about both the creative and the business aspects and come away with the information you need to write, draw, publish, and market your own webcomics. You'll be introduced to three popular types-humor, adventure, and manga-that incorporate the most common features found in many webcomics. Each example includes a web address so you can view the actual webcomic online, to see how it progresses in real time. And throughout the book you'll find tips and advice from experienced webcomic artists and writers. After you've seen the webcomics in action, you'll go in-depth with both the written and illustrated elements of story creation, exploring different story structures and approaches as well as storyboarding techniques including drawing, coloring, and lettering. The next step is exploring the available types of online hosting services as well as the benefits of self-publishing versus collectives. You'll also learn about a variety of low- and no-cost promotional ideas and how you can make money from your published webcomics. Whether you've dabbled in webcomic creation before or you're a novice, Webcomics 2.0: An Insider's Guide to Writing, Drawing, and Promoting Your Own Webcomics will teach you everything you need to publish your very own webcomics.

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