



# The Insider's Guide To Creating Comics And Graphic Novels

*Andy Schmidt*

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**The Insider's Guide To Creating Comics And Graphic Novels** Andy Schmidt

**From the creative minds behind your favorite modern-day comics ...**

In this unprecedented, behind-the-scenes guide, former Marvel editor and current IDW senior editor **Andy Schmidt** and his superstar industry friends give you the inside track on creating engaging, professional-looking comic books.

Written for upcoming creative stars and comic book enthusiasts, *The Insider's Guide to Comics and Graphic Novels* covers the entire creative process from beginning to end, from fine-tuning a script to the nuances of camera angles, costume design and lettering. You'll learn not only how to emulate a camera pan, hit 'em with a splash page and shift into slow motion, but also WHEN and WHY to dip into that bag of graphic tricks for maximum impact.

**The real-world guide to creating great comics!**

- Profiles and insights from **John Romita, Jr.**, **Neal Adams**, **Gene Ha**, **David Finch** and **John Byrne**
- Professional advice from top talents in the business, including writers **Brian Michael Bendis**, **Geoff Johns** and **Tom DeFalco**; inkers **Klaus Janson**, **Karl Kesel** and **Mike Perkins**; colorist **Chris Sotomayor**; and letterer **Chris Eliopoulos**
- Expert instruction on every element of the creative process - writing, drawing, inking, coloring, page layout and scene design - and how they all work together

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