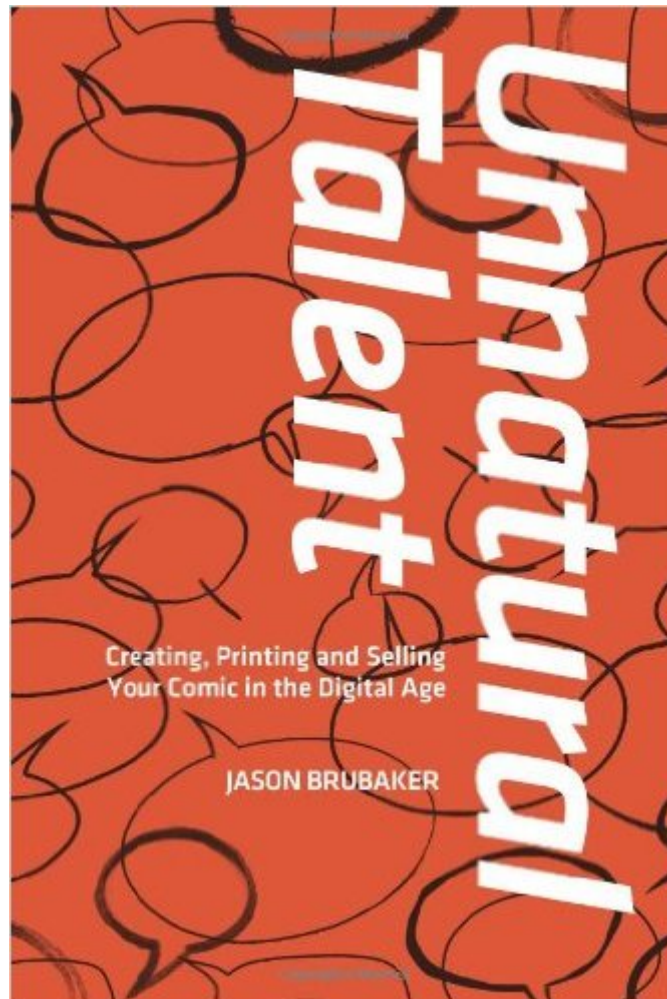# Unnatural Talent: Creating, Printing And Selling Your Comic In The Digital Age

Synopsis

The journey from being a â œno nameâ • artist to finding your voice in the world of comics has always been a mysteryâ ”especially in the Internet age. While the publishing industry struggles to adapt to the rapidly changing digital world, independent artists now have the ability to build a successful and lucrative brand completely on their own with a little hard work and some Internet savvy. Now thereâ ™s nothing stopping you from getting your book in front of thousands or even millions of people. Suddenly you canâ ™t blame anyone for not giving you a chance. You can only blame yourself for not trying. So roll up your sleeves, sharpen your pencils and fire up your Internet because we are about to make and sell comics! Jason Brubakerâ ™s graphic novel reMIND raised over $125,000 in pre-order sales on Kickstarter, won the Xeric Award and made ALAâ ™s Great Graphic Novels for Teens List. This book is a collection of his thoughts, strategies and practical lessons developed during his experience writing, drawing and self-publishing reMIND.

Book Information

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Customer Reviews

Iâve been writing and drawing comics for most of my life in some fashion, and Iâve read quite a few books on the subject. As the years have gone by, it seemed that every new "how-to" book simply retread what others had done before. A section on how to come up with ideas...followed by one on anatomy...basic storytelling...all of which would be accompanied by illustrations of spandex covered men and women with extreme physiques in equally extreme poses. Yawn. As you can probably guess, Iâm a bit tired of the superhero thing representing comics as a medium, as well as the newbie

approach to a "how-to" book about making them.I'd like something new; something that goes beyond the basics and actually tells me stuff I don't already know.Unnatural Talent is that book.Jason Brubaker knows his stuff, and it shows in this book. It covers everything you could hope to learn about how to make your stories a reality, using the internet, and a do-it-yourself attitude. I would recommend this book to anyone who has had some experience doing comics for fun (or even professionally), and are now ready to embark upon making their own graphic novel to get into bookstores.No silly talk about what tools to use to ink superheroes, this book is the real deal.

Brubaker makes things simple to learn and accessible to anyone interested in making it in this shifting world of publication. Not only that, he's humorous and talented, which makes for an easy read. This has definitely inspired me to dust off a few ideas which have sat stagnant on my brain-shelf and become a self-made author. (Just try to get an agent and be published in the traditional sense today! They only seem to consider artists who have already been published, which kinda defeats the purpose of first-time queries.)

This book is wonderful. I believe this book is heartfelt and realistic. Jason Brubaker tells you like it is with no flowery language to hide what it's like when it comes to being an indie artist.This book is not your typical how to book, it doesn't tell you how to write a script or how to draw. You'll have to look for a more specialized book for that. Instead it gives tips on motivating yourself to start and finish a project as well as what to do with it afterwards like building a website and how to print. It shares fantastic advice on how to build a fan base as well as what to focus on that's important and why. If you're one of those people looking for those answers then I highly recommend picking up this book. I know it's going to stay on my shelf.While I know this book is targeted towards those who want to make graphic novels I do feel that the information can be roughly applied to indie novelists or indie creators in general. There just may be certain parts that may not apply directly to your craft but it's still an interesting read and there might be hidden tips that might apply to you and your projects.The ideal audience for this book is for those who are completely new to creating graphic novels. Those who have been wanting to create, like me, but have yet made the plunge may find this book is perfect for motivating yourself. I feel that this book shares more than Jason's graphic novel learning experiences but I believe he pulls from his entire artistic career (probably also a bit of his soul ^_~). I personally think it's great that he shares his experiences, the ups and downs. I think we need more transparency like this in the creator community and am glad someone is finally doing it.4.8 out of 5 rating for me!For my full review go to: [...]

Most of these type of books tell you how difficult it is to break into comics. Mr Brubaker shows us what's possible here and now, without being at the mercy of entrenched players in the publishing industry, and it isn't just a theory - he's had great success with his reMIND comic (another excellent purchase, the artwork is amazing), and uses his experience with that to not just show what might be possible, but what worked for him. Highly recommended.

Jason Brubaker has written one of the best guides I've ever read on creating your own stories and getting it out into the real world. The man has obviously been through the gauntlet of the publishing world with real failures and triumphs; both of which he recounts with eloquence, clarity and humor. My favorite part was the section on building an audience; his solutions and strategies are incredibly insightful and tested with practical application on his killer graphic novel projectÂ ReMIND. Not many books can appeal to the idealistic dreamer inside every artist yet have the hardcore nuts and bolts information needed to gain any traction in the marketplace, but Unnatural Talent manages to pull off the trick. If you have a story you're dying to tell but are afraid to get started or have no idea how to get it out there, do yourself a favor and check out this book!

Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) Talent on Demand: Managing Talent in an Age of Uncertainty Talent Is Never Enough: Discover the Choices That Will Take You Beyond Your Talent Selling on eBay: 44 Killer Profitable Items To Sell on eBay From Garage Sales, Thrift Stores, Flea Markets and More! (selling on ebay, ebay, ebay selling, ... ebay marketing, ebay selling made easy,) Digital Masters: B&W Printing: Creating the Digital Master Print (A Lark Photography Book) Cryptocurrency: Guide To Digital Currency: Digital Coin Wallets With Bitcoin, Dogecoin, Litecoin, Speedcoin, Feathercoin, Fedoracoin, Infinitecoin, and ... Digital Wallets, Digital Coins Book 1) How to Make Money with 3D Printing: Start Your Own 3D Printing Business in Less Than 30 Days Mastering Digital Black and White: A Photographer's Guide to High Quality Black-and-White Imaging and Printing (Digital Process and Print) Black & White Photography in a Digital Age: Creative Camera, Darkroom and Printing Techniques for the Modern Photographer Photographing Children Photo Workshop: Develop Your Digital Photography Talent Colour printing. A practical Demonstration of Colour Printing by Letterpress, photo-offset, Lithography and Drawn Lithography with illustrations demonstrating alternative methods of production and including a comprehensive colour chart. Gelli

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