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The Complete Guide to Self-Publishing Comics

How to Create and Sell Comic Books, Manga, and Webcomics

Watson-Guptill **Take Control of Your Comics-Making Destiny Creating your own comic is easier than ever before. With advances in technology, the increased connectivity of social media, and the ever-increasing popularity of the comics medium, successful DIY comics publishing is within your reach. With The Complete Guide to Self-Publishing Comics, creators/instructors Comfort Love and Adam Withers provide a step-by-step breakdown of the comics-making process, perfect for any aspiring comics creator. This unprecedented, in-depth coverage gives you expert analysis on each step—writing, drawing, coloring, lettering, publishing, and marketing. Along the way, luminaries in the fields of comics, manga, and webcomics—like Mark Waid, Adam Warren, Scott Kurtz, and Jill Thompson—lend a hand, providing "Pro Tips" on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, you'll have everything you need and no excuses left: It's time to make your comics!**

The Complete Guide to Self-Publishing Comics

How to Create and Sell Comic Books, Manga, and Webcomics

Watson-Guptill **A step-by-step guide for novice comics creators covering the tools, techniques, and resources for writing, drawing, publishing, and marketing creator-owned sequential art, for traditional comics, webcomics, or manga. For the first time in history, those looking to break into comics have an enormous number of realistic, proven options for doing so all by themselves, without having to rely on big comics publishers. It's an exciting time, but a confusing one for neophytes overwhelmed by numerous options. The Complete Guide to Self-Publishing Comics is the first book of its kind to help readers make sense of it all and take control of their comics-making destinies. It provides would-be creators with a definitive guide to the tools needed for breaking into modern comics via self-publishing. Comic book self-publishers and instructors Comfort Love and Adam Withers cover every step of the creative enterprise from idea development to pencilling and inking to marketing and branding. For those looking to create comics on their own terms, this book provides a road map to success.**

Judge Dredd

Blaze of Glory

Make Comics Like the Pros

The Inside Scoop on How to Write, Draw, and Sell Your Comic Books and Graphic Novels

Watson-Guptill **A step-by-step guide to all aspects of comic book creation--from conceptualization to early drafts to marketing and promotion--written by two of the industry's most seasoned and successful pros. Discover the Secrets of Your Favorite Comic Book Creators Do you want to break into the comics industry? There are many creative roles available—writer, penciller, inker, colorist, letterer, editor, and more. Each creator serves a vital function in the production of sequential art at companies such as DC, Marvel, Image, and Valiant. In Make Comics Like the Pros, veteran comics creators Greg Pak and Fred Van Lente team up with a who's who of the modern comic book scene to lead you step-by-step through the development of a comic. With these two fan-favorite writers as your guides, you'll learn everything from script formatting to the importance of artistic collaboration to the best strategies for promoting and selling your own sequential art masterpiece. Pak and Van Lente even put their lessons into practice inside the pages of the book—pairing with Eisner Award–winning cartoonist Colleen Coover (Bandette) to produce the swashbuckling, adventure comic Swordmaids, and giving you front row seats to their creative process. Make Comics Like the Pros provides all the answers you've been seeking to take your comic book-making dreams all the way to professional-level reality.**

Comics through Time: A History of Icons, Idols, and Ideas [4 volumes]

A History of Icons, Idols, and Ideas

ABC-CLIO **Focusing especially on American comic books and graphic novels from the 1930s to the present, this massive four-volume work provides a colorful yet authoritative source on the entire history of the comics medium. • Provides historical context within individual entries that allows readers to grasp the significance of that entry as it relates to the broader history and evolution of comics • Includes coverage of international material to frame the subsets of American and British comics within a global context • Presents information that will appeal and be of use to general readers of comics and supply coverage detailed enough to be of significant value to scholars and teachers working in the field of comics**

How to Make Webcomics

"Finally, a book about how to make Webcomics from some guys who actually know how to do it!"--P. [4] of cover.

The Power of Comics

History, Form and Culture

Bloomsbury Publishing USA **A comprehensive introduction to the comic arts From the introduction by Paul Levitz "If ever there was a medium characterized by its unexamined self-expression, it's comics. For decades after the medium's birth, it was free of organized critical analysis, its creators generally disinclined to self-analysis or formal documentation. The average reader didn't know who created the comics, how or why . . . and except for a uniquely destructive period during America's witch-hunting of the 1950s, didn't seem to care. As the medium has matured, however, and the creativity of comics began to touch the mainstream of popular culture in many ways, curiosity followed, leading to journalism and eventually, scholarship, and so here we are." The Power of Comics is the first introductory textbook for comic art studies courses. Lending a broader understanding of the medium and its communication potential, it provides students with a coherent and comprehensive explanation of comic books and graphic novels, including coverage of their history and their communication techniques, research into their meanings and effects and an overview of industry practices and fan culture. Co-authors randy Duncan and Matthew J. Smith draw on their own years of experience teaching comics studies courses and the scholarly literature across several disciplines to create a text with the following features: Discussion questions for each chapter Activities to engage readers Recommended reading suggestions Over 150 illustrations Bibliography Glossary The Power of Comics deals exclusively with comic books and graphic novels. One reason for this focus is that no one text can hope to do justice to both strips and books; there is simply too much to cover. Preference is given to comic books because in their longer form, the graphic novel, they have the greatest potential for depth and complexity of expression. As comic strips shrink in size and become**

more inane in content, comic books are becoming a serious art form.

Making Comics

Storytelling Secrets of Comics, Manga and Graphic Novels

William Morrow Paperbacks **Presents instructions for aspiring cartoonists on the art form's key techniques, sharing concise and accessible guidelines on such principles as capturing the human condition through words and images in a minimalist style.**

The Art of Comic Book Writing

The Definitive Guide to Outlining, Scripting, and Pitching Your Sequential Art Stories

Watson-Guptill **A practical guide for beginner and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. With this latest book in the SCAD Creative Essentials series from the esteemed Savannah College of Art and Design, comics writer and instructor Mark Kneece gives aspiring comic book writers the essential tools they need to write scripts for sequential art with confidence and success. He provides a practical set of guidelines favored by many comic book publishers and uses a unique trial and error approach to show would-be scribes the potential pitfalls they might encounter when seeking a career in comics writing. Supported by examples of scripting from SCAD's students, faculty, and alumni,The Art of Comic Book Writing strips away the mysteries of this popular artform and provides real-world advice and easy-to-follow examples for those looking to write for the comics medium.**

How to Make a Manga from a to Z

How to Create and Sell Books, Manga, and Webcomics How to Make a Manga from a to Z

Creating your own comic is easier than ever before. With advances in technology, the increased connectivity of social media, and the ever-increasing popularity of the comics medium, successfulDIY comics publishing is within your reach. With The Complete Guide to Self-Publishing Comics, creators/instructors Comfort Love and Adam Withers provide a step-by-step breakdown of the comics-making process, perfect for any aspiring comics creator. This unprecedented, in-depth coverage gives you expert analysis on each step--writing, drawing, coloring, lettering, publishing,and marketing. Along the way, luminaries in the fields of comics, manga, and webcomics--likeMark Waid, Adam Warren, Scott Kurtz, and Jill Thompson--lend a hand, providing "Pro Tips" on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, you'll have everything you need and no excuses left: It's time to make your comics!

Comic Books

How the Industry Works

Peter Lang **This book is an insider's guide to how the comic book industry works. You'll learn how comic book superheroes are created and the deeper meanings they represent. You'll follow the development of sequential art storytelling - from caveman wall paintings to modern manga and cinematic techniques. Here you will explore comics in all forms: those flimsy pamphlets we call comic books; thick graphic novels; Japanese manga; and blockbuster movies featuring epic battles between good and evil. But behind it all, you'll discover how comics are an intellectual property business, the real money found in licensed bedsheets and fast-food merchandise, heart-pounding theme park rides and collectible toys, video games, and Hollywood extravaganza featuring such popular superheroes as Spider-Man, Superman, X-Men, and Batman.**

Beano Annual 2017

Words for Pictures

The Art and Business of Writing Comics and Graphic Novels

Watson-Guptill **Best-selling Marvel Comics writer Brian Michael Bendis reveals the comic book writing secrets behind his work on The Avengers, Ultimate Spider-Man, All-New X-Men, and more. Arguably the most popular writer in modern comics, Brian Michael Bendis shares the tools and techniques he uses to create some of the most popular comic book and graphic novel stories of all time. Words for Pictures provides a fantastic opportunity for readers to learn from a creator at the very top of his field. Bendis's step-by-step lessons teach comics writing hopefuls everything they'll need to take their ideas from script to dynamic sequential art. The book's complete coverage exposes the most effective methods for crafting comic scripts, showcases insights from Bendis's fellow creators, reveals business secrets all would-be comics writers must know, and challenges readers with exercises to jumpstart their own graphic novel writing success.**

Asian Comics

Univ. Press of Mississippi **Grand in its scope, Asian Comics dispels the myth that, outside of Japan, the continent is nearly devoid of comic strips and comic books. Relying on his fifty years of Asian mass communication and comic art research, during which he traveled to Asia at least seventy-eight times and visited many studios and workplaces, John A. Lent shows that nearly every country had a golden age of cartooning and has experienced a recent rejuvenation of the art form. As only Japanese comics output has received close and by now voluminous scrutiny, Asian Comics tells the story of the major comics creators outside of Japan. Lent covers the nations and regions of Bangladesh, Cambodia, China, Hong Kong, India, Indonesia, Korea, Malaysia, Myanmar, Nepal, the Philippines, Singapore, Sri Lanka, Taiwan, Thailand, and Vietnam. Organized by regions of East, Southeast, and South Asia, Asian Comics provides 178 black-and-white illustrations and detailed information on comics of sixteen countries and regions—their histories, key creators, characters, contemporary status, problems, trends, and issues. One chapter harkens back to predecessors of comics in Asia, describing scrolls, paintings, books, and puppetry with humorous tinges, primarily in China, India, Indonesia, and Japan. The first overview of Asian comic books and magazines (both mainstream and alternative), graphic novels, newspaper comic strips and gag panels, plus cartoon/humor magazines, Asian Comics brims with facts, fascinating anecdotes, and interview quotes from many pioneering masters, as well as younger artists.**

1001 Comics You Must Read Before You Die

The Ultimate Guide to Comic Books, Graphic Novels and Manga

Rizzoli Publications **Visually amazing, this critical history of comic books, manga, and graphic novels is a must-have for any comic buff or collector. Over the centuries, comic books and their offshoots, such as graphic novels, manga, and bandes dessinées, have evolved into a phenomenally popular, influential, and unique art form with which we can express our opinions, our fantasies, our nightmares, and our dreams. In short: comics are emphatically no longer just for kids. This diverse, constantly evolving medium is truly coming into its own in the 21st century, from Hollywood's blockbuster adaptations of super-powered caped crusaders to the global spread of Japan's manga and its spinoffs, and from award-winning graphic novels such as Maus and Persepolis to new forms such as online webcomix. This volume is the perfect introduction to a dynamic and globally popular medium, embracing every graphic genre worldwide to assess the very best works of sequential art, graphic literature, comics, and comic strips, past and present. An international survey, this engaging volume is organized according to the year of first publication in the country of origin. An opening section acknowledges pioneering pre-1900 masterpieces, followed by sections divided by decade, creating a fascinating year-by-year chronicle of the graphic medium worldwide. The material includes the very earliest one-off albums to the latest in online comics and features some series and characters that have run for decades. Packed with fantastic reproductions of classic front covers and groundbreaking panels, this book is visually stunning as well as a trove of information--perfect for the passionate collector and casual fan alike.**

Comic Books

From Superheroes to Manga

Capstone Classroom **Describes the history of comic books and graphic novels, and discusses various superheroes, including Superman, Spider-Man, and the Fantastic Four.**

Manga

60 Years of Japanese Comics

Laurence King Publishing **Provides an illustrated introduction to the diversity and development of Japanese comics from 1945 to the present.**

Professional Manga

Digital Storytelling with Manga Studio EX

Taylor & Francis **Combine high-end manga storytelling theory and advice with the tools for digital creation in Manga Studio, guided by expert professional manga-ka. You'll discover manga storytelling techniques, from speed lines to technology, from toning to big sound effects. Steve Horton and Jeong Mo Yang then show you how best to accomplish these techniques using the leading manga art creation program, Manga Studio EX. Every ounce of theory is backed up with step-by-step manga illustrations and Manga Studio screenshots that show how these illustrations were created. See the techniques in action in The Other Side of the Tracks, a new manga short story in the book centerfold which demonstrates at least one example from every technique described. You can also follow the continuing story as a webmanga available at comicspace.com. And there's more! The companion CD includes trial version of Manga Studio EX along with high-resolution image files from the book. Smith Micro has also included a coupon for $100 off the full version of Manga Studio EX. --Authors are expert professional manga-ka (creators), with credits such as TokyoPop's Star Trek: the Manga and Dyoz, Image Comics' Strongarm, and Grounded Angel on the web. --There is no other Manga book that melds high-end Manga storytelling theory and advice, with the tools for digital creation in Manga Studio. --In the book centerfold is a new manga short story: The Other Side of the Tracks, which shows at least one example from every technique described. This story will continue after publication as a webmanga. --Demo version of Manga Studio EX on CD (plus exclusive value-adds not found elsewhere) along with high-resolution image files from the book. --Smith Micro (makers of Manga Studio) will provide a coupon in the back of the book for $50 to $100 off the $220 Manga Studio EX software.**

The Colorful Story of Comics

With Audio Recording

Simon and Schuster **Now beginning readers can learn all about the history of comics, graphic novels, manga, and more in this installment of the nonfiction Level 3 Ready-to-Read series about the history of fun stuff! Do you know how comics, graphic novels, and manga came to be? Or that they have their roots in cave drawings? Did you know that Benjamin Franklin is credited as having the first cartoon in an American newspaper? Ever wonder who put the fun in the Funny Pages? Become a History of Fun Stuff Expert on the funny history of comic strips, graphic novels, manga, and more, and amaze your friends with all you've learned in this fun, fact-filled Level 3 Ready-to-Read! A special section at the back of the book includes Common Core-vetted extras on subjects like science, social studies, and math, and there's even a fun quiz so readers can test themselves to see what they've learned! Learning about history has never been so much fun!**

Drawing Cutting Edge Fusion

American Comics With a Manga Influence

Random House Digital, Inc. **A fusion of cultures brings together storytelling and design in this tutorial, in which artists and comic fans alike will learn how to draw American style comic design with a manga influence.**

Stan Lee's How to Draw Comics

From the Legendary Creator of Spider-Man, The Incredible Hulk, Fantastic Four, X - Men, and Iron Man

Watson-Guptill **In Stan Lee's How to Draw Comics, Stan Lee reveals his secrets for: * Costumes * Penciling, Inking & Coloring * Lettering & Word Balloons * Digital Advances * Perspective & Foreshortening * What Makes Great Action * Page & Panel Layout * Covers * Creating a Portfolio * Getting Work When it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, he's sharing what he knows with you, Grasshopper! His cohorts have always been—and still are—some of the best in the business: Jack Kirby, John Romita, Sr., Neal Adams, Gil Kane, Mike Deodato, Jr., Frank Cho, and Jonathan Lau, and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic book industry, and there's an extensive section on various types of covers—the super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the hero fights valiantly to get the girl, no stone is left unturned! Here you'll also find info on all the small details—that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan Lee's How to Draw Comics features a cover that reunites long time collaborator John Romita Sr. and original cover artist of How to Draw Comics the Marvel Way. John Romita Sr. was most famous for his collaboration on The Amazing Spider-Man with Stan Lee! It's time for a new approach . . . "a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity." It's time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! Excelsior!**

Manhwa Mania

How to Draw Korean Comics

Random House Digital, Inc. **Provides instructions on drawing the popular Korean comics known as Manhwa, discussing techniques and the difference between this style and manga.**

Adult Comics

Routledge **In a society where a comic equates with knockabout amusement for children, the sudden pre-eminence of adult comics, on everything from political satire to erotic fantasy, has predictably attracted an enormous amount of attention. Adult comics are part of the cultural landscape in a way that would have been unimaginable a decade ago. In this first survey of its kind, Roger Sabin traces the history of comics for older readers from the end of the nineteenth century to the present. He takes in the pioneering titles pre-First World War, the underground 'comix' of the 1960s and 1970s, 'fandom' in the 1970s and 1980s, and the boom of the 1980s and 1990s (including 'graphic novels' and Viz.). Covering comics from the United States, Europe and Japan, Adult Comics addresses such issues as the graphic novel in context, cultural overspill and the role of women. By taking a broad sweep, Sabin demonstrates that the widely-held notion that comics 'grew up' in the late 1980s is a mistaken one, largely invented by the media. Adult Comics: An Introduction is intended primarily for student use, but is written with the comic enthusiast very much in mind.**

Manga for the Beginner Chibis

Everything You Need to Start Drawing the Super-Cute Characters of Japanese Comics

Watson-Guptill **A follow-up to the best-selling Manga for the Beginner provides step-by-step coverage of the many varieties of endearing chibi characters, from mini-people and animals to comical and villainous figures. Original.**

Manga for the Beginner Kawaii

How to Draw the Supercute Characters of Japanese Comics

Watson-Guptill Publications **explains the tools and techniques for drawing endearing Kawaii-style characters and includes coverage of anthros, monsters, Goths, and the subgenre moe ladies.**

Overstreet Comic Book Price Guide #51

Gemstone Publishing **As The Overstreet Comic Book Price Guide kicks off its sixth decade, the Bible of serious comic book collectors, dealers and historians returns with its 51st edition. In addition to the latest prices, the Guide will feature an extensive array of market reports that break down the marketplace's incredible boom during COVID-19! We take a look at Dick Tracy's 90th anniversary, how disabilities have been portrayed in comics, the latest inductees for The Overstreet Hall of Fame, and more. Static/Hardware cover by Denys Cowan & Bill Sienkiewicz.**

Hong Kong Comics

Princeton Architectural Press **What makes comics from Hong Kong unique? The author draws on a wide variety of examples, from political and satirical cartoons to violent cartoons and children's comics with their Japanese and Disney influences. 1,000 illustrations.**

Manga Pro Superstar Workshop

How to Create and Sell Comics and Graphic Novels

Comics, Graphic Novels, and Manga

The Ultimate Teen Guide

Rowman & Littlefield **This book provides a history of comic books, graphic novels, and manga, detailing the origins of each and providing an overview of their significance to young adult readers.**

Blank Comic Book for Kids : Create Your Own Comics with This Comic Book Journal Notebook

Over 100 Pages Large Big 8. 5 X 11 Cartoon / Comic Book with Lots of Templates

Createspace Independent Publishing Platform **Kids love making their own cartoons and comics and this Blank Comic Book for Kids is the book you need. Filled with comic book templates of various styles, with over 100 pages, this book will keep budding artists busy for hours. This is a big comic book, 8.5" x 11" so lots of room for them to immerse themselves in their own creativity. It is the perfect gift for the holidays as kids will have the time to sit down and draw. Order your blank comic book for kids today and let them create their own comics. Click to buy now.**

Manga for the Beginner Shoujo

Watson-Guptill **The ultimate guide to creating the most popular form of manga--shoujo! If you're reading this, you already love shoujo. But now you'll be able to take the next step and actually write and draw your very own. The teen characters that populate the genre are outrageously cool, including magical girls, demon gals, cat girls, J-rockers, handsome teen boys, Goth boys, and the increasingly popular elegant older young men that shoujo fans adore. No one can top Christopher Hart in helping you learn some fundamental art techniques that will bring shoujo characters, which are more realistic and less cartoon-like than other styles of manga, to life. His drawings in this book reflect the coolest and latest style Tokyo has to offer, and the easy-to-follow steps are designed for the beginner. From coloring to character development, Manga for The Beginner Shoujo has your back on every detail as you learn to create the most beloved of all manga. You may start off as an otaku (a manga fan), but you'll end up a mangaka (a manga artist)!**

One Piece, Vol. 26

Adventure on Kami's Island

VIZ Media LLC **The Straw Hats have made it to the ocean in the sky, but not everything is as angelic as they had imagined. Charged with illegal entry, they are being pursued by not only the Skypiea Police, but all the other inhabitants of the sky too! Everyone wants them out, but will these outlaws be allowed to leave in peace?! -- VIZ Media**

Manga Pro Superstar Workshop

How to Create and Sell Comics and Graphic Novels

IMPACT **Get real! Open this book and step inside the "real world" of creating professional-looking, publishable comics. Since landing her first professional gig at age 15, superstar cartoonist Colleen Doran has accumulated more than 500 credits to her name as an artist, writer and designer. In this book, she shares the firsthand lessons she's learned along the way, giving you a genuine, real-world understanding of how to create polished, publishable manga comics and graphic novels using the same methods the pros use! This is the kind of valuable insider information you won't find in other how-to books ... stuff that Colleen wishes she knew when she was starting out, including how to: Develop stories in the Japanese manga style versus a traditional Western style of comics. Turn your everyday experiences and observations into viable characters and plots. Use backgrounds to enhance characters' thoughts and actions. Perfect the art of lettering and word balloons. Convert a script into a comic or graphic novel, step by step Lay out dramatic and expressive pages. Create a cover for your manga. Submit a book package to a publisher. Explore alternative publishing options, such as self-publishing, blogs, fanzines and mini-comics. With step-by-step instruction and "assignments" throughout, this book will help you tailor classic techniques to suit your own unique style, and guide you toward your creative destiny.**

Maximizing the Impact of Comics in Your Library: Graphic Novels, Manga, and More

ABC-CLIO **This unique guide offers fresh insights on how graphic novels and comics differ from traditional books and require different treatment in the library—from purchasing, shelving, and cataloging to readers' advisory services, programs, and curriculum. Challenging librarians to rethink some of their traditional practices, Maximizing the Impact of Comics in Your Library provides creative and proven solutions for libraries of all types that want to get comics into the hands of fans and promote readership. The author describes how libraries would benefit from an in-house classification system and organization that accounts for both publishers and series. In addition, acquiring comics can often be tricky due to renumbering of series, reboots, shifting creative teams, and more—this book shows you how to work around those obstacles. Shelving and displays that reflect comic readers' browsing habits, creative programs that boost circulation of comics and graphic novels, and how comics can play a vital role in educational institutions are also covered. • Addresses common challenges librarians face with comics and graphic novels collections, and shows how to surmount them • Offers a solutions-focused approach • Describes how comics can be used to better engage your community and to educate youth • Fills a gap in the professional literature, covering topics not touched upon in the existing literature • Serves as a vital resource for public, academic, and school libraries**

Pandora

End of Days: A Zombie Survival-Horror Graphic Novel

CreateSpace **The most amazing archaeological discovery of our time-- a sarcophagus from an ancient civilization that predates the Egyptian Pyramids by more than fifty thousand years--is being broadcast as a live public exhibit on national TV. But in their haste to reveal a glimpse of what could be the origin of mankind, the scholars of the OBARI Foundation instead unleash an ancient plague upon the modern world. This is the age-old story of the curious--and of those who must race to close the door on what should never have been opened . . . This is PANDORA, the End of Days... ----------- PANDORA End of Days manga-comic Graphic Novel contains over 200+ pages of beautiful shaded illustrations by Jin Song Kim who brings Peter J. Ang's story to life with a combination of western comic book and Japanese Manga art styles together! For more info on the series: Pandora-eod.com Facebook.com/Realinterfacestudios Paranormal / Survival Horror / Plague / Zombie Apocalypse**

Graphic Content!

The Culture of Comic Books

Capstone **Traces the origins of comic books and discusses the emergence of superheroes, censorship issues, their depiction of increased social diversity, and their impact on society.**

The Complete Idiot's Guide to Drawing Manga Shoujo Illustrated

Penguin **Provides techniques and tips for creating cartoon characters and stories in the style of the Japanese genre, including step-by-step directions on how to draw facial expressions, bodies in motion, and combat weapons.**

Comics, Manga, and Graphic Novels: A History of Graphic Narratives

A History of Graphic Narratives

Praeger **This text examines comics, graphic novels, and manga with a broad, international scope that reveals their conceptual origins in antiquity. • Includes numerous illustrations of British satirical prints, Japanese woodblock prints, and the art of prominent illustrators • Includes a chapter on the latest developments in digital comics**

Sword of Hyperborea #1

Dark Horse Comics (Single Issues) **Mike Mignola! From the ancient warrior Gall Dennar, to Sir Edward Grey, to the B.P.R.D.'s Agent Howards, the iconic Hyperborean sword from the world of Hellboy has landed in many influential hands. And this has been no accident. Trace the sword's path through the adventures and encounters that finally brought it to Ragna Rok, at the end of the world, and witness the sword's journey through history. Hellboy creator Mike Mignola gives us a new tale from the world of Hellboy, cowritten by Rob Williams and featuring the art of Mignolaverse veteran Laurence Campbell to deliver never-before-seen Hellboy lore! • The story of the Hyperborean blade!**

All You Need Is Kill

VIZ Media LLC **When the alien Mimics invade, soldier Keiji Kiriya is killed, easily, on the battlefield. But he wakes up the previous morning as if nothing happened and must fight the battle again...and again...and again. Teamed up with the mysterious female fighter known as the Full Metal Bitch, Keiji must figure out how to stop the cycle—and what role his new and deadly ally plays in the fight to save Earth. Author Nick Mamatas (Bullettime, Love Is the Law) and artist Lee Ferguson (Miranda Mercury, Green Arrow/Black Canary) give Hiroshi Sakurazaka's mind-bending alien invasion tale a bold new look in the official comic adaptation of the original novel. Now a major motion picture starring Tom Cruise! -- VIZ Media**