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# Creating Comics From Start To Finish: Top Pros Reveal The Complete Creative Process



## Synopsis

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

## Book Information

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## Customer Reviews

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.

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