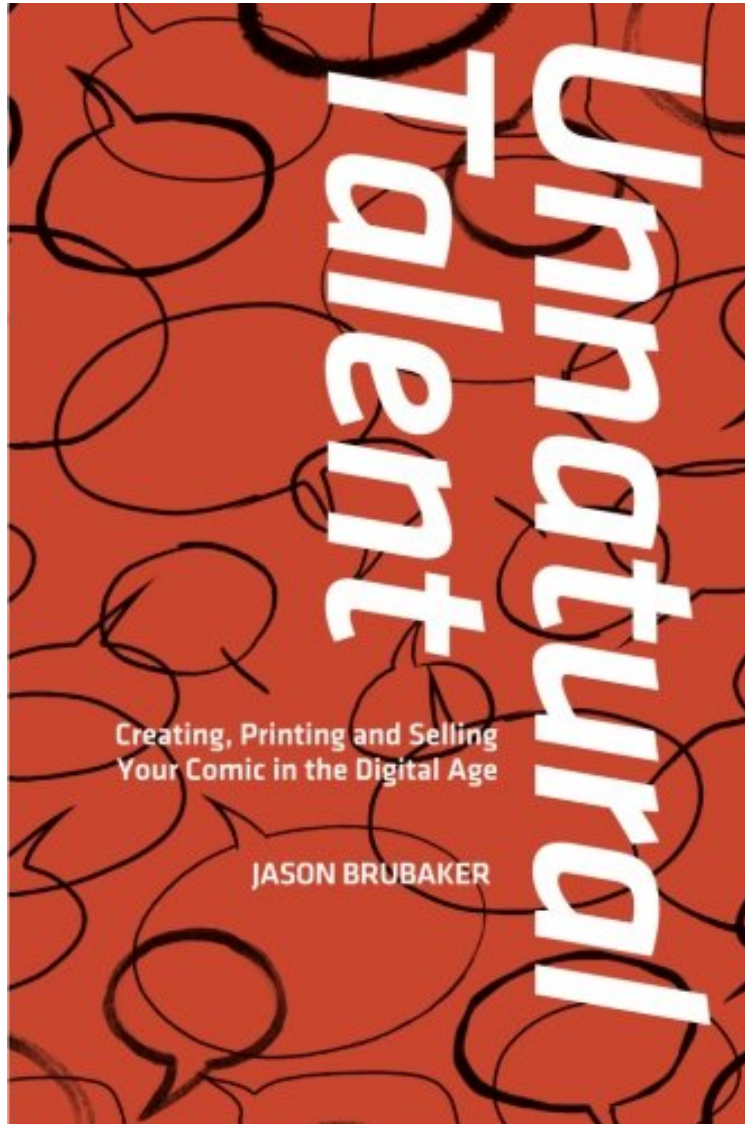


[Free] Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age

# Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age

Jason Brubaker

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**Jason Brubaker : Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age** before purchasing it in order to gage whether or not it would be worth my time, and all praised Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age:

2 of 2 people found the following review helpful. Highly practical guide! Jason tells it like it is - excellent job!By

William E. Lowenburg Jason has done an excellent job at laying out all of the trials and tribulations an aspiring graphic novelist / artist needs to go through to break into the market. I have quite a bit of experience in both traditional publishing and self-publishing and highly recommend this book. If you plan on going into the field of graphic novels as an artist or writer, this is an essential read...so get ready to work your butt off, because, as Jason will explain in detail, that's exactly what it takes. 1 of 1 people found the following review helpful. Extremely Practical  
By Angelo D. Collazo  
The author tells the story of how he made a graphic novel which he tried to sell at a convention, but no one bought it. (This is exactly the situation I don't want to be in. I'm thinking about making a graphic novel, however I know no one would buy it amidst all the other comics out there.) By contrast, his next graphic novel was a weekly web comic, which allowed him to build a fanbase which contributed lots of money to his Kickstarter campaign. He explains step by step how he was so successful. I now have a blueprint to work with, if I decide to move forward with my graphic novel. 1 of 1 people found the following review helpful. Jason Brubaker reveals all of the details to being successful if you put in the effort!  
By Line  
I've done some of the things he's already mentioned in the book for my own ventures so I know they work. Now, I just need to do the rest that I didn't know. Unlike some books which speak general about what to do, Jason actually even gives you links and contact information to people and companies that can help in your journey. If you are a modern day digital comic book artist or just an artist in general looking to get your art out there, proven and successful details are in here. The only negatives I spotted in the book is that there are a handful of spelling mistakes that I was easily able to figure out. But who knows, perhaps an updated eBook will solve that and this book will be 100%. -Line

The journey from being a no name artist to finding your voice in the world of comics has always been a mystery 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 there's nothing stopping you from getting your book in front of thousands or even millions of people. Suddenly you can'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 Brubaker's graphic novel *reMIND* raised over \$125,000 in pre-order sales on Kickstarter, won the Xeric Award and made ALA'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*.

About the Author Jason Brubaker began his career in graphic novels in 2011 with the Xeric Award winning *reMIND* which also got on the Great Graphic Novels for Teens list 2012. He works at Dreamworks Animation in Visual Development on many movies including *Kung Fu Panda*, *Kung Fu Panda 2*.