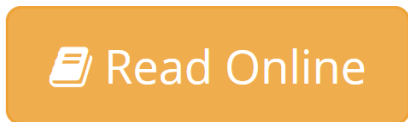



Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age


By Jason Brubaker



Unnatural Talent: Creating, Printing and Selling Your Comic in the Digital Age By Jason Brubaker

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.

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Editorial Review

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.

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