



The Complete Idiot's Guide to Creating a Graphic Novel

By Nat Gertler, Steve Lieber

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Tools for creating the next great graphic novel!

What do the movies *Men In Black*, *Road to Perdition*, *Ghost World*, and *X-Men* all have in common? Each started out as a graphic novel—one of the fastest growing segments of the book publishing industry. Now, here is the first book to provide a comprehensive and detailed look at the process involved in creating a successful graphic novel.

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Editorial Review

About the Author

Nat Gertler is an acclaimed comic book editor, educator, and graphic novel industry expert. His serialized graphic novel, *The Factor*, was nominated for an Eisner Award, and his publishing imprint, About Comics, has released works by several *New York Times* bestselling authors. He is the author of seven *Complete Idiot's Guides* books.

Steve Lieber is an award-winning graphic artist who has professionally drawn Conan, Buffy, Superman, Star Trek, and Batman comics. Lieber recently completed work on a sequel to the graphic novel, *Road To Perdition*, which was the source for the 2003 Academy Award-winning film by the same name.

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