

Great Independent Comics for YA Readers (13+)

Amy Unbounded by Rachel Hartman – <http://www.amyunbounded.com>

Battle Angel Alita by Yukito Kishiro – <http://www.viz.com>

Bone by Jeff Smith – <http://www.boneville.com>

Calvin and Hobbes by Bill Watterson

Castle Waiting by Linda Medley

Clan Apis by Jay Hosler – <http://www.jayhosler.com/clanapis.html>

Courtney Crumrin and the Night Things by Ted Naifeh – <http://www.onipress.com>

Cynicalman by Matt Fezell – <http://members.aol.com/cynicalman>

Halo and Sprocket by Kerry Callen – <http://www.haloandsprocket.com>

Hopeless Savages by Van Meter, Norrie, & Clugston-Major – <http://www.onipress.com>

Little White Mouse by Paul Sizer – <http://www.littlewhitemouse.com>

Lone Wolf and Cub by Kazuo Koike & Goseki Kojima – <http://www.darkhorse.com>

Meridian by CrossGen comics – <http://www.crossgen.com>

Nausicaa of the Valley of the Wind by Hayao Miyazaki - <http://www.nausicaa.net>

Paradise Valley Comics by Pam Bliss – <http://www.paradisevalleycomics.com>

Thieves and Kings by Mark Oakley – <http://www.iboxpublishing.com>

Usagi Yojimbo by Stan Sakai – <http://www.darkhorse.com>

Vögelein: Clockwork Faerie by Jane Irwin – <http://www.vogelein.com>

Great Online Resources

Comicon – <http://www.comicon.com>

Comics news and information

Diamond Comic Distribution – <http://www.diamondcomics.com>

The largest distributor of comics worldwide

Comics Worth Reading – <http://www.comicsworthreading.com>

Recommendations of excellent comics

How To Draw Manga – <http://www.howtodrawmanga.com>

Tips on how to draw Japanese Animation-style characters

Elfwood – <http://www.elfwood.com>

Post your very own drawings online for others to see

Blambot – <http://www.blambot.com/>

Free fonts and word balloon graphics

Books you should read if you want to make comics:

Understanding Comics by Scott McCloud – <http://www.scottmccloud.com>

Available from Amazon.com. A comic book about comic books. McCloud, in an incredibly accessible style, explains the details of how comics work: how they're composed, read and understood. More than just a book about comics, this gets to the heart of how we deal with visual languages in general. "The potential of comics is limitless and exciting!" writes McCloud.

Comics and Sequential Art by Will Eisner

Available from Amazon.com. Based on the popular course Eisner taught for several years at New York's School of Visual Arts, this lovingly written book on visual storytelling contains an accumulation of his ideas, theories and advice on the practice of graphic story-telling and the uses to which the comic book art form can be applied. Whether you're a film student, literature student, artist or simply a fan of good storytelling, you'll love this book filled with Eisner's cartoons.

Graphic Storytelling by Will Eisner

Available from Amazon.com. A companion to Comics & Sequential Art, this book takes the principles examined in that title and applies them to the process of graphic storytelling. Eisner shows comic artists, filmmakers and graphic designers how to craft stories in a visual medium.

Hopelessly Lost but Making Good Time, Volumes 1, 2 and 3 by Pam Bliss

Minicomics about making minicomics! You can order these for only \$2.00 each + \$1.00 each shipping. Mail a check or money order to:

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PO Box 304
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paradisevalleycomics@yahoo.com
<http://www.paradisevalleycomics.com>

How to copyright your characters:

Visit <http://www.loc.gov/copyright/>

This is the website of the US Library of Congress and the United States Copyright Office. They have instructions and documents on their site that will tell you how to copyright your characters and ideas. Currently, it costs about \$30 to copyright a character or idea.