

Worth A Thousand Words: Editing Graphic Novels

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General resources for working with comics and graphic novels

- *Understanding Comics* by Scott McCloud—*the* book on comics and graphic novels as an art form and way of storytelling.
- *Words for Pictures* by Brian Michael Bendis—an excellent guide to the comic/graphic novel writing process, including material on working with the art and writing teams.

Resources for editing scripts

- Comic Book Script Archive (<http://www.comicsexperience.com/scripts/>): Database of example comic book and graphic novel scripts.
- How to Format and Submit Graphic Novels (<https://larawillard.com/2016/03/14/how-to-format-and-submit-graphic-novels/>): Detailed blog post covering formatting/submission of scripts and what editors and writers should look out for.

Resources for proofreading

- Lettering Tips (<https://blambot.com/pages/lettering-tips>): Infographics showing lettering conventions (including guidelines for balloons, captions, etc.). The whole Blambot site is an excellent resource.

Want more? This November I'll be teaching an EFA class on editing comics and graphic novels.

Visit <https://www.the-efa.org/product-category/active-courses/> for details or email me at christina@pagetwoeditorial.com.