

## GRAPHIC NOVELS: LAYOUT AND PRINTING

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Well this is it, the final PDF in the graphic novel series. We've covered the whole process in a passing overview and now have come to the final part: layout and publication. This will probably be a simple and short piece as there isn't really a whole lot of secrets to put forth on this process.

In general by the time you get to this point you're going to have finished pages for your graphic novel. Now these finished pages are going to have to be scanned into a computer and from there a program (most likely Adobe Indesign) is going to take the individual layers or the whole finished page and make it one page in a book. The book is just a combination of all the other individual pages (I know I'm being overly simple in this explanation but I'm just giving an overview). That book then is made into either a PDF or other format the printer you are going with wishes to use for their printing process.

Now, how does one print? I ask this as there are many ways this can be done. For instance, you might want to self-publish and just go to your own printer or even Kinkos or some other store to have them print and staple your work together. You might want to send it to a traditional publisher and have them print up copies or you might want to go down the digital route of e-books such as making it an iBook or other electronic option. The paths to chose from these days is growing ever more divergent and not having the knowledge of what you wish to do/achieve with your work I can't give much more information than that.

Just as there are many options to choose from I'm not going to tell you what is right for you nor am I going to get too deep into the process you need to go through to get them to that format. A simple Google search will point you to places that can walk you through the steps of getting you through the process a lot better than I can with this PDF. But just because you have a finished graphic novel how do you get it into the hands of readers? That is the mark of marketing and advertising. This takes us to another gray area I'm not going to get into with this PDF (told you it would be short).

It all comes down to what you want to do with your work, how you plan to get it made, and what it is actually about. For example, if you had a digital only version of your graphic novel than you might not be so keen on doing book signings. You could hit the blog and podcast circuit with it but it wouldn't be stocked in stores in the traditional sense so your presence there might not be the best option. Going to conventions is a great way to get word of mouth going, especially if you're self-publishing. Local comic shops and indie book shops could help there too but again it all depends on those goals and categories I told you about before.

One big place you can look is [Diamond Comics](http://www.diamondcomics.com): (<http://www.diamondcomics.com>). They are the largest distributor of comics in North America and other places all over the world. You can look at getting carried by them and they can put your book before people to purchase. There is not guarantee that it will be picked up or even sell well when/if it is picked up but it is something to look to as you move forward in getting that marketing and sales going.

I've now exhausted the basic premise for this series at this point in time but encourage you to keep looking at, studying, and reading comics and graphic novels to have a better idea of what is out there in the market place. And don't forget to have fun while in your work too.

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