



Comics for Film, Games, and Animation: Using Comics to Construct Your Transmedia Storyworld

By Tyler Weaver

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Writers, directors, and producers? reach a wider audience by embracing comics to supplement your own ideas, and offer more options for audience engagement.

Comics are a key element in today's convergence culture. From their use in video games, like *Batman: Arkham City* and the *Halo* series to their use in films like *Star Trek* and *The Incredibles*, comics have proven an invaluable method for creators to expand their storyworld and provide audiences with irresistible gateways into the story.

Tyler Weaver teaches you how to integrate comic storytelling into your own transmedia work by exploring their past, present, and future. He discusses the creation of the unique mythologies in comic stories and digs into the details of comic construction, from pacing to scripting to collaboration.

* Chapters on convergence and mythology building: Comics have endured because of their expansive and exciting mythologies. How can you apply that to your own work?

* Interviews with key practitioners and artists in the field, bringing a personal look into how professionals do their work

* The companion website features a blog with new projects and advancements in digital comics, expanded interviews, script templates, and listings of independent artists



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Editorial Review

About the Author

Tyler Weaver is a writer of stories in and across books, comics, radio and film. He is the writer and co-creator of *WHIZ!BAM!POW!*, a transmedia story experience of family, forgery, death rays, and the Golden Age of comics; the pulp-infused experimental series *Mystery Illusion Theatre*; the film *Gather 'Round the Mic*; and the book *Comics for Film, Games & Animation: Using Comics to Construct Your Transmedia Storyworld*, published by Focal Press. He is currently a regular contributor to *Script Magazine*.

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