

Kickstarter For The Independent Creator A Practical And Informative Guide To Crowdfunding

In under 3 months during a global pandemic, 150 female & non-binary creatives from across the globe came to together to create INSIDER ART: A Compendium of Comics, Crafts & Cats. Chock-full of 272 pages of all-ages entertainment, this anthology features eight chapters of comics, prose, and activities set within the walls of eight rooms in an art house -- the bedroom, attic, living room, bathroom, basement, kitchen, craft room, and garage. Curated by eight fearless comics book editors. INSIDER ART celebrates storytelling as an art form and champions diversity, inclusion and collaboration in the comic book community.

Tantrums are bad--except when they save the world. An environmental picture book about finding your voice, taking collective action, and saving the planet--for kids ages 5 - 9. Sophia's minding her own business when--bing bong!--the doorbell announces an unexpected guest: a polar bear. Despite Sophia's protests, he walks right in, making himself at home. His ice cap is melting--where else is he supposed to go? Soon, more visitors arrive: a dispirited sea turtle and farmers whose lands have gone dry are joined by confused bees, more climate refugees, and a grumpy Bengal tiger. Sophia is frustrated and confused. She doesn't understand why they showed up at her house...or what any of this has to do with her. But as Sophia hears their stories, she learns that this is her fight, too...and discovers the power of collective action, the strength of her own voice, and how all of us are stronger together. They head to City Hall only to wait around for hours before being dismissed, and Sophia just can't hold it in anymore: Sophia's strong feelings smoldered once more, And this time they'd gotten too big to ignore. Raging with purpose, with banners unfurled, She kicked off a tantrum to save the whole world! And she does--and so can you. An inspirational, beautifully illustrated picture book for kids aged 5 to 9, The Tantrum that Saved the World is part environmental story, part ode to community action, and part blueprint for building a better world--together, for all of us.

A blood-soaked epic of the real-life Vlad the Impaler's transformation into the vampire Dracula. Part historical fiction, part horror fantasy, this graphic novel is brought to you by writer Mark Sable (The Dark, Graveyard of Empires, Unthinkable) and artist Salgood Sam (Dream Life, Therefore Repent, Sea of Red). Collects the original digital series Dracula: Son of the Dragon. During the Chaos War, martial magic users called Hexers fought a battle so intense that their magic tore a rift between dimensions allowing terrifying other-dimensional creatures called the Weird to invade and inhabit any being they choose--living or dead. Hexers are the only ones who can kill a Weird. Unfortunately, most Hexers are dead or hunted by corrupted magic users called the Razer. Hexer Xane Dusk, traveling with his mechbot, K.O.M.bot, travels to The Boneyard, a graveyard of derelict ships, tracking a young scavver woman named Sooz. Is Dusk's aim to save her--or to end her--and will either of them survive what else lurks in the shadows of the abandoned vessel?

Collecting the smash-hit miniseries that launched AHOY Comics! On dark, gritty Earth-Omega, masked vigilante Dragonfly

punishes evil maniacs and evades corrupt authorities. On sun-splashed Earth-Alpha, costumed crook-catcher Dragonflyman upholds the letter of the law. Now they're trapped on each other's worlds, where even the good guys don't share their values! This volume also collects all the original Stinger and Dragonflyman backup stories, plus extra behind-the-scenes features. Collecting the smash-hit miniseries that launched AHOY Comics! On dark, gritty Earth-Omega, masked vigilante Dragonfly punishes evil maniacs and evades corrupt authorities. On sun-splashed Earth-Alpha, costumed crook-catcher Dragonflyman upholds the letter of the law. Now they're trapped on each other's worlds, where even the good guys don't share their values! This volume also collects all the original Stinger and Dragonflyman backup stories, plus extra behind-the-scenes features.

This Is Bliss is a transmedia narrative project investigating the vanishing roadside geography and culture of a rural Idaho town named Bliss. The project considers how mythologies of place and happiness collide, and are frequently confounded, in a location with a complex narrative of booms and busts that reflects the complicated history of American Idealism and Manifest Destiny. All that remains in Bliss is two gas stations, a school, a church, a diner, and two saloons to service its 300 current residents. Through a thorough look at the contemporary landscape and its residents, This Is Bliss contrasts romantic visions of the American West with its contemporary reality and considers how the heights of idealism are envisioned on both a personal and cultural level. So you want to produce a short film. Or design a new line of jewelry. Or manufacture a revolutionary solar-powered garden sprinkler. There's just one catch: You need \$100,000 to bankroll your dream, and your checking account has barely enough to cover the rent. Enter Kickstarter.com—the phenomenal “crowdfunding” website launched in 2009 that brings venture capital to the masses. At Kickstarter, it's not uncommon for entrepreneurs to raise \$50,000, \$100,000, \$250,000, or more. All you need is a great idea—and The Kickstarter Handbook. Business journalist Don Steinberg has interviewed dozens of artists and inventors who launched their passion projects online. Through their voices, you'll explore all the strategies of a successful Kickstarter campaign. You'll learn the elements of a compelling Kickstarter video, innovative ways to market your projects, tips for getting donors onboard, and the secrets of irresistible Kickstarter “rewards.” You'll also discover what to do in a best-case scenario—when your project goes viral and the cash starts flowing in. On Kickstarter, it happens to a few lucky visionaries every week. Here's how to be one of them.

Oh, hello spooky living person. Welcome to my book which educates the living on what it's like to be a ghost and why we shouldn't be afraid of one another. In his debut publication, Peter Ricq introduces us to Ethan Alby, a ghost who lives among us spooky living people and who genuinely wants to be friends. Charming and tongue-in-cheek text is paired with pointillism art giving the book a film noir meets Tim Burton mood and aesthetic.

Independent Filmmaking and Digital Convergence: Transmedia and Beyond offers a comprehensive analysis of the technological changes of the past few decades in independent film and media-making, and explores new strategies and practices in media production, exhibition and distribution for independent producers and content creators. The book examines how independent filmmaking concepts have merged with digital and online technologies to create new hybrid multi-platform content creations. It explores key questions like how to reach an audience at a time when media conglomerates and their products dominate the market, and simultaneously, there is an overabundance of content

competing for viewer time. The book investigates what kind of stories we tell and why; how the audience has changed, and what their expectations are; what the various niche markets are for independent producers and creators in new media; and new models for media financing and distribution. The content found in this book: Bridges the gap between professional media-makers and amateurs by focusing on new and emerging media models and practices. Provides a holistic view of the new media landscape, and practical advice on producing content in the new multi-platform media environment. Demonstrates how to create financially sustainable models for independent producers and creators in a shifting and unstable environment, providing many challenges, but also opportunities for independents. The author's website (<http://www.filmconvergence.com/>) supports this book with case studies, news and updates.

Independent creator Madeleine Holly-Rosing walks you through the steps of crowdfunding your independent project in this 2nd edition of her popular book *Kickstarter for the Independent Creator*. In this practical and down-to-earth guide, Madeleine shares how she went from failure to successfully funding four campaigns for her comic *Boston Metaphysical Society*. In this book you will learn: *How to choose your platform* *How to write an effective Kickstarter Homepage* *How to build a core email list* *What goes into a pre-launch and campaign strategy* *How postage can make you or break you* *How your passion project languishing due to lack of funding? Learn tips in this book that Madeleine's students have used to meet and exceed their crowdfunding goals.

"Neil Young's Pono campaign was the third most successful hardware campaign of all time, and Alex deserves much of the credit, second only to Neil, of course. The Crowdsourceress will give you everything you need to make your campaign a success." --Phil Baker, COO, Pono
"Owning The Crowdsourceress is like having Alex Daly's 'special sauce' right at your fingertips." --Jesse Reed, cofounder, Standards Manual
In recent years, the crowdfunding industry has generated several billions in funding. But the harsh reality is that around 60 percent of Kickstarter campaigns fail. Enter Alex Daly, a crowdfunding expert who has raised over \$20 million for her clients' campaigns. She has run some of Kickstarter's biggest projects-TLC's newest album, Neil Young's audio player, and Joan Didion's documentary. In this book, Daly takes readers deep inside her most successful campaigns, showing you how to Get fans and influencers excited about your launch Build an appealing and powerfully designed campaign Access proven video tips, pitching tactics, press releases, and rewards ideas Avoid the most common headaches and pitfalls Here you'll get tangible tools to run your own crowdfunding campaigns and fully connect with the crowd, get people to pay attention, and inspire them to act.

Introduction: independents change the channel -- Developing open tv: innovation for the open network, 1995-2005 -- Open tv production: revaluing creative labor -- Open tv representation: reforming cultural politics -- Open tv distribution: struggling for an independent market -- Scaling open tv: the challenges of big data television -- Epilogue: open tv and the future of the networked era

Eisner and Harvey Award-winning writer Mark Andrew Smith joins forces with Eisner-nominated *Orc Stain* creator James Stokoe for a graphic novel packed with shocks, gore, and screamingly outrageous humor, when America's Favorite Pastime becomes one baseball team's ultimate nightmare! Long past their former glory, the minor league Sluggers get an invitation to play a baseball game in a cursed small town. After the 7th inning stretch, the sun goes down, and the dysfunctional teammates find themselves fighting for their lives against a town of flesh-eating monsters! Now, it's up to coach Casey Sullivan to help his team escape from being the next dish in the town's terrifying feeding frenzy! Featuring a bonus section with concept art, pinups by multiple artists, and more.

Having successfully funded two Kickstarters for her comic *Boston Metaphysical Society*, writer/creator, Madeleine Holly-Rosing shares her very specific and practical strategies for running a successful crowdfunding campaign with a goal of under 10K. Having taught this as a class

at Pulp Fiction Books and Comics in Culver City, the book is designed for individual creators who cannot afford to hire a team or a PR person. The book covers social media, public relations, preparing your email list, interviews/podcasts, reaching out at Comic Cons and other events, crunching those numbers, avoiding postage pitfalls as well as developing your Kickstarter homepage, pre-launch strategy, campaign strategy and fulfillment.

Collection of the "Teflon Funk!" comic series chapters 1 - 8

The Shoppe Keeper crosses the pond in search of even more mysterious artifacts and musical instruments with a haunted past. So put on your favorite album, pull up a chair, and immerse yourself in these 24-chilling tales that will have you questioning everything you think you know about music.

A vision for building a society that looks beyond money and toward maximizing the values that make life worth living, from the cofounder of Kickstarter. Western society is trapped by three assumptions: 1) That the point of life is to maximize your self-interest and wealth, 2) That we're individuals trapped in an adversarial world, and 3) That this is natural and inevitable. These ideas separate us, keep us powerless, and limit our imagination for the future. It's time we replace them with something new. This Could Be Our Future is about how we got here, and how we change course. While the pursuit of wealth has produced innovation and prosperity, it also established an implicit belief that the right choice in every decision is whichever option makes the most money. The answer isn't to get rid of money; it's to expand our concept of value. By assigning rational value to other values besides money--things like community, purpose, and sustainability--we can refocus our energies to build a society that's generous, fair, and ready for the future. By recalibrating our definition of value, a world of scarcity can become a world of abundance. Hopeful but firmly grounded, full of concrete solutions and bursting with creativity, This Could Be Our Future brilliantly dissects the world we live in and shows us a road map to the world we are capable of making.

Following her amazing adventures in BANZAI GIRL Volume 1 "By Dreams Betrayed," Jinky Coronado and Michelle Bebot recorded an album and performed a whirlwind multi-country music tour as the Banzai Girls - returning home to the Philippines only to find the monsters of myth and legend just keep on comin! Not only are they captured by the Kapre` (a huge, mysterious tree-dwelling creature) and face the Duwende horror, Michelle endures the terror of the Tikbalang, which claims her for his bride! And that's before a mysterious female foe takes revenge upon Jinky Coronado, her young sister Jasmine, and her whole family for reasons quite frightening and very dear. Inspired by true events, this all-new graphic adventure is now revealed in "Fifty Shades of Prey"!

Longstanding mysteries from the Mignolaverse, finally solved in this collection of standalone stories! When did Rasputin find his calling to bring about Ragna Rok? How did the Visitor stay hidden on Earth for so long? And where did the legendary Sledgehammer armor really come from? These questions and more are answered in this new collection from the world of Hellboy! Three stories of instrumental side characters are explored in full, collected for the first time in a digital book perfect for any Hellboy fan's library. Hellboy creator Mike Mignola is joined by John Arcudi, Chris Roberson, Laurence Campbell, Christopher Mitten, Dave

Stewart, and others to bring these hidden corners of the Mignolaverse to light. Collects Rasputin: The Voice of the Dragon TPB; Sledgehammer 44 TPB; The Visitor: How and Why He Stayed TPB.

Master the art of crowdfunding to launch your product on Indiegogo and Kickstarter. Whether you're just starting out or already have a booming business, this is the exact playbook the most innovative companies are using to launch successful products today. What if you could build a community that eagerly counted down the days until they could buy your product? What if you could develop such powerful positioning in your market that you rose above your competition? And what if you could actually feel confident your product was going to be successful before you pressed the launch button? CROWDFUNDED is not just another "how-to" book on launching products. There is no fluff here. No feel good stories without substance. No claims without data. This is a no BS blueprint for launching a successful crowdfunding campaign. Mark Pecota, CEO and co-founder of the most successful crowdfunding agency LaunchBoom, reveals the system his team has developed since 2015 - a system that has raised over \$50 million on Indiegogo and Kickstarter. Stop waiting for the right opportunity to launch your crowdfunding campaign. This is it and this book will show you how. REVIEWS FROM INDUSTRY EXPERTS "Mark Pecota has been in the crowdfunding space since 2015 and it really shows. The sheer amount of million dollar campaigns that LaunchBoom has been a part of is staggering. Mark's data driven approach for pre-launch and launch are second to none. If you want to crowdfund an innovative product, you want to have him on your team." - Mark Regal, Director of Hardware and Technology @ Indiegogo "The Internet is riddled with one-off information on how select campaigns succeed, but this book goes over the exact framework LaunchBoom has used to successfully launch hundreds of campaigns." - Scott Adamson, Co-Founder @ Kickbooster "Listen to LaunchBoom. Whether you're a first-timer or a seasoned creator, this book will teach you something new about how crowdfunding works complimented by proven strategies to reach success." - Jason Furie, Content and Community @ BackerKit

Mary Posa hates her job. She works long hours for little pay, no insurance, and worst of all, no respect. Her co-workers are jerks and her boss doesn't appreciate her. He's also a supervillain. And her parents... well, they're the most famous superhero couple in Crepe City, along with her sister. Cursed with a conscience, Mary would give anything to be something other than a Henchgirl, but no matter what she does her plans always seem to go awry. This Second Edition printing offers the humor and henching you love, along with an extra, new Henchgirl story!

Collecting all 13 issues of the completely remastered Starstruck series by Elaine Lee and Michael Kaluta - that's 360-pages of Starstruck and Galactic Girl Guides adventures, covers, pin-ups, glossary, postcards, and so much more! The first truly comprehensive collection of this material in a grand, over-sized edition, this beautiful book features some of the finest art ever put to paper by Kaluta, including many pages that were never printed in the original run. Additionally, Kaluta painstakingly added approximately 20% of art to nearly every page to ensure the aspect ratio of the comic would be consistent and correct. The end result is unlike anything you've ever experienced, a head-spinning, synapse-snapping, soul-searing ride to a world like no other... the world of Starstruck!

More Than Money Jamey Stegmaier knows crowdfunding. He's a veteran of seven successful Kickstarter campaigns (and counting) that have raised over \$1.4 million, and he's the proprietor of the widely read Kickstarter Lessons blog. In this book he offers a comprehensive guide to crowdfunding, demonstrating that it can be a powerful way for entrepreneurs to grow their businesses by building community and putting their customers first. This book includes over forty stories of inspiring successes and sobering disasters. Stegmaier uses these examples to demonstrate how to (and how not to) prepare for a campaign, grow a fan base, structure a pitch, find new backers, and execute many other crucially important "nuts and bolts" elements of a successful crowdfunding project. But Stegmaier emphasizes that the benefits of crowdfunding are much more about the "crowd" than the "funding." He shows that if you treat your backers as people, not pocketbooks—communicate regularly and transparently with them, ask their opinions, attend to their needs—they'll become advocates as well as funders, exponentially increasing your project's chances of succeeding.

No Straight Lines showcases major names such as Alison Bechdel, Howard Cruse, and Ralf Koenig (one of Europe's most popular cartoonists), as well as high-profile, crossover creators who have dabbled in LGBT cartooning, like legendary NYC artist David Wojnarowicz and media darling and advice columnist Dan Savage. No Straight Lines also spotlights many talented creators who never made it out of the queer comics ghetto, but produced amazing work that deserves wider attention. Queer cartooning encompasses some of the best and most interesting comics of the last four decades, with creators tackling complex issues of identity and a changing society with intelligence, humor, and imagination. This book celebrates this vibrant artistic underground by gathering together a collection of excellent stories that can be enjoyed by all. Until recently, queer cartooning existed in a parallel universe to the rest of comics, appearing only in gay newspapers and gay bookstores and not in comic book stores, mainstream bookstores or newspapers. The insular nature of the world of queer cartooning, however, created a fascinating artistic scene. LGBT comics have been an uncensored, internal conversation within the queer community, and thus provide a unique window into the hopes, fears, and fantasies of queer people for the last four decades. These comics have forged their aesthetics from the influences of underground comix, gay erotic art, punk zines, and the biting commentaries of drag queens, bull dykes, and other marginalized queers. They have analyzed their own communities, and their relationship with the broader society. They are smart, funny, and profound. No Straight Lines has been heralded by people interested in comics history, and people invested in LGBT culture will embrace it as a unique and invaluable collection.

From the bestselling author of *Romeo and/or Juliet* and *How to Invent Everything*, the greatest work in English literature, now in the greatest format of English literature: a chooseable-path adventure! When Shakespeare wrote *Hamlet* he gave the world just one possible storyline, drawn from a constellation of billions of alternate narratives. And now you can correct that horrible mistake! Play as *Hamlet* and avenge your father's death—with ruthless efficiency this time. Play as *Ophelia* and change the world with your scientific brilliance. Play as *Hamlet's* father and die on the first page, then investigate your own murder... as a ghost! Featuring over 100 different endings, each illustrated by today's greatest artists, incredible side quests, fun puzzles, and a book-within-a-book

instead of a play-within-a-play, *To Be or Not To Be* offers up new surprises and secrets every time you read it. You decide this all sounds extremely excellent, and that you will definitely purchase this book right away. Because as the Bard said: "to be or not to be... that is the adventure." ...You're almost certain that's how it goes. *To Be or Not To Be* originally launched as a record-breaking Kickstarter project. This new, reader-friendly edition features the same text and illustrations as the original version, redesigned to take up half as many pages and weigh a whole pound less.

An ex-Pinkerton detective, a spirit photographer, and a genius scientist battle supernatural forces in late 1800's Boston. Includes the complete six issue mini-series, plus the ten page story, *Hunter-Killer*.

This book is for Kickstarter newbies and first-time creators. It will teach and show you how to collect potential backers early, in advance, and how to plan a Kickstarter campaign from start to finish with the aim of ensuring that you get fully funded.

Exploring the infinite universe of Independent Comics! ICC Magazine Issue #3 spotlights the amazing work of Christie Shinn, how to create comics in CGI, some stellar Artist Spotlights, and Brian Silveira pitches his surreal graphic novel series *BUN!* Plus comic reviews, and tips and advice for Independent Comic Publishers! Terance Baker, Bill McCormick, Pam Harrison, Winston Jordan
Standard Comic Full Color Page Count: 56 ICC Magazine showcases the best and brightest stars in Independent Comics and offers tips and advice for upcoming artists from the pros. If you thought there were no inspirational material or resources for Independent Comic artists, let ICC Magazine be your guide! Independent Creators Connection is your creative nexus!

This anthology comic of horror tales eschews conventional terrors, and instead offers twenty-six unsettling stories of weird and original dread: stories of infection, isolation, and alienation that give us new reasons to be afraid.

Kerrie sets about her daily task of preparing Mum's heroin... Jakey has had enough of life in the crew... Cameron is too scared to step outside the front door... One morning, the three teenagers discover a note in the Frosties. Mum has abandoned them: they have been left home alone... *Blackberry Trout Face* is a bold, gritty and funny play, which explores the universal themes of family, loyalty and ambition. With sharply-drawn characters, crackling dialogue, and plenty of humour, we follow three young people as they struggle to cope in exceptional circumstances. *Blackberry Trout Face* was commissioned and developed by award-winning theatre company 20 Stories High. Winner of the 2010 Brian Way Award - the UK's best new play for young audiences Shortlisted for the Manchester Evening News Best New Play Award 'An amazing show that opened my eyes' - Sam, aged 17, audience member 'A brave new voice in British Theatre' - Manchester Evening News on Laurence Wilson

'Twas the night before Christmas, when all through the house Not a creature was stirring, not even a mouse... And then the clock strikes thirteen and you wake to hear a thud downstairs. Investigating, you discover that your home has been invaded by two red-cloaked, and bearded, strangers. Before you know what is happening, Krampus the Christmas Devil has abducted Santa Claus, and it's up to you to save Saint Nick before Christmas Day dawns and the cruel, birch-

wielding, goat-legged one usurps the generous gift-giver's position, taking his place forever. He knows if you've been good or bad, so be good for goodness sake... Throughout the course of the adventure, YOU decide which path to take, which risks to brave, and even which of the strange creatures you will meet along the way to engage in battle. Success is by no means certain and you may well fail to complete the adventure at your first attempt. However, with experience, skill, and maybe even a little luck, each new attempt should bring you closer to your ultimate goal. But whether you succeed in your quest will be down to the choices YOU make.

Silver Medal Winner in the Feathered Quill Book Awards. Politics and power. Demons and spirits. When ex-Pinkerton detective Samuel Hunter married Elizabeth Weldsmore, the heir to one of Boston's Great Houses, he knew his life would change forever, but he never expected the return of Elizabeth's psychic abilities. Not only do they have to keep it a secret, but Elizabeth must learn quickly how to master them. For a psychic in a Great House is a political liability which her father, Jonathan Weldsmore, knows only too well. As the Great Houses jockey for power, the three of them must contend with treachery, subterfuge, and potentially a new demonic threat, in this political and supernatural thriller set in an alternate-history Boston of 1890. This novel is the prequel to the popular graphic novel, Boston Metaphysical Society: The Complete Series.

This oversized hardcover is jam-packed with gorgeous artwork and captivating stories from today's heavy hitters in both mainstream and indie comics. Greg Pak and Tom Raney deliver a poignant tale of police officer returning to duty thanks to a

"Independent By Design is a celebration of independent videogame creation, presented through a deluxe hardback book that chronicles the experiences and vivid design of over twenty of the world's most revered and renowned indie game developers. It combines inside stories focused on specific studios and individuals, informed by tens of hours of original interviews, with compelling pages of original artwork and concept documents."--Publisher.

"Since 2007, Richard Renaldi has been working on a series of photographs that involve approaching and asking complete strangers to physically interact while posing together for a portrait. Working on the street with a large format eight-by-ten-inch view camera, Renaldi encounters the subjects for his photographs in towns and cities all over the United States. He pairs them up and invites them to pose together, intimately, in ways that people are usually taught to reserve for their close friends and loved ones. Renaldi creates spontaneous and fleeting relationships between strangers, for the camera, often pushing his subjects beyond their comfort levels. These relationships may only last for the moment the shutter is released, but the resulting photographs are moving and provocative, and raise profound questions about the possibilities for positive human connection in a diverse society. -- Provided by publisher."--Publisher's description.

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