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Scott McCloud the author, describes Reinventing Comics not
as a sequel to Understanding Comics but as it ' s own book.
Reinventing Comics focuses more on the business side of
comics and how comic artist were affected by the fall of
comics in the 1990 ' s due to drop in sales, interest and
limited collector items almost killed comics and caused a
large majority of comic book stores to be shut down.

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Reinventing Comics: How Imagination and Technology Are Revolutionizing an Art Form (2000) is a book written by comic book writer and artist Scott McCloud. It was a thematic sequel to his critically acclaimed *Understanding Comics* , and was followed by *Making Comics* .

Reinventing Comics - Wikipedia

Reinventing Comics: How Imagination and Technology Are Revolutionizing an Art Form: Author: Scott McCloud: Edition: illustrated: Publisher: Harper Collins, 2000: ISBN: 0060953500, 9780060953508:...

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Book Reinventing Comics How Imagination and Technology Are Revolutionizing an Art Form In 1993 Scott McCloud tore down the wall between high and low culture with the acclaimed international hit *Understanding Comics* a massive comic book that explored the inner workings of the worlds most misunderstood art form Now McCloud takes comics to te next leavle charting twelve different revol

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In the first half of Reinventing Comics, an elegantly clean example of comic art in McCloud's trademark bold black-and-white style, the author outlines how hype, speculation, and artistic burnout led to the genre's decline. He then lays out 12 paths toward a new revolution of comics, including creators' rights, industry innovation, public perception, gender balance, and diversity of genre, which are then explored with such innovative intelligence that, as with his earlier work, the ...

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Reinventing Comics. 2000. 256 pages. Black and White. The controversial 242-page follow-up to Understanding Comics advocates 12 different revolutions in the way comics are created, distributed and perceived with special emphasis on the potential of Online Comics. Part One examines comics as an art form and as literature, creator's rights, the changing business of comics, public perception, and gender and ethnic diversity.