Publish Comic Books to Kindle
Like a Super Hero

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Hosted By: Jay Boyer and John S. Rhodes

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Table of Contents

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Introduction

http://realfastkindlecomics.com/jjfast

In this lesson, you are going to learn how to publish comics like a superhero. In other words, by reviewing this information, you are going to learn how you can create profitable original content graphic novels and comics fast. You can do this even if you can't draw a stick figure or have trouble writing a grocery list. This training is for everyone.

This information was originally presented by Tony Laidig and Daniel Hall. They have come up with a brand-new course, which you will be given the chance to sign up for. It is called Real Fast Kindle Comics. This course will be taught live by both Tony and Daniel. You'll learn more about how to get involved with this later on in the lesson.

For now, Tony and Daniel want to make a promise to you. That promise is that even if you find it difficult to write stories or fictional works, you can still produce compelling tales for your comic books and graphic novels. If you review the information within this lesson, you are going to learn how.

Now, you might be thinking to yourself "That's all well and good, but if I can't draw, how could I possibly do this? After all, aren't graphic novels and comics driven by graphics?" Of course they

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are. That's what they are all about. That brings about the second part of Tony and Daniel's promise. Even if you can't draw you are going to be able to learn how to create very professional looking graphics for your comic books and graphic novels.

If you know anything at all about Tony and Daniel, you know that they often use public domain content. Right off the bat, they want you to know that this training is not about using public domain content. Of course, public domain can play into this, but the training really isn't hinged on this.

On the other hand, if you don't know anything at all about Tony or Daniel, here's your chance. Tony Laidig is an expert graphic designer. He is also a photographer, an author, a publisher, and a public domain expert. Plus, he is an excellent teacher, as you will soon see.

Daniel Hall is a self-described Kindle maniac, which means he publishes lots and lots of Kindle books. He doesn't just publish Kindle books either. He publishes all kinds of other types of material as well. In addition to being an author and a publisher, he is a nurse, an attorney, and the creator of the Real Fast brand of training products.

Daniel no longer works as a nurse or as an attorney, even though he is still qualified to do so. He says that he has a lot more fun doing what he is doing now. You should know that this is not the first time that Tony and Daniel have worked together. It's is actually fourth product that they have come out with together. According to Daniel, they always enjoy working together.

One of the beautiful things about learning how to do this is that you are not going to need very much at all. However, the training does require that you have a few things, and they are most likely things that you already have in your possession. First of all, you're going to need a computer or tablet, such as an iPad. You are also going to need a camera or a smart phone. If you have the things, then the only other things this training requires you to have his access to a dollar store and some creativity. Hopefully, if you don't have much creativity, this lesson will spark some in you.

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Why Graphic Novels?

Tony and Daniel are both big believers in giving you the tools and the knowhow you need to build freestanding profit centers in your life. If you look at the majority of the products that Daniel and Tony have brought into the marketplace, you will see that all the trainings are designed to do just that. The point of each is to teach you how to build assets that will allow you to continuously earn profits passively. Publishing is one of the best ways to do that. This is especially true if you are publishing comic books and graphic novels.

When you create a book and put it out into a marketplace like Kindle, that particular product is an asset to you. Some of the hottest niches that you can publish to are the comic book and graphic novel niches, especially when it comes to publishing on Amazon. Now, when the Kindle first came out, it was pretty difficult to publish books with any pictures or graphics inside. Daniel says that it wasn't very long ago he was teaching his students to keep their graphics to a minimum because this was a very hard thing to accomplish. If you did get this right, your graphics often didn't end up looking so good. That has all changed, however, and this change began to occur when Amazon made deals with DC Comics and Marvel Comics. Then things really started to change when the original Kindle Fire came out.

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If you remember, the original Kindles were all black and white. When the Kindle Fire came about, however, a new trend began to emerge. Ever since then, the amount of people buying comic books and graphic novels has been slowly growing. Above you can see a *Publishers Weekly* article which points this out. Well, what's behind all of that? According to *Forbes*, this change has come about as a result of the huge proliferation of tablets that has occurred in the last few years. This has caused the authors and publishers of graphic novels/comic books to see a huge boom in sales.

Guess what? All of this got even better when the Kindle Fire HDX entered the marketplace. Now you can have advanced editions of these eBooks which contain video, audio, and graphics. So, Daniel no longer has to tell his students to shy away from adding graphics to his books. In fact, he now encourages them to add these graphics in and to add video and audio as well.

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Amazon likes for people to publish graphic novels and comic books. Out of all the different types of books Amazon has, it has only built one tool to assist in the development of one particular kind. The tool is the Amazon Comic Book Creator, and they have built the tool to help people create books for the comic book/graphic novels category. This is tool is going to be discussed in further detail later on in the lesson. For now, you just need to know that it is a powerful software tool that you can utilize for free.

Take a moment to take all of this in. Out of all the other categories of books that they could have created a software tool for, they have only done this for graphic novels/comic books. Furthermore, Amazon had this software built so that people could use it free of charge. That speaks volumes, doesn't it? Amazon is obviously anticipating a very large expansive growth within this market.

Right now at Amazon, conditions are perfect for publishing graphic novels. Amazon is providing a really hot marketplace full of hungry buyers for comic book authors and graphic novelists, and these authors are even being given a tool to help them create these eBooks. So the only problem that one has left to face is how to provide content in both written and illustrated form.

Daniel and Tony have actually come up with a pretty good solution to this problem for people who are not masters in the art of drawing or even writing. They call it 'progresses storytelling with photographs' (PSP). For those of you who are in the photography industry, this would be

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referred to as a 'photo study'. In this lesson, you are going to learn how to use the PSP system to make comics and graphic novels, fast.

Introducing the Process
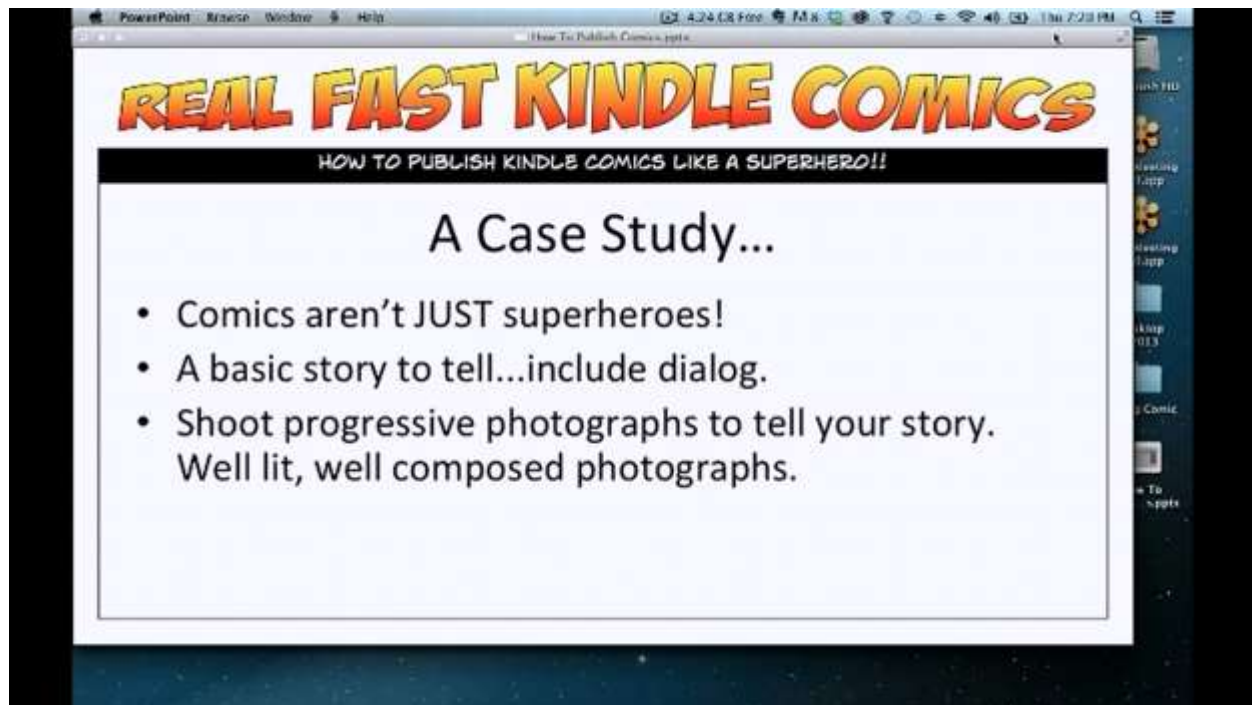
It really very telling that the first tool that Amazon has ever built to help people create books is the Amazon Comic Book Creator. There are 2.4 million books on Kindle right now, and people have been publishing to Kindle for years and year. Many people have spent a great deal of time trying to get their book's layout and formatting just right, wishing that Amazon would provide a tool to help with that. In fact, people have been complaining to Amazon about this for years with no real response. Then, what do they do? They finally create a tool, but it's for comics. Why is that? They definitely have something up their sleeve, wouldn't you think?

Before beginning this case study, please take everything that you know about comics and set that aside for the remainder of the lesson. Typically, when people think of comic books and graphic novels, they think about the more traditional superheroes like Superman, Spiderman, and Batman. They may also think of cartoon characters such as Dilbert or Archie. Comic books and graphic novels have really expanded in a lot of different forms over the past few decades, however, and you shouldn't limit your own creations to these pre-conceived ideas.

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What this truly comes down to is visual storytelling. That's what this whole lesson is really about. Your book does not have to contain any superheroes at all. On the other hand, you have an open door to really redefine what a superhero is through your work. The point is that you don't have to place boundaries on your work. Tell your story as you want it told, and demonstrate that visually in whatever way you think best.

Again, comics are not just superheroes. They are basically a way of telling a story visually and with dialogue. That's essentially what we are looking at doing. A means of doing this is to shoot progressive photographs which tell your story effectively. These need to be well lit, well composed photograph for this to work well. In this lesson, you are going to be given some tips on how to do that.

Now, that being said, how is this any different than creating a children's picture book? It's actually a lot different. Comics and graphic novels are much more visually driven. So instead of having a part of your story accompanied with an image that helps people visualize it, the story is actually told through the pictures with the help of dialogue and other written words.

You can really use the method that is going to be demonstrated here to create comics about anything. Tony says that some of his favorite comics aren't about superheroes all. He considers comics to be visual storytelling at its best. As you see this information being presented, please remember that you don't have to make this hard. So, please don't over think this; it really doesn't have to be difficult.
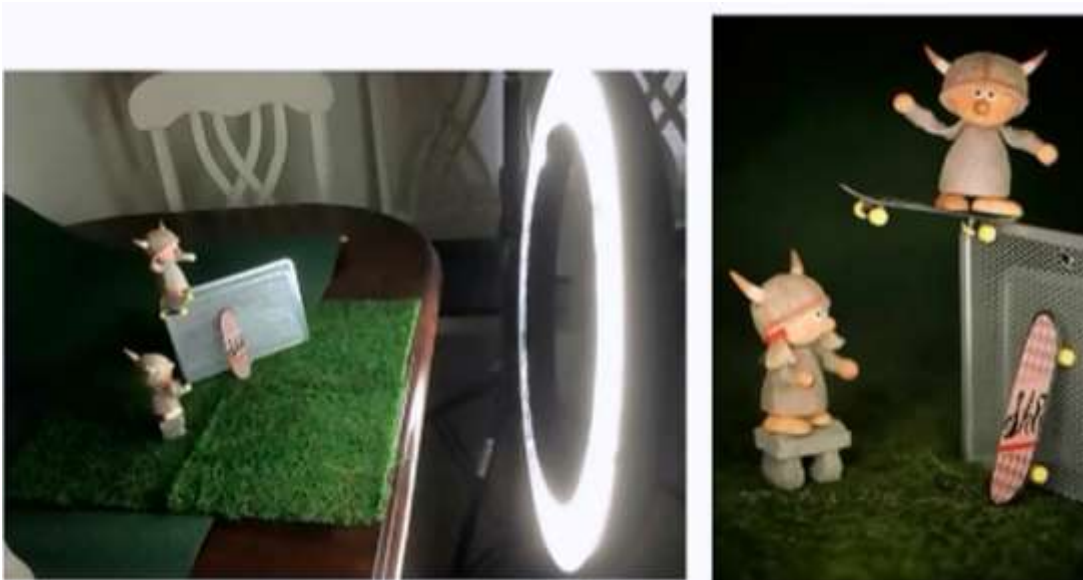

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Above you can see some examples of Tony's work. These are just individual sheets. Tony put these together very easily with a series of photographs. The first sheet consists of photographs of his granddaughter Mya. The photographs used for this were taken not long after she was born. He literally spent three minutes snapping photo after photo after photo of her. The different angles and expressions were simply a result of her moving around naturally. He was the one that put the pictures in order and added the thoughts, etc. He said he had a lot of fun doing this.

The sheet to the far right was one that Tony created several years ago. It consists of pictures of a dog that he had at one time name Kola. The same as before, Tony just sat in front of the dog with his camera and snapped pictures. Then, he took these pictures and assembled them in order that made sense for what he wanted to say. After that, he added the dialogue. He says that this came about because he got an email from a client that said "I can't believe your pimping your dog out to make money." So, he simply had the dog address that. This was all in the name of fun, of course.

The picture in the middle was created a bit differently. This too was created through the use of photographs, but Tony didn't take these pictures. He picked out some stock photos instead and composited them together in this case. So, if you're wondering how you're going to come up with a creative character in a way that has never been done before, don't stress. There are always ways to create the images you desire. Try to have fun with this, and don't make it too difficult. Think about how child would approach this, and don't be afraid to let yourself get a little silly.

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In the screenshot above, you will see some photo composites that Tony created for his *Vikings* series. He hasn't really shared this work very much, and one of the reasons for that was because they were partly created in preparation for this course. During his recent travels he has been able to outline several comics using these characters. He does plan to begin producing books and other products pertaining to this soon.

The characters in the pictures above were created using a couple of little figures that he bought for $20. The picture on the left demonstrates how Tony simply put this little scene together on his dining room table. He simply set everything up in front of a ring light and shot a few pictures. The picture on the right shows the final outcome of all this. This picture isn't incredible by any stretch of the imagination, but will work great for what he is trying to accomplish.

Below, you can see a couple more pictures that Tony has shot using these characters. This is from a series of pictures that Tony took for this lesson's case study. Again, the picture on the left gives some insight into how Tony went about creating his photographs. As you can see, these photos weren't taken in a big, expensive photo studio. He took these in his backyard, setting by creating a composite on the ground. All he had, for the most part, was his camera, a box of toys, some sunlight.

You may be saying to yourself "Sure, Tony can do this. After all, he's got all that fancy gear and everything." That's why Tony wanted to show you the pictures above. He wanted you to know that this is something that you can't do, even on a limited budget. Now granted, he does have

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an expensive camera, but you don't have to have one to make this work. "The best camera to use is the one you have in your hand." he says.

Tony bought the figurines and related items that he needed to set up his scenes from a gift shop, various craft stores, and Amazon. He now considers Hobby Lobby his friend. He also gets a lot of stuff at the dollar store. That's mostly because it's so cheap, but it's also because the items found there are often generic. You don't have to worry about trademark issues if you use generic toys like this.

We have established the fact that creating your illustrations can be done quite easily. Well, writing your story doesn't have to be difficult either. It only took Tony about 10 minutes to make up the story that he is going to use in this story. He didn't even write it down right away either. At the time that he came up with it, he was just driving along, thinking about things he can do, when an idea popped into his head. He thought "Let's make the Viking have to go the bathroom, except the doors locked." Then he just took it from there.

Just think about life and modify it into something that you want to tell story about. If you have children, think about one of your kids and pay attention to what they are doing. A snapshot in their lives at any given time should give you plenty of fun material to make a story out of. So, just kind of take it from there. Think of the stories that Tony put together with the pictures of Mya in the pictures of his dog Kola. These photographs took him just a couple of minutes to take. Furthermore, it only took him about 20 minutes to take all of the photographs he's using in the case study for this lesson. He states:

"Twenty minutes is nothing. There was no big production and no film crews. It was me lying on my stomach on a tarp that was on the ground, shooting pictures of 3 inch high figures... So you don't have to make it hard, okay?"

You can begin the process of creating a PSP system by importing your photos into a comic layout program. In our case study, we will be using Comic Life 3. This is available for both Mac and PC users. It only cost $29.99. You can also get an app for it on your iOS device which only cost for $4.99. So, you're not going to have to invest in anything heavy like Photoshop. You are going to learn to use this program to build your comic pages, and then you are going to export them as JPGs. After that, you'll be able to import JPGs into Kindle Comic Creator and assemble them from there.

There are a couple of things that you'll want to keep in mind as you do all of this. First of all, you want to make sure that all of your photos are stored in one folder. Normally, if you're on a Mac, the program will draw from the 'Pictures' folder in your directory. If you are on a PC, it

draws from 'My Pictures' directory. The folder that you compile has to be copied into one of these two directories.

When you open up Comic Life 3, you are going to want to choose 'Blank' comic. One thing you'll notice when you first use this program is that the Comic Life creators had the presence of mind to have a page setup for Kindle Fire HD. So, after choosing 'Blank', you can go ahead and check 'Kindle Fire HD' for the page setup. You will then be ready to layout your comic.
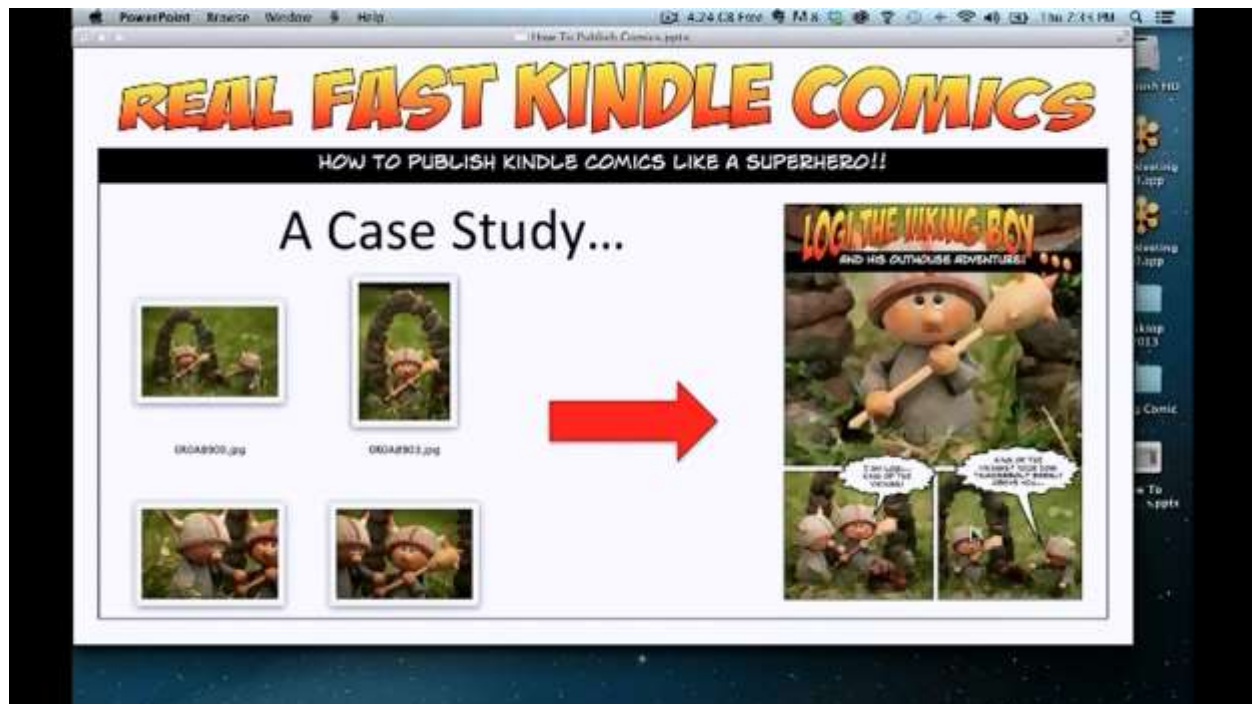
Above you can see several photographs that Tony has taken of his models from different angles. He uploaded them into Comic Life 3 and was able to create the comic book page to the right. Tony has also written out some dialogue for his story. The text for it is written out below. You may notice that it's impossible to tell who it is that is doing the talking in each instance, so it doesn't read like a normal story. That's because the story is mostly going to be driven by images, just like in any other comic book. It begins:

<p align="center">Logi the Viking Boy and His Outhouse Adventure</p>

"I am Logi, KING of the Vikings!"

"King of the Vikings? Your dog Thunderbolt barely obeys you…"

"Don't listen to him Thunderbolt. I WILL be King someday!"

"Well King, do you want to play hide and seek with your loyal subjects?"

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Logi LOVED hide and seek! It was his favorite game!

"Okay, but I have to use the outhouse first."

"So the King needs to sit on his throne, eh Logi?"

"Very funny. Lars , I'll be right back. Don't start without me!"

As Logi walked toward the outhouse, he imagined…

"King Logi approaches his castle!"

Logi reaches for the outhouse door and pulled but it was latched and would not open.

[knocking on the outhouse door] Logi, King of the Vikings, has need of this establishment. Open up!

No answer…

Logi was now prancing back and forth…

Knocking hard this time…

"Who us in there? Come on…open up! I really have to go and can't wait much longer."

Suddenly, a loud sound came from within the outhouse…

The dialogue obviously begins with a conversation going back and forth. Again, with comics you can get away with just using the dialogue because the illustrations carry most of the action, and the speech bubbles define who's doing the talking. If you were to use the same storyline for an illustrated children's book, you would have to add some phrases which define the action. For instance you may write "'Don't listen to him Thunderbolt. I will be King someday.' He said while whipping his cape out over his shoulder."

In a children's illustrated book, you have to define these sorts of details in the text because there are less pictures. On the other hand, a comic book is told primarily through illustrations. As you create your pictures, you'll want to keep this in mind. You are going to want pictures that go along with the dialogue. If there are two characters talking, you will want a picture which includes both characters, and if one is contemplating to oneself, you will probably want to use a close-up picture for that, in other words.

Putting Together Your Comic Book

Once you get this Comic Life 3 opened up, you will want to choose 'Blank' for the page layout to begin with, in most cases at least. After that, hit 'Choose' and you will be brought to the program interface, which is shown above. When you get to the interface, you will want to choose 'File' and the 'Page Setup'. This will open up the 'Page Setup' window, and by default it will be set up to 'US Letter'. However, you are interested in producing an eBook for a tablet. So, you are going to need to choose 'Tablet' and then 'Kindle Fire HD'.

When you do this, your page width and height will be automatically optimized to the ideal standard size for the Kindle Comic Book Creator. This is important because the instructions for using this tool specify that you must use a maximum width of 1280. Luckily, Comic Life will do this for you by default if you just set the page up right.

Now that you have your page all set up, you can finally start using the program. Over on the right you will find your layout options and beneath this you will found a panel which allows you to search for the pictures that you want to include. The 'Layout' panel contains a lot of built-in templates. There are graphic representations of most of the available templates, or you can choose your layout from a dropdown menu at the top of this panel.

The categories that you find in the dropdown are mostly based on layouts commonly used in past generations, and that's how many of these layouts are sorted. For instance, one of the options that you are given is 'Built-In 60's Comic'. When you find a layout that you like and thing would work for you, simply click on it and drag it to the canvas, which is located at the center of the interface, and it automatically adds all the boarders and spaces to your interface. This is shown below.

Below this, you have your libraries. Remember how it was mentioned that you need to have everything in your 'Pictures' folder. You can see in the picture above that this folder is listed in the drop-down menu to the right. There several other folders listed as well. Tony has all of his images drawn from the 'Pictures' folder. If this dropdown menu were not opened up, you would see that the panel underneath contains the photos that Tony has chosen.

Just like you did with the layouts, you can simply click and drag the image you want to use over to canvas to insert it. Once it is inserted, you can simply click and drag to reposition it. There are also anchor points that you can use to resize it, if needed.

One of the coolest things about this program is that it contains a lot of different styles. The 'Styles' panel is located on the left-hand side. These are basically filters that you can use to

make your images look more like comic book images. In other words, this program allows you to change your photographs to illustrations with just the click of a button.

Again, there are a lot of different styles to choose from. There are surreal-looking colored ones, black and white ones, and some that make your photograph look as though it were painted. The object here is to render your picture and then apply the same effects to all of the others so that there's a level of consistency.

Another thing that you can do is customize the shape and size of the panels. You see, when you click on a panel, anchor points appear which you can click on and drag in order to resize the panel. In his presentation, Tony decided that he wanted two panels at the bottom instead of three. So he clicked on the center panel to highlight it, and then he hit 'Delete'. Then he stretched out the other two so that they were balanced at the bottom.

If you remember the dialogue, Logi is playing at the beginning of the story and then his friend appears. So, the next picture Tony inserted was one showing both characters. As you do this, you might want to reposition the picture so that it focuses more on the person talking. After you are done inserting the pictures on the page, you will want to make sure that they all have the same style applied to them.

One thing that you need to take note of about this program is that clicking once causes the frame to be selected, and if you click twice, the photograph will be selected. At times, a 'Level'

slider will appear over your photograph. This slider allows you to adjust the amount of filter effect that is applied to the picture.

Look at the picture above and you will see that all of the pictures for the first sheet are in place. The next step is to add dialogue. To do that, you simply choose the speech bubble that you want from the bottom panel and click and drag it onto the canvas. At first the bubble may appear too small, so you may have to resize it. When you are working with speech bubbles, you will see that various styles are offered in the panel to the left. So, feel free to use these if you like.

If you click on the speech bubble just once, the anchor points will appear allowing you to resize and reshape it. You can also click on the bubble itself and drag it to reposition it. You soon notice that there is a blue anchor point and red anchor point as well. The blue anchor point allows you to stretch and reposition the tail of the bubble in order to better designate who is talking and where they are speaking from. The red one lets you reposition where the tail draws out from. You can reposition the tail so that it comes out of the left side rather than the right side of the bubble.

Just like any other text box in any other image editor, you simply double click within the center of the bubble and you will be able to start entering your text. You can select this text in order to

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resize it change its font, consider the type, etc. All your standard formatting tools are provided by the program. Again, you might have to reposition the tail to make clear who is talking.

One thing that you can do to make your job a little easier is click on 'Edit' and then 'Duplicate' to duplicate the bubbles. That way you don't spend so much time resizing and reshaping them. Instead, you can simply reposition your new bubble where you need it to be. You can reposition these bubbles in any way you like.

Look at the picture above and you can see that page 1 is now finished. It is recommended that as you use this program, you save on a regular basis. You can do so by simply clicking 'File' and choosing 'Save'. Once your first page is saved, you can move on to make a second page by clicking on the 'New Page' icon at the top of the screen and choosing 'Blank'. After that, simply choose a new layout for your second page.

Keep in mind that you don't have to use the same layout each and every time. Choose whichever one you think would work best for the next part of your story. It is kind of hard sometimes to know which one you need, so you may want to refer to your dialogue to see how many speech bubbles you'll have to use. When Tony checked his dialogue he saw that the next part of the story started with Logi talking to his dog. So, obviously he needed to use a picture that contains both Logi and his dog.

Tony continued to move back and forth between his dialogue and the program so that he could insert pictures that went along with the story. Once he got all of his pictures in place, all he had

left to do was add the dialogue to the speech bubbles again. There was one phrase in his story, however, which wasn't dialogue; it was a descriptive phrase. This one would have to be handled a little differently.

If you will look down by the speech bubbles, you'll see that there is a rectangular box that you can insert. People often use boxes like this in their comic books to establish new scenes and settings within their story. You can also use this to give the reader insight into your characters. That is what Tony has done. He selected this rectangular box and added the words 'Logi LOVED hide and seek! It was his favorite game!' in order to give the reader some insight into the character. You can see this demonstrated the picture below.

This was the last page that Tony designed during his presentation. He didn't want to take the time to build out the entire comic because, even as short as it was, that would take a while. By now, you should have a pretty good idea of how you can go about putting something like this together anyway. When you reach the end of a session like this, or you are done with your work, make sure and click 'File' and 'Save' to save it.

When you are completely done, you will want to click on 'File' and 'Export' in order to save the pages your book and compile it. The program gives you several exporting options. Tony just exported his pages as 'Images', but he also pointed out that you can export your comic as a PDF or even as an ePub file.

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When the 'Export' window opens up, you'll notice that you have a number of options to choose from. One thing that's really cool is that you are able to control the resolution and that the program allows you to set your images at a high enough resolution to take these pages straight to print. To do this, you would need to have used good quality photographs as well of course, but it's absolutely possible to set these pages to go to print right from here. In this case, Tony set the resolution for these images to '72 dpi' because that's the resolution requirement for the Kindle Fire.

When you are done setting the resolution, click on the 'Next' button. The following window contains a 'New Folder' button. It is recommended that you create a new folder for all of your newly created pages. After creating this new folder click 'Export' and the program will begin exporting your pages.

Using Kindle Comic Creator

Let's say that you are done creating your story. Next, you will need to do is open up Kindle Comic Creator and choose 'Create a New Book'. When you do, a window will appear which contains basic options for setting up your book. First, you will need to choose the language your book is in. Then, you will be asked if you would like to create Kindle Panel View, and you definitely want to, so select 'Yes'.

In this case, Tony chose 'Portrait' for his book's orientation, and it is recommended that you choose this as well. Next, the page turn for your book should be set from 'Left-to-Right'. After that, the setup will ask you what the canvas size for your books is. By default the width will be set to 800px and the height will be set to 1280 px. This should be the same size that you set your pages up to be in Comic Life.

When you have making your selections, you can click on 'Continue' to move on. The next page contains a number of fields asking you to enter the title, author's name, and publisher's name. You also be able to upload your cover image, and to enter the location on your computer where you would like to save your new book. Obviously, you will need to have a cover image prepared before you do all this. Tony didn't really have one during his presentation, so he just chose one of the images that he created in comic life prior to his demonstration. After he was done
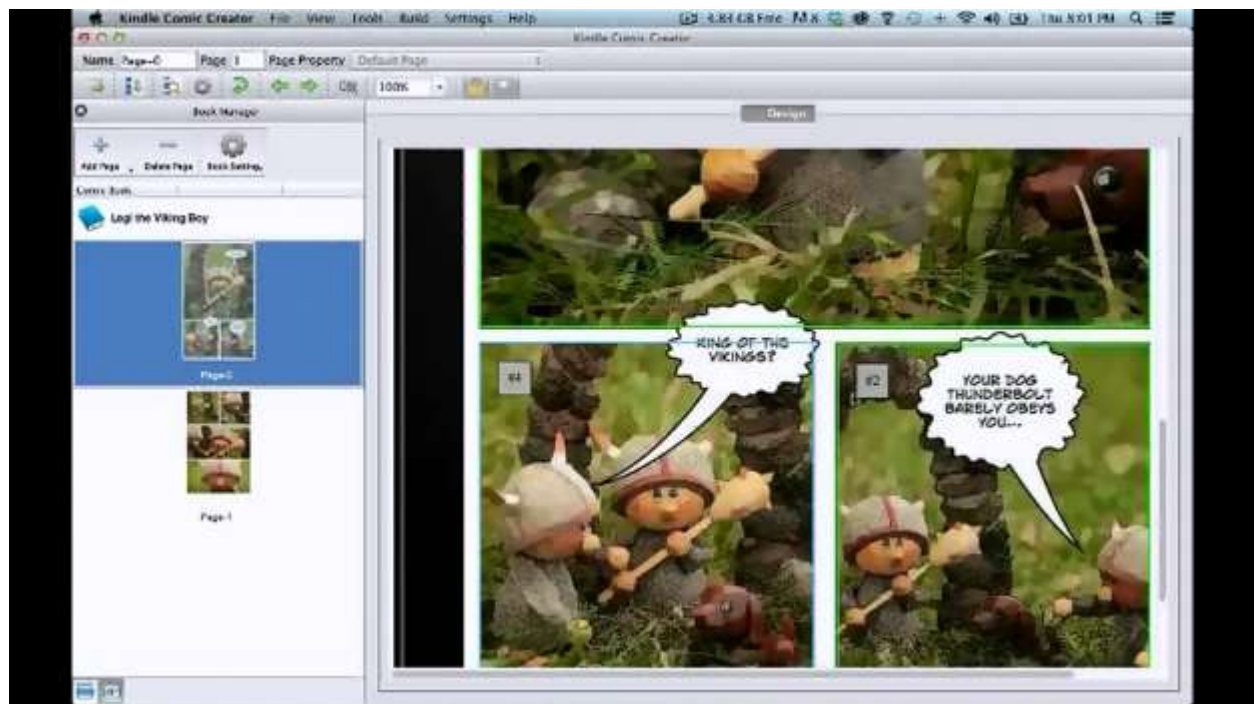
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selecting his cover image, he clicked on the 'Start Adding Pages' button at the bottom of the window.

After you click on the 'Start Adding Pages' button, a new window will appear allowing you to select the pages of your book. So, go to the folder that you just created when you saved your pages in Comic Life, open it up, and select the pages that you have created for your comic book. By the way, you can select more than one at a time by holding the 'Shift' key down as you click. Once all of your pages are selected simply click the 'Open' button at the bottom of the window.

Next, the program will inform you that you can start creating panels by right clicking in the design window. Just click 'OK' to make this window disappear. Once it does, you will see that your images have been loaded into the program. Right-click on one of your panels and a drop-down the menu will appear. It is recommended that you choose 'Detect Panels' from this menu and select 'From All Pages'.

When Tony did this during his presentation, it didn't pick the panels correctly on the first page, but it did on the second. If this happens to you, it's okay because you can readjust them by right-clicking once more, choosing 'New Kindle Panel', and sizing this Kindle panel so that it surrounds your first panel. To do this, you will need to position this panel, right-click, and choose 'Edit Panel'. This will allow you to resize the Kindle panel as needed. When you are done, click 'OK' to close the editing window.

You will want to continue this process with each panel that doesn't have a Kindle panel around it. Obviously, if you have a long comic book, this could take a while. One thing that you want to pay attention to is that each Kindle panel contains a number. This is kind of important because it has a direct affect on how the pages are numbered.

In Tony's example, the panels on the second page were numbered correctly. However, on the first page they weren't. So you want to edit these and change the page number sequence. Tony couldn't figure out how to do this right away during his presentation, so he simply switched around the panels surrounding each one manually. This is actually pretty easy to do as well.

You might be wondering why you would have to use these Kindle panels if you already divided your pages into panels as you were working in Comic Life 3. That is because once this is been done each of your panels become pop-ups. This is a cool new feature that comic book readers really enjoy.

After you finish setting up your book, click on 'File' and then choose 'Export As KFB Book'. A window will then appear allowing you to name your book and choose a location to save it to. When you are done making these specifications click 'Save'. Now that this is done, you can launch your Kindle previewer in order to take a look at your book's final outcome before publishing it.

To reiterate the process, you begin by sharing your photos and writing out the dialogue, and then you build your pages in Comic Life 3. You don't have to use Comic Life 3 to do this, but since it's so inexpensive, it's kind of a no-brainer. After that, you export your pages out and import them into Kindle Comic Creator, fix the Kindle panels and make sure they are ordered correctly, and then finally export your book out. Once the book is saved to your computer, it will be in the '.mobi' format, which is the format used for Kindle books.

Our Case Study Book is Finished!
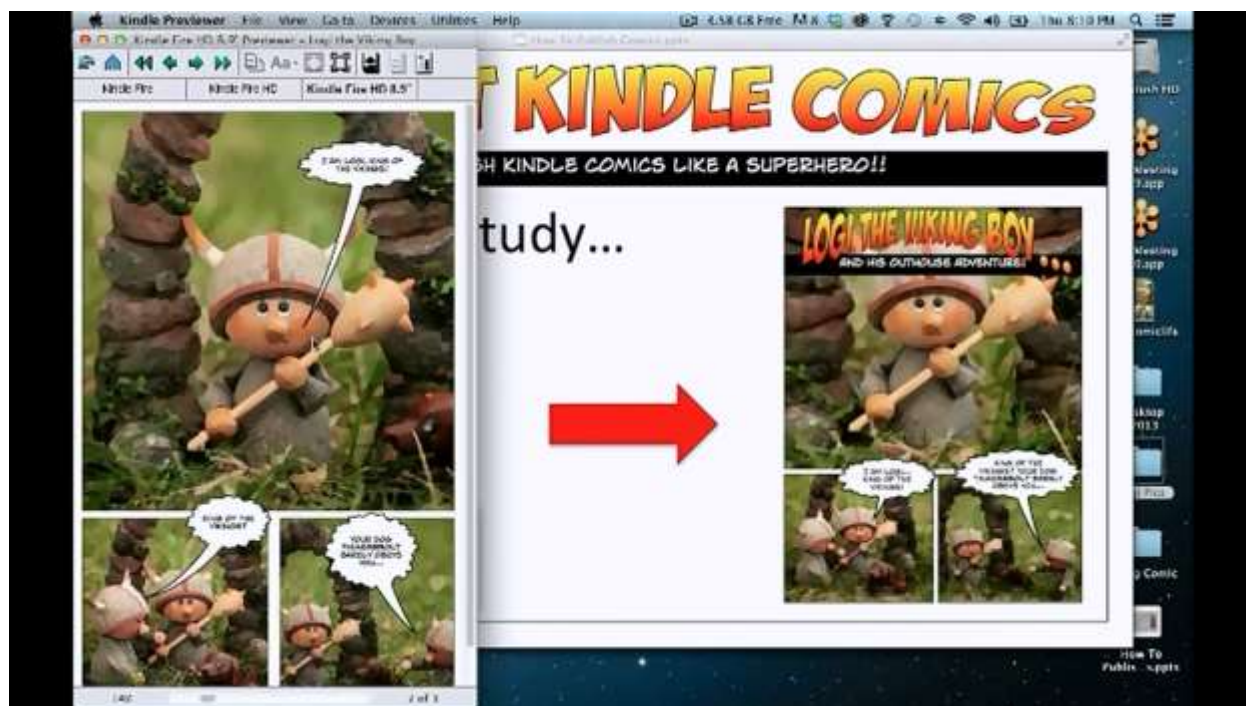
You may remember that when you import your book into the comic book creator, you have to designate whether the book's orientation is portrait or landscape. Why is that a big deal? Well, you may have heard of fixed format books. These books are very hard to code. Kindle Comic Creator does that for you automatically. Therefore, part of the reason why you're being shown Kindle Comic Creator is so that you know you can use this tool on other types of books. In other words, you can use this software in ways that are kind of beyond its original intended purpose.

Above you can see what one of the pages of our case study example looks like inside Kindle Fire HD Previewer. You'll notice that it really doesn't look that much different than it did before. Since the Kindle panels were created and Kindle Comic Creator, a reader can just tap on one of these panels to make it pop out. This makes the panel bigger and easier to read, plus causes everything else to be grayed out. People seem to like this feature a lot.

The best part about this is that you can use this feature to pop out various parts of your story in different ways. For example, if you were going to write a children's illustrated book, you could run it through the comic book creator and select different parts of your illustrations, giving them the ability to pop out. So, you could essentially highlight different parts of the story using the same method.

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Now our case study book is finished and the only step remaining is to upload it to Kindle. Hopefully, you can tell how easy this process really is. Also, don't forget that you can use the same software creatively to do in order to make better illustrated books as well.
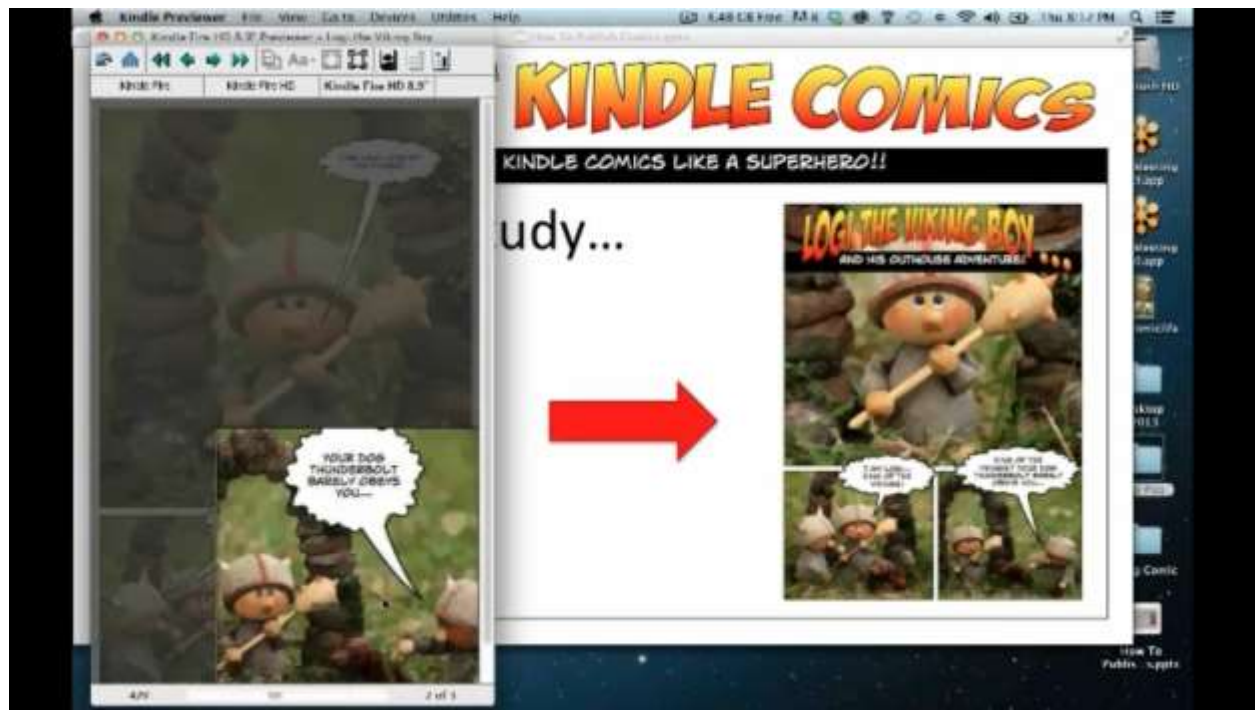
Your Invitation

Tony and Daniel would like to invite you to join a brand-new training course that they have developed. It is called Real Fast Kindle Comics. This is a live training, which will basically be a complete graduate-level course, will allow you to learn how to create professional-looking comics and graphic novels very quickly and very easily.

So, what does this training included? First of all, Tony and Daniel are going to help you understand how great of an opportunity exists here and how to make the most of it. You may remember that back in the day, everyone used phonebooks. In the back of these phonebooks were the Yellow Pages and they were divided into different business categories. Well, you may also remember that even though pizza places were restaurants, you wouldn't find them in the 'Restaurant' category. There is actually a separate category for just 'Pizza'. Why? That's because pizza is so popular. Well, Amazon is essentially doing the same thing with their 'Comic Books and Graphic Novels' category.

The people at Amazon were wise enough to know that comic books and graphic novels are increasing in popularity and that there is going to be a big boom in sales when it comes to them. That is why they made Kindle Comic Creator and made it available to you for free. They

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knew that this would make it easier for self publishers and authors like yourself to create the books needed to fill this demand.

They could have made all kinds of different software over the years to make it easier for you to create books, but they didn't. However, they did not hesitate to make a tool that focused on comic books and graphic novels. That, in itself, should tell you a lot. So, one of the first things that are going to be covered in this training is how you can take advantage of this opportunity.

In this training different types of graphic novels and comics will be discussed as well. Obviously, all of the different types are going to be covered, but you will be walked through many of them. In any case, the training will be built to get you going in the directions that you need. That way you will know how to go off in any direction that you wish.

Additionally, you are going to learn how to double-dip by creating different kinds of books such as comic books and picture books. People are already asking if you can create both print books and Kindle books this way, and you absolutely can. Another thing that the training will touch upon is how to create children's books.
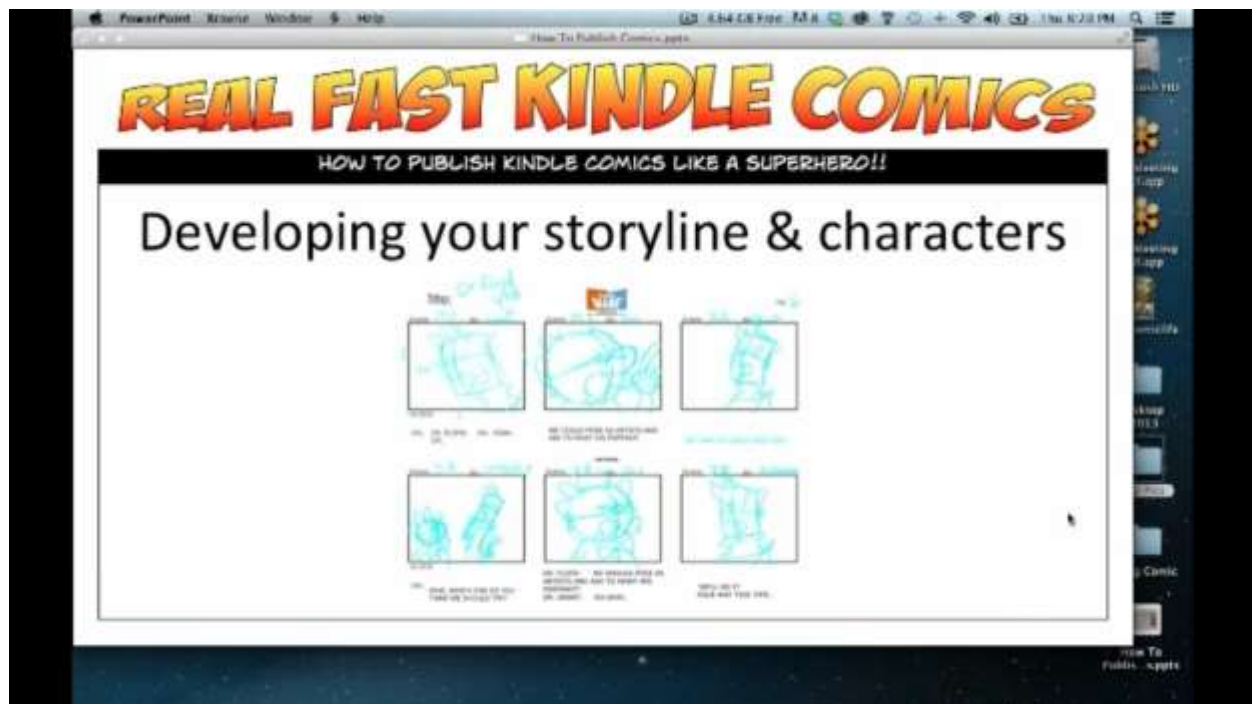
An important part of developing any type of book, but especially comic books, is developing your storyline and your characters. This is going to be covered in great detail throughout the trading as well. You're going to be shown all of this in a step-by-step manner.

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You are also going to learn how to utilize different tools in your creation process. Many of the tools that you are going to be shown are free or priced very, very low. The training is not only going to inform you of what options you have, but also why you may choose to use one over the other. Of course, throughout this process, you'll learn different tactics and strategies for creating your illustrations too.

At this point, you may be thinking to yourself "Well, I only have a cheap camera." or "I only have a smart phone to take pictures with, so how could I possibly do this." Really, that's not a problem. You don't have to run out and buy an expensive camera in order to do this, if you know what you're doing that is. Tony and Daniel are going to show you how you can use a regular camera or smart phone to take pictures, which are of enough quality to use in your comic book or graphic novel.

Obviously, you're not going to get the same quality of picture off of your smart phone as you would off of a $600 camera. However, if you take your camera's weaknesses into account and use the right lighting and so on, you can end up with some really great photos. If you didn't already know, Tony is an expert photography teacher. He can teach you, as he is taught many, to take great photos this way.


You are also going to learn how to go about setting up your shots progressively so that the story is easy to tell. There will be a whole training module on just this subject. In addition, you are going to learn how to determine whether it is better to use your photos as-is or whether it

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would be better to convert them into illustrations, depending on what you are trying to accomplish with your graphic novel.

In the training, you are going to learn a little bit more about how to work with your thought and conversation bubbles. Obviously, these bubbles drive your story to a large degree. So, there are very important considerations you have to make when it comes to using one bubble over the other and things like that.

You will be walked through the process of building your comic book pages using Kindle Comic Creator. An important part of this is learning how to set up the correct sizes and formats for Kindle Comic Creator. You also learn a little bit about how to do this to prepare your comic or graphic novel for print. Additionally, you'll learn the differences between using Kindle Comic Creator for comic books and using it for graphic novels. The process does differ a little bit with each.
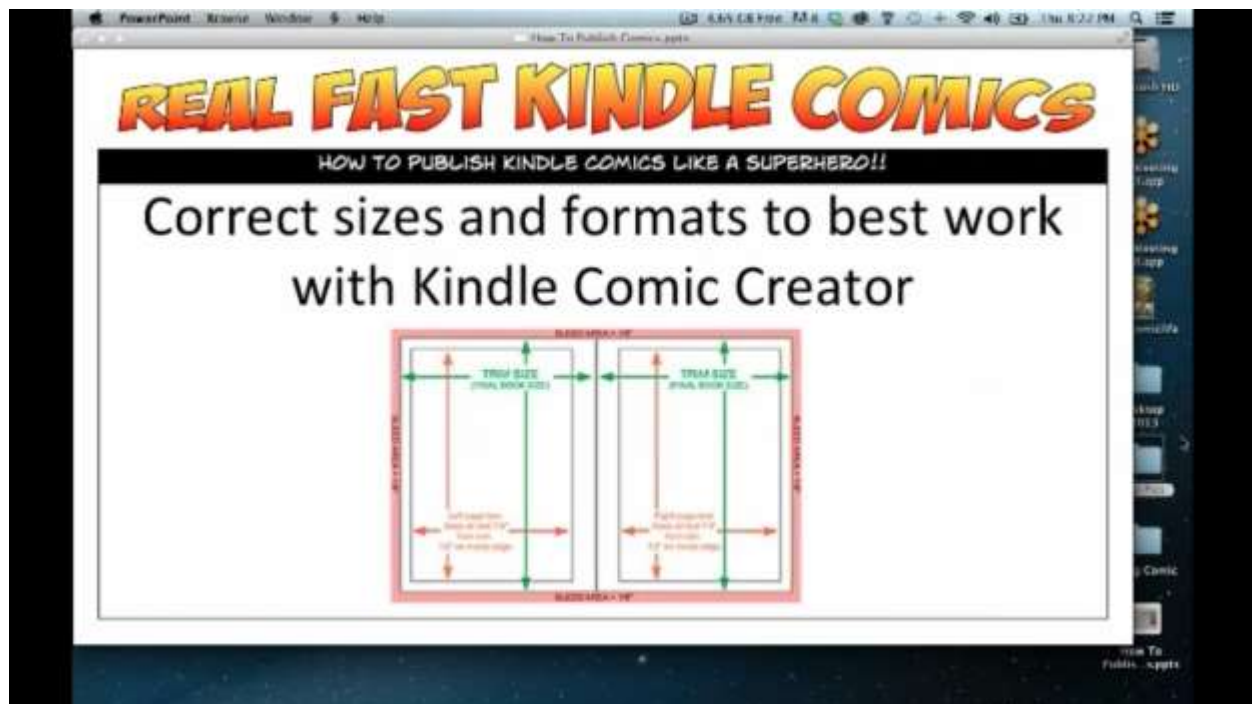
At this point, they're probably saying to yourself "This all sounds great, but what am I going to have to invest to do this?" The fact of the matter is that when Tony and Daniel get this training all put together, they are going to introduce it into the market and sell it for $297. However, if you are reading this right now, you have been given a special invitation. So you are going to be able to join the class for the discounted price of just $147. That means that you were essentially getting this training for half the price.

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In addition to the discount you are also going to receive some bonuses. First of all, you are going to receive Daniel's Real Fast iKindle training. This training teaches you how to create Kindle books on your iPad. It will be available to you along with all the other training in the member's area.

You are also going to get access to even more training that Tony and Daniel have previously created together. This training teaches you how to harness the secret power of media giants like Disney, Marvel, and Universal. Daniel and Tony are both experts in public domain content. So, you are going to learn how to utilize this as well.

On top of everything, you are going to get access to even more training. You see, Tony has been offering training called Easy Book Illustrations in which he teaches people how to convert photographs into illustrations. At the end of this training, he concentrated on conveying the styles of some of them most popular children's book illustrators out there. This was called The Master Series. One of the training modules in the Master Series is specifically about how to create comic-book style illustrations. So, as a bonus, Tony decided to include this training module in the Real Fast Kindle Comics training as well because it applies to what you are learning to do here.

There's also been a Facebook group set up as an additional bonus. This is specifically for the people joining in on this training today. This is going to be a designated meeting place where all of you can go and bounce ideas off each other or ask questions if you need to. You will need to

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register for the training in order to join this group. If you have already joined the training, we ask that you head over and share why you have decided to come aboard. Tell us what compelled you to join and what you plan to achieve.

Furthermore, you should know that this training is 100% guaranteed. The guarantee states:

> You must be completely delighted with your investment in Real Fast Kindle Comics; you must feel like it will propel the speed and quality of your Kindle Comic creation, and if for any reason (or no reason at all) you want your money back, let us know within 30-day of purchase for a no-questions asked refund.

Tony and Daniel have created four different products together and each time people were happy with the results. Here are some examples of some of the feedback they have received:

> Just signed up for the course. A "no-brainer" again Daniel. Thanks for keeping us filled with cost-effective ideas and tools to grow our publishing empires! By the way, I don't even need to finish the webinar to know this is good stuff!
>
> ~ Diane Pfadenhauer

> I couldn't NOT join in after Tony Laidig and Daniel Hall changed my life with Real Fast Stock Images two summers ago.

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~ Roz Fruchtman

I got this course because it ties in with other training that I have taken from Tony and Daniel over the past couple of years. Their courses have made a real difference in my life. I am now able to make money following my passion(s). Thank you Tony and Daniel. Besides it's my birthday this Sunday, January 26th. This is my present to myself!

~ Cindi Peary

If you see the value in this training as well, and you would like to begin building your own comic books and graphic novels quickly and easily, you can start right now by visiting…

http://realfastkindlecomics.com/jjfast

[CLICK HERE to Get Real Fast Kindle Comics](http://realfastkindlecomics.com/jjfast)

Questions & Answers

Where did you find the font for the title 'Logi The Viking Boy'?

Fonts like this are built right into Comic Life 3. The program doesn't do just standard comic-type layouts. There are a lot of features in this program that you can use to create really professional-looking comics. The comic book's title is just one example. These comic-book-styled fonts are really easy to resize, reposition, and manipulate.

Will it cost more to do comic book based on the file size, or do they compress at some point?

Kindle Comic Creator does automatically compress the files, but not to the point that you would want it to. One thing that you can do is set the compression when you import your pages out of Comic Life 3. In fact, you can really turn it down to around 50 or 60% and still be okay. Again, doing so will bring your file sizes down somewhat.

You know, Amazon says that it charges delivery fees, and in fact, they do. However, Tony has found that what they say they charge doesn't really work out right in the real world. In other words, they actually end up charging you much less than what they say they are going to.

Can we publish these comic books on CreateSpace as well as Kindle?

Yeah, and that's one thing that Tony likes the most about Comic Life 3; it actually allows you to export these at 300 dpi. So literally, you can take time and build out your entire comic, and then export one set of files at 300 dpi and another at 72 dpi. That way, you have one comic book set up to publish on Kindle and one set up to publish on CreateSpace.

What is the schedule again?

The next three Wednesday nights (Jan. 29, Feb. 5, and Feb. 12) at 7pm Eastern time.

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How long will each webinar be?

You can expect each webinar to be an hour to two hours long. However, Tony and Daniel do have a tendency to go even longer than that sometimes. The best answer that they can give is that the training will be as long as it needs to be. If you know anything about Tony and Daniel, then you'd know that they always do their best to cover everything that they promise and more. In fact, it's almost always more.

How do you sign up for the training?

Real Fast Kindle Comics Disappears at Midnight… Take Action Now!

http://realfastkindlecomics.com/jjfast

Can you go over what's going to be provided in the training again, including the bonuses?

The Training

- How to make the most of this comic book/graphic novel opportunity

- What different types and styles of comic books and graphic novels you can go into

- How to double dip or even quadruple dip by publishing different types of books

- How to develop your storyline and characters

- What different illustrations and creation options you have

- How to use a regular camera or smart phone to tell your story

- How to set up your shots progressively

- Whether to use your photos as-is vs. creating illustrations from them

- How to build your comic book pages using Kindle Comic Creator

- How to format your book for Kindle and CreateSpace

- How to use thought bubbles, speech bubbles, etc.

- What the differences are between creating comic books and graphic novels

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The Bonuses

- Real Fast iKindle training which teaches you how to create Kindle books on your iPad

- Training on how to use public domain content to harness the power of media giants like Disney, Marvel, and Universal

- EBI Master Series module which teaches to you how to recreate to digital ink and colored illustrations

How do I contact support?

Go to www.GreatProductSupport.com. When you get to the site, feel free to click on 'New Ticket' for help, but please remember that support is really there for technical support. If you want to ask questions pertaining to the training, then please ask your questions through the Facebook group.

How do you get Kindle Comic Creator?

You can find it on Amazon. It is free.

How do I get into the member's area?

When you went through the payment process, you should have automatically been taken to a registration page where you can register a username and password. If for whatever reason, you haven't been able to do so, don't worry. You will be getting an email with a registration link in it. Now, it may take 45 minutes to an hour for you to receive this email. You may also want to check your spam folder if you haven't received anything. If you never get an email, just contact support, but please wait at least an hour or so before you do so.

Can you create advanced versions of your books through Kindle Comic Creator?

Amazon is still dragging their feet when it comes to advance versions. They are starting to roll some out, but much of that formatting is still being handled for big-time publishers primarily.

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Tony and Daniel are determined to dissect this program and make it do as much as possible, but as far as they know, there isn't a mechanism in it which allows you to do this. If there is a way to do so, however, they will find it.

Where do I find the FB page?

You'll find it in the member's area. You could also find it by going to Facebook and searching for Real Fast Kindle Comics. When you find the page, just ask to join.

Do the Comic Life layouts work inside of Kindle Comic Creator or is that something totally different?

When you set the templates up for Kindle Fire HD, the program automatically adjusts the template to fit that page size. For instance, if you decided to go with 8X10, this is a different aspect ratio as that of the Kindle Fire. It is much narrower, so if you apply the same template to those, the program will stretch or contract, depending on what's needed. It can do so because the templates are all vector-based.

Can you change the templates after you create your layout and then re-tweak it?

You absolutely can.

Is Comic Life 3 a Mac-only program?

No, it's available for both Mac and PC, and the price is the same for each. It's also available on the iPad; this version is only $4.99.

Can you actually do regular picture books through Kindle Comic Creator?

Yes, you can. We are going to show you how.

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Do I need this to publish public domain comics from your earlier course?

Not really. You would definitely want to use Kindle Comic Creator to publish the panes. You don't even really need to use Comic Life if you don't want to. There are different ways to come up with the same end result. Comic Life is just a lot easier to use because everything is already built-in for you. You could scan in some old public domain content and then just clean it up a little bit. As long as they have the right aspect ratio, that is. So, you don't need to use this Comic Life, but it is recommended that you use Kindle Comic Creator to publish.

Have you put together any books for Nook? I know that it accepts .mobi files too. So, does that mean you can use Kindle Comic Creator to create books for Nook as well?

The short answer to this question is 'Yes'. You may also have noticed that there is actually an option in Comic Life 3 for outputting files in the ePub format. Most of your other readers are ePub based, by the way, not .mobi based.

Any good alternatives to Comic Life 3? It doesn't run on Vista.

There are a lot of different programs that do this sort of thing that you can look into. You may also look to see if you can find an earlier version of the program. If you have a tablet there are certainly some options there as well.

Once you purchase this offer, you are going to need to register. In other words, you're going to need to put in your first name, last name, and email address twice. Then, you'll need to choose a user name and then choose a password. After that hit 'Submit', and you will be redirected to the member's area.

When you first get into the member's area, there won't be much training available. The bonuses will be there, but the rest of the training will not be there because it is going to be live and, therefore, isn't available yet. It is a class that you will be participating in.

If you can make any of the live trainings, don't worry; replays of the training will be available in the member's area after each of the trainings take place. Also, don't forget that you can still ask questions in the Facebook group even if you can't be there live.

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If at all possible you can be present during the live sessions Daniel and Tony really do hope that you join in. In many cases they create their training around what people say and ask, so members kind of co-create the training as it comes about. They do appreciate this feedback because it makes for a better long-term product. So, they ask that you join in if you can.

Thank you for reviewing the information that we had to offer. Hopefully, you will join us in the training by visiting **http://realfastkindlecomics.com/jjfast** Remember that this is a limited-time offer so don't hesitate any longer. Click on the link and get started today. We can't wait to see you there!

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