**NYCC 2016 Indie Artist Workshop**

**~ Completing Your 1st Project Cheat Sheet! ~**

*Top 5 Things to Focus On When Creating Your First…*

|  |  |
| --- | --- |
| Graphic Novel:1. Get your entire script done! Doesn’t matter if there are bits you don’t like or want to come back to later. At least finish a first draft!
2. Put it away for bit.
3. Re-write it and cut out 10-20% of what you have written. As Stephen King says “When you write a story, you’re telling yourself the story. When you rewrite, your main job is taking out all the things that are *not* the story.”
4. Get an editor to make sure the story and the art flow. Basically a good editor is like a coach and will bring out the best in you.
5. Pick an artist who shares your vision and who not only knows how to tell stories in comics, but wants to. Artists can be technically brilliant, but if they don’t understand how to tell stories using art, it’s an uphill struggle.
 | Film:1. **Commit to the long haul.** Sometimes things happen quickly, but solid foundations take time to build. There will be hills and valleys, so be ready for the ride. Perseverance is THE KEY to getting there.
2. **Before you start, take the time to get your script *beyond* tight. (And stay in love w. your script along the way.)**Tweaks and revisions are inevitable, but bring your A+ writing game out of the gate. Get trusted and/or professional outside feedback to guide you.
3. **Connect with a strong, dedicated team that is right for your project.** Stay woke, trust your gut and align accordingly.
4. **Be open to shifting course along the way.** The film industry changes all the time and your project will need to adjust and adapt in order to survive. Be flexible, be open!
5. **Know the business side of the film game.** Even though you're an artist at heart, you have to know the game you're playing if you want to win. No one cares about your project more than you do, so give it both sides of your brain!
 |
| Comic:1. Perfect the concept
2. Storyboard the entire comic
3. Secure funding
4. Combine the art work with text
5. Edit, edit, edit, then edit some more.

(Then…market like a madman) | Book:1. Develop a Story Outline FIRST, that way you’ve worked out the story arc and are less likely to get stuck when you start writing.
2. Create a Chapter Outline that defines the action, point and purpose of each chapter that way you know how the story works before you start.
3. Define your writing goals (daily, weekly) and stick to them.
4. Work with a beta reader as you go to make sure your story is on task.
5. Don’t stop! Write on scraps of toilet paper if you have to, but make sure you get your writing in, no matter what. If you don’t stop, you will eventually finish.

**Plus: How to Find Time to Write**1. Detoxing your schedule

2. Procrastination vs. fulfillment 1. Living your book

4. Killing your critic5. What to do when you’re not writing |