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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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to his critically acclaimed Understanding Comics , and was followed by Making Comics .

Reinventing Comics - Wikipedia

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Part One of this fascinating and in-depth book includes: The life of comics as an art form and as literature The battle for creators' rights Reinventing the business of comics The volatile and shifting public perceptions of comics Sexual and ethnic representation on comics Then in Part Two, McCloud paints a breathtaking picture of comics' digital revolutions, including: The intricacies of digital production The exploding world of online delivery The ultimate challenges of the infinite digital ...

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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.

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