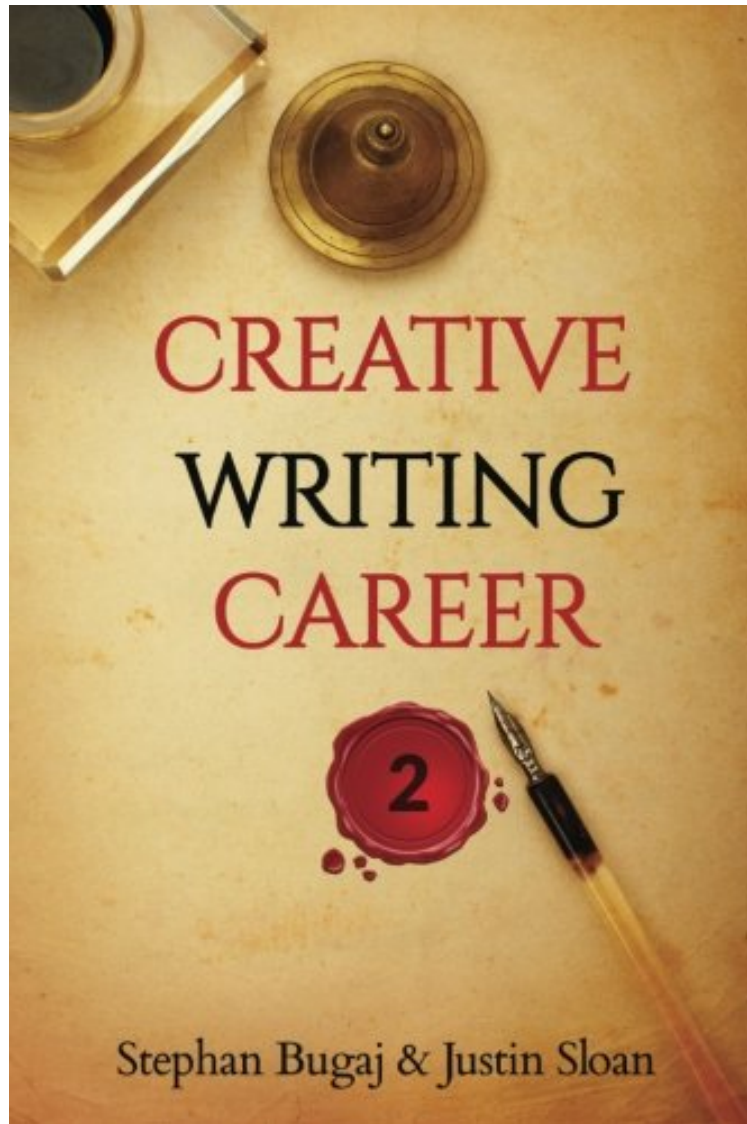


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## Creative Writing Career 2: The Multimedia Writer (Creative Mentor) (Volume 2)

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**Justin Sloan, Stephan Bugaj : Creative Writing Career 2: The Multimedia Writer (Creative Mentor) (Volume 2)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Creative Writing Career 2: The Multimedia Writer (Creative Mentor) (Volume 2):

0 of 0 people found the following review helpful. Great book for writers of books, comics, video games, and screenplays.By Aloysius KlingCreative Writing Career 2 is the followup to Justin Sloans first book in the series,

simply titled, as you guessed, Creative Writing Career. However, this time Stephan Bugaj joins Sloan to bring us more advice and interviews with people working in various creative fields, writing books, comics, video games, and screenwriting. Bugaj has experiences working at places like Pixar and Telltale Games, so its easy to see why hes a good fit.Creative Writing Career 2 is available in Kindle, paperback, and Audible formats. For books of this type, I like to listen to the Audiobook while Im running, working around the house, or mowing the lawn, but I usually end up picking up the Kindle or paperback version as well. As Ive said before, it makes it easier if I want to go back and reference something or reread a section of the book.In Part One of the book, the authors dole out writing advice on a variety of topics. They discuss the writing process, rules of writing, episodic and one-shot content, and they talk about the different types of working relationships you can have, and should pursue, in the writing industry. The section on notes was my favorite. Sloan and Bugaj gave good advice on both giving critique notes and receiving them from others.In Part Two, writing books and comics is covered. They spend a few pages talking about traditional and self-publishing, but the majority of the section is a collection of interviews of published authors. As an unpublished writer myself, this was obviously my favorite part of the book.Parts Three and Four cover writing for video games and screenwriting. While Im not as interested in either of these two writing outlets, you never know when or what type of opportunities could present themselves, so I think its important to know a little about each. And I did find it interesting to learn about the different paths the interviewed game and screenwriters followed to establish their careers.I rate Creative Writing Career 2 four stars. If you liked the first book, this one is more of the same. You dont even have to read the first one to get something out of this one. It is a stand alone volume. However, I recommend you read or listen to both books if you are just starting out as a writer and aspire to make a living writing creatively in any capacity.2 of 2 people found the following review helpful. Great book! This reminds me of one my all-time ...By Richard Michael LucasGreat book! This reminds me of one my all-time fav screenwriting books "The 101 Habits of Highly Successful Screenwriters." Except, this time, the author can cite his own experiences writing in the video game world, getting published, getting optioned. There is nothing better than reading interviews and hearing advice from successful writers to get one inspired, organized, and on the right track! Especially in this modern environment, "writers" need to know how to cross-publish, create content, get it out there, and write across platforms. Highly recommended.2 of 2 people found the following review helpful. com/us/podcast/creative-writing-career/id1053284614 I couldn't recommend these resources more for anyone trying to break out ...By Christopher O.Clear, concise and incredibly helpful. I heard about this book on the author's podcast. <https://itunes.apple.com/us/podcast/creative-writing-career/id1053284614> I couldn't recommend these resources more for anyone trying to break out a living as a writer!!

A career in creative writing is possible. This book will show you some paths writers have gone to make this dream a reality. Stephan and Justin bring you industry advice as well as interviews with screenwriters, video game writers, and authors of books and comics. These writers' credits include such amazing titles as: Big Fish Batman Game of Thrones The Crow DivergentJohn Carter Brave Yesterdays Gone Prince of Persia: Sands of Time Sandman Slim Jurassic World

About the Author Stephan Bugaj started screenwriting professionally at Pixar Animation Studios, having transitioned from a decade of working as a technical artist to co-creating two development projects. He subsequently left the studio to head-up all writing and directing for Telltale Games, and co-write the first episode of Tales From the Borderlands and co-direct the first episode of Game of Thrones. He then left that studio to head to Los Angeles where he works as VP of Creative for Hanson Robotics and as a film, games and virtual reality writer-director working with WakingUp Media, Visioneer Studios, Marza Animation Planet, Digital Quilt, Limitless VR, Penny Pop, Pocket Gems, and others. His feature screenplay "Human, After All" is currently out for financing with John H. Lee (Cut Runs Deep, Sayonara Itsuka) attached to direct.