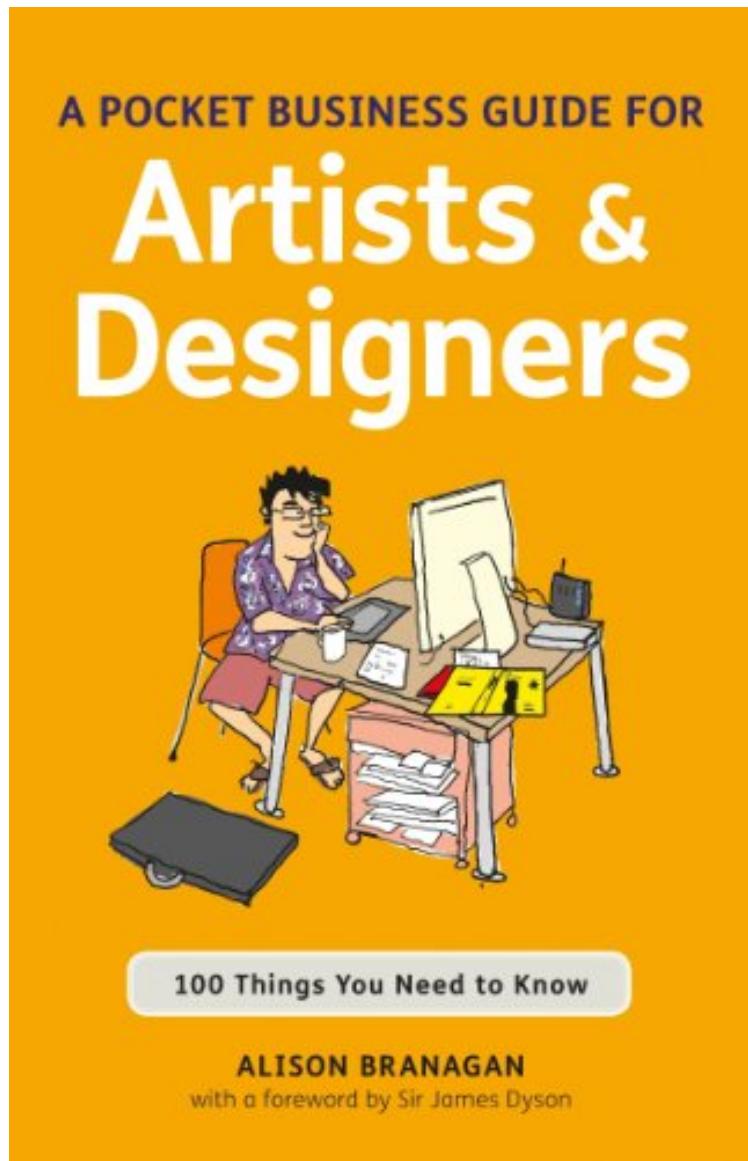


(Read download) A Pocket Business Guide for Artists and Designers: 100 Things You Need to Know (Essential Guides)

A Pocket Business Guide for Artists and Designers: 100 Things You Need to Know (Essential Guides)

Alison Branagan

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Alison Branagan : A Pocket Business Guide for Artists and Designers: 100 Things You Need to Know (Essential Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised A Pocket Business Guide for Artists and Designers: 100 Things You Need to Know (Essential Guides):

1 of 1 people found the following review helpful. It's either too detailed or too sparse but it's a worthwhile quick read

that will not give the answers but be a good start. By Scott Sibbald It's hard to find the balance for this book. While it's more than just a free document on the web it's not detailed enough in areas that most new artists find themselves in. It is very UK specific not a bad thing for me. I know that the author has another highly recommended book on the subject and I will buy this as soon as it is available online as it's only in print at the moment. 2 of 2 people found the following review helpful. Written for U.K. Residents Only... By Dawn M. Way and I expected this book to be universal in advice but it was directed mainly for those in the United Kingdom. It's not really that useful for anyone in the U.S. 0 of 0 people found the following review helpful. Marvellous By dawna king I refer to this handy bag sized book frequently since purchasing it two months ago. It's an insightful and invaluable resource. Full of essential, clear, concise information plus pointers to further information. Very useful to me as someone in the throes of establishing my own craft enterprise, precisely because it offers good or great answers to all of my work related questions. D. King. Designer Maker.

This handy pocket guide answers the most pressing questions artists and designers will have when setting up an art practice or creative business. Many visual artists who graduate from art school need to learn how to be self-employed or form a company. This book presents 100 useful business related things (explained in 250 words or less) that any creative should know. The book is divided into five sections that will help artists and designers achieve success and make money from their work: business, promotion, legal, money and last thoughts. This essential resource is packed with invaluable information for all creative practitioners.

"Although I wasn't a businessman, I had to quickly learn the skills necessary to run a company. This book gives clear, simple advice on 100 questions you need to know the answers to before you set out." Sir James Dyson's 'A Business Pocket Guide for Artists and Designers' is a crackingly good read." Annabelle Ruston, Managing Director of Art Business Today