Recommended books:

- **Understanding Comics**   Scott McCloud

- **Writing for Animation, Comics, and Games**   Christy Marx

Tools of the trade:

DS 4.10   https://www.daz3d.com/home

The Gimp2.10   https://www.gimp.org/

Font resources:
I like this one as its 100% free for commercial use,
https://www.fontsquirrel.com/

has dingbats and ornaments as well but needs checking for usage rights:
http://www.fontriver.com/

mostly for provate use (yup thats german)
https://www.dafont.com/de/

useful strange stuff:
http://www.scifiideas.com/technobabble-generator/