

Marvel Comics' first major panel Saturday here at Chicago's C2E2 2017 is about its digital initiatives, ranging from the Marvel Comics app to Marvel Unlimited, Marvel Video Comics, and other

projectsCAPMARV2017007_cov.jpg?interpolation=lanczos-none&fit=around|160:100&crop=160:100;* ,*

Read more: <http://feeds.newsarama.com/~r/newsaramafilm/~3/wRPQDFEdiRY/34188-c2e2-2017-marvel-s-house-of-ideas.html>