

% FIRST COMICS 435 N. LA SALLE ST., CHICAGO, ILLINOIS 60610

Dear Mike:

I'm not accusing you of doing anything yet, but a lot of Shatter #1 looked like it wasn't quite done by computer. For instance, on page 10, frame 2, the background behind the small man yelling doesn't look computerized. The curves in the walls are just too perfect, even for a computer. It looked like the same thing happened on page 20, frame 3. The tile behind them is rounded so perfectly at the corners. I figure if you're going to do a comic on a computer, you ought to make it look like a computer drawing, not like a drawing done by hand.

As always, the art was great. Hopefully, the story will pick up and thicken in the future, moreso than it has already.

> Christopher Romano 1476 Palisades Drive Pacific Palisades, CA 90272

Virtually everything in Shatter, prior to the coloring phase, is generated as Apple Macintosh MacPaint computer files and then printed on an Apple LaserWriter printer. If you send me \$10 for the cost of the disk and the labor, I'll send you a computer disk with half an issue of Shatter (an entire issue is too big for a single 400K disk) -- just to prove the point.

The "just too perfect" curves and smooth lines you see are the result of the LaserWriter's "smoothing" function.

The LaserWriter contains its own computer which actually enhances the Macintosh images prior to printing them. Even this letter column was produced on the Mac, and then printed on the LaserWriter, using one of the typesetting fonts built into it.

As for the concept that a computerized comic should "look like a computer drawing," I guess we have a philosophical difference there. The computer is a tool, not a gimic. Ideally, we will eventually produce comics via computer which will be indistinguishable from those drawn by more "conventional" means.

For instance, the original art is now a diskette, copies of which are identical to it we'll get ours... eventually. in every way. I would imagine this kind of cuts the value of the originals way down.

Martin Devon 67-48 171st Street Flushing, NY 11365

You're right, Martin. The term "original" art becomes relatively meaningless in this context. I prefer to think of it as "an infinite number of first generation copies.'

Dear Sirs:

part, and hopefully it will continue to sell the multi-talented letterer: well. The coloring is very, very good and really enhances the LaserWriter printing. Apple just flat out giving you one was a good move for both parties, you get something for nothing that will enhance your art, and Apple gets advertisement.

> Dennis Heaton 1301 Lakeside Way #309 Atlanta, GA 30319



Well, you're half right anyway, Dennis. We sure are giving Apple a lot of free promotion; we like their technology, and Dear Editor: we don't mind spreading the word. But we You have broken new ground with don't actually have our "free" LaserWriter Shatter. The implications of a comic pro- yet. The LaserWriter is apparently in such duced on computer could prove intriguing. great demand that Apple is working overtime to fill all the orders. But we're sure

In the meantime, I'll give a free plug to the guys who <u>paid</u> for their LaserWriters and have been helping us out over the past several months: Tom Welch and Terry Cronin from Video Etc. in Deerfield, II; Russ Purcell and the lovely Laura from Haskell-Kennedy Press in Chicago; and our very own electronic "inker" Bob Dienethal.

And while I'm at it, I should give credit to our new creative team: writer Steven

Grant, artists Steve Erwin and Bob Shatter is really a bold move on your Dienethal, colorist Les Dorscheid, and

- Rick Oliver



NEXT ISSUE: The Alien Nation battles it out with the combined forces of Simon, Schuster & Jovanovitch and the Artists' Underground, and Shatter has his final confrontation with Cyan!

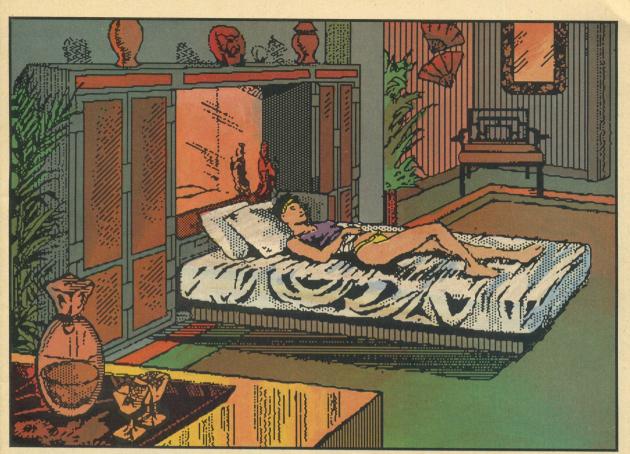
Rick Obadiah, Publisher

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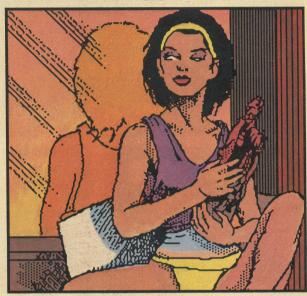














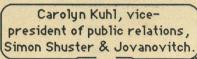




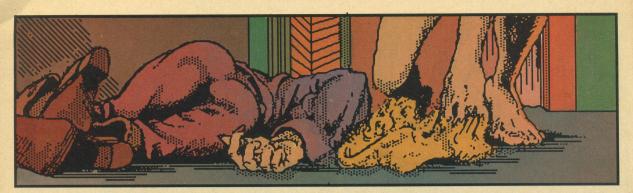














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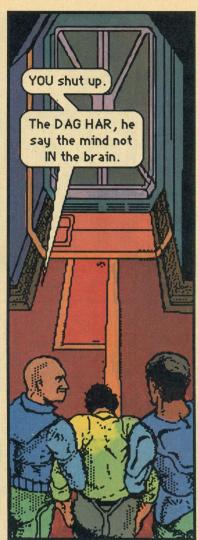


























FIRSTNOTES

NINTH IN FEBRUARY

This month is something of a landmark for First as we surpass the magic number of eight for the first time, with a total of NINE books coming your way in February. And you know what that means? Well, it means we're growing faster than kudzu, bigger than Godzilla, and larger than a sumo wrestler on steroids -- but it also means more stuff in the "First In [fill-in-your-favorite-month]" column and less room for me to stumble around searching for meaningless metaphors to fill up this column.

It also means I get fewer opportunities to cajole, insult, and generally outrage the reading public — and otherwise stick my foot in my mouth. So I guess it's all for the better, although not nearly as much fun. Anyway, on to the blatant hype, which is what they pay me for in the first place...

SECOND IN FEBRUARY

Whisper returns in a new bi-monthly series this month, written by creator Steven Grant and drawn by Dell Barras. If you've seen our ads, you already know what Dell's art looks like. If you haven't, go buy some copies of last month's books and find out. The ad's the same in all our titles; but buy all eight just to make sure.

This is sort of a "double-second" because it's the second Whisper series (the first was published by Capital Publications) and the second First appearance for Whisper, having just completed a successful tour in First Adventures.

It is, however, issue #1 -- because we couldn't figure out any other number to give it, and "one" is invariably the first number that comes to mind.

February also marks the return of Shatter, the First computerized comic

book. Shatter took a short vacation while we refined the revolutionary computer process and figured out how all the new electronic gizmos worked. Actually, we still don't know how they work; but they do — as you can see if you bought a copy. If you didn't, go out right now and buy one. In fact, make it eight just to make sure.

We were going to call it "Shatter --Phase 2;" but it's issue #3, and we didn't want to confuse the promotion department... which is me.

FIRST IN MARCH

Next month we have a special second anniversary issue of **Grimjack** featuring **Timothy Truman**, **Paul Smith**, and no ads; a very strange issue of **Nexus** featuring the enigmatic **Keith Giffen**; and a new **American Flagg!** team, headed by **Steven Grant** and **Mark Badger** -- plus everybody's favorite Plex video hologram, Bob Violence!

FIRST IN APRIL

We have two new graphic novels coming out in April; but if I tell you about them now, I won't have anything to say next month.

FIRST IN JULY

Okay, so I'm jumping the gun a little. You'll just have to humor me. Besides, this is BIG news. In July, **Dreadstar** jumps ship and joins the First team! That's right. **Jim Starlin** is bringing his epic (get it?) adventure story to First Comics, and our first issue will reveal the secret of the traitor within the midst of Dreadstar and Company.

Carrying on our famous tradition of confusing numbers, the first First issue of **Dreadstar** will be #27, on sale one month after issue #26!

-- Rick Oliver



FIRST IN FEBRUARY

American Flagg! #30: The finale to "The Fire This Time" by Howard Chaykin, Joe Staton, and Hilary Barta.

Badger #12: "Blood on the Snow," by Mike Baron, Bill Reinhold, and Keith Wilson. Plus: Zoomtown by Mike Baron, Ron Wagner, and Gary Martin.

Dynamo Joe #2: Chapter two of our three-part mini-series by Doug Rice, John Ostrander, Brian Thomas, and John Nyberg.

Elric: Sailor on the Seas of Fate #7: The last installment of our first limited series adapting the sword-and-sorcery tales of Michael Moorcock. Stay tuned for a new Elric series in June!

Grimjack #23: "Demon Blood, Part One," by John Ostrander, Tom Sutton, and Paul Guinan. Plus: Munden's Bar by Phil Foglio.

Jon Sable, Freelance #37: Sable has a deadly rendevous in Africa. Story and art by Mike Grell.

Nexus #21: "The War for Ylum," by Mike Baron, Steve Rude, and John Nyberg. Plus: Tales from the Clonezone by Mike Baron and Mark A. Nelson.

Shatter #3: The bounty hunter from the future enters a new phase, courtesy of Steven Grant, Steve Erwin, Bob Dienethal, Apple Macintosh, and Apple LaserWriter.

Whisper #1: "Datapanik in the Year Zero," by Steven Grant, Dell Barras, and Tim Burgard.









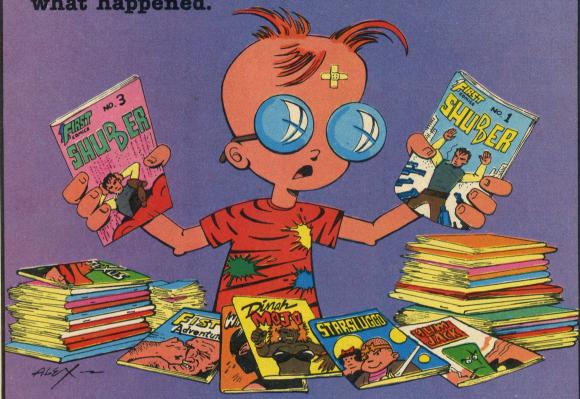






Did you MISS last month's issue?

Too bad! We're probably sold out by now. Maybe you can borrow a friend's copy and find out what happened.



If you had a SUBSCRIPTION, you'd never miss a single issue!

If you had a SUBSCRIPTION, every issue would come directly to your house! You wouldn't have to go out or anything!

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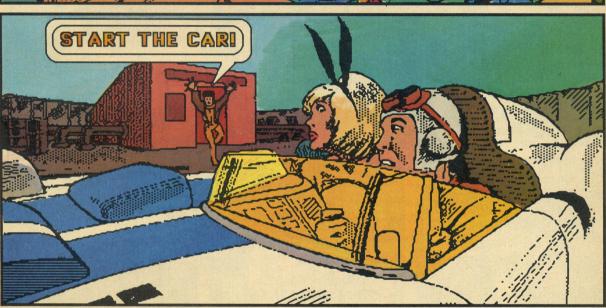
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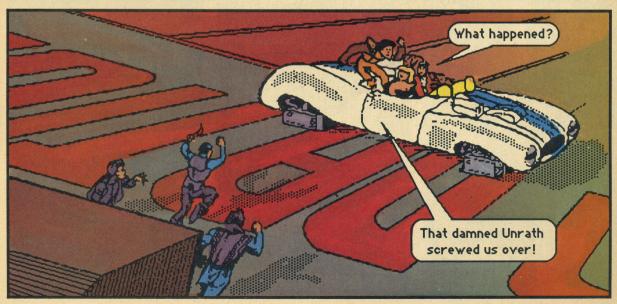
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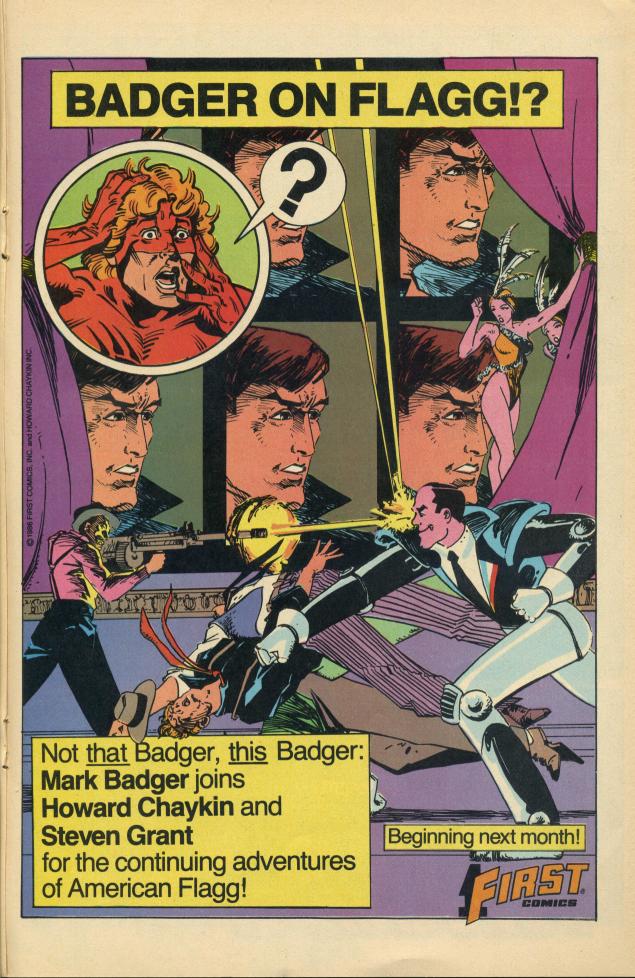


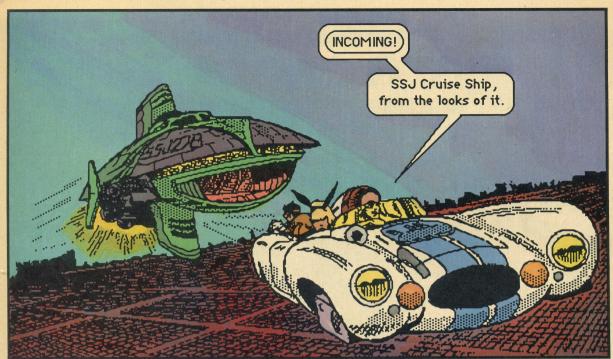


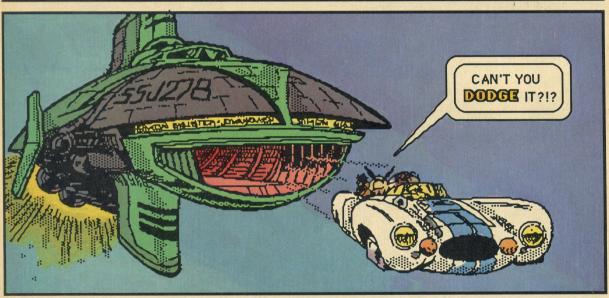


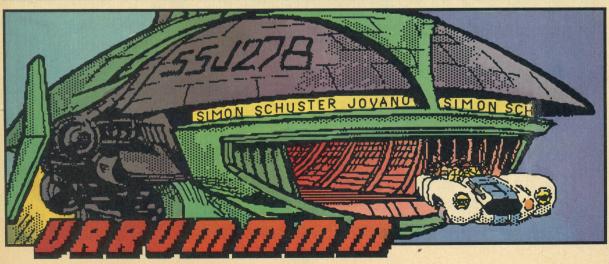


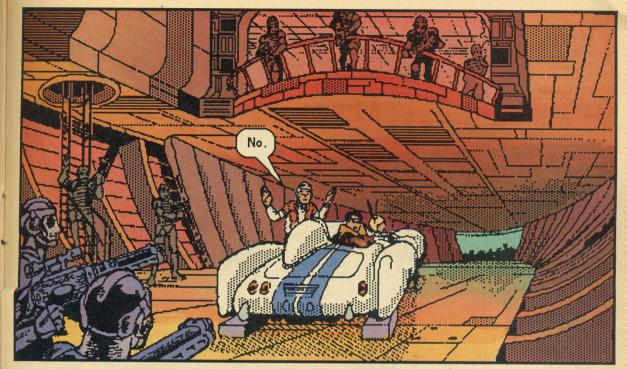












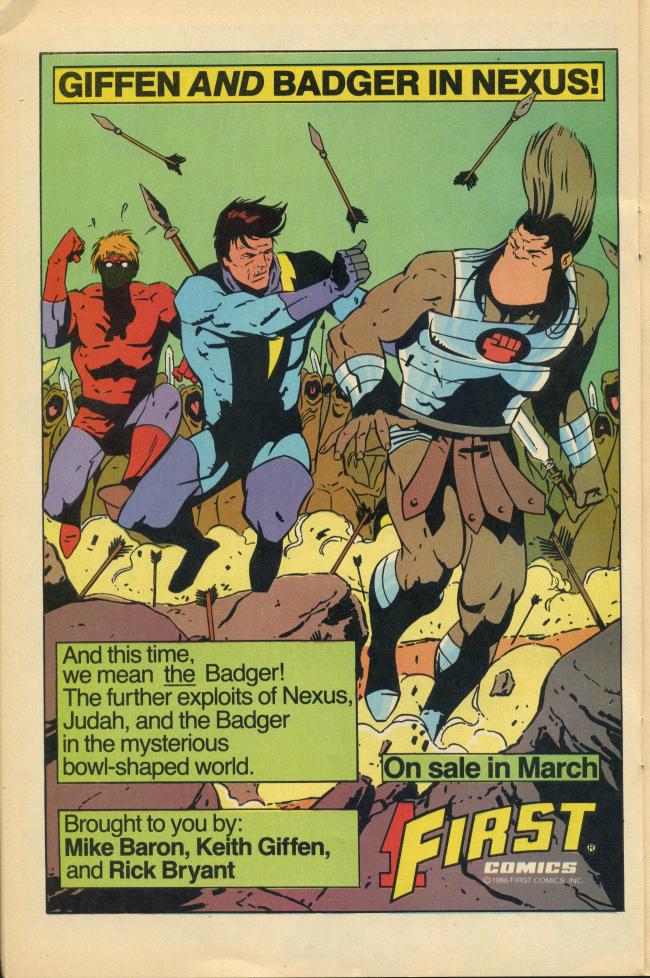




SSJ DROPPED the charges.

By the way, I'm the new CHAIRMAN of SSJ's board of directors.

Where's SHATTER?





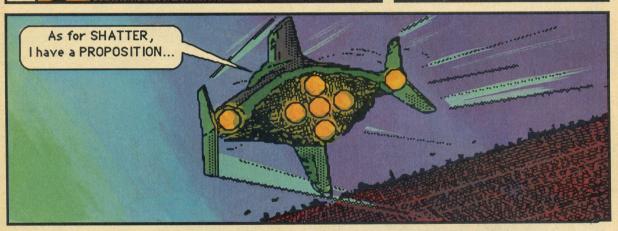


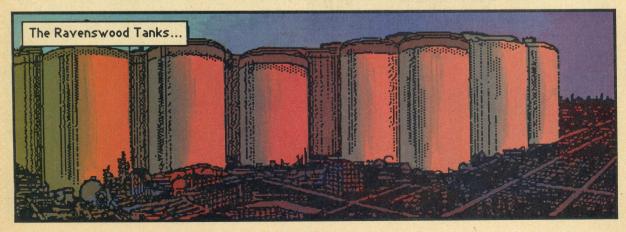


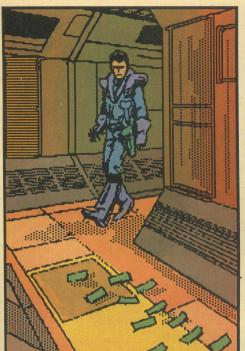




































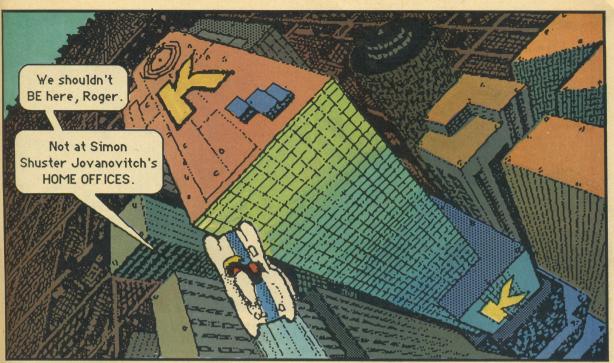








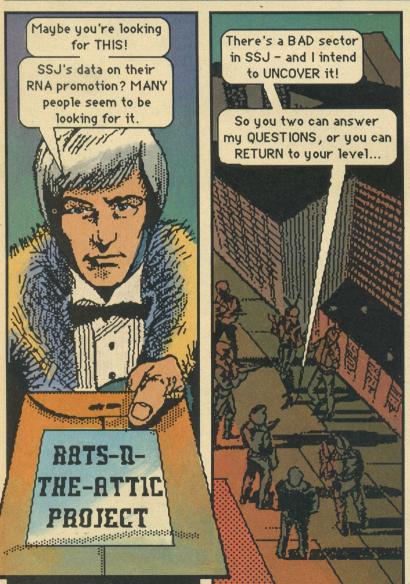
And maybe there's no way OUT.



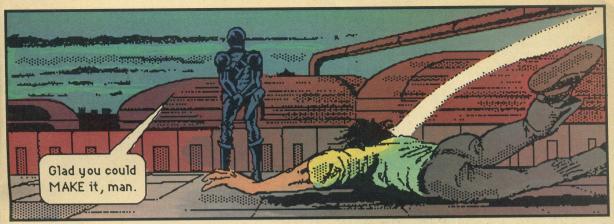




















She thought the costume would make her a HERO. It made her a VICTIM . . . and a KILLER. by Steven Grant and Dell Barras NOW A BI-MONTHLY SERIES! ISSUE #1 ON SALE IN **FEBRUARY** © 1986 FIRST COMICS, INC.

CIAL ANNIVERS



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