

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

HOW THE HECK DO THEY DO THAT?

How do you draw a comic book -- or anything else for that matter -- on a computer? It's very simple. There are just three basic rules:

1) You should know how to draw already. If you don't, the computer won't help much -- unless your problem is straight lines, assorted geometric shapes, and copy (the stuff that goes in the word balloons), in which case the computer can save you oodles of time and aggravation.

2) You should be prepared to spend a lot of time losing material, particularly those especially good pictures that took you so long to create and that you're really quite proud of. Computers eat this kind of stuff for breakfast, and there's really nothing you can do about it until you learn about the "Save" and "Back-

up" commands.

3) You should not feel intimidated by impossibly complex, sophisticated machinery that you can never hope to understand, even if you went to college and studied electronics and computer science for ten years or until you die of a cerebral hemmorhage, whichever comes first. But don't let that bother you. I drive to work every morning, and I have yet to grasp the meaning of "electronic ignition." All I know for sure is the electromagnetic pulse from a single nuclear device detonated in the upper reaches of the stratosphere will fry both my car's ignition system and my computer's memory, rendering them both utterly useless for the next 10 million years or until the next industrial revolution, whichever comes first.

What does all this have to do with drawing comics? Not much, but it's been on my mind lately.

Anyway, if you can draw, are very patient, and know absolutely nothing about computers, you're on the right track. The co-creator and original artist of this book, Michael Saenz, knew almost nothing about the Apple Macintosh when he first sat down and started using it to make pictures which evolved into comics.

I use the Mac everyday, and I've forgotten everything I thought I knew about computers since I bought the thing. And can I draw pictures with it? No, of course not. I couldn't draw before,

This is all very interesting; but what does it tell us about drawing comics on a computer? Not much. In fact, virtually nothing whatsoever. So what? Did you actually think I was going to divulge vital trade secrets right here on the letters page? Yes? Well, okay. But you have to promise not to tell.

The process behind Shatter has changed somewhat since its inception; but the end product (with the exception of color) is still entirely contained in computer files on "micro-floppy" disks. You don't need a microscope to see them, and they don't flop. They just call them that because someone marketing thought the name had a

catchy ring to it.

First, we find someone who can draw. In this case, Steve Erwin. Steve does the pencilling the old-fashioned way -on paper. The pencil art is then run through a digitizing scanner which translates the art into computer images. If certain images or backgrounds repeat in various panels, Steve just makes a notation for our "electronic inker," Bob Dienethal to use the computer to copy and repeat the images in the specified places. If he wants a certain pattern used for a shading effect, he just tells Bob which pattern to select from the computer memory.

Bob's job doesn't end there. He goes through every page, enhancing images, adding detail to backgrounds, putting in highlights and shadows. A lot like a regular comics inker, except his "pen" is

a Macintosh computer.

After Bob enhances the computerized art, he gives it to me for lettering. Now I'm one of those guys with an illegible signature and handwriting that is easily mistaken for a secret code utilized by UFO aliens descended from hideous slime creatures without opposed thumbs. So if Steven Grant or Peter Gillis sneak in a tricky sound effect like "flick," we could land in serious trouble -if not for the fact that the lettering is also computerized, and I can brazenly crank out one

FLIGH

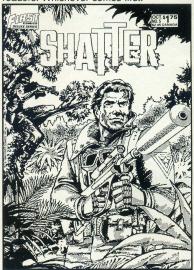
after another, all over the artwork, until they change their minds and promise never to do it again! Then I send it all back to Bob on those cute little 3 1/2" disks which are almost completely idiotproof and were designed to withstand the most grueling punishment... which means I can send them in the U.S. mail.

Finally, Bob runs off the "final" blackand-white art on the Apple LaserWriter, sends it back to us, we shoot film and send the film to Les Dorscheid for coloring. Les sends the color work back to us, we pack it all up and zip it off to the color separator. The separator uses a laser scanner to separate out the three primary colors -- red, blue, and yellow -and produce final film for the printer. The printer prints it; the distributor distributes it; the retailer sells it; and you buy it. Theoretically.

If you didn't actually buy this comic, you've just ruined the whole chain and upset an extremely delicate ecosystem! And if you don't go out right now and

buy numerous First Comics, don't blame me if hideous slime creatures descend on your house like termites in heat and exact a terrible revenge!

Well that was fun, wasn't it? Next issue we'll discuss the future of comics like Shatter in the post-nuclear, posthuman era. Or print letters from you, the readers. Whichever comes first.



ISSUE: Co-creator Gillis returns and takes Shatter to ... Vietnam? "The Third World War," by Peter B. Gillis, Steve Erwin, and Bob Dienethal.

-- Rick Oliver

Rick Obadiah, Publisher

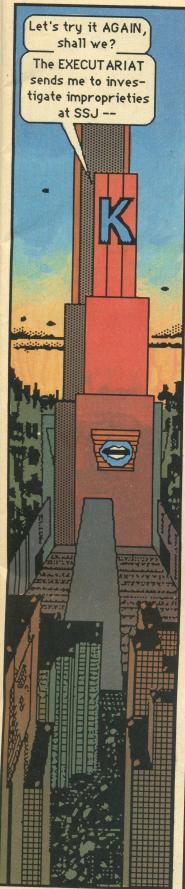
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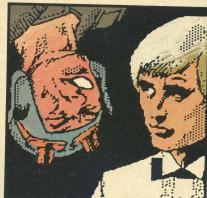
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She wants to be an ARTIST. Somehow she took over SSJ.

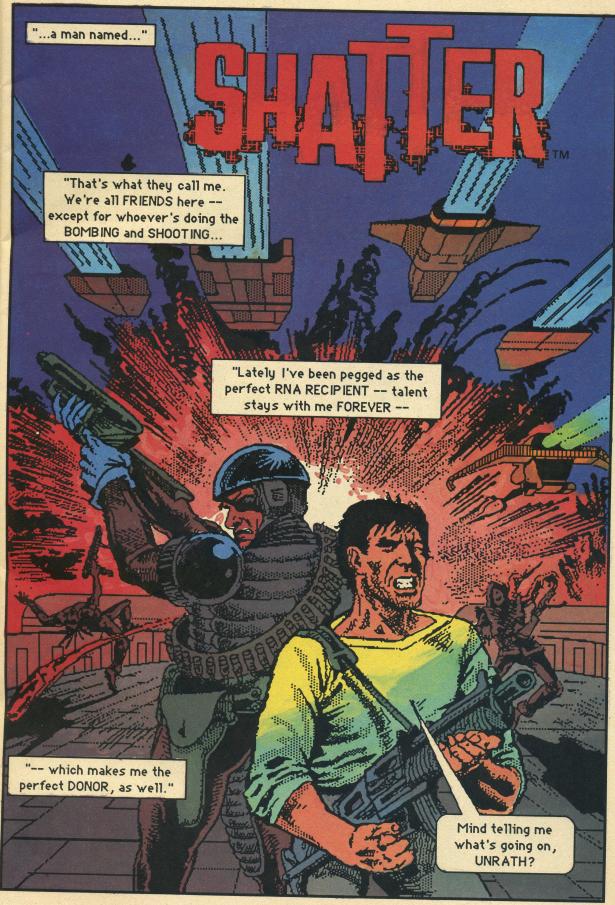
She wants RNA! SSJ learned TALENT is stored in RNA -- and can be TRANSFERRED through INJECTIONS. Except you have to REMOVE the BRAIN to EXTRACT the RNA. But the talent won't STICK...

So you haven't read the files.

Neither has SHE, obviously.











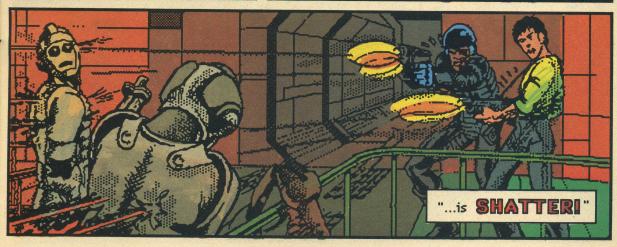




















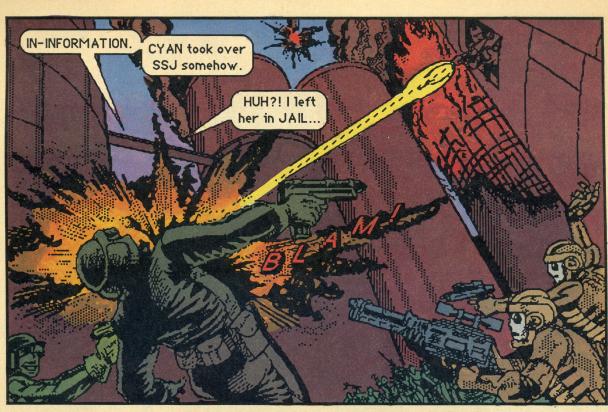


















THE REAL ALTERNATIVE

In the Executive Forum in The Comics Journal #105, Dave Sim -- whose work on Cerebus I greatly admire -- indicated that he felt First Comics has been cleverly masquerading as an "alternative" or "independent" comics publisher while, in reality, we have been running a real business behind the scenes! This startling revelation came shortly after another of the "alternative" publishers accused one of the major direct distributors of making a profit on

Well, I don't mind telling you I was so stunned by these heinous allegations that I almost drove my Mercedes-Benz into a ditch after hearing the news on my cellular phone. It was enough to ruin my three martini, filet mignon lunch! God forbid we should ever run our company like a business! Heaven forfend that anybody outside New York should make a profit on comics!

But dropping the sarcastic tone for just a minute (I don't think I can hold out much longer than that), the truth is we have always disliked the terms "alter-

native" and "independent" because in the comics industry they seem to be synonyms for "sporadic," "erratic," "unpredictable," and "unreliable." Not terms associated with longevity in the business community. And we'd like to think we'll be around a long time.

We'd also like to think we'll do more than just survive. It's always been our goal to be the first comics publisher to really give the big guys a run for their money -- and to give people a real alternative. That's why we publish comics like American Flagg!, Badger, Shatter, and Grimjack. That's why we'll continue to publish comics like these as long as there are talented people to produce them and discerning readers to buy them.

Dave Sim's comments apparently

stemmed from our continuation of AF! despite Howard Chaykin's departure from the book. Howard brought Reuben Flagg, Raul, Luther, and the Plex to life. It'll never be the same without him. But just because it's different doesn't mean it's not good . Steven Grant and Mark Badger bring their own creative energies to AF!, tempered by a respect for

Chaykin's original.

Bill Reinhold is the third artist to draw the Badger, and, in my opinion, the book's never looked better. Timothy Truman is a great admirer of Tom Sutton's work, and Tom was one of his personal choices to draw Grimjack when Tim left the feature.

Cancelling a book simply because a member of the creative team departs doesn't give the readers any choice at all. It doesn't give them any "alternative."
If the readers ultimately decide they don't like the "new look" of a book, then we'll cancel it. In other words, we let the readers decide. We give them a choice.

We're in the entertainment business. As long as we entertain you, the reader,

we're doing our job right.

But it's an uphill struggle all the way, and we need your help. A couple months ago, I asked you to write in and tell us what you don't like about our comics, as well as what you like. Well, don't stop now! Keep those cards and letters coming in! You may already be a winner! (Whoops! I told you I couldn't hold out for very long.)

-Rick Oliver





FIRST IN APRIL

Nexus #23: Keith Giffen and Rick Bryant join Nexus, Judah, the Badger, and Nexus co-creator Mike Baron for a special 28 page issue recounting the further exploits of the terrible trio in the mysterious bowl-shaped world. Really! Honest! This time for sure!

Shatter #4: Shatter confronts Cyan, as Unrath and the Alien Nation take on the combined forces of SSJ and the Artists' Underground. By Steven Grant, Steve Erwin, and Bob Dienethal.

The Enchanted Apples of Oz: The first in a new series of original graphic novels based on characters and concepts from L. Frank Baum's famous Oz books. Story and art by Eric Shanower.





Grimjack #25: Cover by Tom Sutton. The concluding chapter of "Demon Blood," by John Ostrander, Tom Sutton, and Paul Guinan. Plus: Munden's Bar by John Ostrander, Del Close, and Howard Bender.

American Flagg! #32: Everyone's after Reuben's underground TV station as "That's Entertainment!" continues, by Steven Grant, Mark Badger, and Randy Emberlin. Plus: Bob Violence by Steven Grant, Joe Staton, and Hilary Barta.

Badger #14: Norbert takes on a master of Kung Fu to avenge... a snake? "Snake Bile Cognac," by Mike Baron, Bill Reinhold, Rick Bryant, and John Nyberg. Plus: Zoomtown by Mike Baron, Ron Wagner, and Gary





Jon Sable, Freelance #39: The concluding chapter to Sable's deadly return trip to Africa. Story and art by Mike Grell.

Whisper #2: Alexis uncovers the secret of Squadron 49; but the answer may prove fatal! "Datapanik in the Year Zero" continues, by Steven Grant and Dell Barras

COMING NEXT MONTH

Elric of Melnibone: A 178-page First Graphic Novel re-printing in one volume the six-issue adaptation of Elric of Melnibone, the first novel in the Elric series, originally published by Pacific Comics. Adapted by Roy Thomas, P. Craig Russell, and Michael Gilbert. Full-color reproduction on high quality, coated paper, with the first two chapters completely recolored and a new cover by Russell and Gilbert.

















TEENAGE MUTANT NINJA TURTLES...





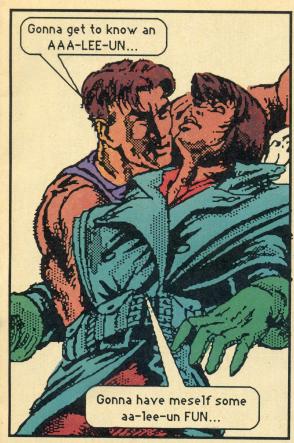
IN COLOR!



IN MUNDEN'S BAR! By Eastman & Laird!

COMING IN MAY FROM









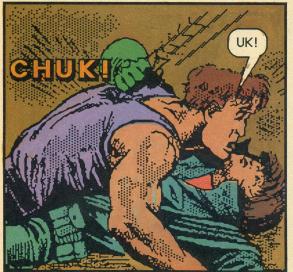






































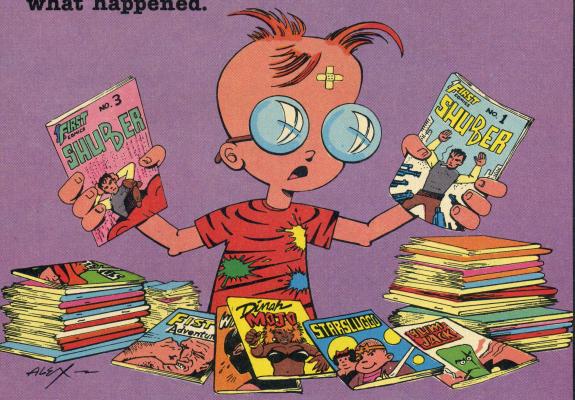






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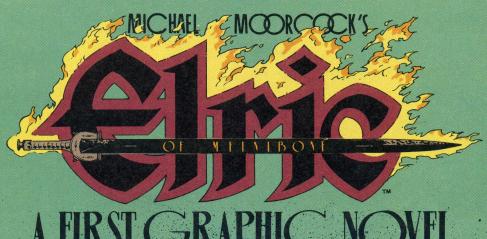












A FIRST GRAPHIC NOVEL



A 176 page full-color adaptation of the first book in Michael Moorcock's EURIC saga BY ROY THOMAS, P. CRAIG RUSSELL, AND MICHAEL T. GILBERT

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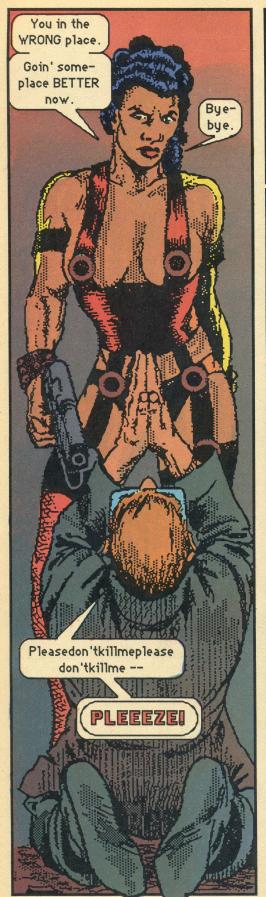








































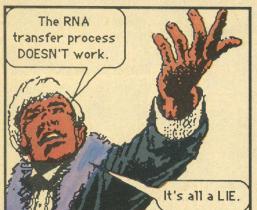






WHAT?

















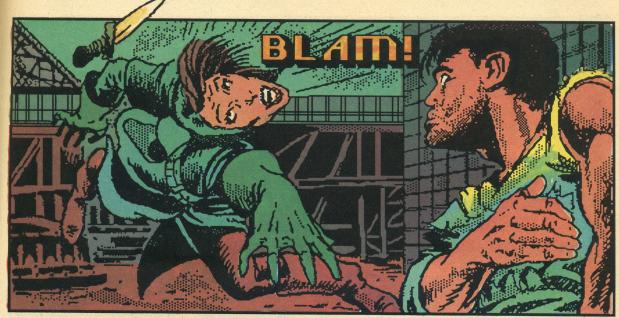


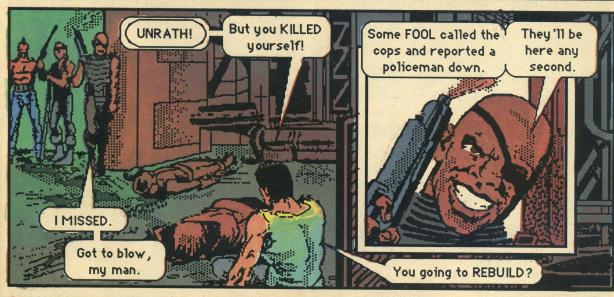










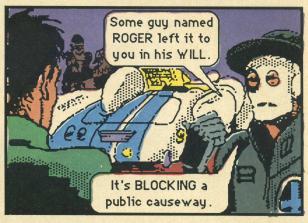


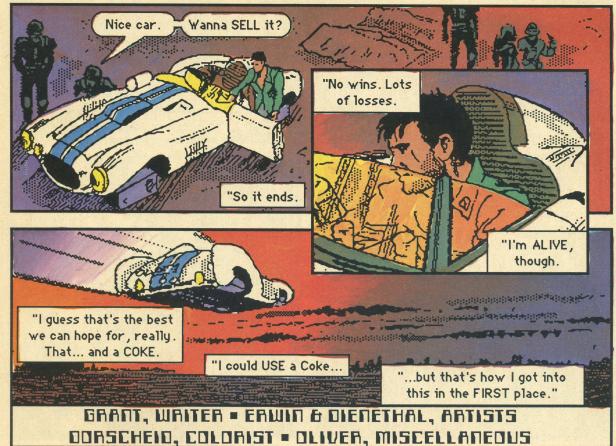












NEXT ISSUE: SHATTER CO-CREATOR PETER GILLIS RETURNS!

THE NEW

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SAME ARTIST SAME WRITER NEW PUBLISHER

COMING IN ILLIVERON

COUNT ON US.

ENCHANTED APPLES



by ERICSHANOWER

The Enchantment of Oz comes to life in a first Graphic Novel, coming in April.

