

ASMUS · FLEECS · BRECKEL



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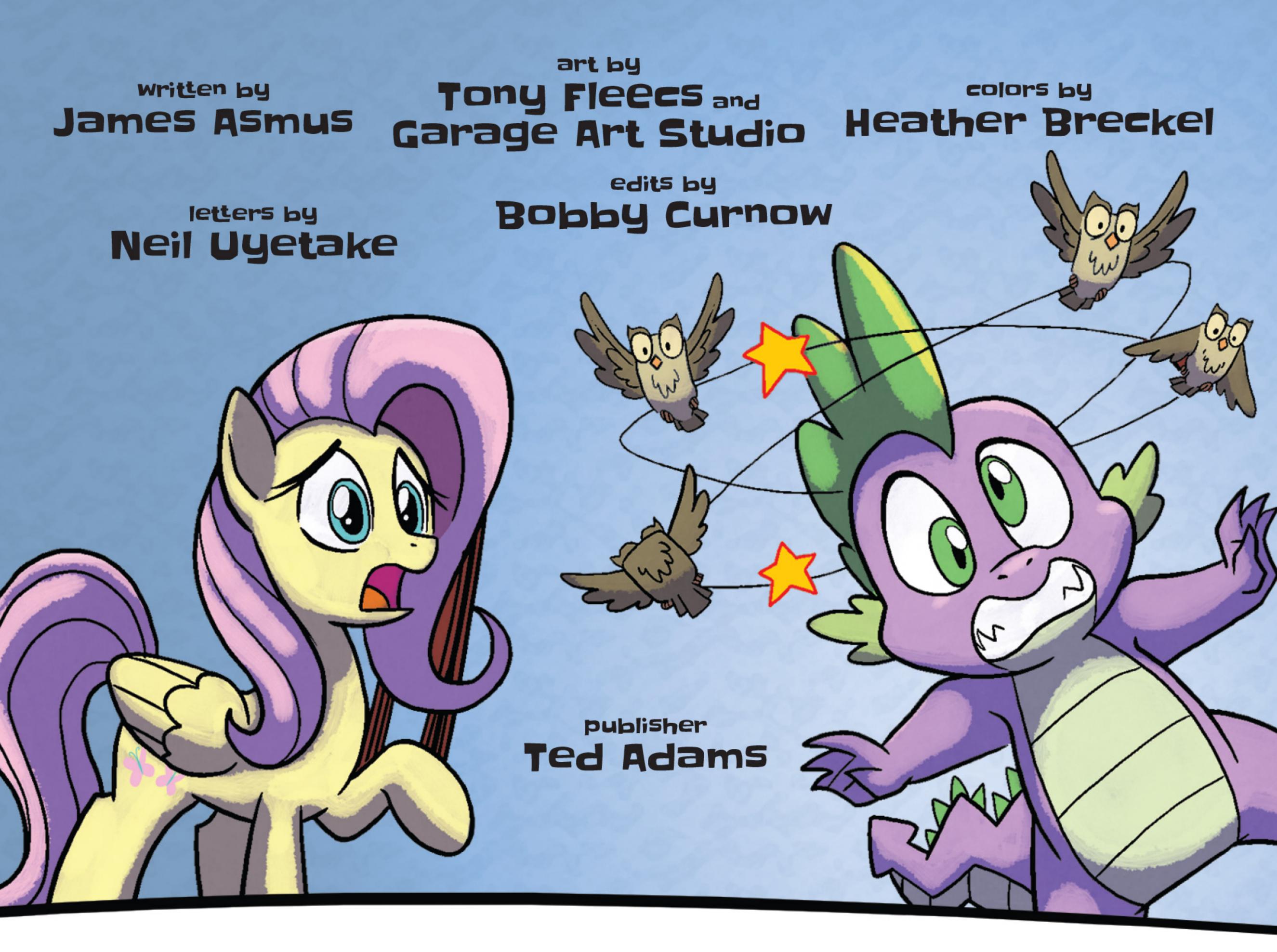
Language: English File source: iTunes Store

Edition: PDF Lossless: Yes

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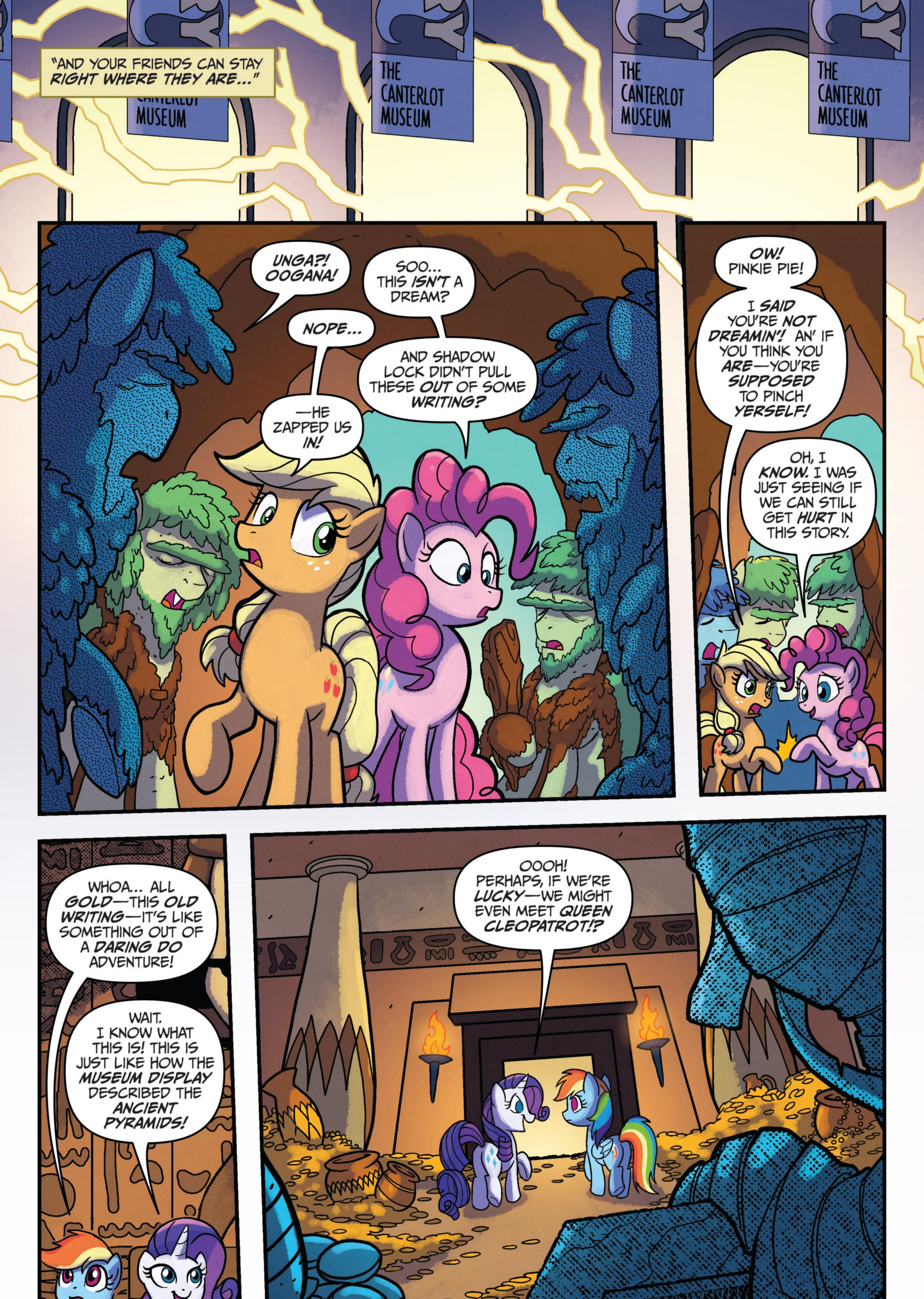




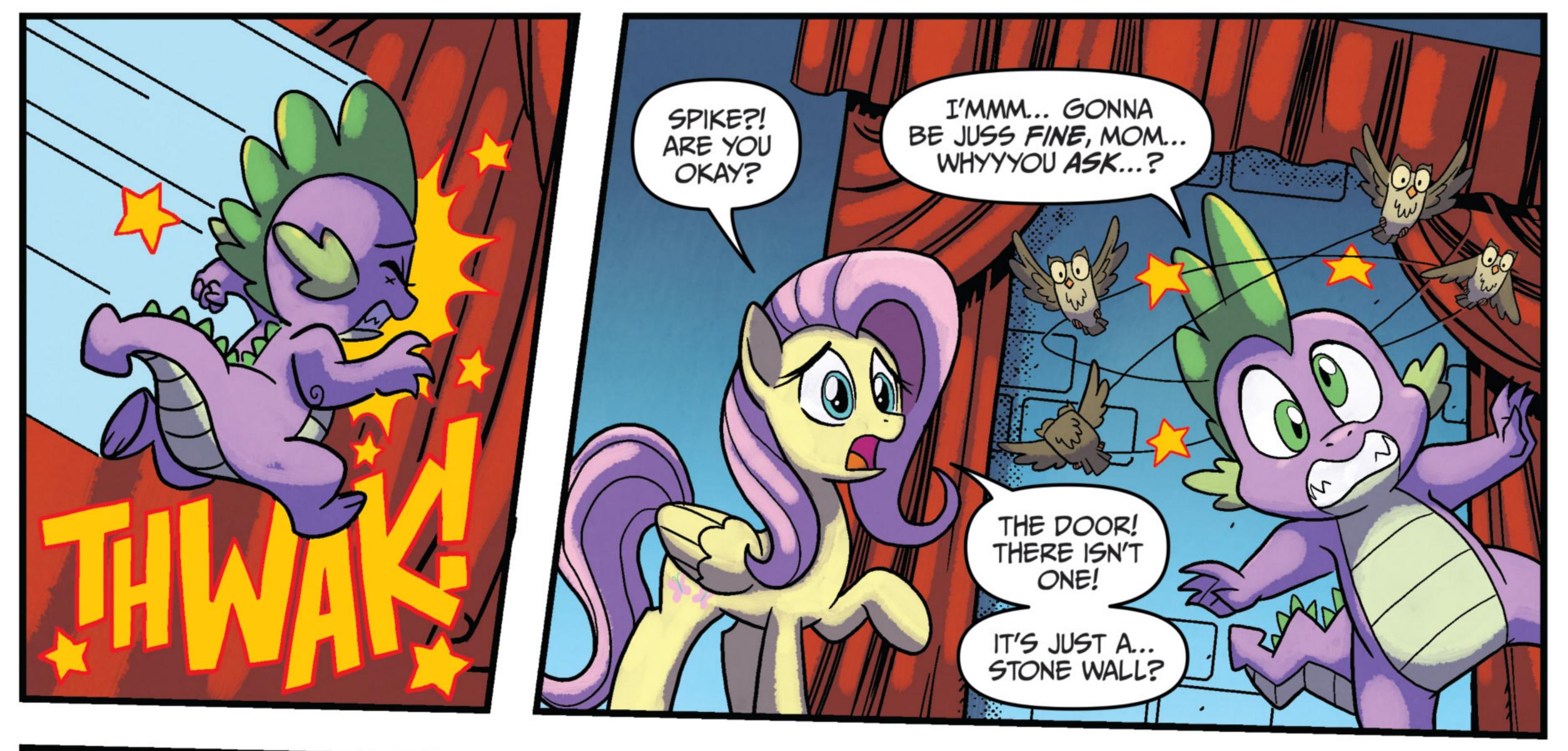


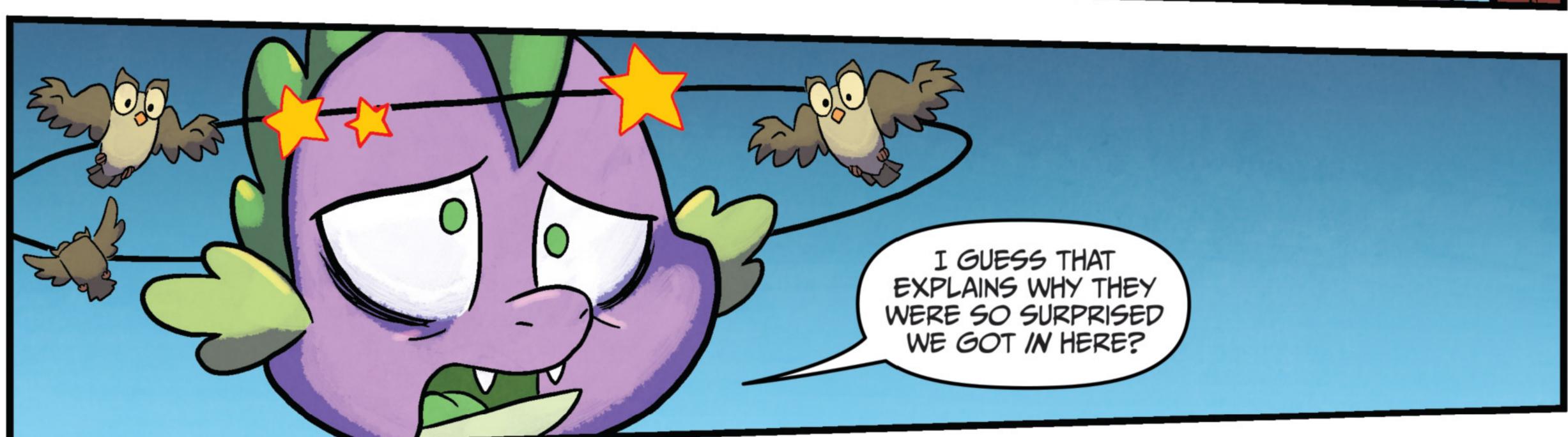


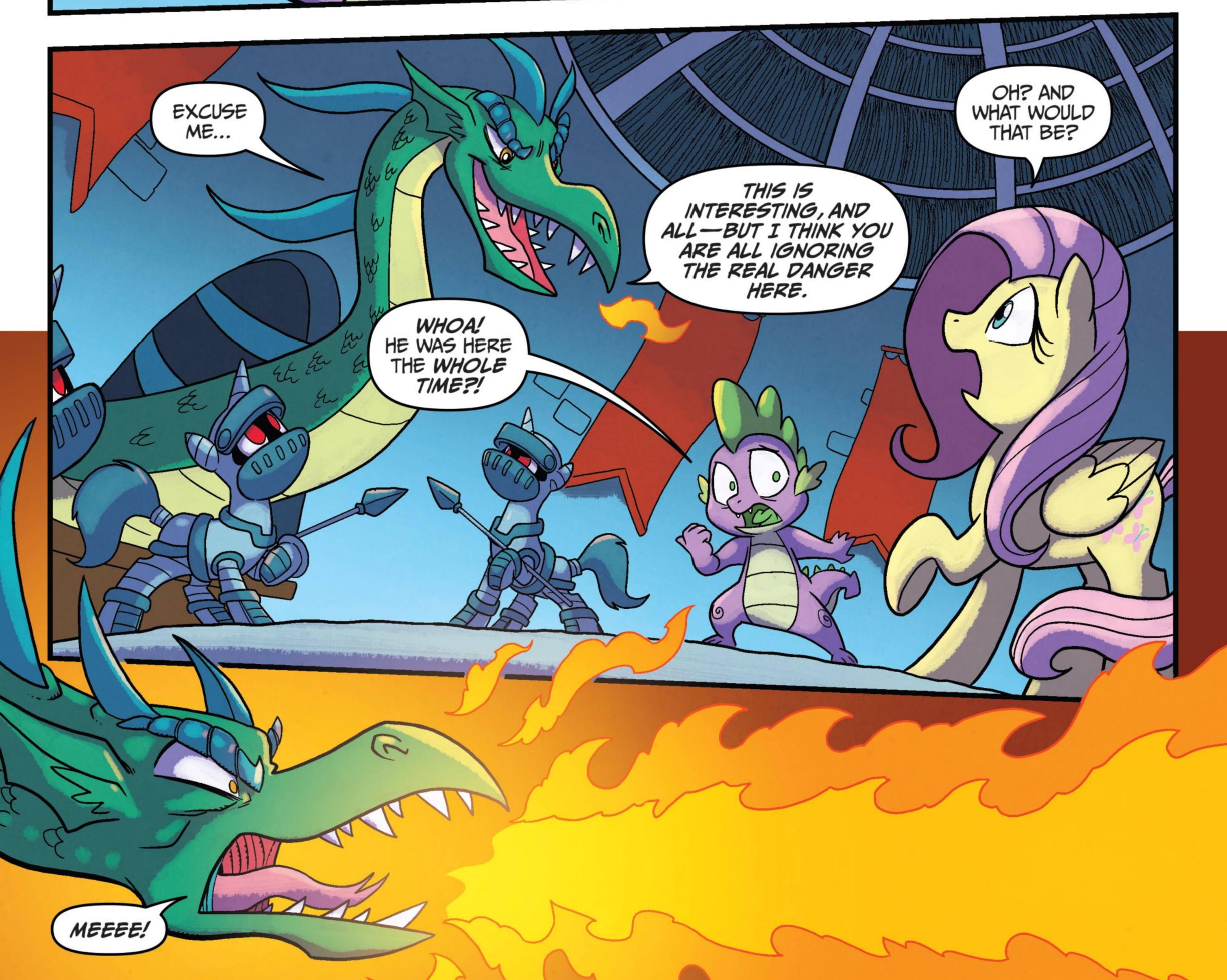


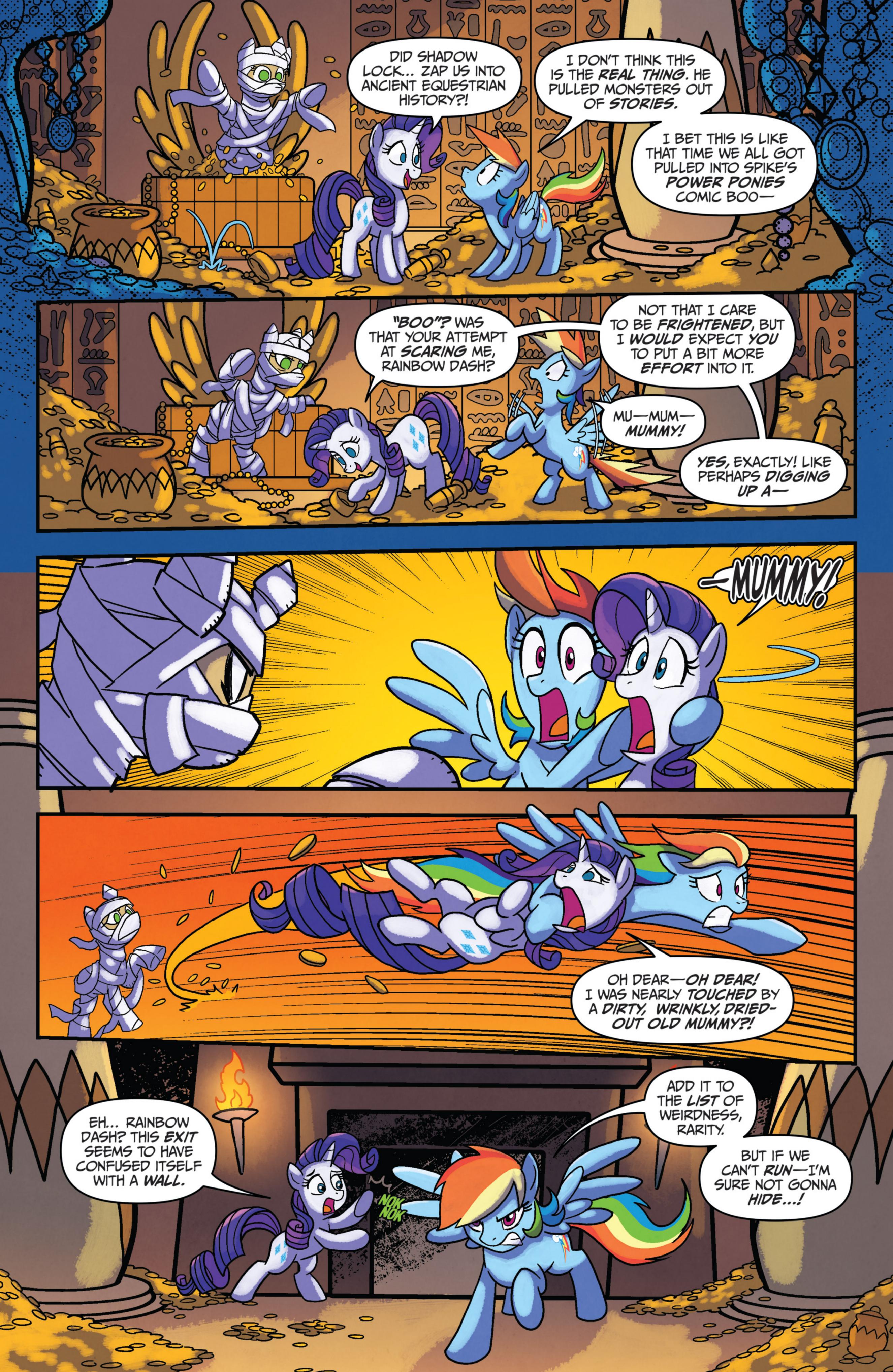


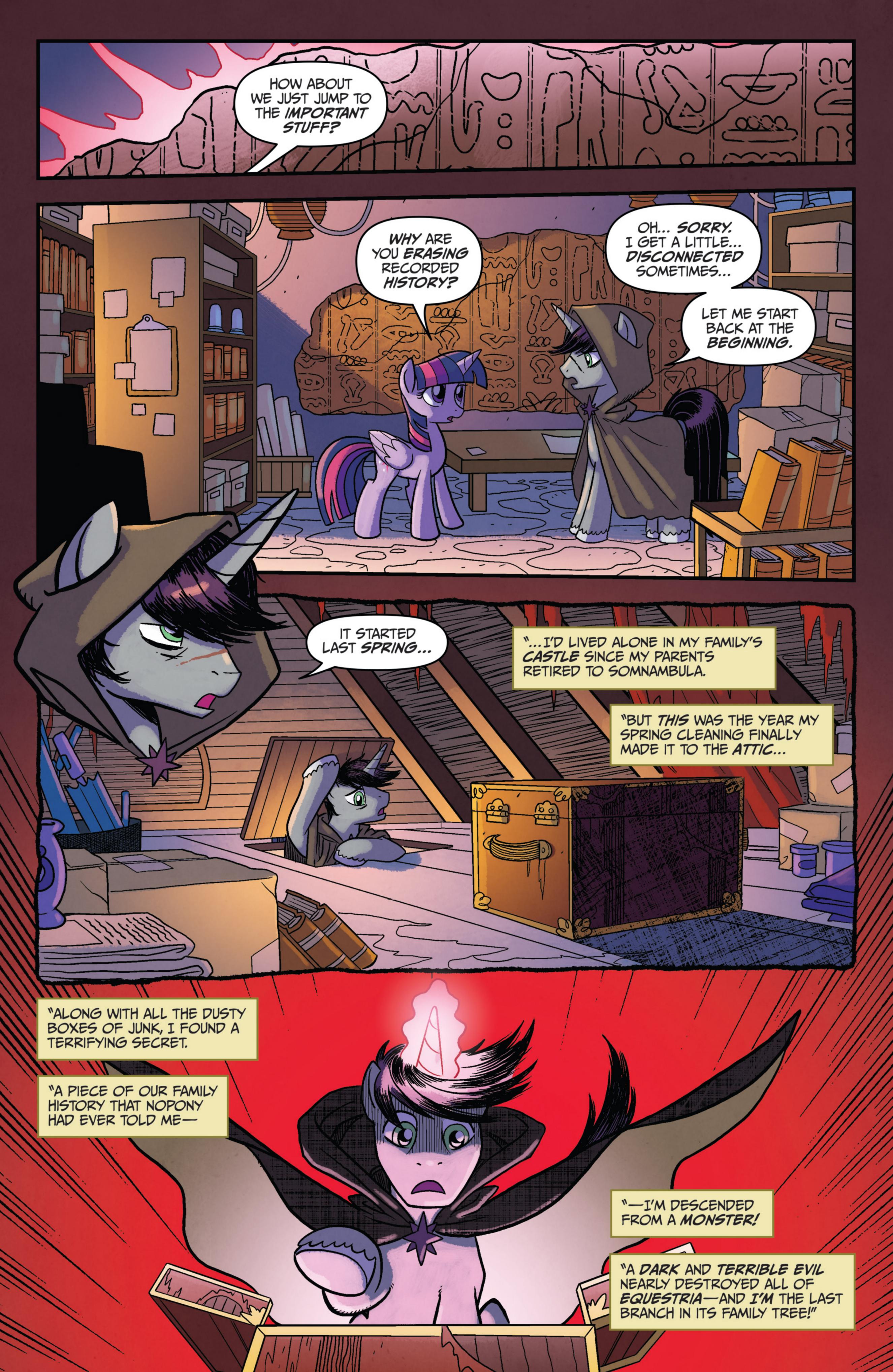


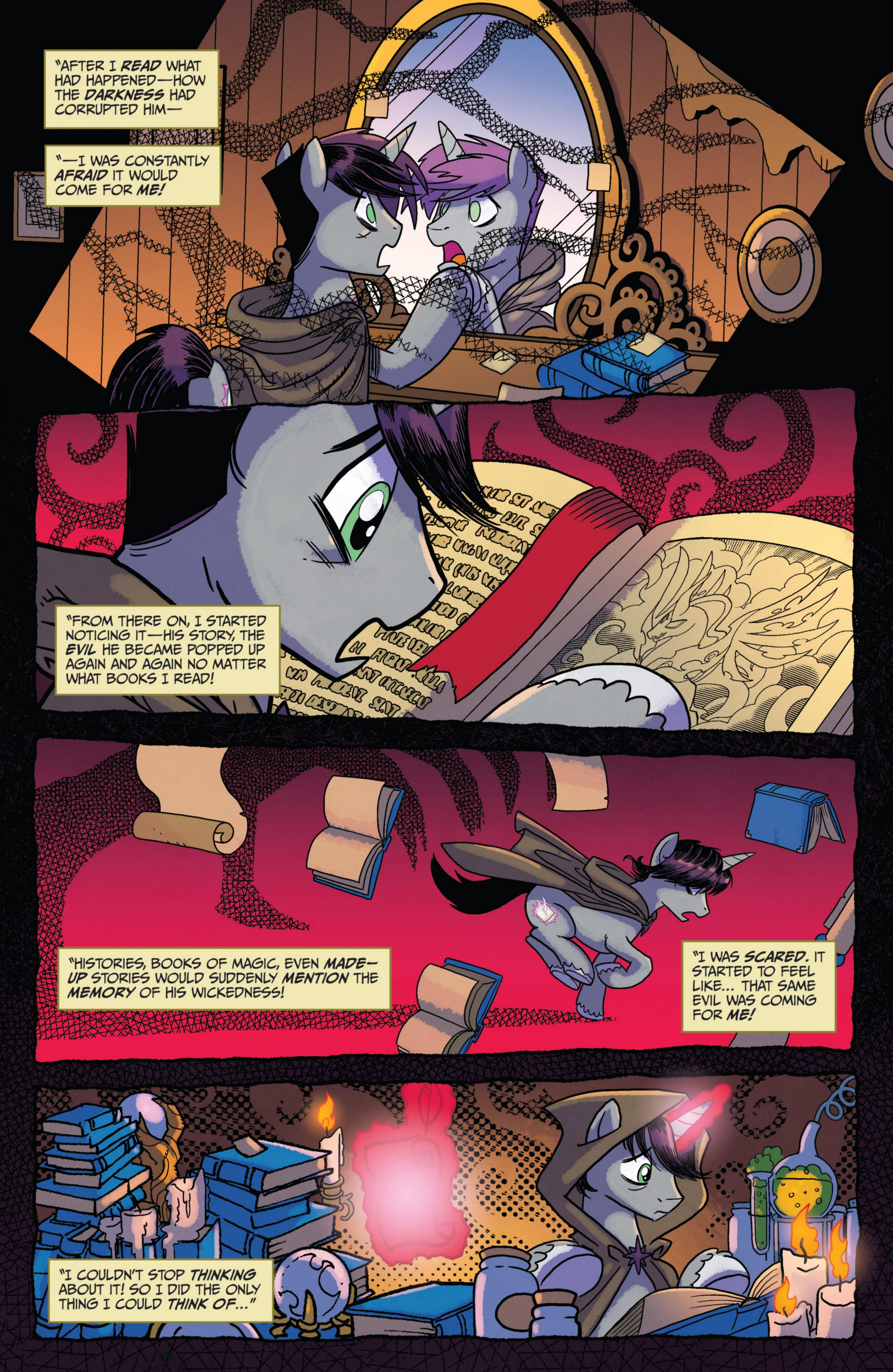


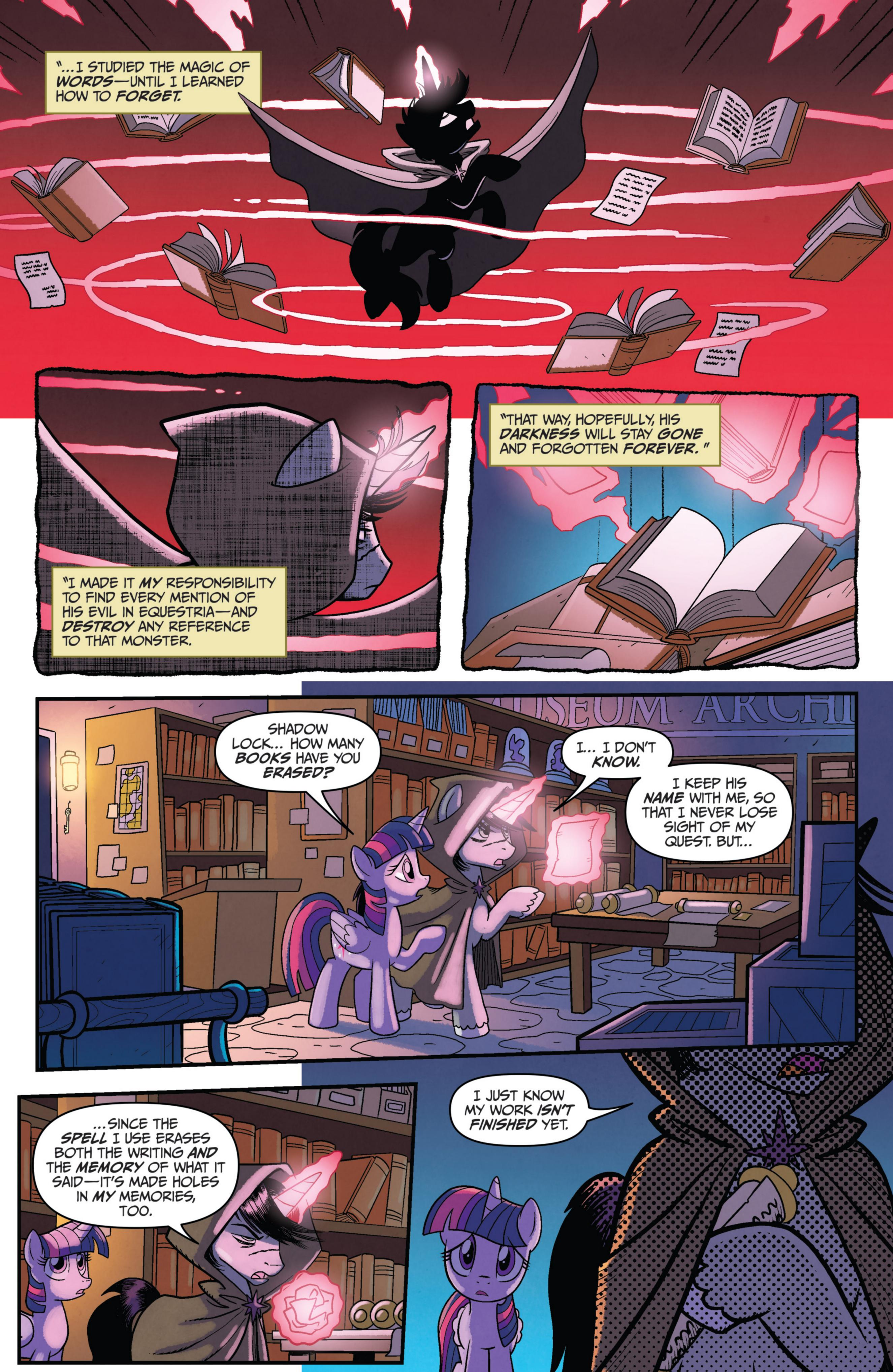












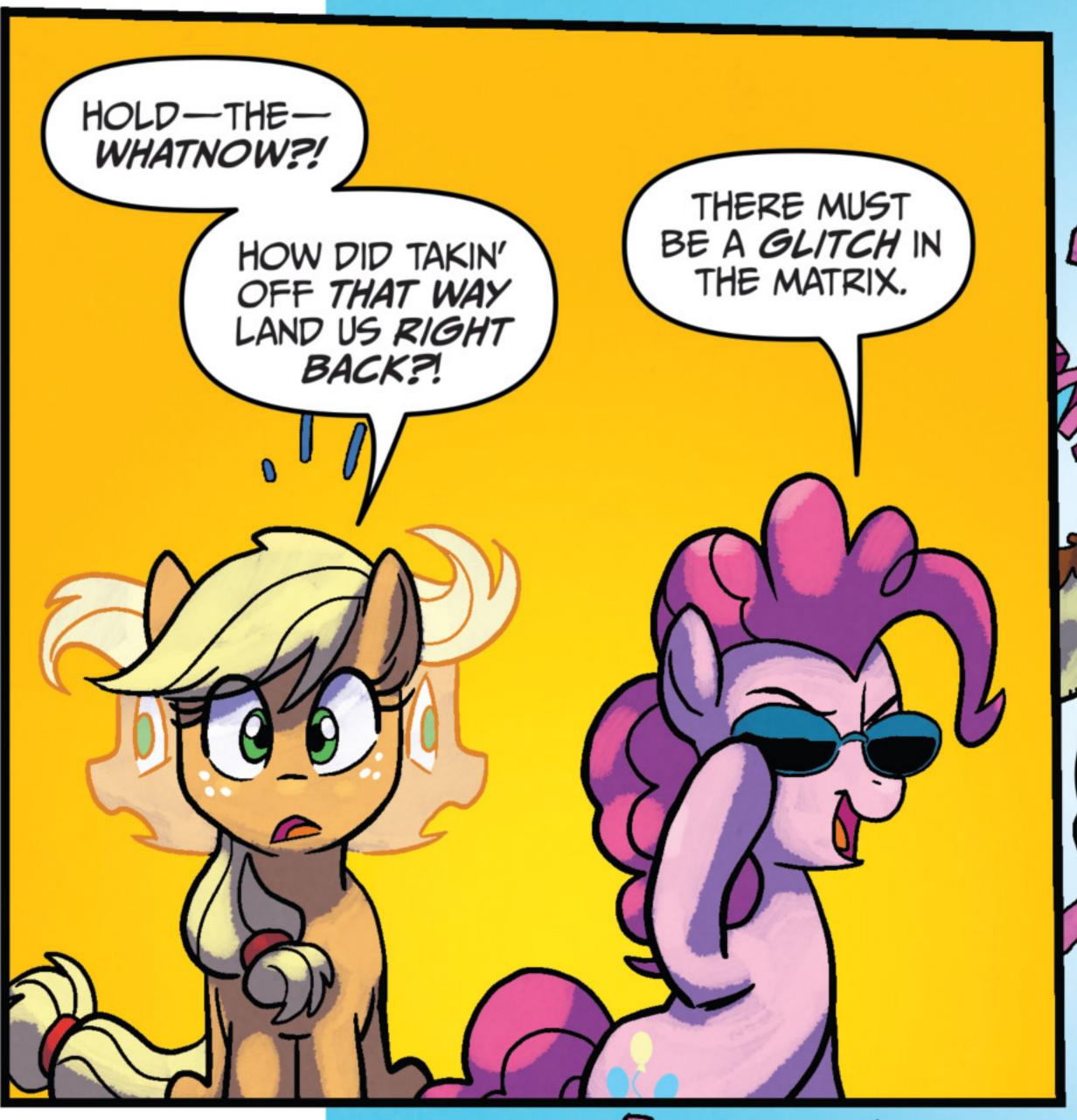




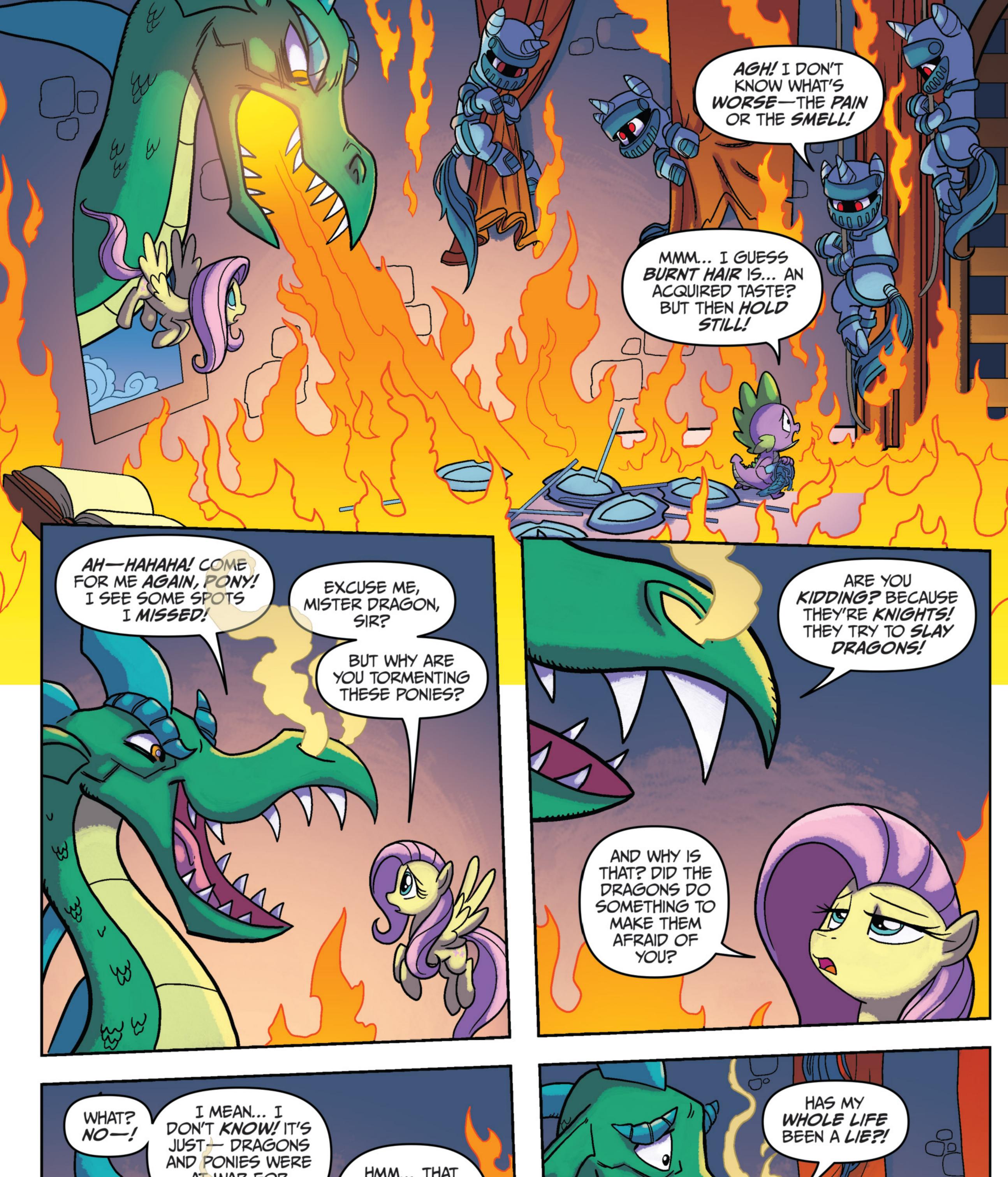




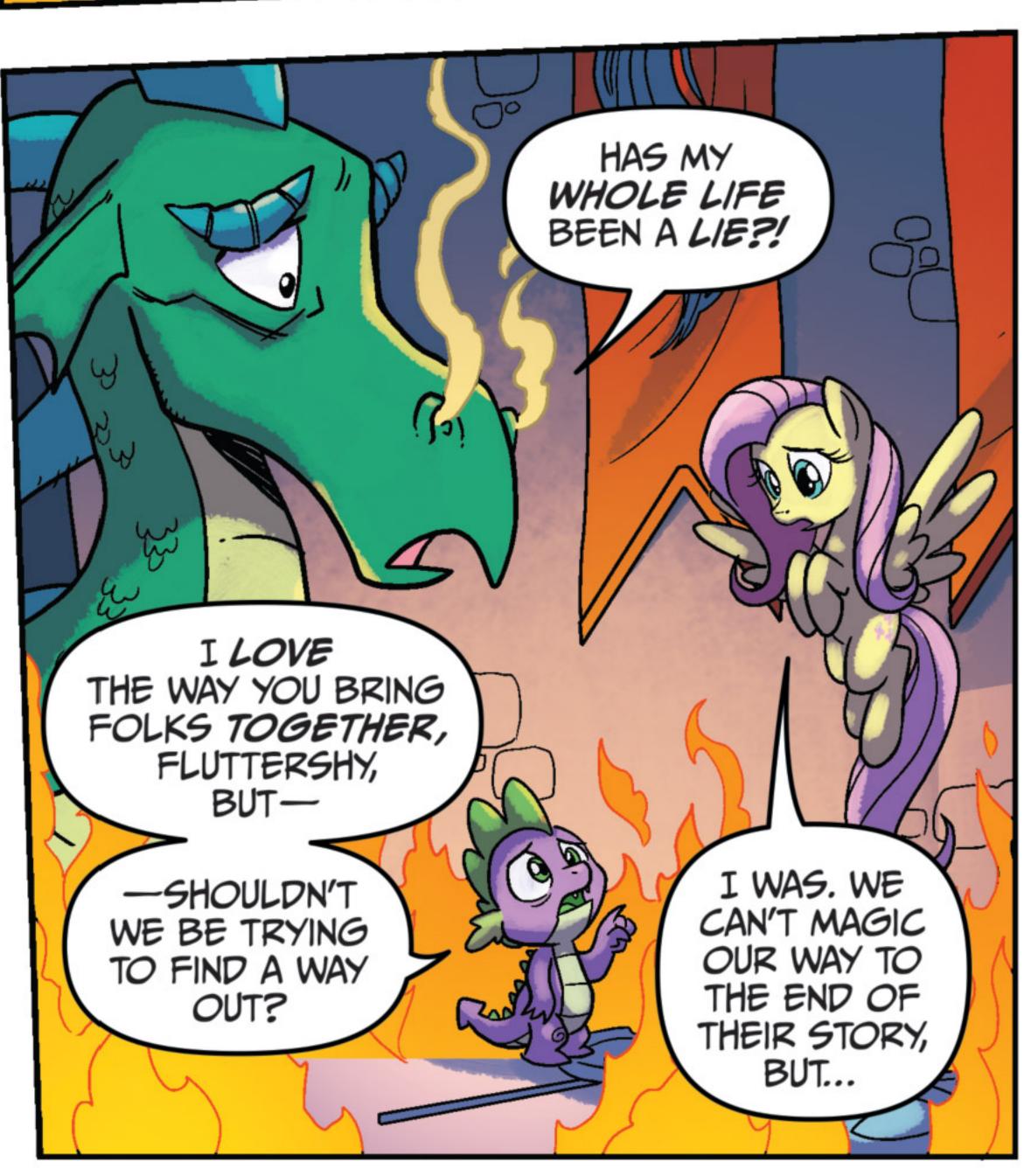


















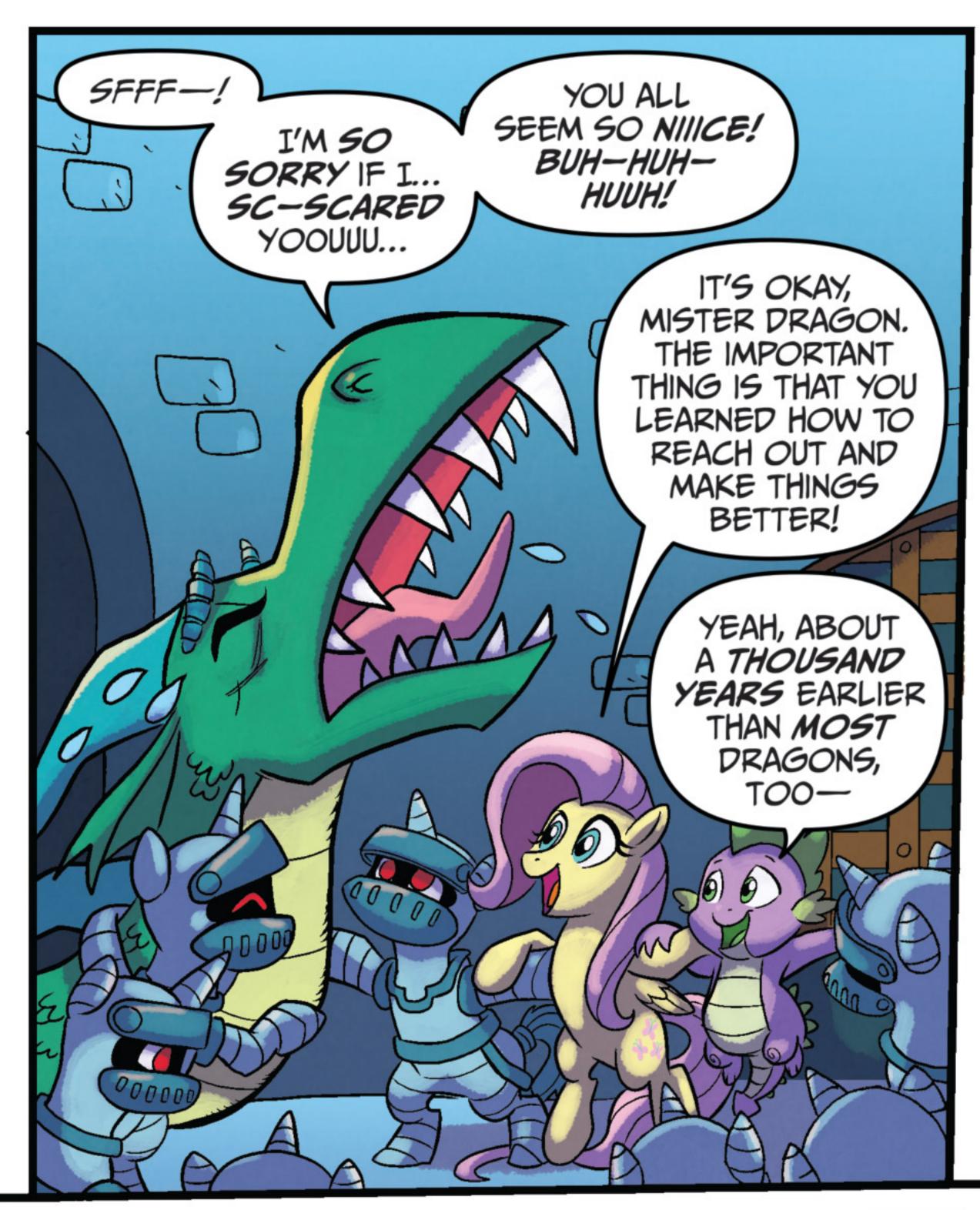


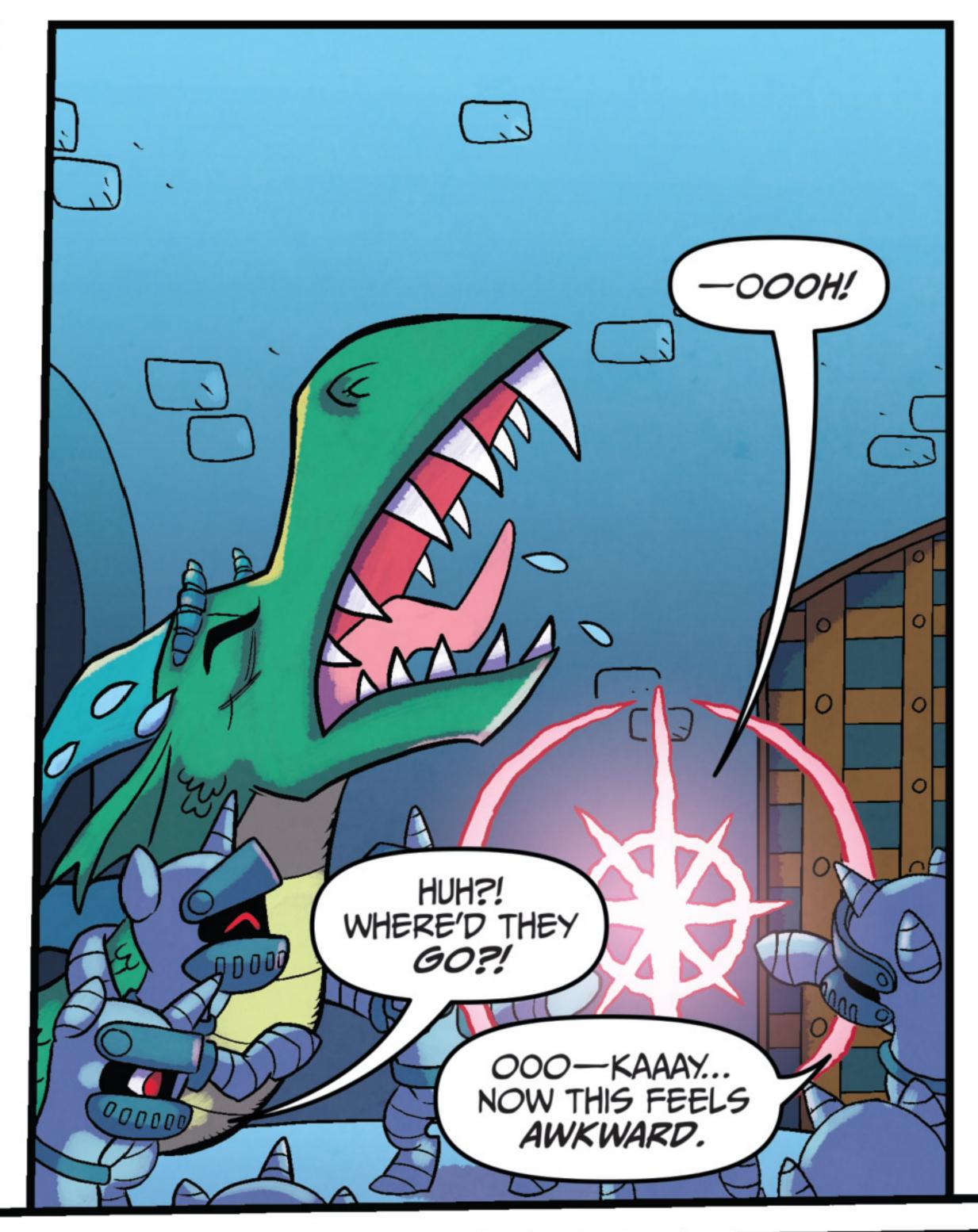


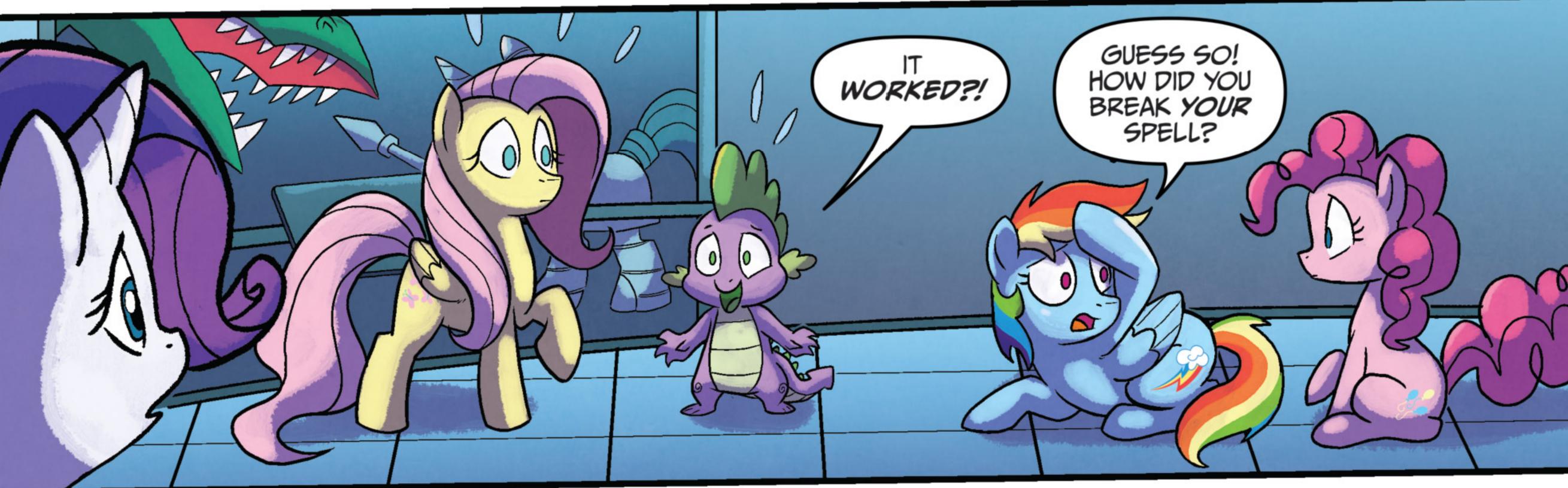
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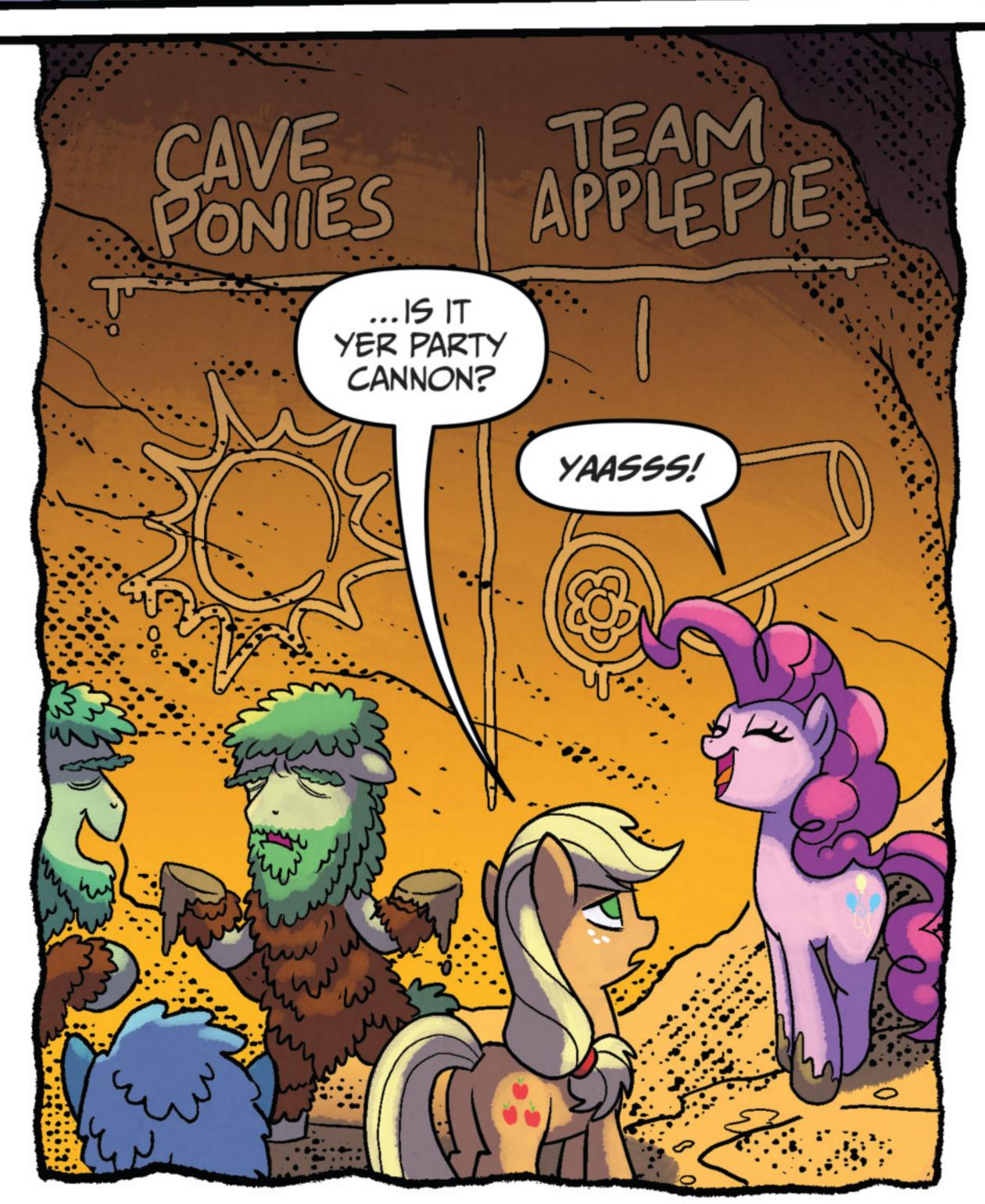
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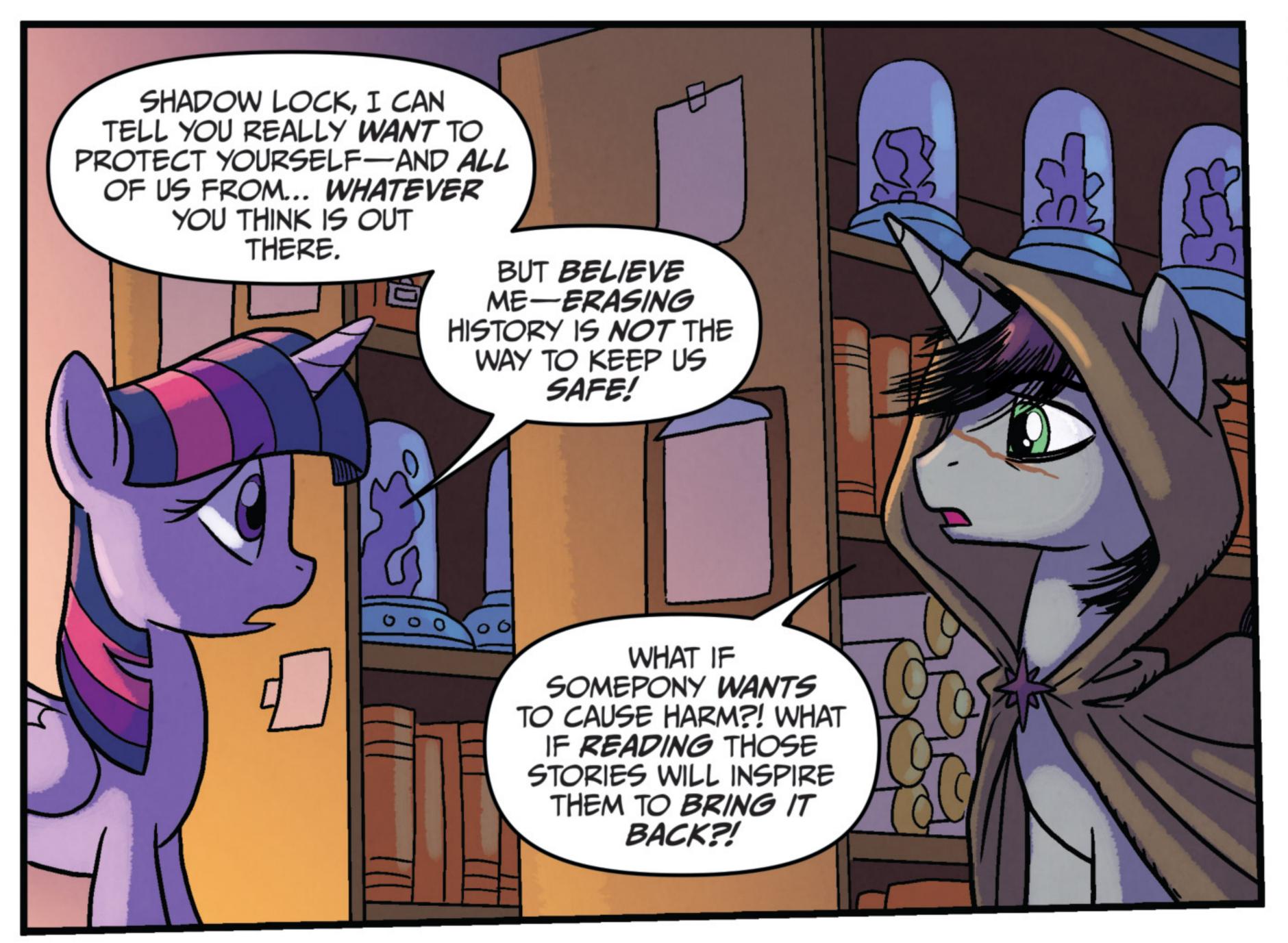
















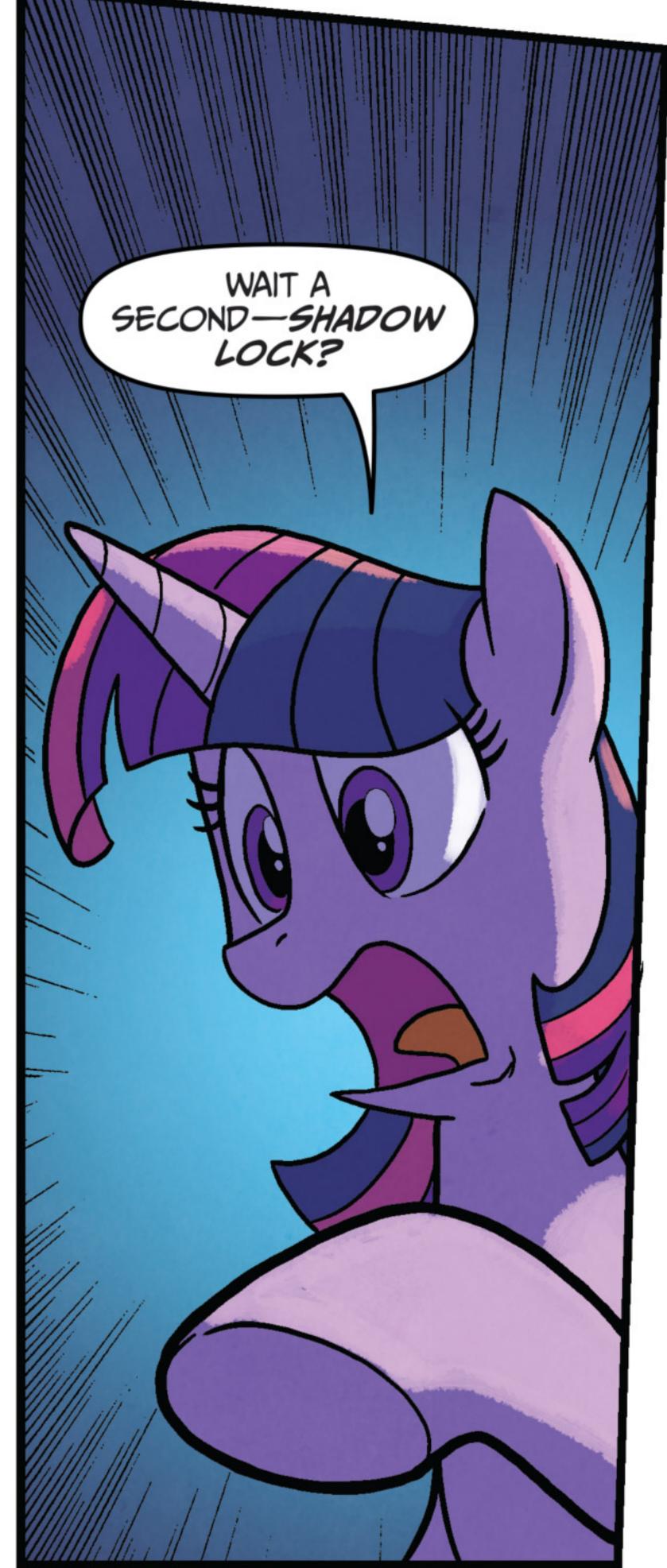














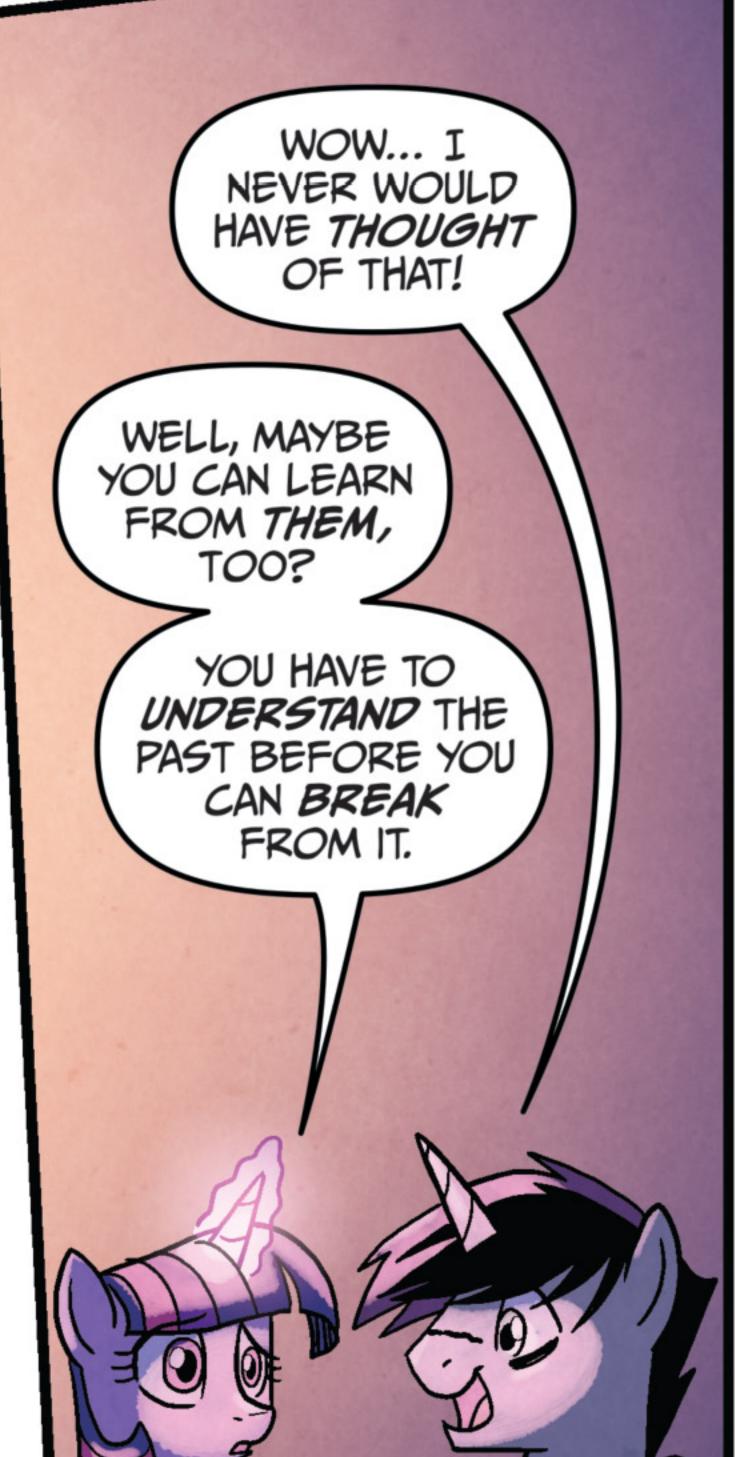


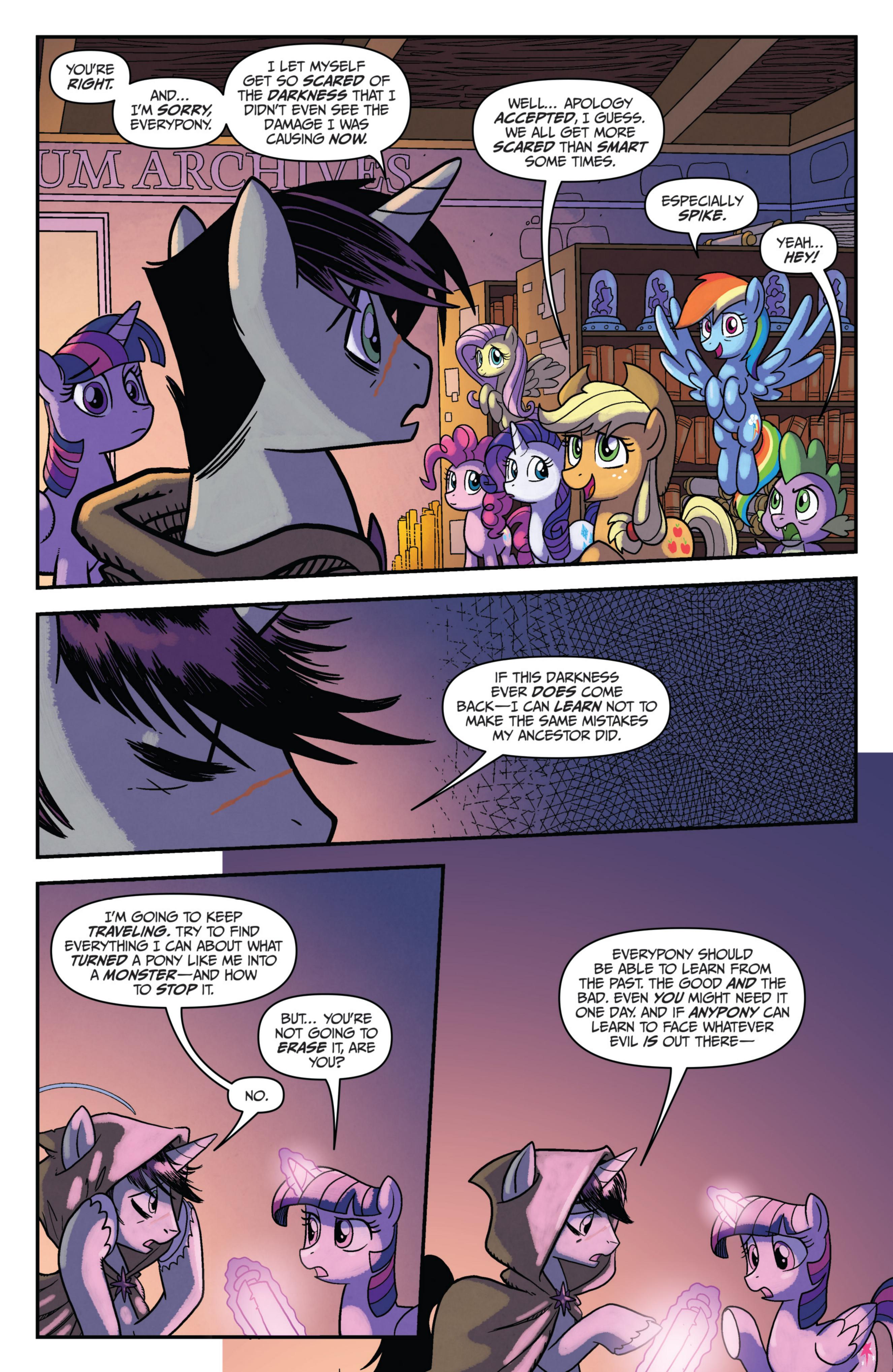


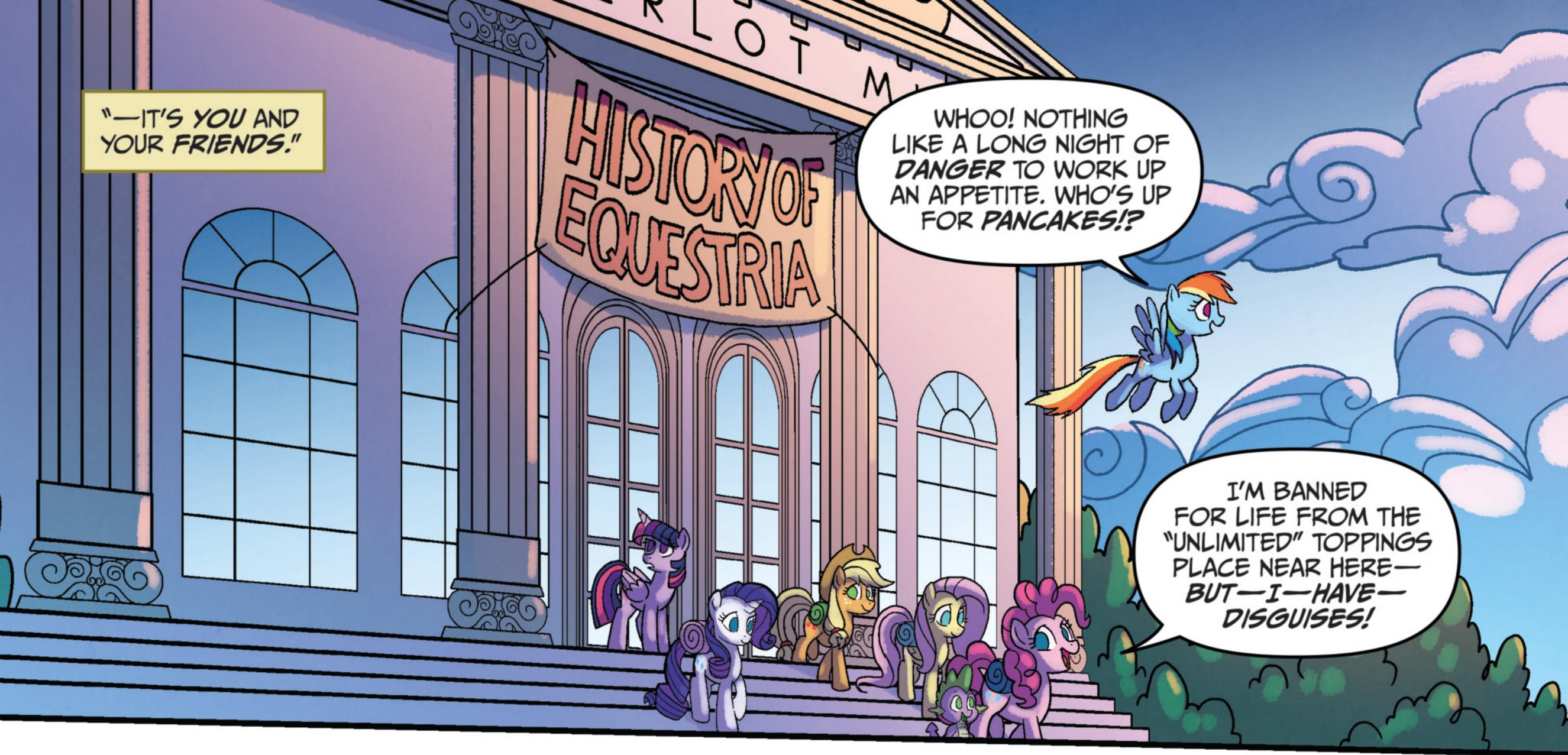








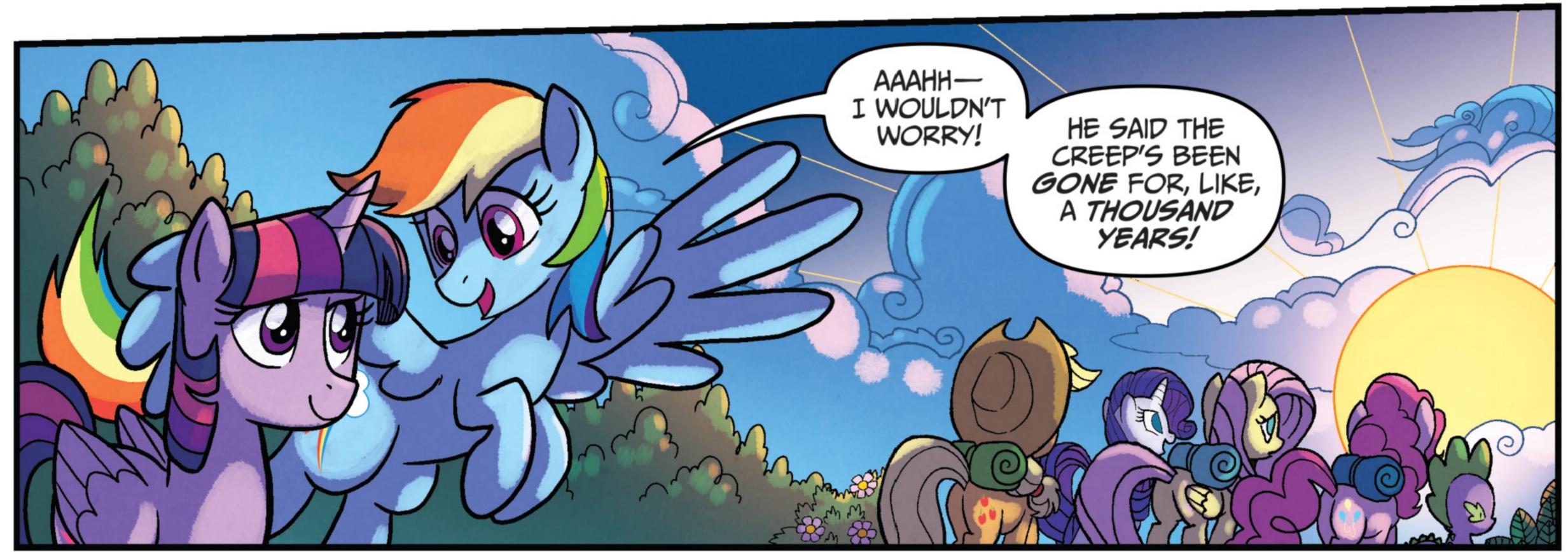


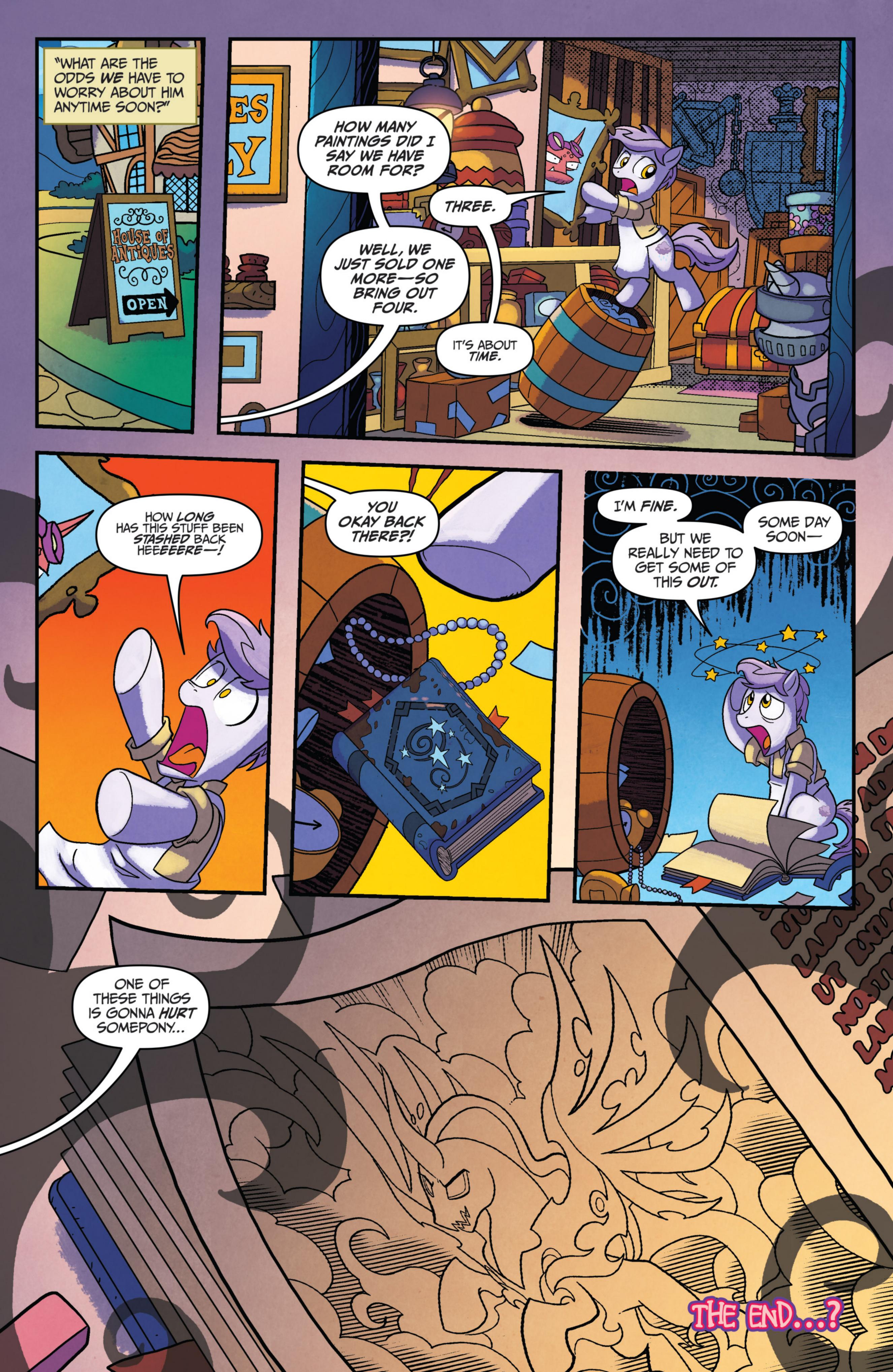




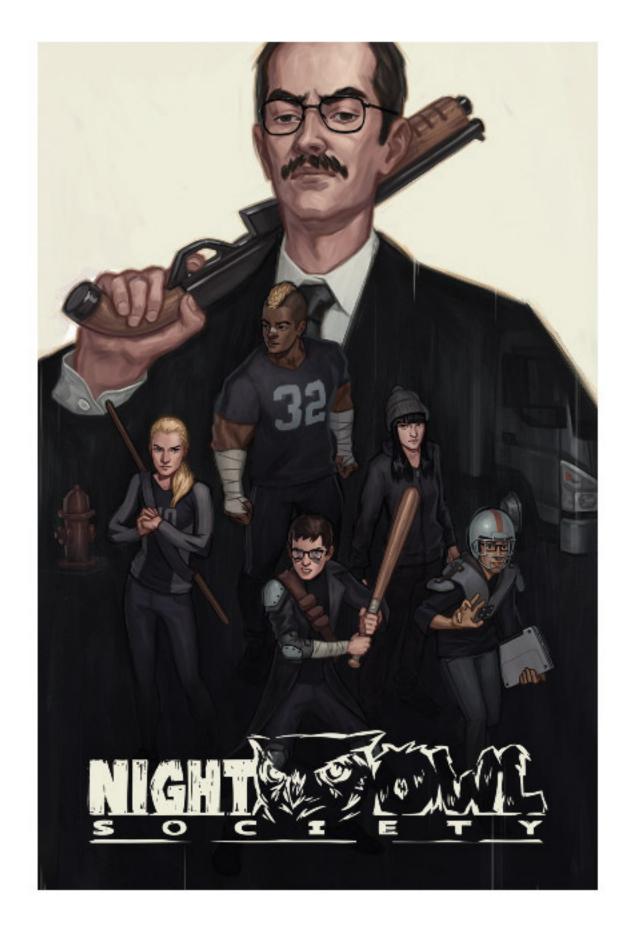








FROM THE PUBLISHER'S DESK



I hope you're enjoying *Animal Noir* and *Helena Crash*, the creator-owned books I told you about in February and March. This month, I'd like to introduce you to James Venhaus and Pius Bak, the creators of *Night Owl Society*.

It's the story of a group of misfit high school kids who decide to take on their local mob boss. Imagine a Quentin Tarantino version of *The Breakfast Club*—great characters who actually sound and act like real high school kids and a complex bad guy who isn't just a mustache-twirling villain.

TA: James, the characters you've created in Night Owl Society take some of the usual character tropes and turn them on their head. Was that your intention?

detailed sketch of the page, I would send it to James. If he approved and no changes were needed, I would ink and color the page. That's about it.

TA: Both, what were your influences when you created the Night Owl Society world?

James: Absolutely. I wanted to give the reader a group of characters that they thought they knew, only to see that there is much more to them than meets the eye. I teach at a private high school that is a lot like the school in *Night Owl Society*. And, what I love about my students is how they are so much more complex than their outward appearance would lead you to believe.

TA: Pius, I'm impressed with your panel layout and storytelling. What's your work process?

Pius: With NOS,
James gave me the
freedom to plan the
pages by myself. I
would divide each
scene from the script
into separate possible
storyboards at first, while
trying to visualize them
as illustrations in my
head. Then I would
group the storyboards

into comic pages. If there were a storyboard that I thought could look exceptionally interesting, I would consider doing a full-page spread.

Once I have figured out how many panels I want to put on a page, I would start sketching out all the options for layouts. That's when I decide sizes and shapes of the panels. Some panels will be smaller; some will be bigger, depending on its importance and how much dialogue has to fit in it. Knowledge on composition and graphic design

becomes somewhat important at this stage.

After finding the layout I like the most, I would start sketching the content into panel frames. At this stage, I think about camera angles, composition and what would be the focal points in the panels. Once I had a somewhat

James: The school where I teach and my students are a huge influence on the Night Owl Society. My students are the perfect subject for a story about crime fighters. They are smarter than the average teenager, have copious amounts of both free time and disposable income, and an overdeveloped sense of right and wrong. They see everything in black and white and aren't

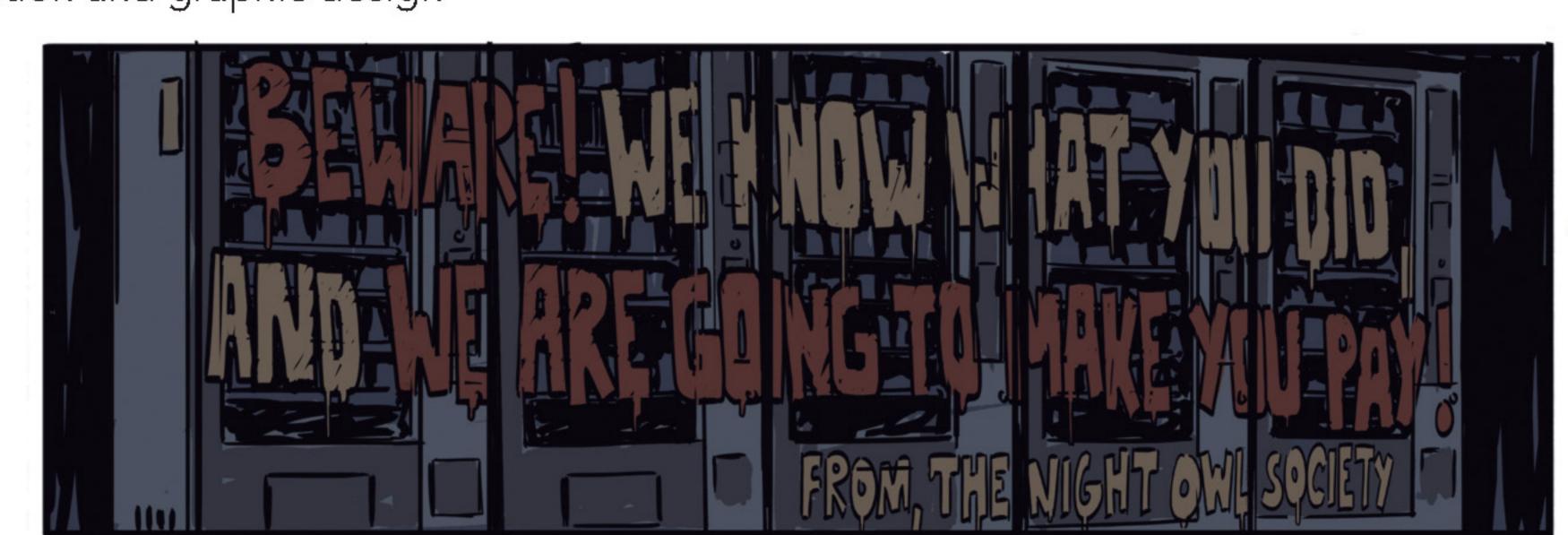
afraid to take action when they feel that there is an injustice in their community.

Pius: I think at the time I was drawing the Night Owl Society, I was really influenced by comic book artists
David Aja and Toni Infante. A lot of it shows in the pages I drew.

TA: Both, anything else you'd like to tell our readers?

James: I love comics, and there are so many truly original and compelling new books out now. I encourage you to read what you love and to broaden your horizons and to try something new. And, as always, support your local comic shop!

Pius: Working with James on *Night Owl Society* was a fun experience and I learned a lot while working on it. Give it a read and I hope you will enjoy it.







written by Jeremy Whitley letters by Neil Uyetake

art by Brenda Hickey edits by Bobby Curnow

colors by Heather Breckel publisher Ted Adams

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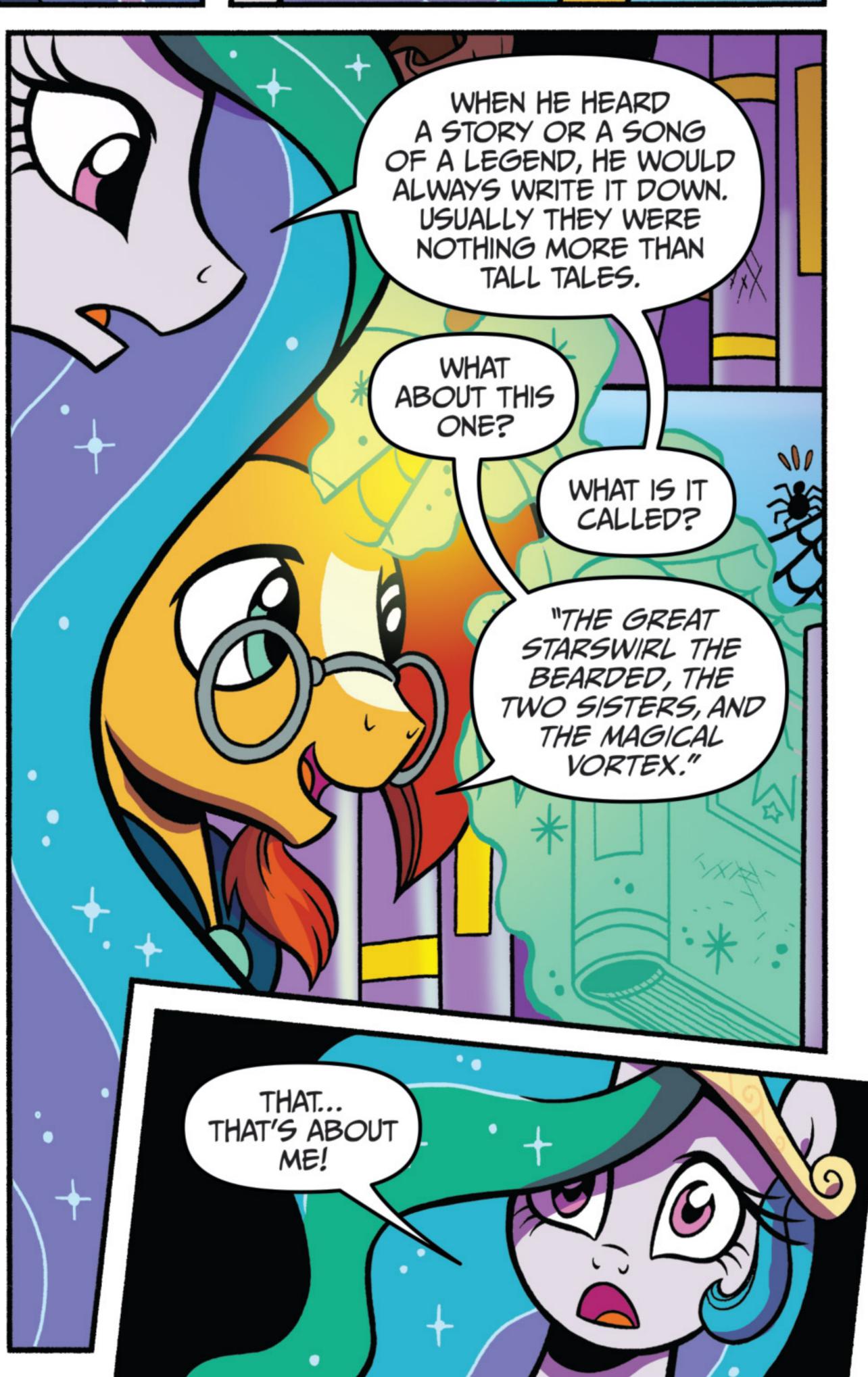


























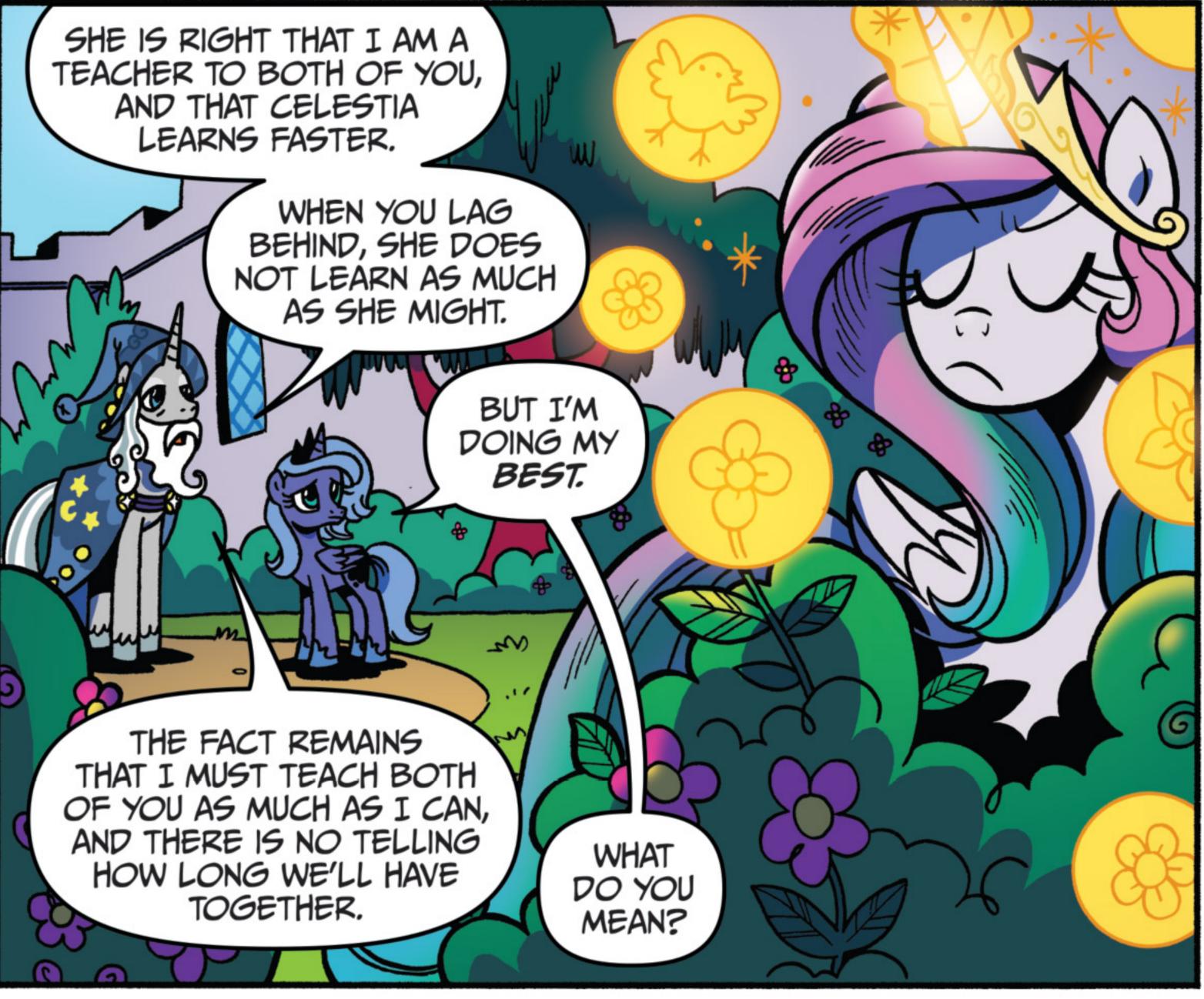




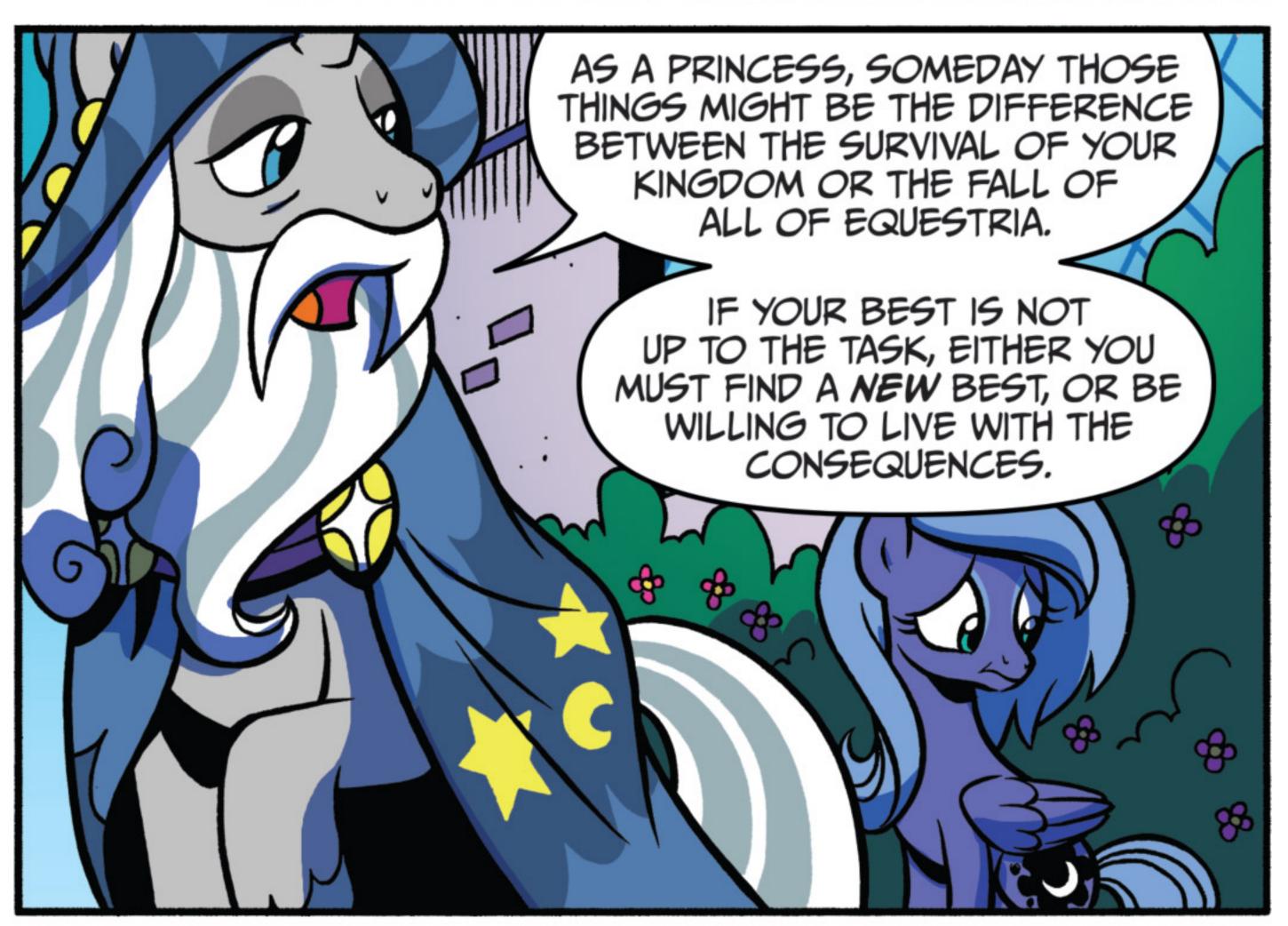


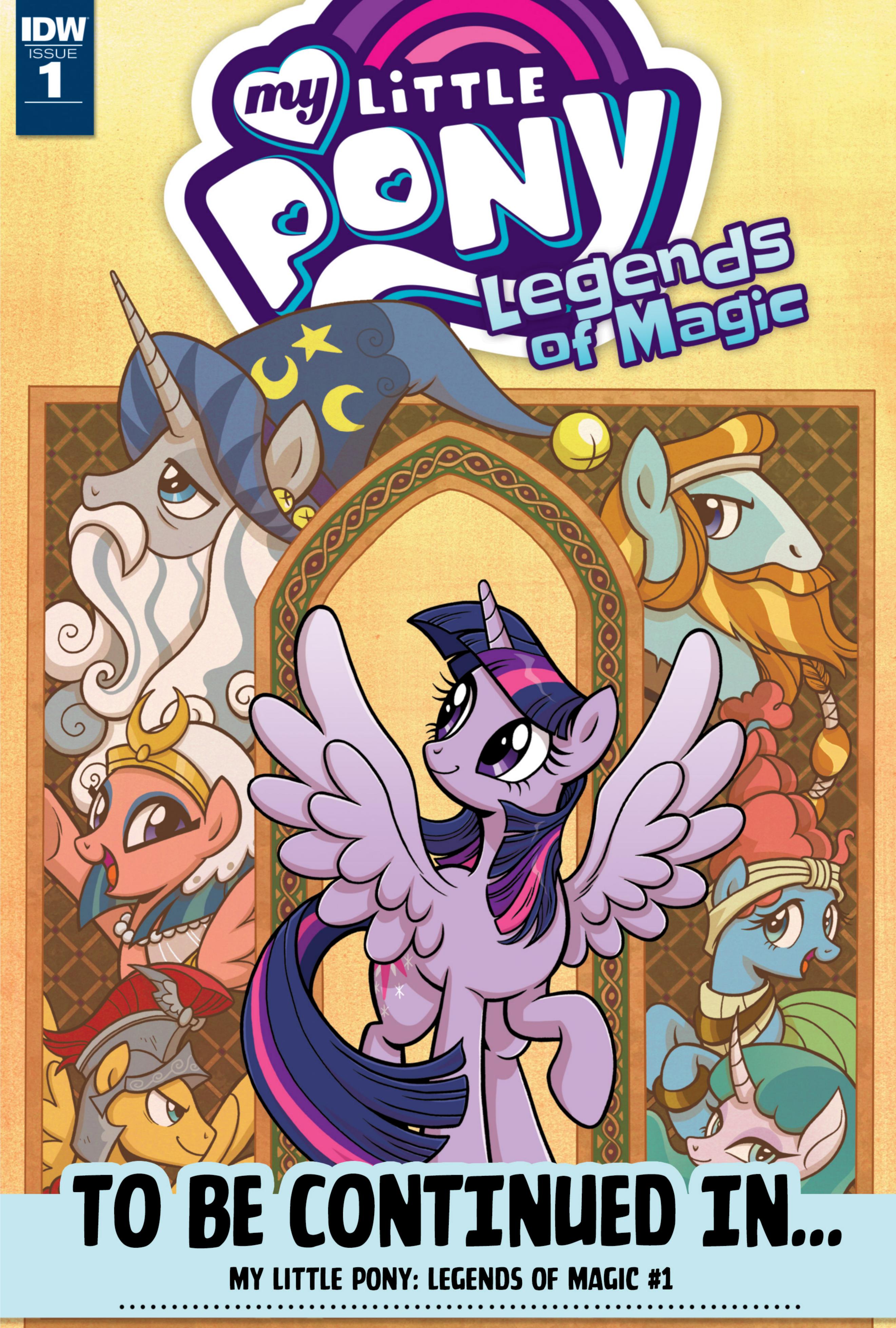












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