THE BEACON TO INDEPENDENT STORYTELLING



CATALYST

CATALYST MAGAZINE BROUGHT TO YOU BY NEXUS STUDIOS, INC.

Welcome to Catalyst! This is something that's been in the works for literal years,

and I'm so excited to finally see it completed.

The idea started as
Write My Epic. It was a
website and app specifically for independent
distribution of everything from comics to
games and everything
else you could think of.



COVER ART: Mike Emeritz
Writer and Editor: Dalibor Zujovic
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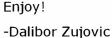
This is my curse—wanting to fly fighter jets before I have even managed to crawl out of my crib.

Over time the entire thing got pushed into the background, and I finally realized the whole point of it was to help independent creators get

their work out easier and get new eyes on their work.

So here we are. A magazine that will bring you great stories to read, and beautiful images to look at, interviews with creators, and even more as we go forward.

We will come to you quarterly, and maybe one day even on time.







CONTENTS

2- INTERVIEW: Michael Emeritz

4- COMIC: Home

11- INTERVIEW: Russell Nohelty

12- COMIC: Ichabod Jones Issue 1

35- GALLERY: Dino Prijic

37- PROSE: The Cost of

Information Chapter 1

41- INTERVIEW: Neil Gibson

44- COMIC: Twisted Dark V1

74- COMIC: The Theory V1

97- TIPS 'N' TRICKS

99- EDITORIAL: Best year for comics

ever?

100- CREATOR INDEX





Michael Emeritz

As he was so gracious to bless the cover of this first issue with a sneak peek into the universe of Sisyphean Complex, it's only fair we give the spotlight to the man himself and get a sneak peek into what makes him tick!



Dalibor Zujovic: We'll get right into the promotion, of course - give us the elevator pitch. What are you working on currently?

Mike Emeritz: Currently, I'm working on the cover for this magazine. But if you're reading this and the cover isn't just a blank page that says "Insert cover here. P.S. Screw Mike Emeritz." Then, cheers to that, I must be on to the next task!

Right now, I'm developing character designs and fleshing out the general aesthetic



for a comic called "Calamity Jane," by my buddy, Marshall Lee of Donkey Jaw Projects. It's a genre-bending pioneer adventure story about the legendary frontierswoman and her exploits in the old west, as well as her lesser known encounters and subsequent battles with extraterrestrial invaders throughout the cosmos. That last part we made up, but you know, sometimes you have to tweak history a bit to make it more engaging for a modern audience. It's in development though, so I can't say more than that right now.

What I can say more about is my personal project, Sisyphean Complex, which Dalibor has graciously featured on the cover of this inaugural issue. What is Sisyphean Complex?... Well... it's kind of like... The

Count of Montecristo meets Invasion of the Body Snatchers with a splash of Rocky Horror, a sprinkle of The Manchurian Candidate and just a pinch of Blade Runner, sauteed with magic mushrooms, sexy lingerie and an old civics textbook, poured over a steamy plate of 80's horror Films, and served with a side of trashy pulp fiction novels and a department store manakin with one eye and a missing foot... In comic form. If you can process all that, you're halfway there. There's a little more to it, but I may have already spoiled too much.

When will this be available, and where?

That's a very good question. My original plan was to submit the comic to Heavy Metal Magazine, then collect it in short volumes as it's completed. But Covid has changed everything.

I have a friend who's published several books with them, great guy, great artist, and the word right now is that it's just not a good time to be pitching brand new material. Most publishers are trimming down to stay out of the red right now. But it sounds like there's an interest in the book. It's just that I may have to wait out the pandemic if that's the rout I want to go with it.

Regardless, HM's terms are very creator-friendly anyway, so I am considering other options that could get the story out into the world a little sooner. Something like releasing pages on Patreon or through a similar subscription system on my own site.

Speaking of which, very soon... we'll say... by end of year... I'm relaunching my art blog on my site to share news and updates about the progress on the comic. If you hit up my site now, join the newsletter, that's the absolute best way to know exactly when you can get your sticky little mittens on my comics. And you get a free digital comic just for signing up. oof... shameless. [That's what we're about here!]

What is your favorite part of your art or writing process?

This is going to sound horribly cynical, but the part when it's done. Oh man... Art, writing, anything creative. It takes such an intense amount of mental and emotional energy out of me, that most days I have to really psyche myself up to even get started. It's like Rocky Balboa in the ring against Clubber Lang, every day, over and over again. "You want to get punched in the head today?" Well, no, but this is my life. So yeah, my favorite part is the end. I know. Terrible answer. Despite this, I do still love what I do, and I continue to get up and take those punches to the head every day, so that has to say something, right?



You've worked on films, animations, games, and comics. When did you know - like really know - that you were going to create for a living?

This is going to sound so ridiculous and melodramatic, but, honestly, always. Art, storytelling, creative thinking, entertaining, all of it has just always been a major part of who I am as a person. I tried to be and do other things, but none of it stuck, none of it ever made sense. When I was 2-years old, I would make these weird illegible comics with speech bubbles and everything. I could barely talk, but I had stories to tell. Haha...

When I was still in elementary school, my mom would get called into meetings because I was constantly drawing in class and I refused to do my homework. My mom would say, "I don't know what to tell you. He insists he's going to be an artist. He doesn't understand why he needs to learn all this other stuff." And it was true, I didn't get it. I got into so much trouble throughout my childhood and adolescent

> years for constantly trying to buck the system because, "F-you. I need to be drawing. None of this is helping me be a better artist."

I've just always needed to be creating. It's something I'd say has actually been quite a struggle to adapt to the "normal" way of living life. I can't even grab a cup of coffee with a friend without at least doodling at the table. I honestly don't know what else I could do with myself but to just constantly create.



What has been the most difficult hurdle to overcome in your creative endeavors?

Phew, I almost prefer not to comment on this one. Well, relentlessly debilitating mental struggles. Some that can be helped, some that can't. It's quite a daily battle. My Rocky analogy is very real. The ring is my own mind. I don't think it's something I've overcome either, or ever will. It's something I learn to bob and weave with and chip away at my goals when I can seize the opportunity.

Smerkina

Slow Death ever Tasted

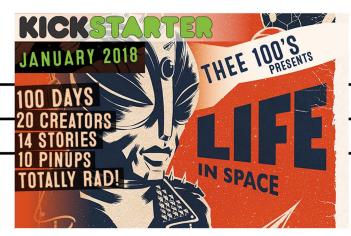


As a special treat, and to show the extent of Mike's hard work, these are some of the banners that are featured on the cover.

Check out Mike's work at







In 2017 I decided to participate in an internet challenge where you work on your own project for 30 minutes a day for 100 days. I was successful in my first attempt,



so when talk of an anthology book featuring a selection of our work started, I was in. I had never made a complete comic book before, certainly not one for public consumption. I ended up coming up with the theme for the book, "Life in Space" and we were off to the races. I also contributed a pinup. That's what you're seeing here, in color for the first time! We'll call that the "cover" for my part of the book.

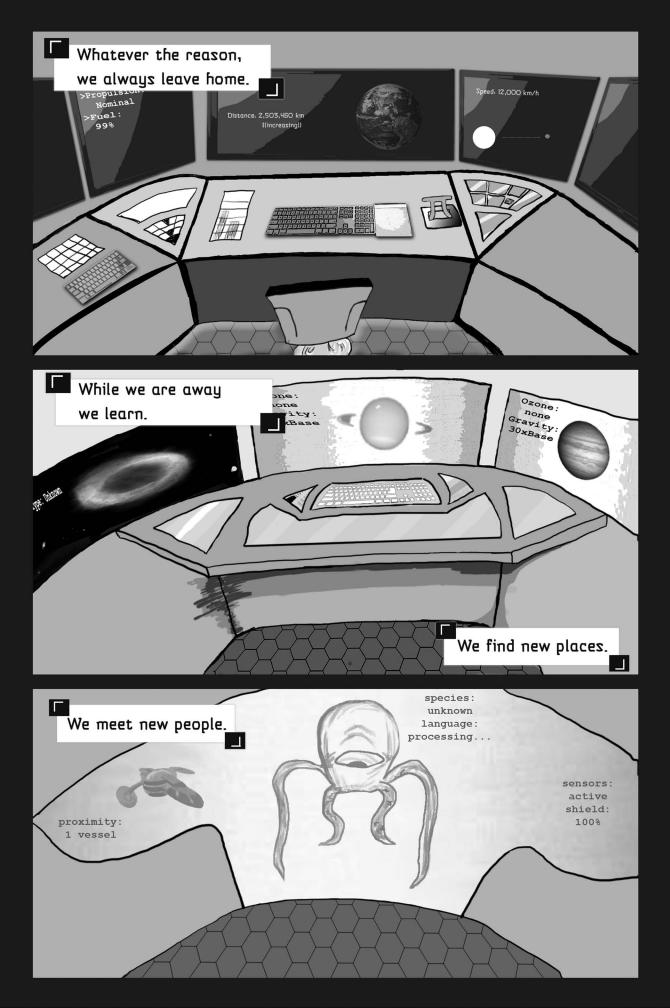
In the next pages, you'll see that first comic book I ever produced. Hope you enjoy!

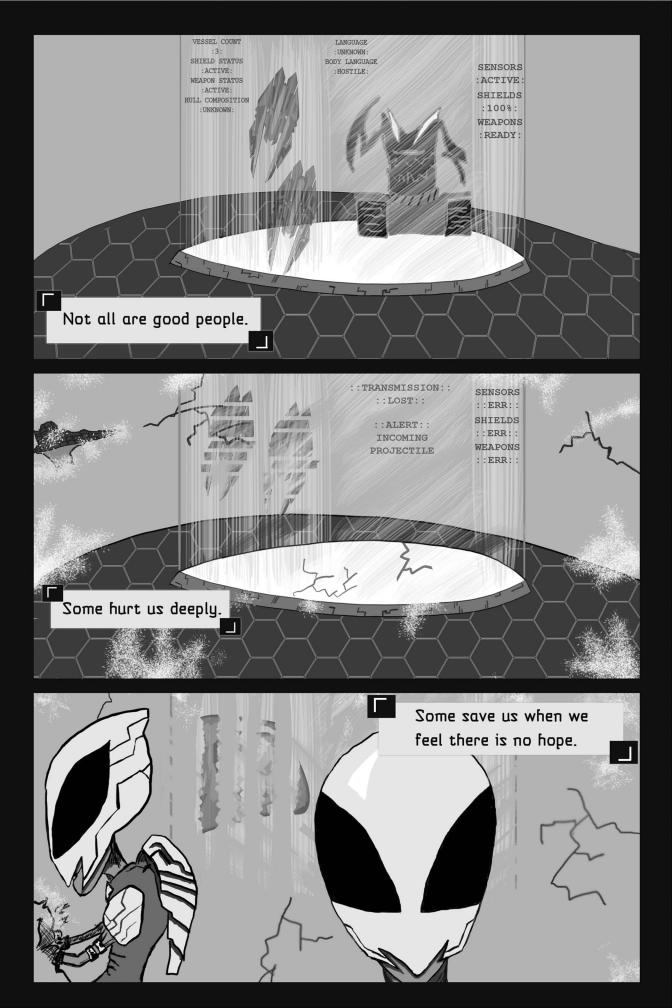


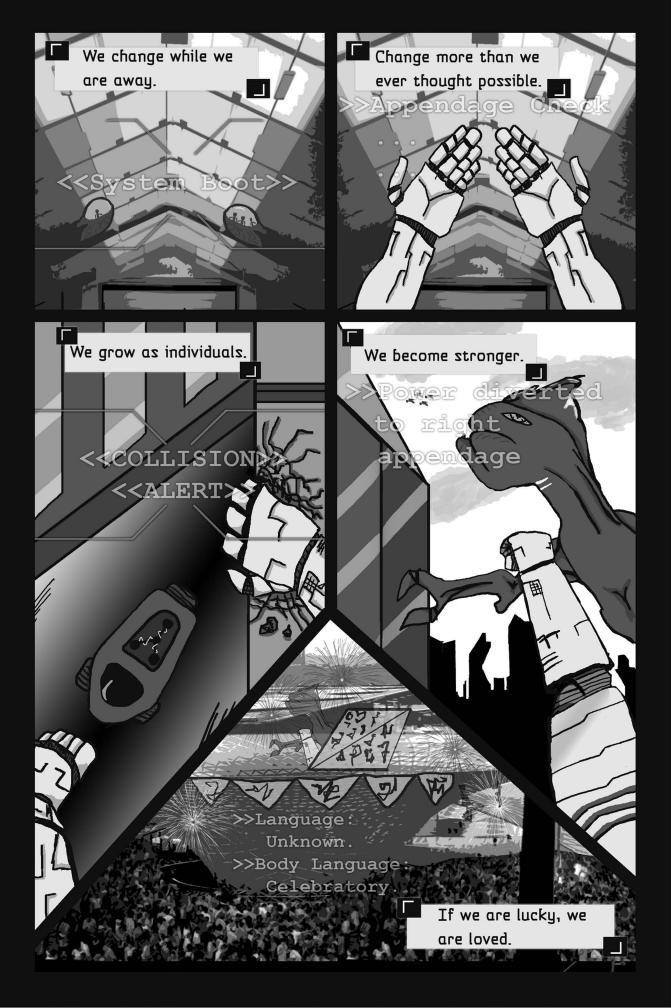
B&W version as originally published in the book. >

Funny thing about *home*.

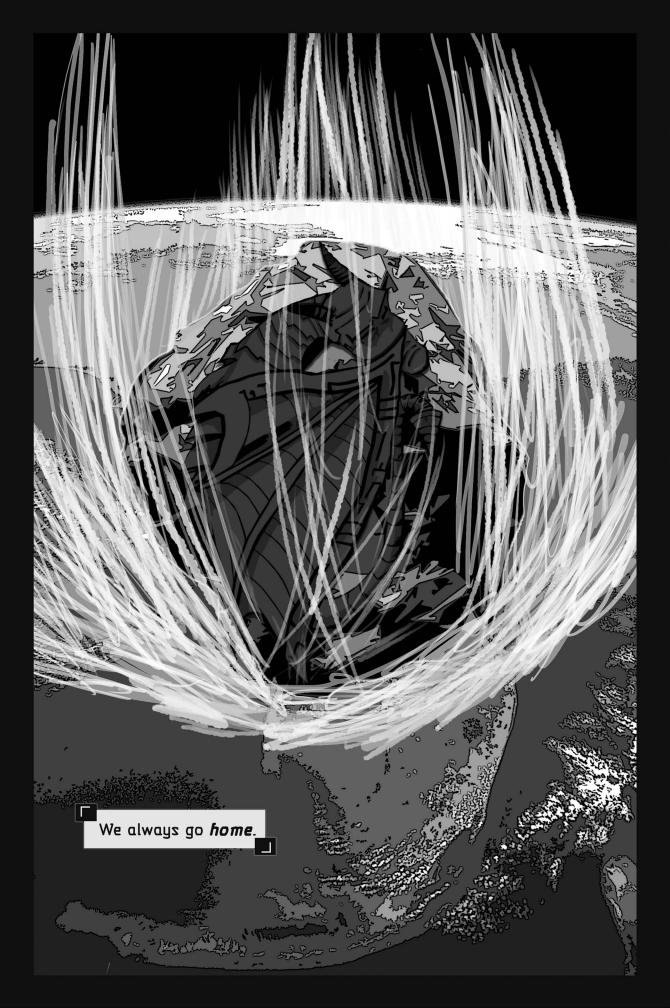














Years ago I met a man in Artist Alley at a convention, as you do, who was promoting a book on Kickstarter named "Cthulhu is Hard to Spell." As I agree with that statement and was looking

for a way to dip my toe into Lovecraftian lore, I had to buy it. I have just recently started reading it, but what I have partaken in in the interim is the continued efforts from our next featured creator.

Russell Nohelty.

An author and mailing list expert, he's been promoting his work through the internet for a long time, and has mastered the art.



Dalibor Zujovic: We'll get right into the promotion, of course – having just successfully Kickstarted Volume 2 of Ichabod Jones, where can people buy the book once it's released? Or can they? Is this a Kickstarter-only deal?

Russell Nohelty: The books always make their way to Amazon eventually and digital reading platforms. However, the hardcovers are exclusive to our webstore at www.wannabepress.com and Kickstarter, along with shows, assuming they ever come back. If you are reading this in the future when shows HAVE come back, then woohoo, you can now get them at any shows that Wannabe Press attends.

Is there a project that you've never gotten around to, but still want to write?



The great thing about owning a publishing company that mostly only publishes my own work is that I am able to follow any weird tangent I want to take, which is what I've been doing for the past five years and, thankfully, people have followed me. So, no, there isn't a project I've really wanted to write but have never gotten around to yet.

The one thing that does happen is I have a really cool idea, but I don't have a way into the book yet, and that is frustrating. I have a lot of half-baked ideas that are a piece of a book, or half a book, but it's not strong enough to dig in and write yet.

It takes me about 1-2 years of development before a project is ready to write, so there are things I'm developing now that I'll start writing in 2021 or 2022, depending on when they are ready.

What usually happens is I have multiple ideas that I smash together to make one cohesive project in the end, but they need to collide around in my head before they fuse together into something cool. Once they coalesce, though, I am generally off like a rocket.

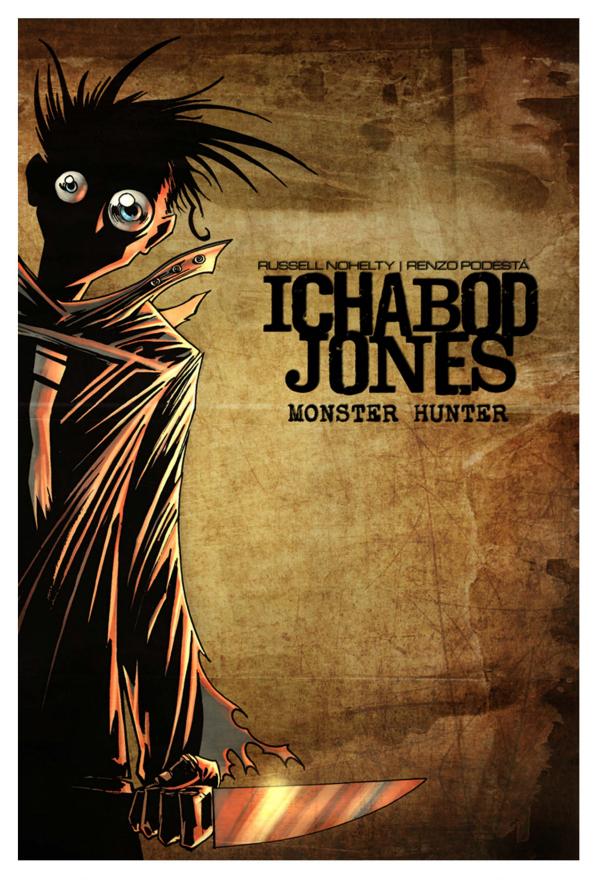
What is your favorite part of your writing process?

Having a complete project that I can share with fans. The writing process itself is cathartic and soothing and interesting, but the best part is easily having people read and enjoy it.

When did you decide that writing was your future? Were you the storyteller kid in school, or did it just come out of nowhere?

It didn't come out of nowhere, but writing books definitely came out of nowhere. I moved to Los Angeles to write movies and tv, and it wasn't until my manager at the time shared with me what indie comics had become since I stopped reading them in the 1990s that I fell in love and dove deep into writing them.

I originally wanted to be a director or a cinematographer, and both of those skills are critical to being a good comics writer.



Ichabod isn't about some mental patient who's ruthlessly killing people. It's about a broken man, who was cast off by society, and whether that person, a person who nobody wants, can be a hero. Can he find his place in the world? Can he come to terms with everything that he's done? Can he become a hero? Turn the page and find out!



WRITTEN AND CREATED BY RUSSELL NOHELTY

ART BY RENZO PODESTA

COVER ART BY RENZO PODESTA

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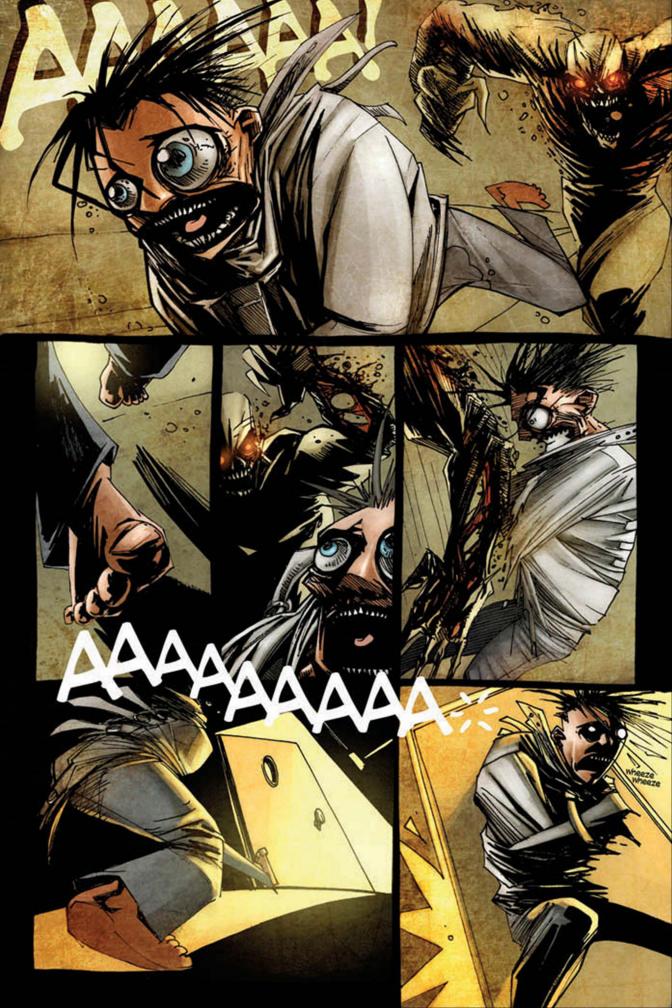
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YES I CAN. I SHOULD HAVE STOPPED LISTENING TO YOU LONG AGO.























It was all leading up to this moment. Everything we've done has led to this.













































Did you enjoy the book?

Go to www.wannabepress.com to buy the whole first volume in hardcover!



I think when you have an opportunity to promote others, you are obligated to include family. As such I proudly give you the design and photography of my cousin.

Dino Prijic









MONOTONY /məˈnätnē/

lack of variety and interest; tedious repetition and routine.











The Cost of Information Ch 1 (Catalyst Exclusive Series) Written by Dalibor Zujovic

The family and I have been working on this series for ages. The script is done and ready for the first six issues of Wolfpack, but until artists can be afforded, I bring you the first glimpse into the universe of Wolfpack.



Commissioned art for Wolfpack by Shawn Alleyene

June 7, 2011

A well-dressed young man walks into a tidy Pentagon office entry and nods to the Admin. Before she can say anything, she sees a light flash on her console, indicating to send the visitor in, so she waves him in. As- he enters the main office, he sees everything in its place. Almost fake in how few items appear to have any use.

"General. I have the research report you asked for." A lie said loudly enough for the Admin's benefit.

A seasoned veteran looks up from his desk and smiles. "Lock the door." He presses a button on his phone and says "Denise, I'll be in a meeting for a while. Hold my calls and ask any visitors to come back later."

"Yes, sir. Visual privacy?" He sees Denise put on her headset through the win-

dow and reach to a control panel.

"Unnecessary, but thank you." He leans back in expectation. "This conversation

is overdue, Brian. You better have what I'm looking for."

Brian sits down in front of the General, and places a briefcase on the table. He begins unlocking it as he begins to speak. "The story that I'm going to tell you is at best hearsay, and at worst proof of the darkest secret the American government has ever had." He sits with a two-foot-tall stack of folders and files visible in the briefcase.

"We all know what happened in September 2001. In response to this tragedy, in secret, and before the sun fell on that day, America sent an elite group of soldiers to address the problem. Despite the publicized "hunt" that would take over a decade, in reality the people responsible for the attack were dead less than 24 hours later. That's when the actual theatrical performance that the world saw on their television screens America eventually dubbed "The War on Terror" began."

The General has a clearly skeptical look on his face. Brian sees this and responds, "If that's hard to believe, this is going to get a lot more difficult for you as I continue. This is my wheelhouse. The research is impeccable. So far, I've only said facts. We'll get into some more speculative details shortly."

The General, frustrated, beckons him to speak. "Alright. As you might imagine, the leadership of the world looked at the elimination of those who gave the orders and they got concerned. America's allies didn't like it, but of course it was a secret mission, so they could only voice their displeasure in secret. As such America's secret team disappeared. What came next for them is the mystery. This is where the rumors come into play."

"A specific General who argued strongly for continued decisive actions suddenly seemed to fall in line. Now he still spoke up enough to not raise suspicions, but his fire was gone. Many observers said that they felt he was just going through the motions. Simultaneously, this same General started working closely with a group of Senators who shortly thereafter presented a new project to the Energy Council for the investigation into clean power sources - an easy sell to the Council. The project was fast-tracked for the optics - the Democratic Senate was working hard to resolve the pending doom of Global Warming, and this was proof. As it goes, funds got earmarked with a military spending bill that was sure to pass, and that money went to this new project. Now what the project really was is a bit difficult to decipher, but I did manage to get some details between all the redaction.

The covert strike team that was activated in 2001 became involved in what was to be a new method of triple-black extreme action. Now by this point we're in 2003, and the "war on terror" is in full swing. Nobody's looking at home, and on the rare occasion they are, there's suddenly a terror threat on American soil. Color coding threat levels was truly a stroke of genius. Simplify the threat to make people do what you need them to do on your schedule.

"You're aware of course that many suspected terrorists were taken to Gitmo and held without hearings or trials or any sort of due process. Well while that shit show was happening, other people were also taken. Shamans started disappearing. I am confident that you have not been living in a cave the last 20 years, and you know that at the turn of the century we saw a resurgence of mysticism. It's hard to determine what is factual, but the most consistent details are as follows. Because the war and the terror threat was the most important thing on everyone's minds, the magic users were old news. So those who were curious and wanted to learn or even improve started niching into groups. The best among them became Shamans of their covens. The highest-skilled of whom were subsequently disappeared. If any missing persons reports were filed, they were most often dismissed due to misinformation and data

mining that was in play for the cover. Eventually people stopped asking or were scared off."

"Since this was an energy project, the other half of thieir equation was much easier to acquire. Energy projects require engineers. Nobody questions the hiring of Engineers for this type of thing. It only starts to look suspicious when you see the *kind* of Engineers that were brought on. Nanotechnology pioneers. Basically everyone who was anywhere near the final expected form was hired on under the pretense that their work would be used to create the next era of energy."

The General stands and walks to a small cabinet near the window. He opens the top in a way that is straight out of a spy thriller, and a snifter of brown liquid appears from inside. "Tennessee's best," he says and pours two glasses. He offers one to the young man and sits back at his desk. They politely clink glasses and the General nods to continue.

"Thank you sir. So now we have the ingredients together in one place. What place? Well that's still part of the mystery. But I'm getting close. What happens at this place? That - that's the interesting part here."

"Based on a few keywords that were not redacted in this stack of black bars, along with some experimental and creative investigative methodologies which I will keep out of your ears for plausible deniability, I think I've figured out what was being done. They were working on somehow pairing elite soldiers with wild animals, wolves specifically - through a blend of technology and mysticism." He lets that breathe for a while while he takes another sip of his drink.

The General's eyes widen and he blinks almost excessively, as if processing the information.

The young man continues, "as I said, this is cobbled together information and I could be way off base. But if I'm being honest, I have never felt more sure about an investigation in my life. And you know my track record."

The general finishes his drink. "I do. How soon will you have the location?"

"I don't have specifics but I'm leaving for a trip to Brazil tomorrow, so I should have it narrowed down to a state at least by the time I come back."

"Brasil? Do you need a guide?"

"No sir, I've been before. I know my way around."

"This is very interesting stuff indeed. I look forward to your next report."

"You'll know the moment I have something for you, sir."

June 8, 2011

Before the sun is up, a young man steps onto a 747 and walks up to Business Class. He sits next to a woman with a blanket and a pillow all set up for a nap, enjoying some champagne. "First time in Business Class?"

"Can you tell?" She smiles bashfully, her braids falling forward slightly.

"Well it's more like I can remember my first time. I was the same way. You'll get used to it."

He reaches out a hand, "Brian,"

She shakes his hand saying, "Ayobami. I can only hope to get used to it. Business was very good this year and my family bought me this trip in celebration."

She looks at him shocked. "Most white people don't know that."

He laughs. "Most white people don't spend as much time as me researching, well, just about everything. I've spent a lot of time in Nigeria."

"What do you do, if you don't mind me asking?"

"I am a research consultant. I find things out about cultures, cities, products, whatever my clients want to know about. Good money when you take into account that most people don't want to do the leg work. Take today, for instance. My clients usually don't have the patience for a 15-hour flight just to take a survey of Rio's fountains." He chuckles politely.

"Sounds boring. I'm glad it pays well though! I'm a baker. I own a small chain of bakeries in the DC area. We make the best cupcakes."

Brian leans closer to her, very intrigued. "Now you're speaking my language! Cupcakes are great, but how are your muffins? Muffins are my lifeblood!"

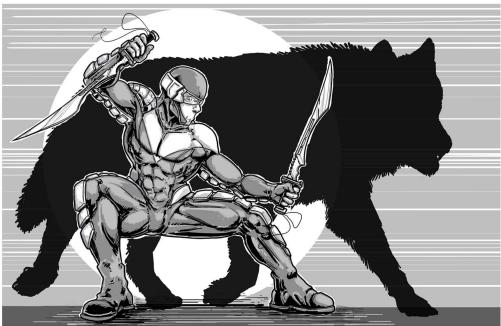
The conversation continues for the entire flight until they both fall asleep. Ayobami wakes up to the shuffle of people getting their baggage from the overhead compartment and moving to the door. She turns to Brian's seat, expecting him to still be there.

"Didn't realize the seats would be so comf..." Her words trail as she realizes he's no longer there. His stuff is all gone. He must have been one of the first people off. "...comfortable. Probably wants to get his boring work done as soon as he can." She starts collecting her stuff, going through her mental checklist so as not to forget anything. As she closes her carry-on bag the third time, she wonders if she might be able to sneak another champagne before disembarking. She's the last person off the plane as the Flight Attendants welcome her to sunny Brazil.

Meanwhile in the shadows of Brazil, Brian wakes up groggy. The last thing he remembers was stepping off the plane and getting into a taxi. He realizes he's on the floor somewhere and tries to stand. He's hit with the fact that he cannot move his legs or his arms much. As his awareness returns, he notices heavy ancient metal bars on the other side of the room.

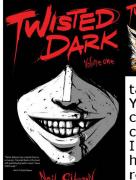
"Oh, fuck."





Commissioned art for Wolfpack

by Gaz "Gazbot" Gretzky









Neil Gibson

This introduction will likely get old, but I was at a convention one day, and walked up to a

table in the first aisle. We were recording C2E2 for the T3G Media YouTube channel and were interviewing creators. We got our next creator on video, and when we were done, he said I had a great oncamera presence and I will take that compliment to the grave! When I met him that day he had already produced at least four volumes of his acclaimed anthology series Twisted Dark, and yet I had never read it. This type of thing is exactly why this Magazine exists. People need to learn about incredible creators like Neil.



Dalibor Zujovic: I'm a self-promotion guy, so let's start there. What is the latest and greatest project coming out from TPub Comics?

Neil Gibson: Ooof! We have been pretty quiet during COVID but a lot of new things coming out.

Theatrics Vol 2 has been finished for a while, but we haven't released it yet. It is the conclusion to the story and has my favourite ending I have done. If none of your readers have read it, they can read the first chapter here: https://www.tpub.co.uk/product/theatrics/ just click on

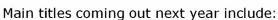


If they like it, email us at info@tpub.co.uk and we can send them more.

Amputation Capital is a fun ride. Written by newcomer Raymond Tyler and myself, the first two issues have been illustrated by André Risso and are now being coloured. It is set in a world where people can buy and sell 'skin' (body parts from celebrities). Basically what if our culture was even more messed up!

Here is a look at the cover. I think it's intriguing. >

Other than that, we are working on several other projects and in theory have some titles in development for TV, but again COVID has put a spanner in the works!



The Theory Vol 2

Twisted Dark Season2, Vol 2

Tuned - basically Heroes meets SE7EN

Will this be available through Amazon/ComiXology/ DtriveThru as well as your own website - <u>Tpub.co.uk</u>?

Yes and as many channels as we can.





It is harder to get publicity for the works, but it also means we can publish what we want, instead of having to fit a set criteria or relying on the whims of an editor.



Oh this is a big one. I love books, I love podcasts, I love plays, TV, films, games. Anyway medium that tells a story I am pretty much a fan of. BUT, comics are my pre-





ferred medium.

Why? Because of their efficiency. A picture says a thousand words and you can spend as little or as long as you like on a panel. You get the instant understanding of TV/Fillm, with the control of consumption of a book. There are plenty of rubbish comics, but good ones are amazing!

What has been the greatest moment of your publishing career?

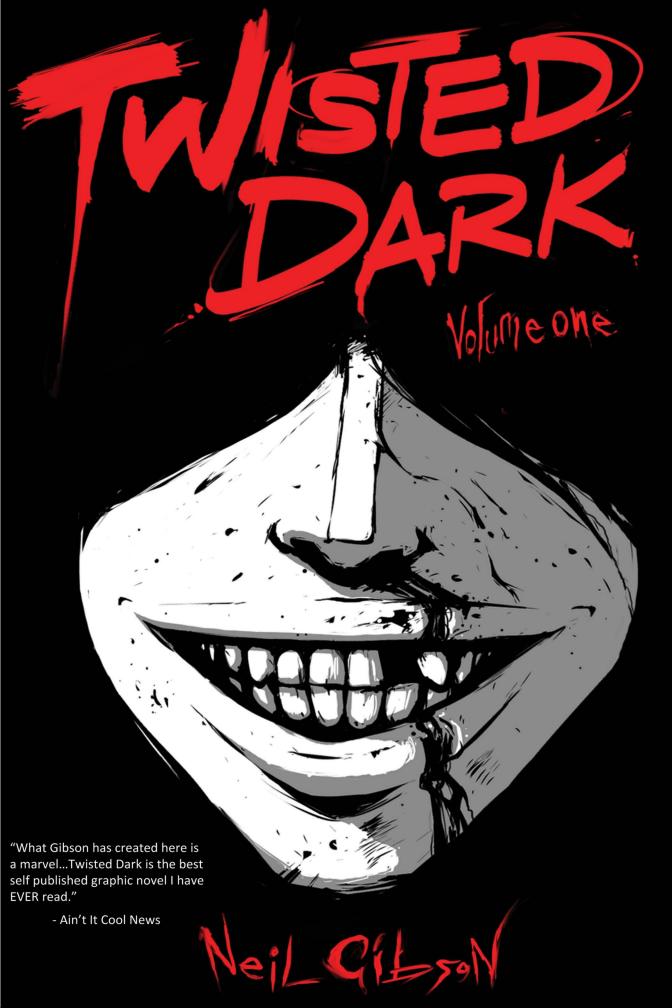
Greatest is honestly producing comics for talented writers and making their material better. I really like writing comics, but I LOVE editing/producing comics for others. Helping something really good become great is an enormous pleasure and privilege.



Now that we've heard from the creator, I will invite you, as Neil has hundreds of thousands of people at cons, to take the Twisted Challenge!

In the next pages, you'll see the first two stories from both the Twisted Dark series and The Theory from TPub Comics. The challenge is to read those two stories and walk away—and people rarely do. The stories are that good!

When you are ready, visit www.tpub.co.uk or your preferred digital comics online store. Twisted Dark Volume 1 is not even a whole dollar!





Volume 1

By Neil Gibson

Suicide...

Online chat rooms allow complete anonymity

Complete anonymity

You can tell strangers things that you wouldn't ever want to reveal to your friends or family

You can release years of guilt and have the cathartic feeling of confessing

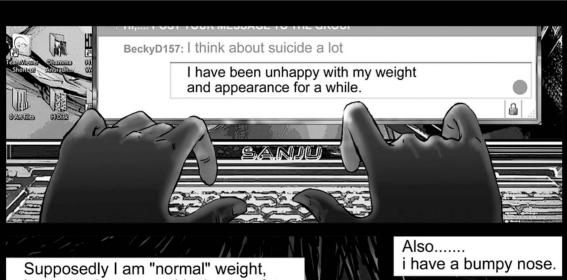
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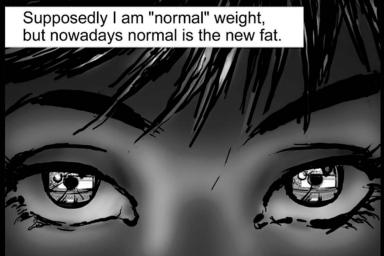
You can just talk about how you really feel...

Writer/Creator Neil Gibson

Illustrator Atula Siriwardane













BeckyD157: I read that suicide is a call for help or a call for attention

I don't believe that though because I don't want attention.



I just want everything to stop

I can't really see the point of carrying on when life is like this.

People say that life gets better when you are older.
But people also say.....

they wish they were kids again with no responsibilities





BeckyD157:I don't know. I don't care.
I just want it all to end

The thing that worries me though...





Routine...



Writer/Creator Neil Gibson

Illustrator Caspar Wijngaard

































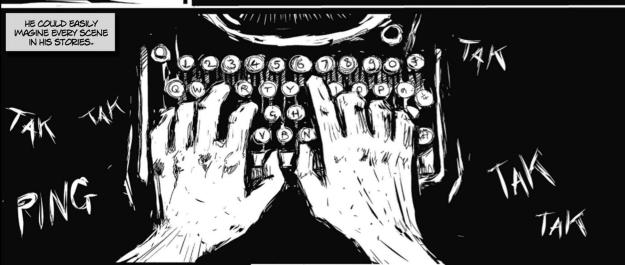




















TWO FAINT SHOTS AT 11 BROKE HIS CONCENTRATION.













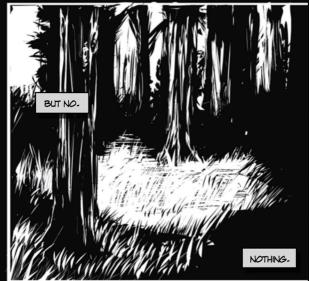




















IT WILL BE OK.

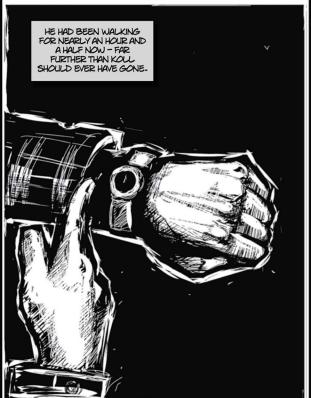
DON'T PANIC.

DON'T PANIC.













































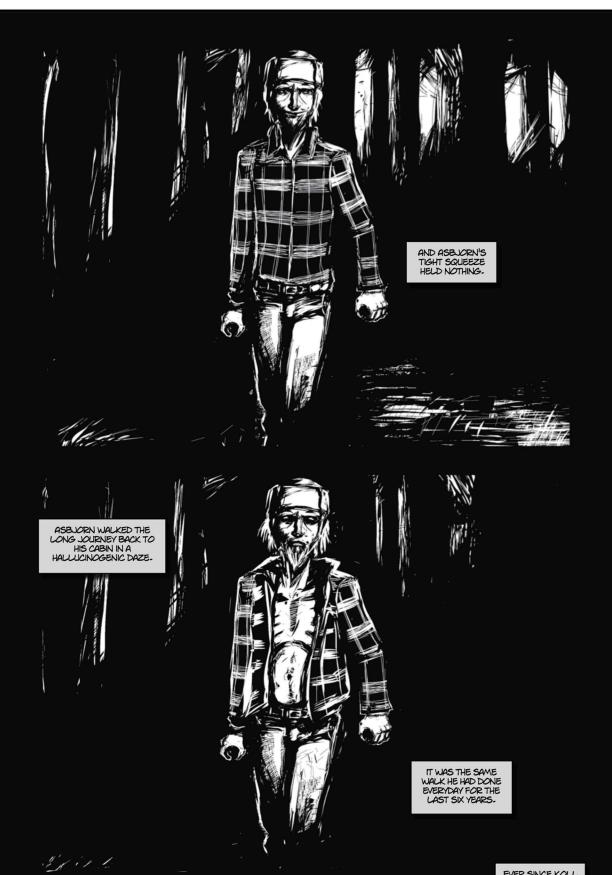












EVER SINCE KOUL HAD RUN AWAY AND SHOT HIMSELF.







Obsession

"Without Obsession, life is nothing"

John Waters



Writer/Creator Neil Gibson

Story David Court

Illustrator Phil Buckenham

Colourist Liezl Buenaventura

Letters by Justin Birch













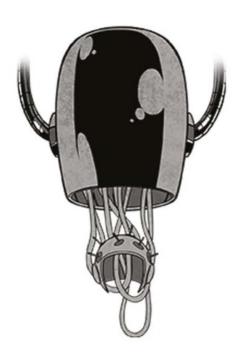






Pandora

"There is only one happiness in this life, to love and to be loved"



George Sand

Plot Forest Helvie/ Neil Gibson

Writer/Creator Neil Gibson

Illustrator Phil Buckenham

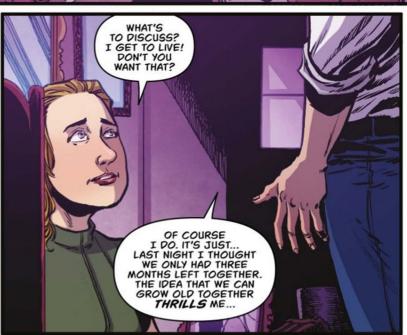
Colourist Liezl Buenaventura

Letters by Justin Birch





























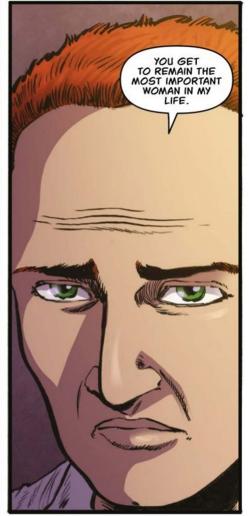




















































































































What good is building up your brand, publishing independently, and scraping enough money together to barely survive if you don't get badgered by some almost-was, maybe-will-be, kinda-sorta writer about what makes you great and how someone trying to be your direct competition might start on the journey to making your job even harder? Well each one teach one is what this almost-one says. Our creators share three tips and/or tricks for aspiring creators.

TIPS N'TRICKS

Mike Emeritz says

Remember this always: You're not as bad as you think... You're not as good as you think either. The general idea is to keep your ego in check. Don't be so hard on yourself that you lose faith in your ability to improve. Anyone can improve with consistent dedicated practice. On the flip side, don't let compliments go to your head either. Being arrogant is the best way to not get hired, not make friends, and not improve your work. Has anyone asked you to paint the Sistine Chapel recently, Mr. Michealangelo? No? Then shut up and keep drawing. There is ALWAYS more to learn and more challenging work to create. Focus on the work. That's all that matters.

Do thumbnails. Even for pinups and covers. Do thumbnails. I see so many artists struggle for hours, days, even weeks sometimes trying to get a pose right, or trying to figure out how to block a scene, or not knowing what else is going to be in the image... Do thumbnails. The whole composition, all the blocking and the figure placement, what's going where and whether it might be cool can be figured out in under 5-minutes. THEN decide if you want to spend 5,10, 20, 100 hours drawing or painting that idea. I bet you don't! I bet the second, third, fourth, fifth idea is better. Just give it a shot. Go do some thumbnails.

Be kind to people. Just in general. It sounds like it has nothing to do with art and comics but it does. Being kind permeates into every aspect of your life. Kindness begets kindness as well, so even if you're an inherently selfish person it still pays to be kind to people. So, give it a try. I promise it will help you in ways you don't even realize and that, in turn, will filter through your art as well.

Neil Gibson keeps it simple:

Continually improve.

Trust your gut.

Be tenacious - you will have a lot of downs to go with the ups!



HOW TO BECOME A SUCCESSFUL AUTHOR



Hard won lessons from life in the writing trenches

The Complete Creative

RUSSELL NOHELTY

Last but not least, **Russell Nohelty** blesses us with some wisdom.

You're going to suck at first, and that's okay. Most people stop before they have done a fraction of the work necessary to get good at something, It takes years to hone your craft enough to be acceptable, and even longer to become good, and then even longer to find a point of view and become great, because that's what separates the good from the great, having a strong point of view and voice that is unique to yourself.

It's okay to fail. Even now most of my time is spent failing. You won't see that failure if you're not paying attention, and a lot of it is behind closed doors, but even when things are going "great" with one project, things are failing miserably with others.

Quitting is for winners. Don't listen to people when they tell you successful people quit. The successful people I know are the best quitters I know. They quit everything that doesn't serve them. They also try everything to see if it works. If it does, they keep going with it, and if it doesn't, they abandon it. Suffering through something because you shouldn't quit is dumb. If something doesn't serve you, quit, and if you are truly meant to do it, you will come back to it later.

Now I would not be so bold as to include myself in this list and give any sort of tips or tricks. I am taking my first baby steps in the storytelling arena, and if anything I should be taking notes.

However I will share the story of how this whole thing came to be.

This magazine was planned for October 1st. This was middle-end of August.

I did a little bit of work on the website in September. I sent a few emails at the beginning of October. And when it came to putting it out, I kept prioritizing other things. I kept allowing myself to be distracted and not getting it done.

Now look at us. 100 pages deep when I was afraid it would be this little thing that people would laugh at. When I planned it out, it was for something in the range of 150 pages. So 2/3 of the way there, and to be quite honest, we're missing a ton of columns. I have put this first issue together in a span of about seven hours. With the emailing and all the other time put in, maybe twelve total hours.

Half a day.

Half a day of actual work to put out something that has been re-imagined and re-worked a dozen times in the last decade. But it had to come out. It had to come out because it allowed me to write more in the Wolfpack universe, it's giving you the reader a few new creators to explore, and it forced me to dust off a lot of knowledge that was in there about layout and the software that I used today.

At the very least, this has forced me to write more, and that's always been part of the reason I'm doing it in the first place.

So follow all of those tips, and learn from my procrastination.

-DZ

EDITORIAL

2020: Banner Year for Comics?

Recently, ComicsBeat (www.comicsbeat.com) published an article pointing out that comics have had a monumental year on Kickstarter. \$22 MILLION DOL-LARS has been pledged to various projects, dwarfing the 2019 record of \$16.9M.

Roughly 1,300 projects were funded, and even if you count the enormous take by BOOM! Comics effort alongside Keanu Reeves, that is still over \$20,000,000 for the other 1,299 projects amidst a global pandemic.

The reason I bring this up is to point out that no matter what the goal is, the money is out there. Execution is all that matters. I've spent crazy amounts of money on independent books this year. I would say probably equal to the amount I've spent on stuff from Marvel, DC, and Image—and that's only because I bought four of DC's ABSOLUTE books this year. I've spent money with all three of the comic creators featured in this magazine this year as well as a slew of comics from Black creators, most of which I had never heard of until this year. Like I mentioned earlier in the issue, I met Neil Gibson when he already had 4 VOLUMES of Twisted Dark printed. Your audience is not always going to be with you from day one, but they will find you. If you can get one fan and deliver on your promises—that's a big one when Kickstarting books—the money will come.

Hell, you might even be able to grow up and become a starving artist like the rest of our creators in this issue are or were at one point. Well maybe not Neil. He's got TV deals and such. But he's our aspirational feature. The indie guy who made it big!

The reality is that even when there is incredible economic struggle in the world, entertainment is what people turn to for comfort, for escape, or even for education. If you've been sitting on a project, maybe it's time to do the damn thing.

-DZ

CREATOR INDEX

The whole point here is to get you the reader to interact with, consume, and ideally spend money with the creators I've spotlighted in this magazine. Below you will find a list of everybody's websites and social media tags. Go buy something you bums!

MICHAEL EMERITZ

www.sisypheancomplex.com

www.spacecatcomics.com

Instagram— michaelemeritz

Facebook - MikeEmeritzArt

Patreon— MikeEmeritz

NEIL GIBSON

www.tpub.co.uk

Instagram— TPubComics

Facebook— TPubComics

Twitter— TPubComics

RUSSELL NOHELTY

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www.wannabepress.com

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Facebook— wannabepress

Twitter— WannabePress

DINO PRIJIC

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