Comics meet the Apple

Shatter: the first computerized comic

By CALUM JOHNSTON
Distractions Editor

An Illinois comic magazine publisher, First Comics, has just released a one-shot comic called **Shatter**. First Comics publishes **Grimjack**, **Starslayer**, **Nexus** and the critically acclaimed **American Flagg** and **Jon Sable**. Normally, the previous to publication hype would be ignored by most comic fans but **Shatter** has an unusual approach to sequential comic storytelling. It's all done by computer. "When a new project is initiated, the publishers, artists and writers always proclaim 'This is the newest, this is the best. There's never been anything like this before,' " managing editor of First Comics, Mike Gold observed. "On this particular occasion, our claim cannot be questioned. Nobody has ever produced a comic book like **Shatter**."

Shatter is the story of Sadr al-din Morales (his parents tried to cosy up to their Arab employer), he's a 'temp.' In the 21st century over half the population were temps, taking temporary jobs, revolving their lives around the employment exchanges known as "Temp Help". **Shatter** is presently subcontracted by a Daley City Police officer, Jack Scratch and takes on not only his job, but his identity as well.

The unique quality of **Shatter** is the artwork. Both the artwork and the lettering is entirely produced on an Apple MacIntosh computer.



The creation of artist Michael Saenz and writer Peter Gillis, **Shatter** premiered in February in a limited edition available only in comic speciality shops or through a subscription service. It is a one issue special printed on white baxter paper. (Far above the quality of paper in a newsstand comic.) **Shatter** will continue as an eight page back-up feature in **Jon Sable, Freelance**, also from First Comics, for a year or so to give **Sable's** artist/writer Mike Grell extra time to produce this summer's Batman/Jon Sable crossover special, a joint effort between DC Comics and First Comics.

If the eight page stories are well received, **Shatter** may be spun-off as a regular monthly title. Gold stated, "Our one-shot will be made available to computer enthusiasts as well as comic readers, and in the eight page series, we'll be proving the long range storytelling capabilities of this medium."

Mike Saenz, a noted airbrush artist whose work in Marvel Comics EPIC and the Waren magazines has brought him many fans, used the sophisticated MacDraw software to produce the artwork,

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