DISTRACTIONS

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## 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.

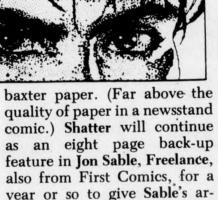
The unique quality of Shatter is the artwork. Both the art-



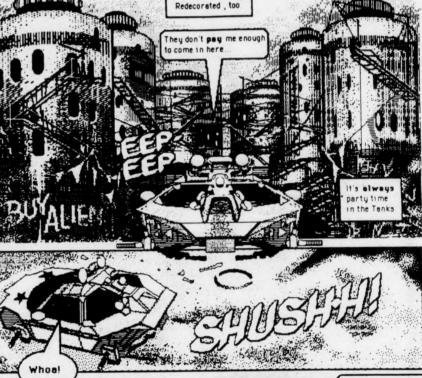
t was coming from the Revenswood Tanks Giant cisterns that were supposed to have stored the heat for Chicagoland's Great Solar Future, they'd been-what was the word? --reapportioned! by the Chicagoland Alien Nation.

work 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



tist/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 oneshot 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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