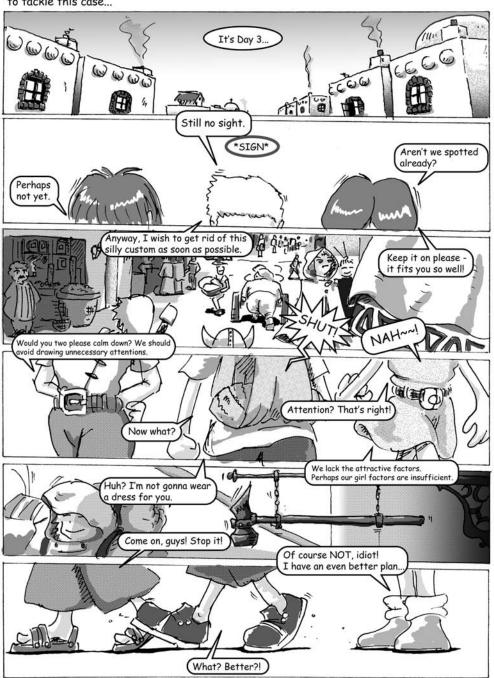
Bait n ress

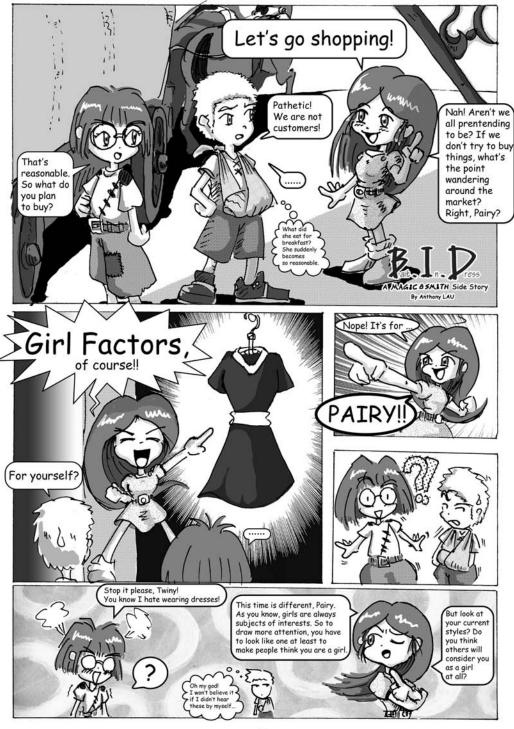


A MAGICASMITH Side Story

BY ANTHONY LAU

In an alternative world, a city was overshadowed by a series of child abductions. Since the authority was totally clueless, a bounty was issued to attract "specialists" from worldwide to tackle this case...









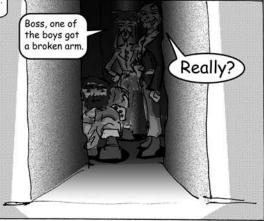




She's definitely a good bargain.























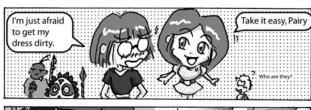




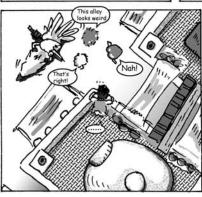




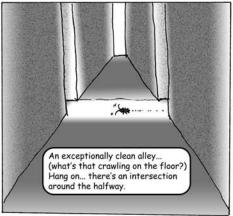








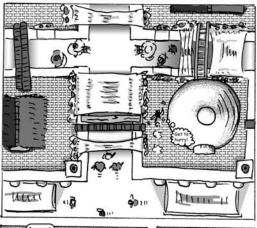




























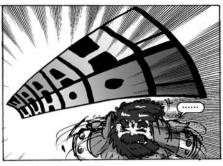






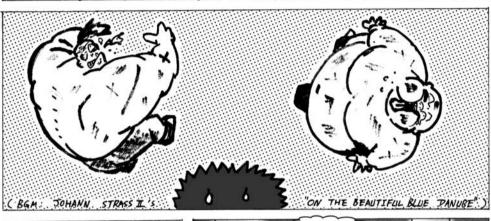












* Imagine *

The sounds when 2 pile of meats crushing into brick walls...







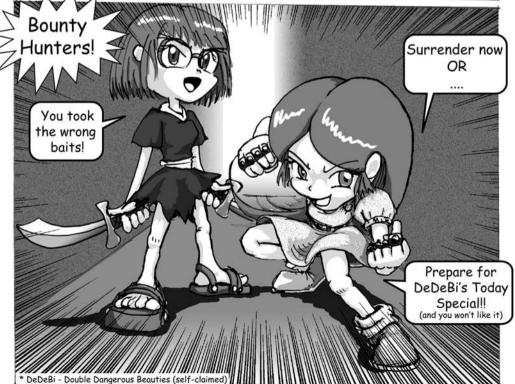












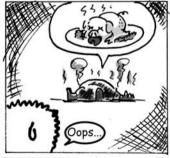


























At last, all bad guys are caught (& beaten up). Kelan, Twiny & Pairy managed to rescue all abducted children. Since the rescue mission is just another beat-them-up scenario, the details were omitted...













Errr... I wouldn't

miss the throws

if those bastards

aren't that stinky

I wouldn't ..



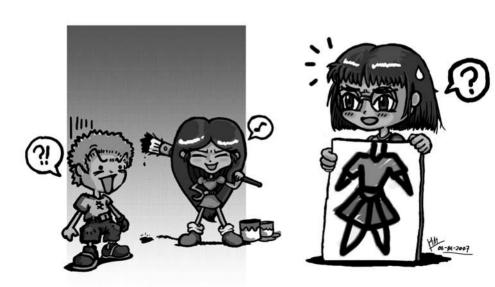
Official Concept Arts



Cover Arts Concept Designs



Compared with the final versions



Author Column - Random Remarks

For my first time ever, I finally finished & published a comic book - even it's just a 12-page short story. I learnt a lot from the process.

You probably won't believe in me that this is my first time to use tone patterns - it is in fact. As I'm still a new comer of toning, some of the areas I used quite be unappropriated or overdone...

For the first time, I didn't reserve the dialogue spaces & balloons - this approach turned out to be a hellish stuff (only give a good ground for drafting the pictures more easily... that's all)

The way how the dialogues should be read is a bit confusing as I seemed to have combined the West & East book publishing styles together. To find the right order of reading, look for the height difference of the dialogues, i.e. The topmost is the first dialogue while the one at the bottom of the panel is the last dialogue of that panel.

Biggest mistake: Over-estimate my own production speed. The story from drafting to inking already took a month due to plot changed. From what I knew from this project, looks like I need 3 months to prepare before any event. (Gosh... looks like summer holiday will be the next production)

The main characters are selected from my own personal on-going story project. That's right - Magic Smith. As character designs have been sitting idle for some years, I decided to make some scenarios to test their usabilities. This scenario was just a random thought. The aim was just to have funs. In some ways I intended to make Pairy as the main focus... but this sounded not too obvious on the final panels.

Originally there's a strange educational plot present in the initial drafts, but I kicked it out as it's too weird. Also, I wanted to keep the "fun" factors throughout the whole comic at the maximum levels.

Did you know? All villains were developed well on the spots (on the actual papers). So please don't ask me how the scout looks like...

At the very beginning, this production was to create 20 something of short comic strips, featuring Kelan & Twiny playing a robot-vs game on a Wii-like game console. (Totally unrelated to the current story)

Anyway, that's the end of my remarks. Need to take a good break for a while. Catch up with you guys on next installment. (Really? I guess so.)

See you.

Anthony O^O
lauliullt@yahoo.com
http://anthony.anzstudio.com/
12 September 2007

PS: Thanks Nuke-BloodAxe (http://www.nuke-bloodaxe.org/) for going all the troubles on printing this comic \sim ! m(_ _)m

The lost page...

On the next day before Twiny set out to do her work...



Changing one's habit by external source is never easy...

Thanks for your reading. See you next time!

