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The Workday Comic

Volume 1 ~ 2007

A Henderson State University
Comics Club Production

Thanks

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Renowned comics theorist Scott McCloud's 24-Hour Comics project has challenged professional creators and interested amateurs to create a 24-page sequential art story, scripted, drawn, lettered, and inked in 24 continuous hours. Beginning with "A Day's Work" (McCloud, 1990) and "A Life in Black and White" (Bissette, 1990), the challenge grew and transformed, inspiring 24-Hour Plays, Animation, and Website projects, as well as 48-Hour Films and more. Hundreds of cartoonists annually submit their efforts for book collections of some of the best 24-Hour Comics.

Our project involved adapting the 24-Hour Comics challenge to an academic setting as the Workday Comic. Whereas the 24-Hour Comic is an intense challenge for people already familiar with comics production, the Workday Comic can bring together artists and writers who might never have discovered sequential art as a storytelling method.



April, 2007: Our writers and artists working away.

The Rules

24-Hour Comics

- 24 hours. If you take a nap or any break, your clock keeps ticking.
- No sketches, designs, or plot summaries ahead of time.
- You work alone.

The Workday Comic

- 8-hour period plus lunch break of no more than 1 hour.
- Writers can bring outlines so artists aren't sitting around.
- Collaboration is encouraged.

Both 24-Hour and Workday

- Complete *everything* in the designated time (story, art, lettering, the works).
- Indirect preparation can be done in advance (gathering tools, reference materials).
- Pages can be any size, any material.
- Work can be computer generated or assisted.
- When time's up, either stop there or keep going until finished – "noble failures" or, as we call them, "overtime".

Our Content Restrictions

Tell any story with only two restrictions:

- (1) No superheroes.
- (2) No characters under copyright elsewhere.

(Okay, 3 restrictions: Don't break the law.)



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