

Supervising Staff

Editor/Creator: Nick Langley
shoesterhsu@yahoo.com
Advisor: Dr. Randy Duncan
duncanr@hsu.edu
Cover: Nicole Smith

The Workday Comic

2008 ~ Day 2 (Pt. 1)

A Henderson State University
Comics Club Production

Thanks

Lea Ann Alexander, Peggy Bailey,
Marck Beggs, Martin Campbell,
Travis Langley, David Stoddard.

Special Thanks

Scott McCloud, Nat Gertler,
Steve Bissette, David Mack.

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 within 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 involves adapting 24-Hour Comics to an academic setting. 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. Our first work day went so well last year that we had to do it again this year. Inspiration, like lightning or a blacksmith's hammer, can strike twice.



April, 2008: Some of our creators 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.
- Any size.
- You work alone.

The Workday Comic

- 8-hour period plus lunch break of no more than 1 hour.
- Writers can bring outlines so artists won't sit around.
- No pages bigger than our scanner.
- 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).
- 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) Be original: No characters, families, items, worlds, etc., under copyright elsewhere. No fan fiction.

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



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