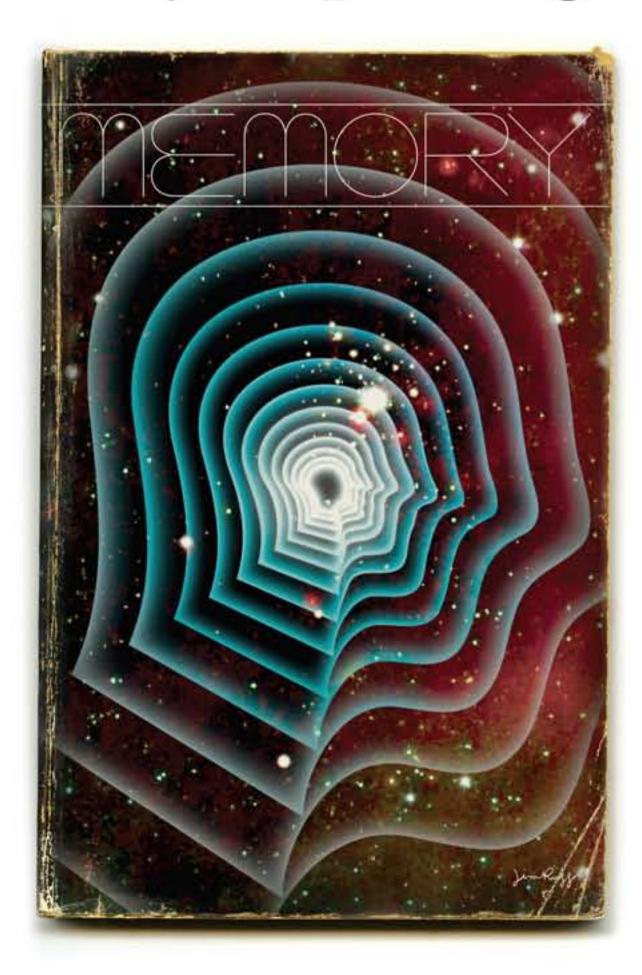




## Why Supermag? WHY!?



I like magazine design. I studied graphic design in the 90s when publishing entered the digital age. In the wake of the desktop publishing revolution, before the rise of the internet - magazine design went weird - a bunch of artists were given computers with vector and raster-based software and little-to-no training on these new

I also like comics. I was 11 or 12 years old when I decided to be a comic book artist. Back then, I bought comics at the only newsstand in my town and my choices were Marvel, DC, and Archie. When I began going to comic book shops, my world got a lot bigger. As an aspiring, self-taught cartoonist, the discovery of and access to self-published, independent, alternative, underground, art, European, and Japanese comics plus reprints of classic strips and comics spelled comix -- it was a LOT to process. That was the early 1990s.

Today's comics landscape is a vast, near-endless world. There are vistas to be found in comics that no one has seen yet. As a student, reader, and fan, I live in awe of the current state of this. art form.

Supermag is like my notebook as I explore an art form that has expanded beyond any boundaries I ever imagined were possible.

There are no rules any more.









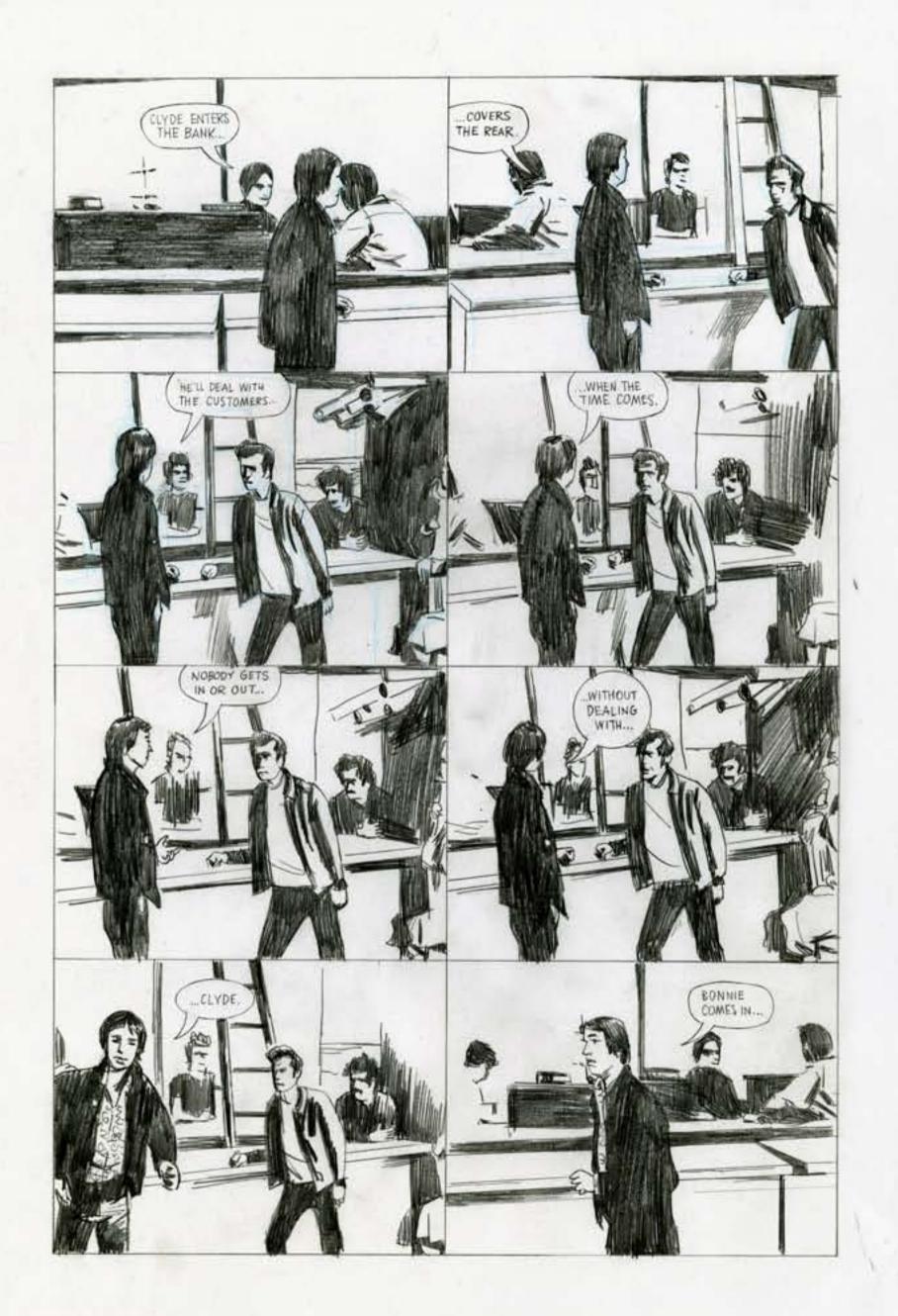














0630 J. THE AMAZONIAN LAIR OF COCAINE KING, ROBERTO GONZALES, AFTER A USAPE RECON MISSION.













