



sideshow
comix

ISSUE
TWO
VOLUME
ONE



*The man
The myth
The Legend*

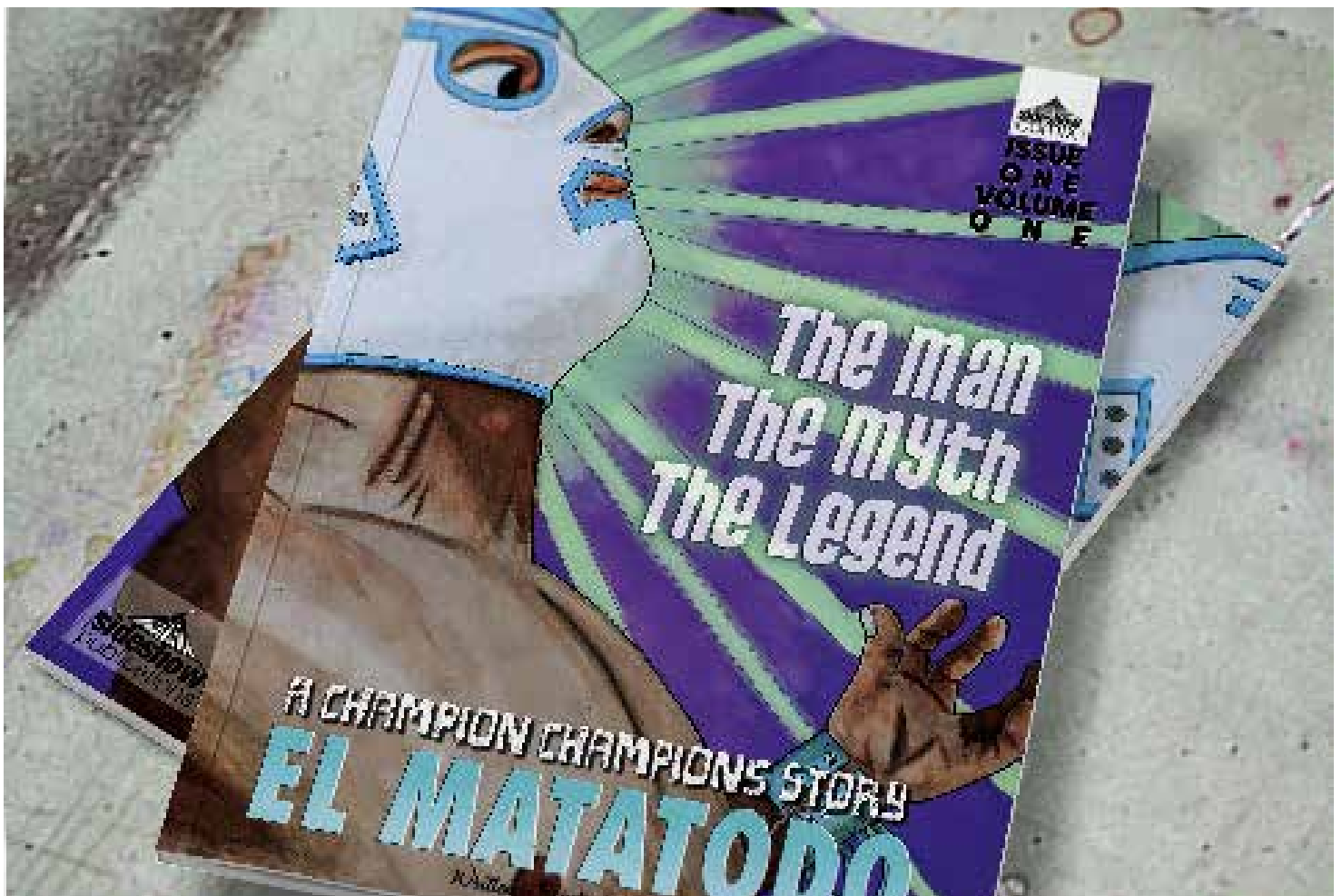
A CHAMPION CHAMPIONS STORY

EL MATATODO

Written & Illustrated by Scott Cooper

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FINAL PRESENTATION

As I started my classes to develop this concept as project, I thought I had planned thoroughly after Midpoint review. I thought I knew exactly how I wanted the project to look and work and how all the components needed to make this a successful thesis project would fall into place. The changes I have made to the project- and to myself as an artist- have been surprising. Usually, when I get an idea, I get "locked" into a static vision of exactly how I want the project/concept to appear. I plan every detail before beginning and I don't change. I started this project as usual- knowing all the ideas and designs and then execute that plan according to my time-line. The feedback from my professors and classmates showed me that I needed to be more flexible- to improve & change, to add and subtract elements that no longer worked for my project.

As I applied the principles I was learning in my classes and integrated them into my project I quickly realized that my project, and the concept it is based on, is not only a web design or mobile device application, although it does contain elements of that discipline. After the mid-point review, I realized that I had to come up with my own rules and guidelines on what this project should look like and how the UX/UI should perform, simply because after many hours of research I couldn't find a suitable model that fit the guidelines for projects and was comparable to my project- because my project isn't a mobile application or a web design. Honestly, no matter how valuable the material I've learned in the New Media program is, my project is not, and was never intended to be, a utilitarian application for mobile and web platforms. My project has, from the beginning, been intended to entertain, and possibly teach, my target audience.

This past term I completed the UX/UI design and have the prototype of the project built in Adobe XD and ready to show for Final Presentation. I want to have a short segment of the Augmented Reality aspect of the project prepared for presentation as well, so that the review committee can share a part of the experience I will bring to my target audience.

This term I focused more on the **3D character** for the project and getting him built and ready to be rigged for the **AR** part of this project. To achieve this goal, I am learning a new software (Z Brush) to develop my 2-dimensional character into a 3-dimensional character has been challenging. The process of transforming a 2D drawing into a 3D figure and then preparing the 3D Augmented Reality part of the project is more challenging than I had thought, but is, so far, on schedule to show for Final Presentation.

I'm prepared for unforeseen delays in rigging the completed 3d character- my Plan B includes three test models built to demonstrate the **AR** aspect of my project and are ready and will be available for examination at Final Presentation. I have already set my schedule for character rigging over summer break and have started preparing my Final Presentation so that I can rehearse over the break too.

THESIS + ANTITHESIS = SYNTHESIS

THESIS:

People learn-and are entertained- in four ways: visual, auditory, kinesthetic, and tactile are the common descriptors for these ways. Visual learners tend to read, look at graphs and images, note taking, and graphic organization tools. Auditory users prefer story-telling, talking about concepts, and repeating information verbally. Kinesthetic users internalize information by techniques like role play, sports, moving around, and even dance. Tactile users use touching, building models, doodling while listening.

ANTITHESIS:

The biggest obstacle I've discovered is the distinction between New Media and Newer Media. The New Media program is directed towards designing easily used UX/UI interfaces for mobile applications. Typical web design coding, HTML, CSS, JavaScript, and extensive coding is the core of the New Media program- yet are small components of my project.

A second major obstacle is the perception of virtual and augmented reality as *"unstable."*

A third major obstacle was the capacity of mobile devices in terms of speed and memory capacity; as expected, this obstacle is minimized by ongoing technological development in chip size & capacity and download speeds. As 5G becomes more common- and will eventually be replaced by even faster devices- this obstacle has become a minor challenge.

Educational and entertainment media commonly available don't have the capacity to easily reach all 4 modalities.

SYNTHESIS:

Studying the four educational/entertainment modalities as part of my personal development requirements in my work as an educator, I realized that traditional apps, video, books, graphs, and models individually reach the learning/entertainment modalities in a disjointed manner that graphic novels inherently offer- they are tactile, can be read aloud, are illustrated, and can be read silently. Pushing the boundaries of New Media of apps and UX/UI interfaces by adding the Newer Media aspects of virtual and augmented reality creates a product that reaches all four modalities.

The perception of AR/VR as being unstable technologies is inaccurate- it's much more accurate to say that virtual/augmented reality software is in the dynamic state of development as Newer Media software. My project bridges a gap between entertainment channels- and will bridge the gaps between educational modalities. I can say this with a good deal of certainty as I am a beta tester for Adobe Aero, Dimensions, the Fantastic Fold Project, Fresco, and Illustrator and Photoshop for the iPad mobile device- knowledge I have incorporated into the design of my thesis project.

While there are apps for most conceivable interests, there are very few products on the market that meet all of the entertainment/learning modalities. I began developing my project, "El Matatodo," intending it as a teaching tool in the form of entertainment- a graphic novel. My thesis project uses Unity software and Apple's Xcode, 3D modeling, character rigging and animation- it is an interdisciplinary project including aspects of mobile platform animation, gaming, special effects, 3d design, graphic design, illustration, print design, and publishing making use of some components taught in the New Media program and a variety of newer media software from other disciplines such as ZBrush for example. As an early adopter of these dynamic new technologies I'm already a member of the LinkedIn community of virtual and augmented reality software developers and I'd like to thank them for their time and advice on my thesis project.

The capacity and speeds of mobile devices is a self-correcting issue- as consumers drive the development of faster devices and higher download speeds, the obstacle of capacity is diminishing].

"El Matatodo" uses a new delivery format for traditional storytelling, delivering the graphic novel in traditional, Virtual and Augmented Reality modes makes the story more compelling and dramatic and more importantly- it is accessible to all 4 entertainment/learning modalities. Delivering this product both traditionally printed, viewable, and via digital AR/VR reaches a much wider target audience. This project will be distinctly different from other digital graphic novels available because it will contain both AR/VR options allow the viewer to choose how they interact with the story.

story synopsis

El Matatodo

Male character picks up mask (finds the mask in the alley, back door of the small arena where El Matatodo was supposed to wrestle) and finds out that his favorite luchador is missing without his mask. He takes it home and on the first night he puts the mask on but does not remember what happens or what actions he took. He just wakes up in his apartment in a different spot. He knows something went on but he cannot remember what it is (he looks up on all the social media sites to see any news about the missing luchador). What happens he puts the mask on and becomes El Matatodo and the mask takes over his body and he goes and fights crime but very brutally (because he does not know his own strength). This happens a few times over a couple of weeks. He sees on social media and local newspapers that a masked vigilantly has been fighting crime then he puts 2 and 2 together and realizes that this is him. Then one day he learns how to control the mask and starts to remember everything. Then the male character goes to all the wrestling show to see if he can find the TRUE El Matatodo and return the mask to him (he goes to shows to see if he can find clues and goes to wrestling gyms to see if he can find out news as well, also to learn more about wrestling). But he cannot find him, then the male character hears and reads on his favorite social media and pro wrestling websites that they (wrestling company) are putting up the championship belt up because the TRUE El Matatodo has not or cannot be found. So, they (wrestling company) are starting a competition to see who will win the belt and become the new super world heavy weight champion. The male character does not like this and goes out to win the belt back for his idol the TRUE El Matatodo. Because when he put the mask on he would transform in to a muscle-bound luchador, not his normal skinny geeky self. As he goes along in the competition he realizes that he can control more of the mask.

As he goes around looking for his idol and return the mask he runs into this sleazy wrestling promoter who picks on him and yells at him. But he does not know that this kid is the champion when not wearing the mask.

After he wins the belt he realizes that if he keeps wrestling as this New champion the second coming of El Matatodo he can go around and look to give back his mask to the wright full owner his idol. As he goes around and defends the belt he finds out the belt is also a time warp machine it goes through time and different dimensions. This allows his to travel through time and space to wrestle and look for his idol.

As he goes through all these different galaxy's all the wrestlers are always trying to pick a fight or match to beat him up. But he is so strong he does not his own strength. He just wants to find the original El Matatodo and return the mask and the belt so everythinmg will be and go back into place in his world. But little does he know he is on an adventure to return the mask and a adventure in love.



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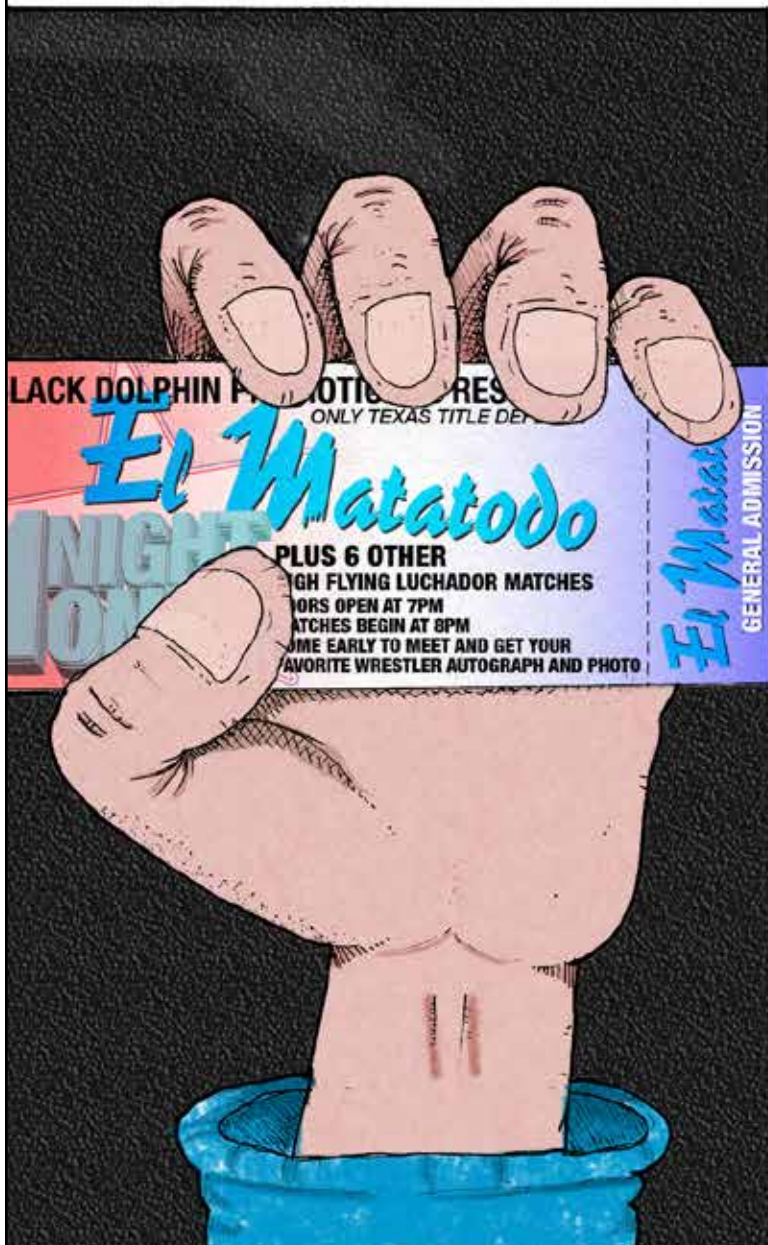
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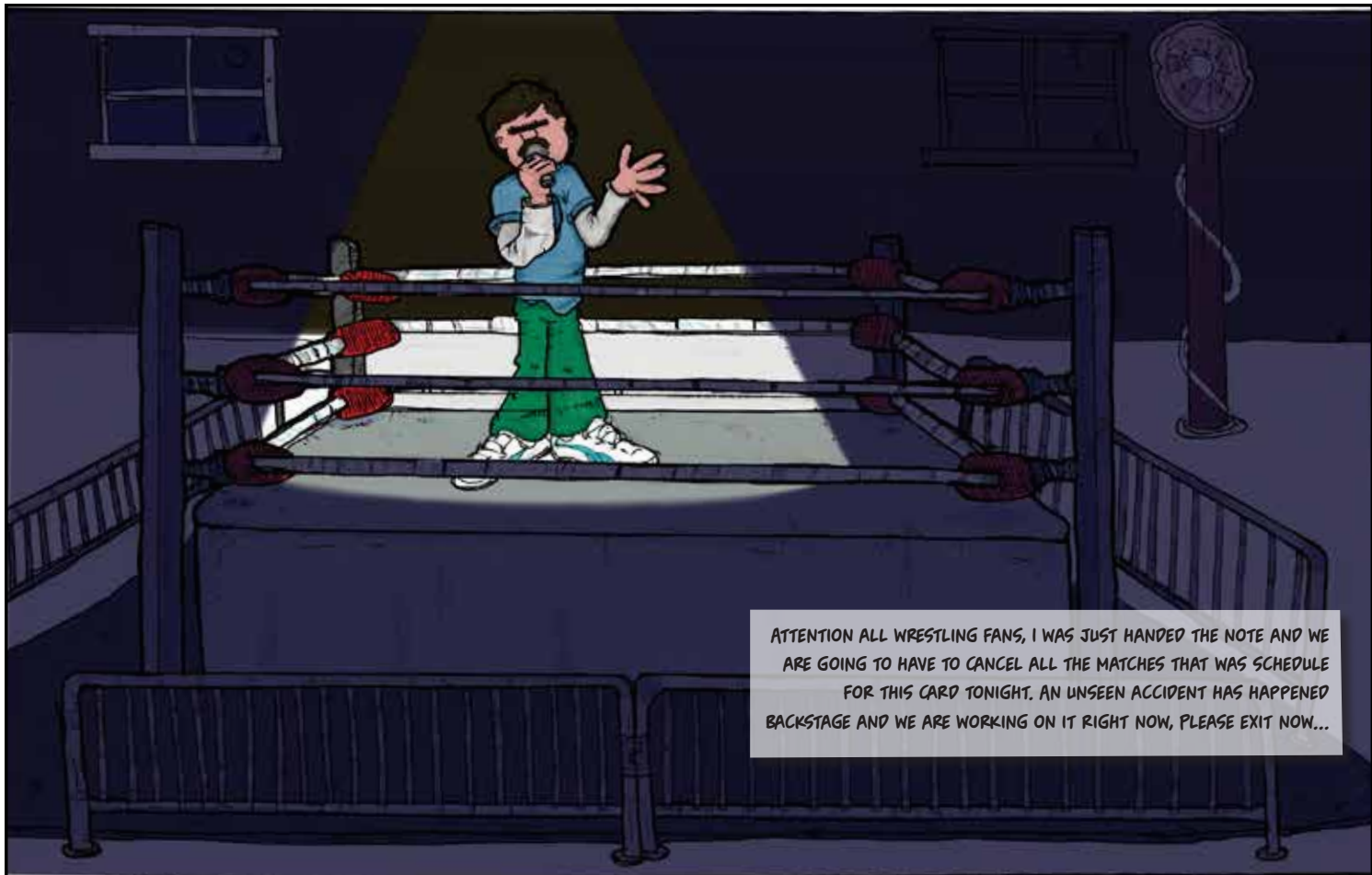
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A CHAMPIONS STORY

EL MATATODO

Written & Illustrated by Scott Cooper





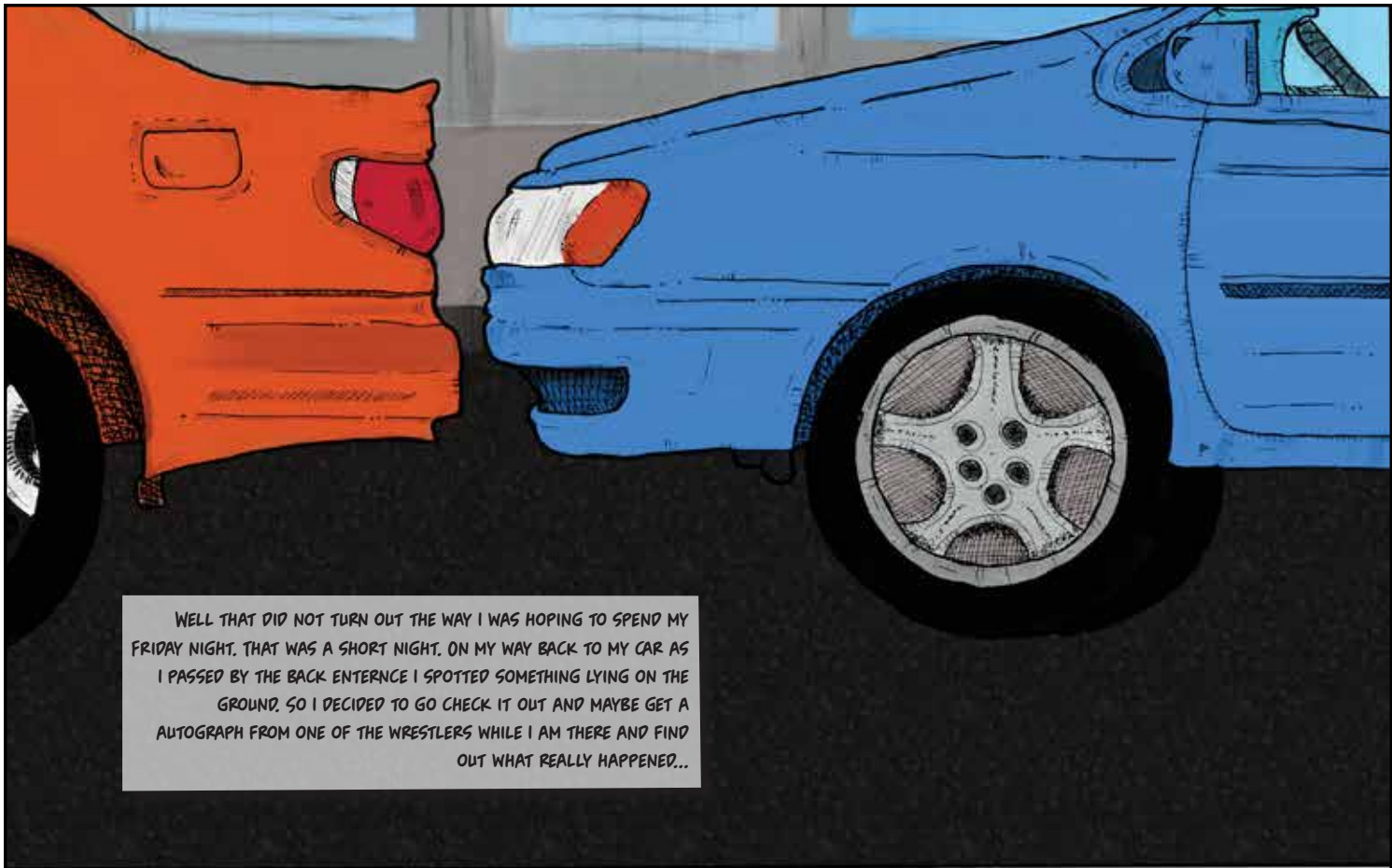
ATTENTION ALL WRESTLING FANS, I WAS JUST HANDED THE NOTE AND WE ARE GOING TO HAVE TO CANCEL ALL THE MATCHES THAT WAS SCHEDULE FOR THIS CARD TONIGHT. AN UNSEEN ACCIDENT HAS HAPPENED BACKSTAGE AND WE ARE WORKING ON IT RIGHT NOW, PLEASE EXIT NOW...



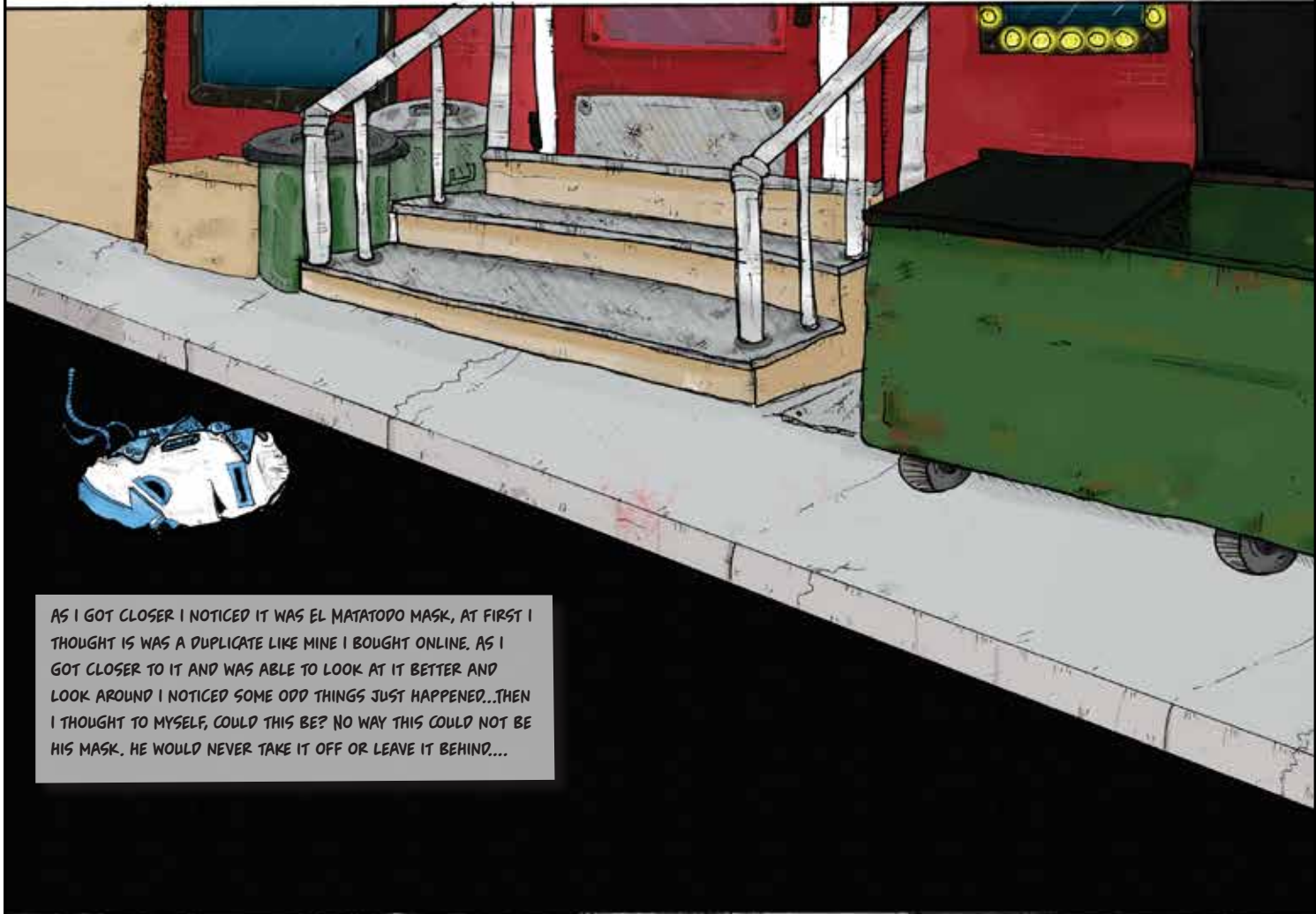
WHAT THE HELL!!! BOO BOO BOO. COME ON MAN WHAT THE FUCK, I WANT A FULL REFUND. WHERE IS MANAGEMENT, WHO DO I TALK TO ABOUT GETTING MY MONEY BACK. THIS IS BULLSHIT!



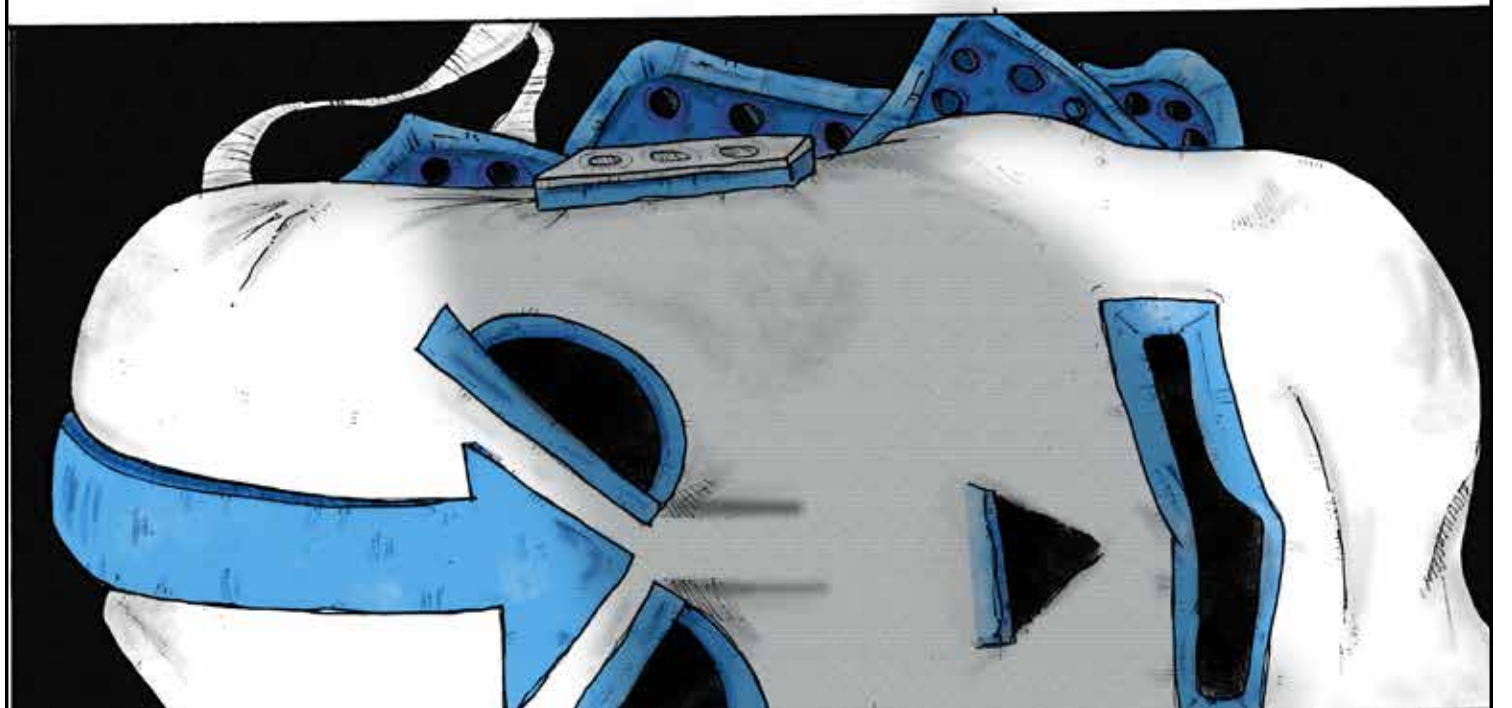
I KNOW YOU ARE BUMMED OUT, TACOS ON ME AND NOT THAT TACO BELL BULLSHIT TACOS. TACO TRUCK TACOS, YOUR CHOICE. ARE YOU BOTH IN? COME ON MAN, NOTHING WE CAN DO BUT DROWN OUR SOROS IN TACOS. WE'LL CATCH THE NEXT TIME HE COMES AROUND...

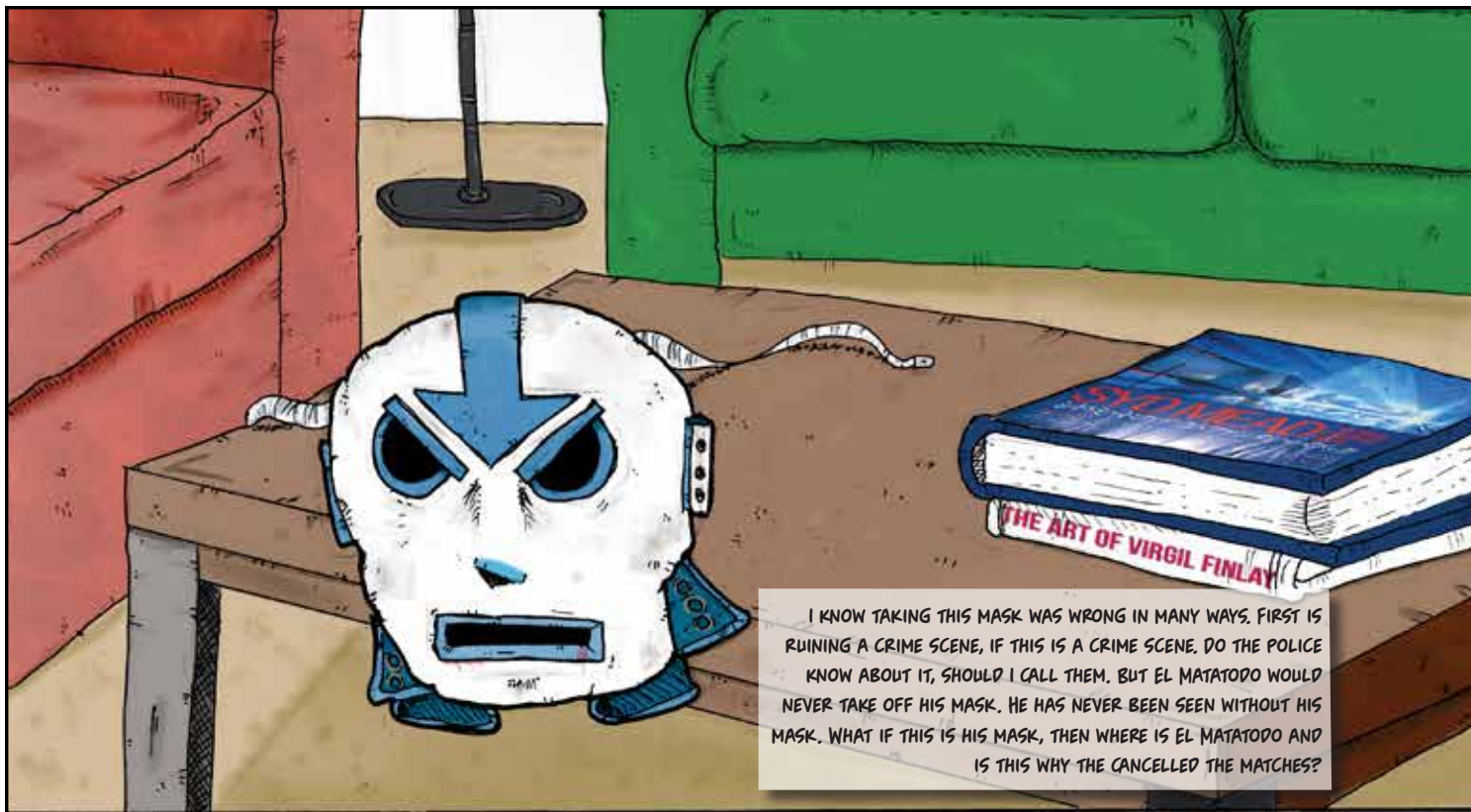


WELL THAT DID NOT TURN OUT THE WAY I WAS HOPING TO SPEND MY FRIDAY NIGHT. THAT WAS A SHORT NIGHT. ON MY WAY BACK TO MY CAR AS I PASSED BY THE BACK ENTERNCE I SPOTTED SOMETHING LYING ON THE GROUND. SO I DECIDED TO GO CHECK IT OUT AND MAYBE GET A AUTOGRAPH FROM ONE OF THE WRESTLERS WHILE I AM THERE AND FIND OUT WHAT REALLY HAPPENED...

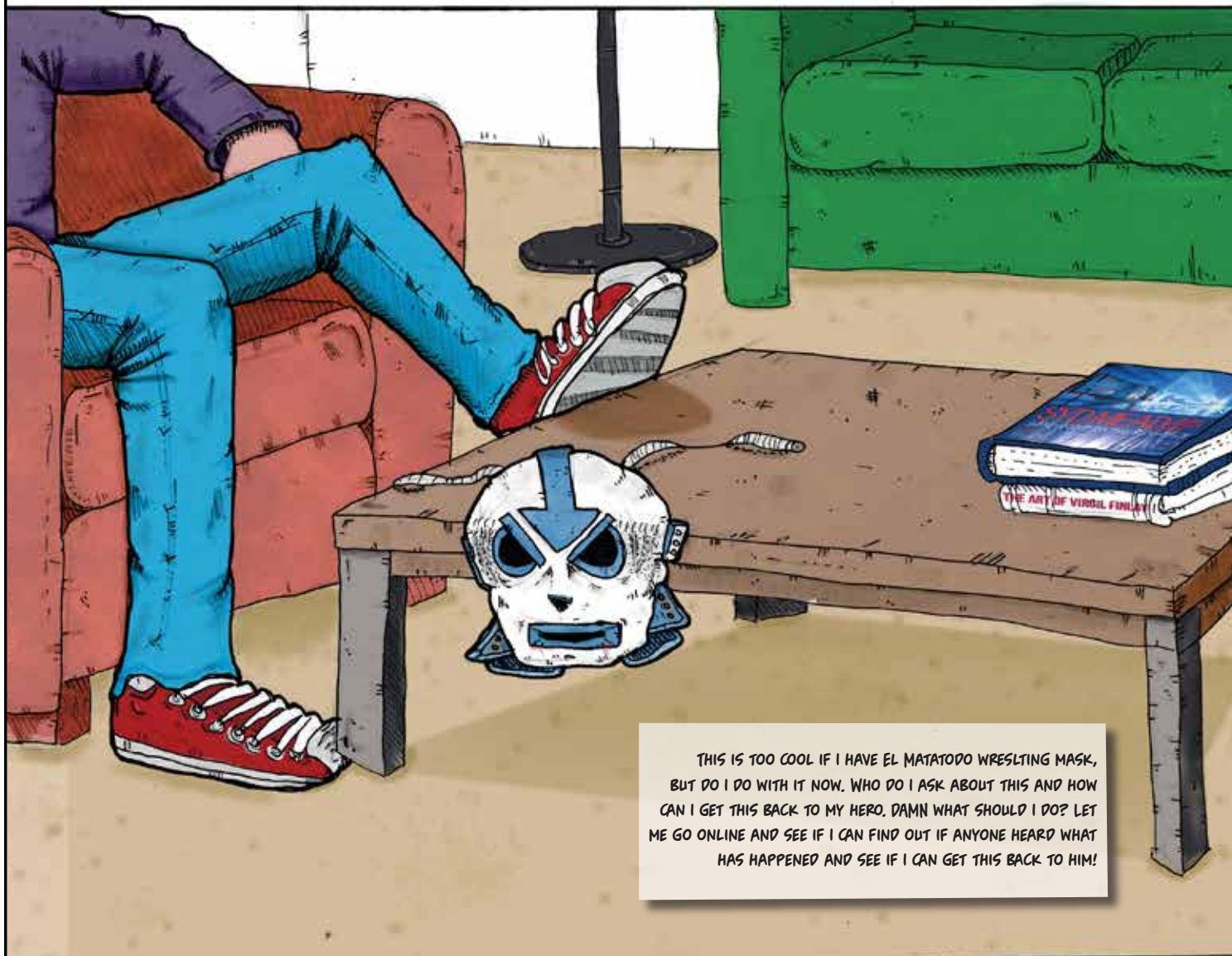


AS I GOT CLOSER I NOTICED IT WAS EL MATATODO MASK, AT FIRST I THOUGHT IS WAS A DUPLICATE LIKE MINE I BOUGHT ONLINE. AS I GOT CLOSER TO IT AND WAS ABLE TO LOOK AT IT BETTER AND LOOK AROUND I NOTICED SOME ODD THINGS JUST HAPPENED...THEN I THOUGHT TO MYSELF, COULD THIS BE? NO WAY THIS COULD NOT BE HIS MASK. HE WOULD NEVER TAKE IT OFF OR LEAVE IT BEHIND....





I KNOW TAKING THIS MASK WAS WRONG IN MANY WAYS. FIRST IS RUINING A CRIME SCENE, IF THIS IS A CRIME SCENE. DO THE POLICE KNOW ABOUT IT, SHOULD I CALL THEM. BUT EL MATATODO WOULD NEVER TAKE OFF HIS MASK. HE HAS NEVER BEEN SEEN WITHOUT HIS MASK. WHAT IF THIS IS HIS MASK, THEN WHERE IS EL MATATODO AND IS THIS WHY THE CANCELLED THE MATCHES?



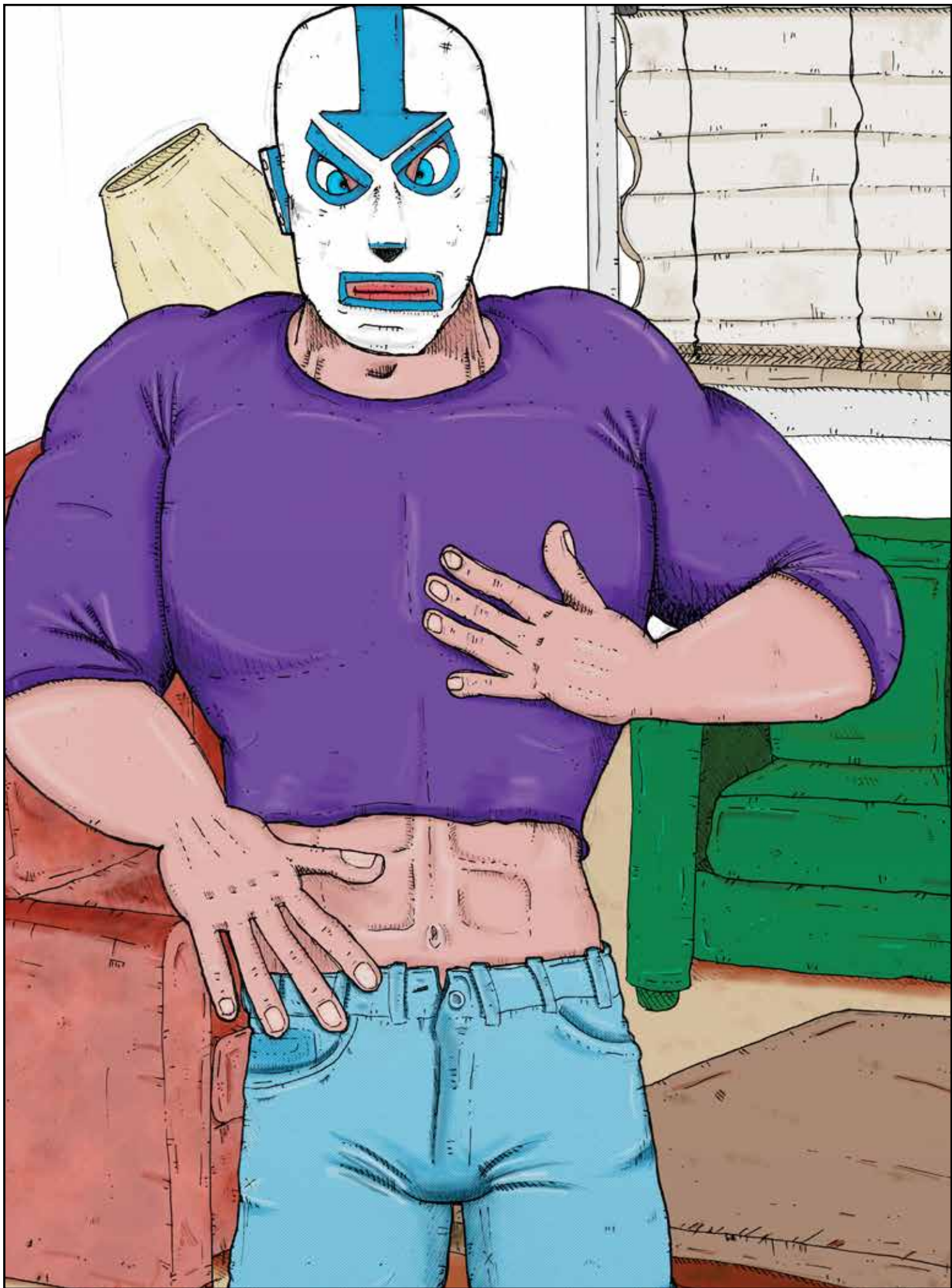
THIS IS TOO COOL IF I HAVE EL MATATODO WRESTLING MASK, BUT DO I DO WITH IT NOW. WHO DO I ASK ABOUT THIS AND HOW CAN I GET THIS BACK TO MY HERO. DAMN WHAT SHOULD I DO? LET ME GO ONLINE AND SEE IF I CAN FIND OUT IF ANYONE HEARD WHAT HAS HAPPENED AND SEE IF I CAN GET THIS BACK TO HIM!



IF THIS IS THE REAL MASK OF EL MATATODO, I WONDER WHAT IT WOULD BE LIKE TO PUT THIS ON AND WEAR IT. I WONDER WHAT THAT WOULD BE LIKE, THIS IS ONCE IN A LIFE TIME BUCKET LIST SHIT. LET ME TRY THIS ON BEFORE I GIVE IT BACK TO HIM AND NEVER GET THE CHANCE TO FEEL LIKE MY SUPER HERO...

AND THEN!!





HELP! HELP!
HELP!



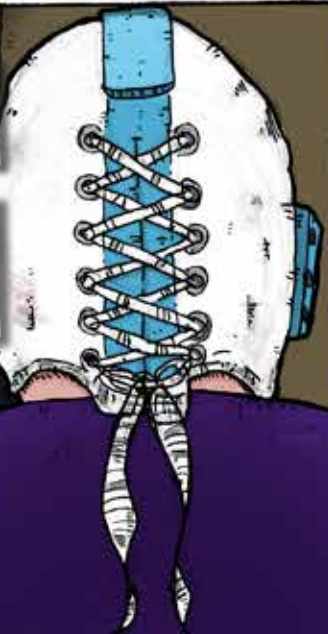
HELP! HELP!
HELP! HELP!
HELP!



STOP SCREAMING FOR HELP NO ONE IS GOING TO HELP OR HEAR YOU. SO JUST HAND OVER THE PURSE AND NOTHING WILL HAPPEN. COME ON SHUT UP! NO ONE IS COMING TO YOUR HELP JUST GIVE IT UP ALREADY!!!

WHO IS CALLING FOR A FIGHT? UHHH WHAT IS GOING ON OVER HEAR? WHAT ARE YOU DOING DO YOU NEED ANY HELP?

ONE WHO YOU CALLING JACKASS? MISS DO YOU NEED MY HELP? YES...THAT'S GOOD FOR YOU AND BAD FOR THIS JACKASS. THIS IS NOT YOUR TERRITORY ANYMORE! GET IT!!



LEAVE ME ALONE AND JUST WALK AWAY JACKASS. MIND YOUR OWN BUSINESS THIS IS MY TERRITORY NOW BACK OFF OR ELSE!



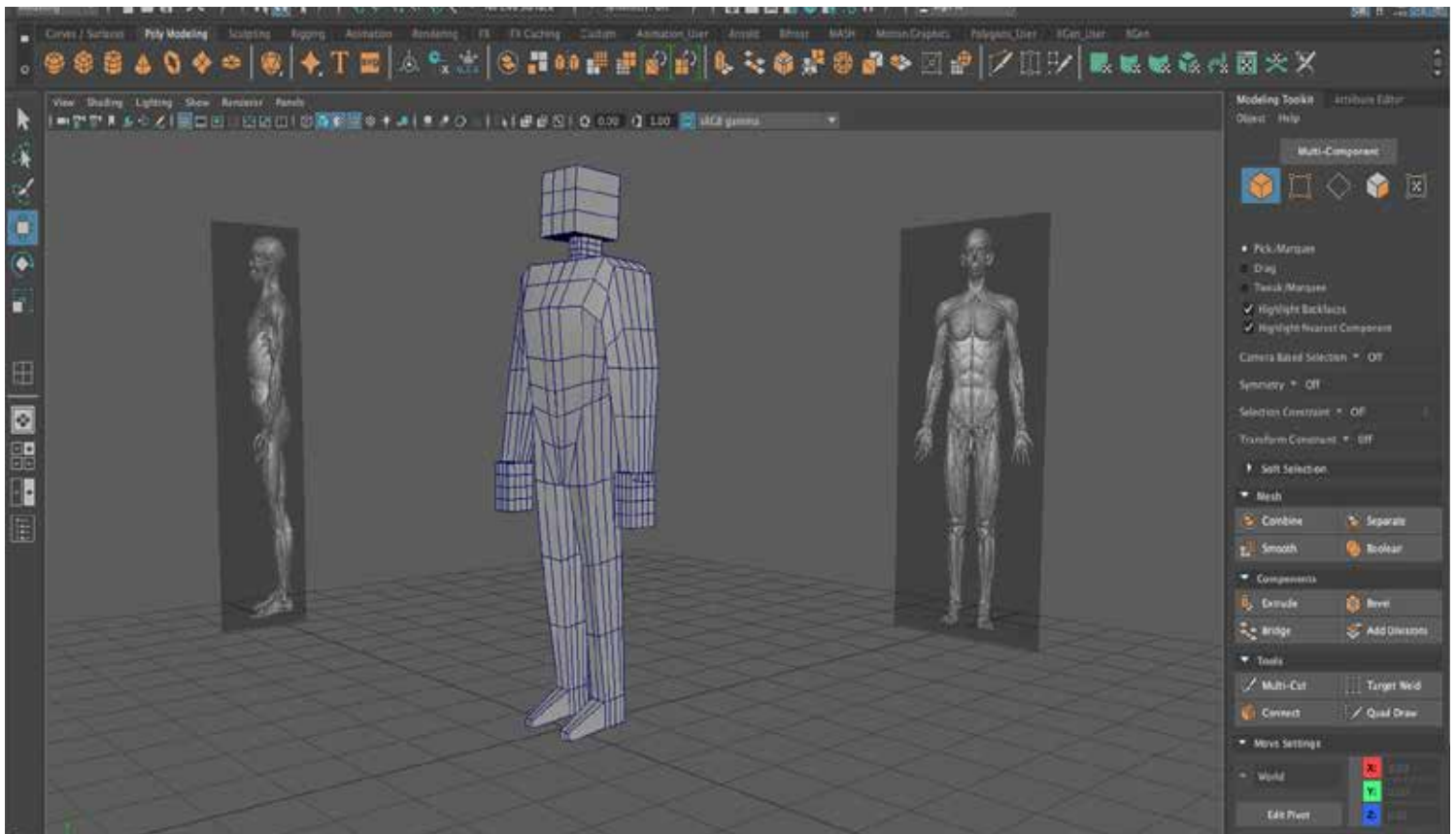


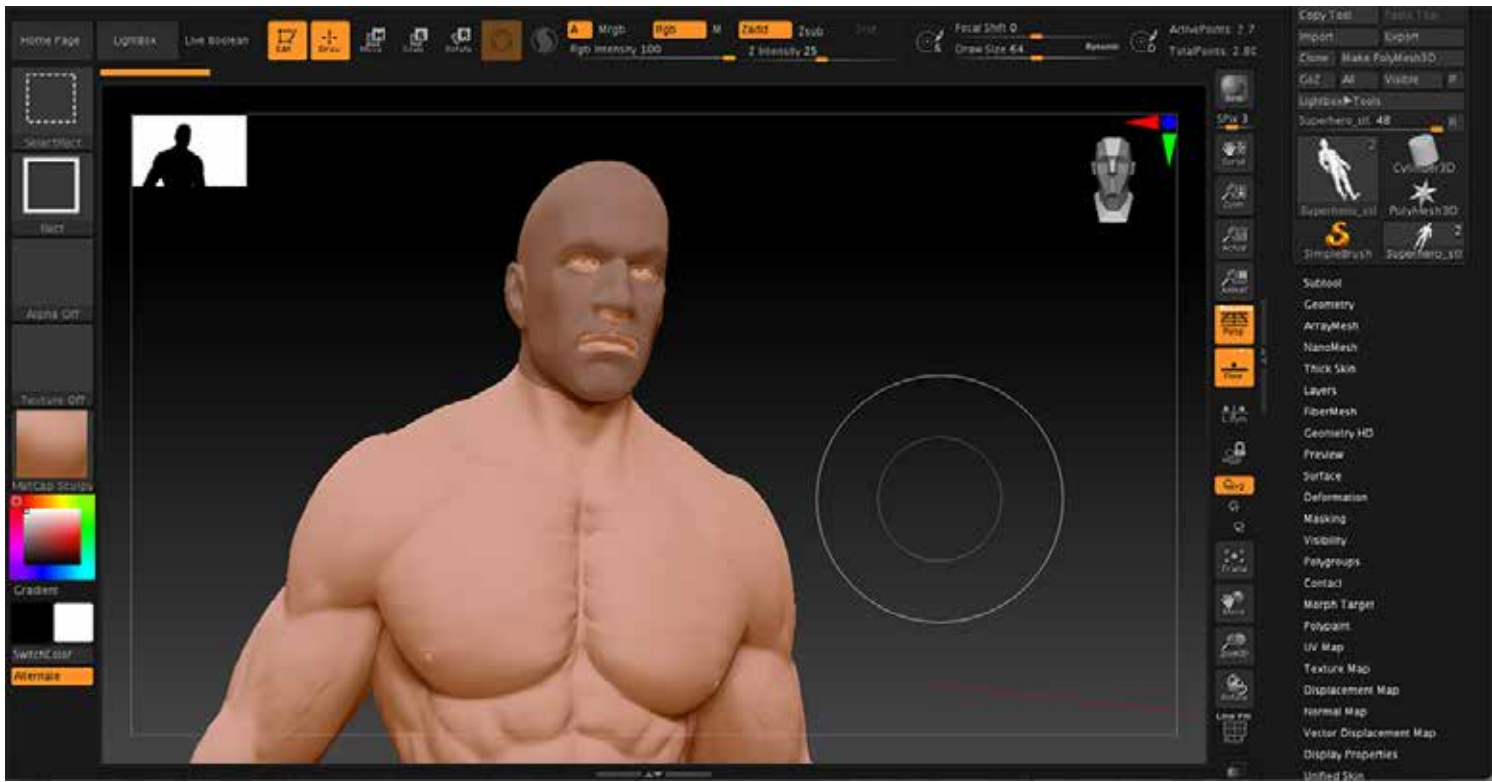
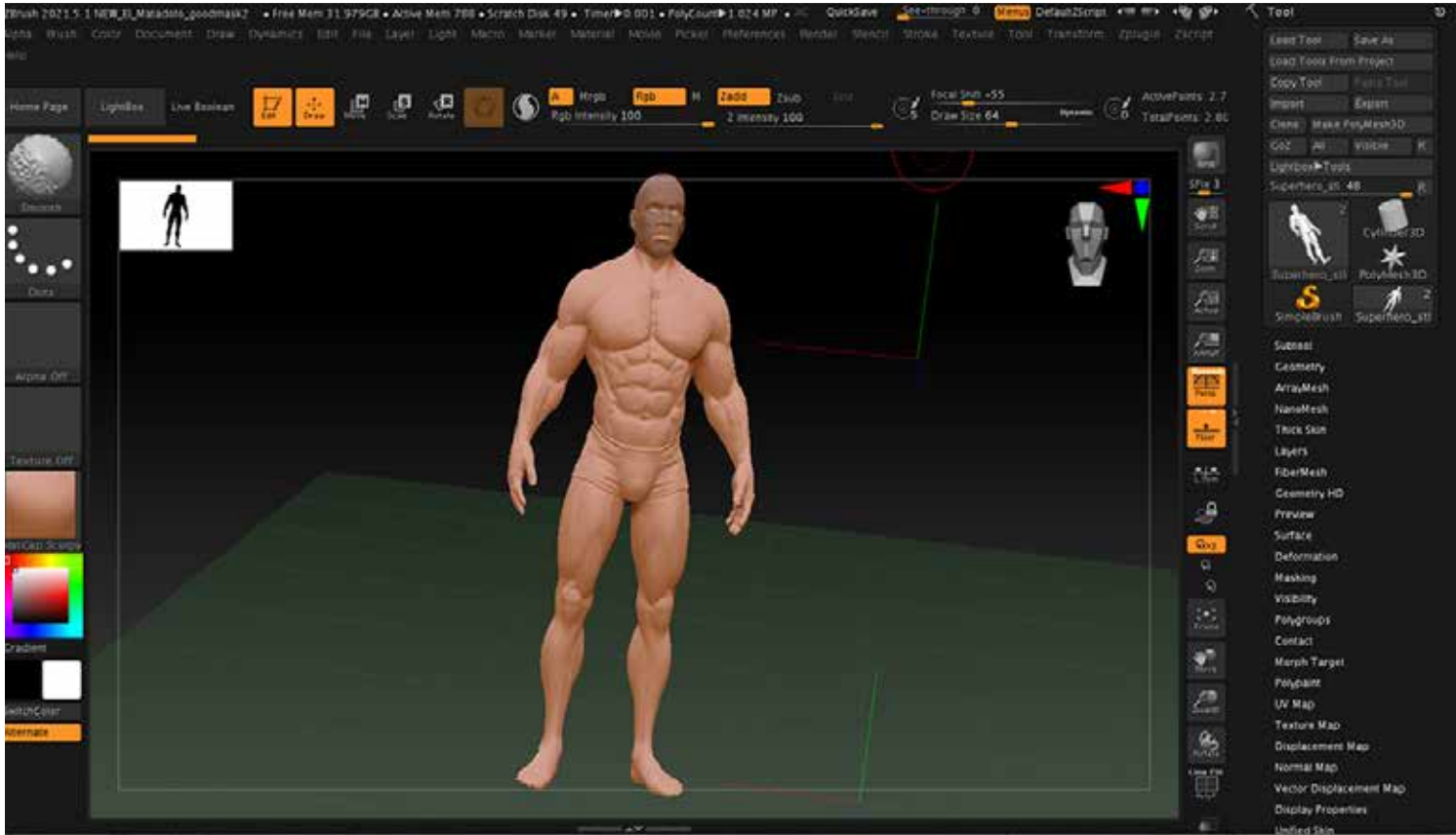


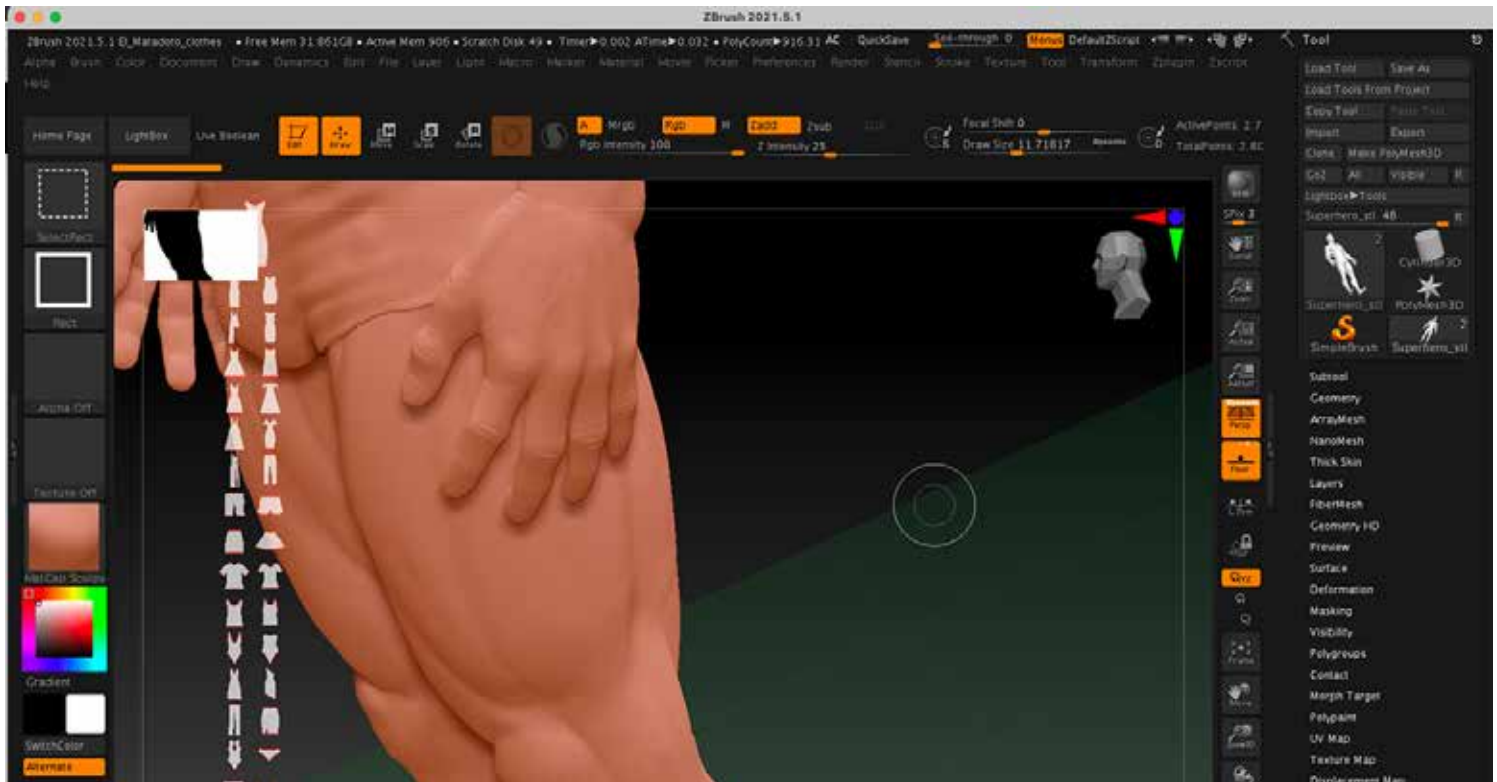
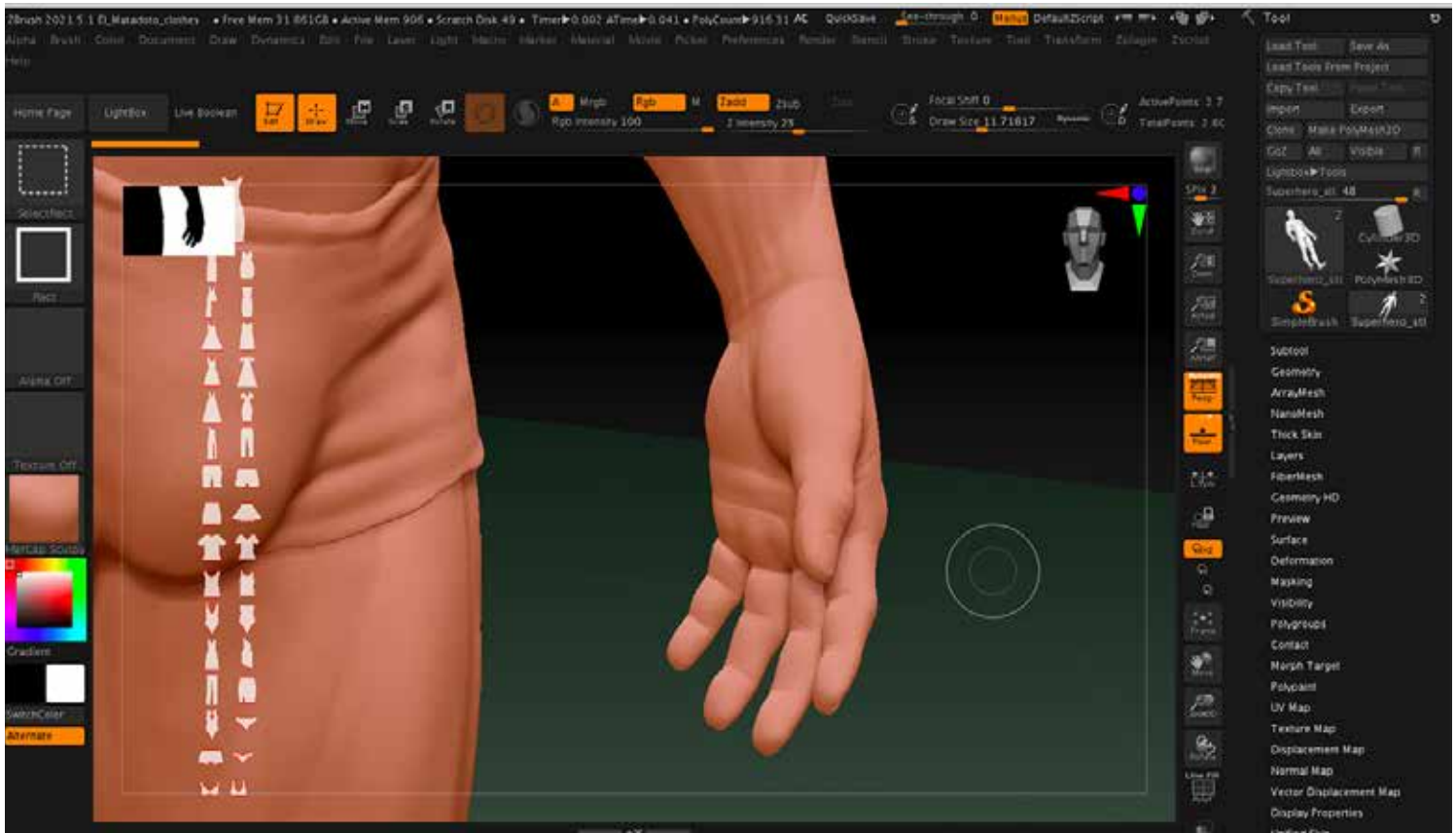
Visual 3D Design

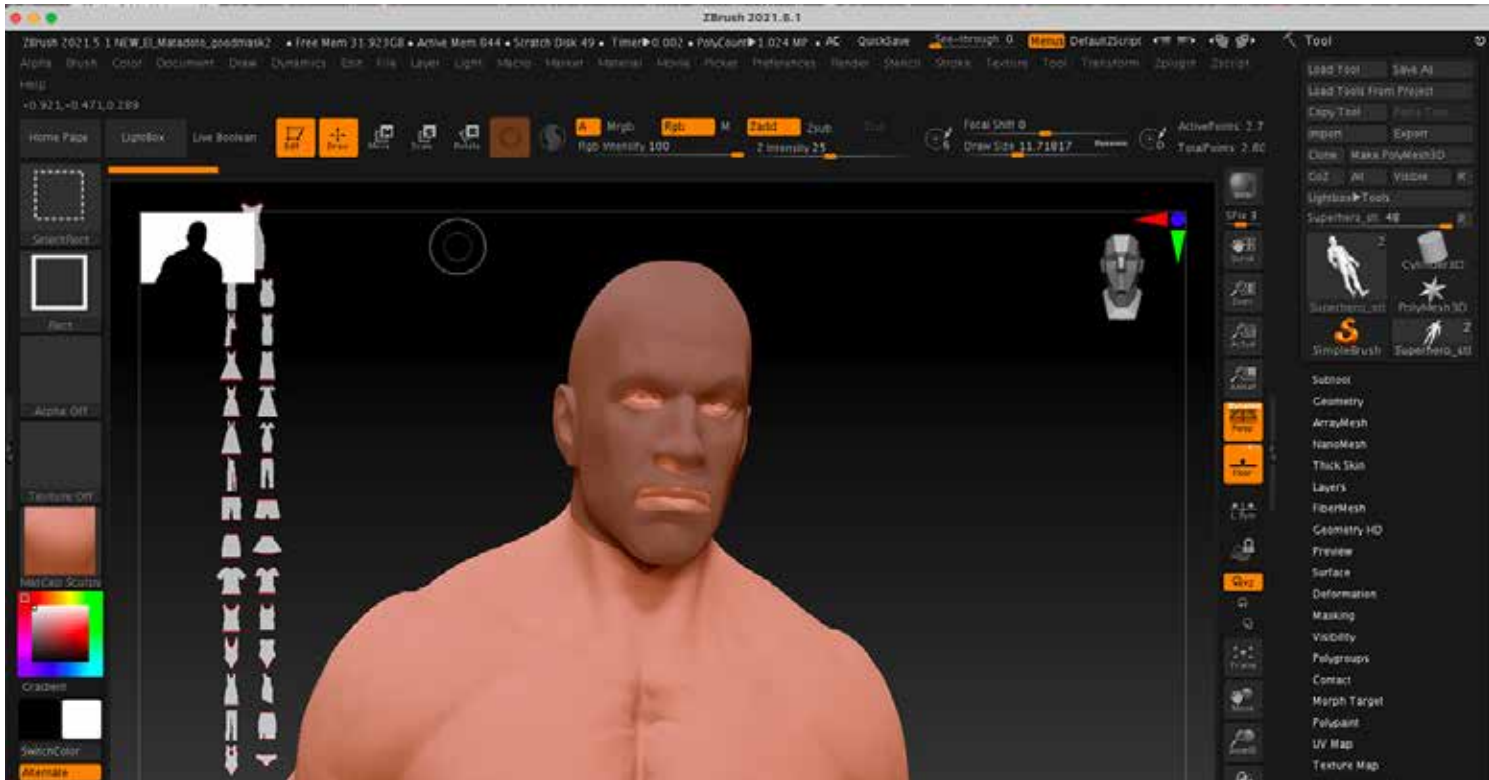
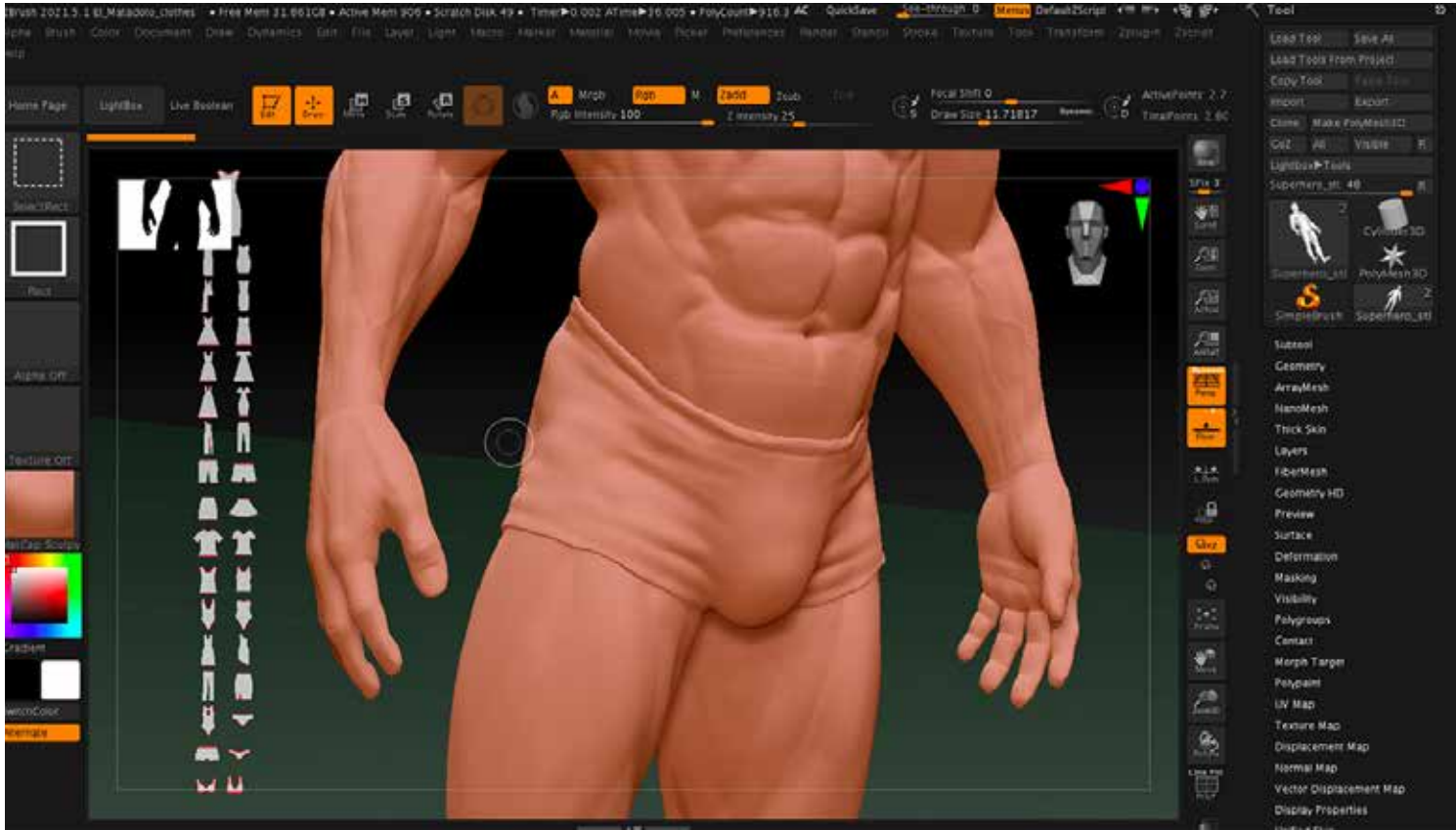
Character Design Progress:
this section is to show the progress of
building and designing the character

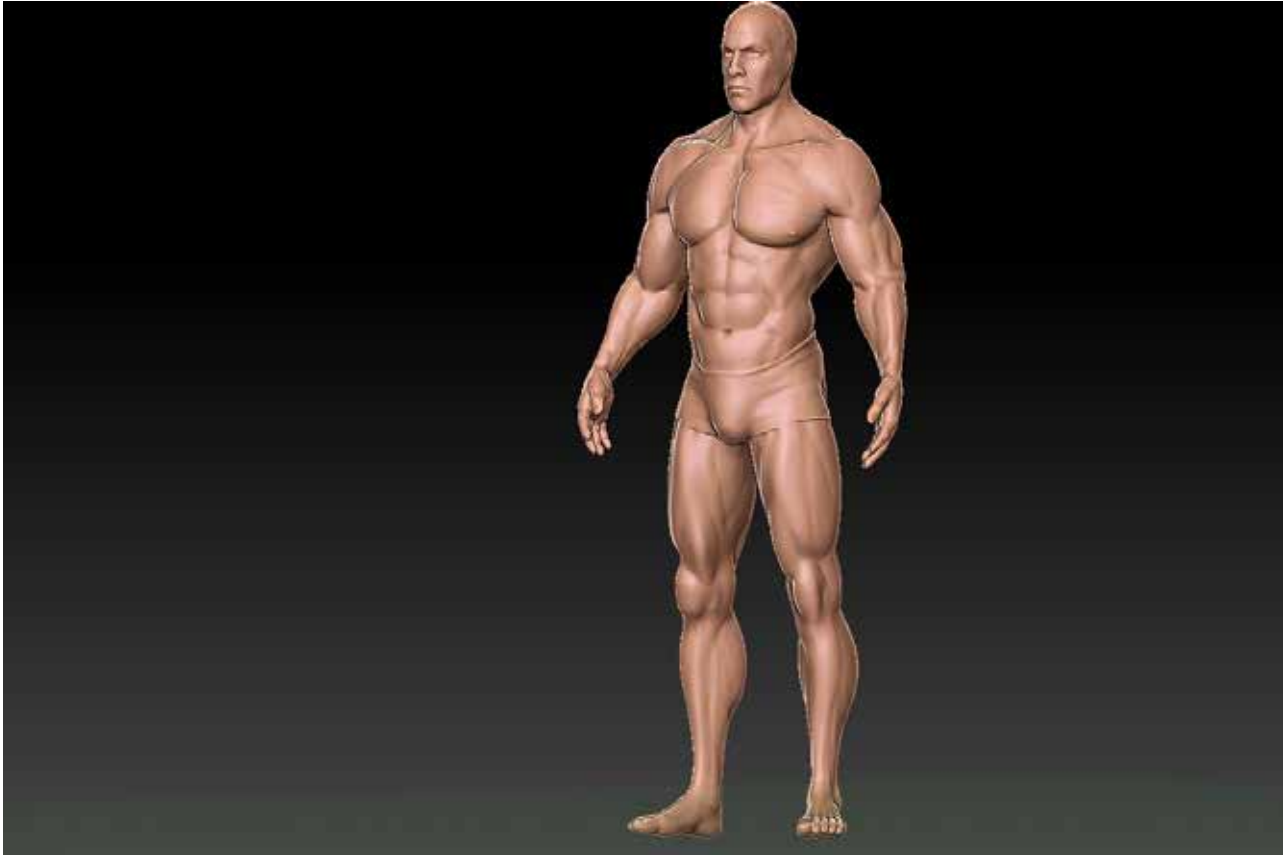
In the following pages you will find the progress and the design of the building of one of the characters in then story. As I was creating and generating the 3D model for the AR part of the project I found out, it will take a lot longer to build and design the character than I thought. I was hoping that I was able to complete the El Matatodo 3D character by the end of this term. As I mentioned before it is taking a little longer to create it because I am learning a whole new software ZBrush as well. I will have most of the character design done by the end of the term and will have something ready to show at the Final Presentation. I will be working more on this character over the Summer and all other components that is related to this project for my Final Presentation.

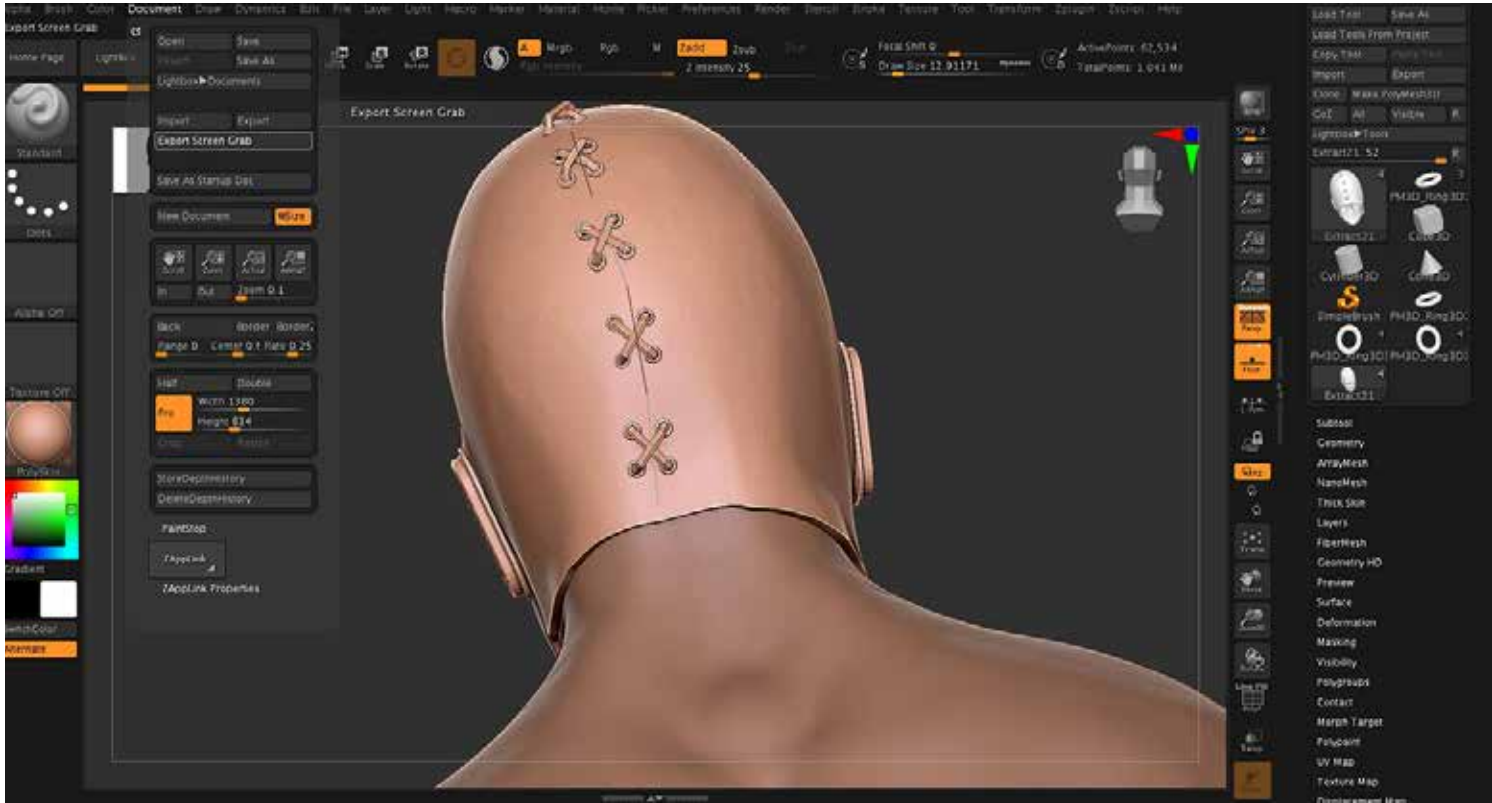


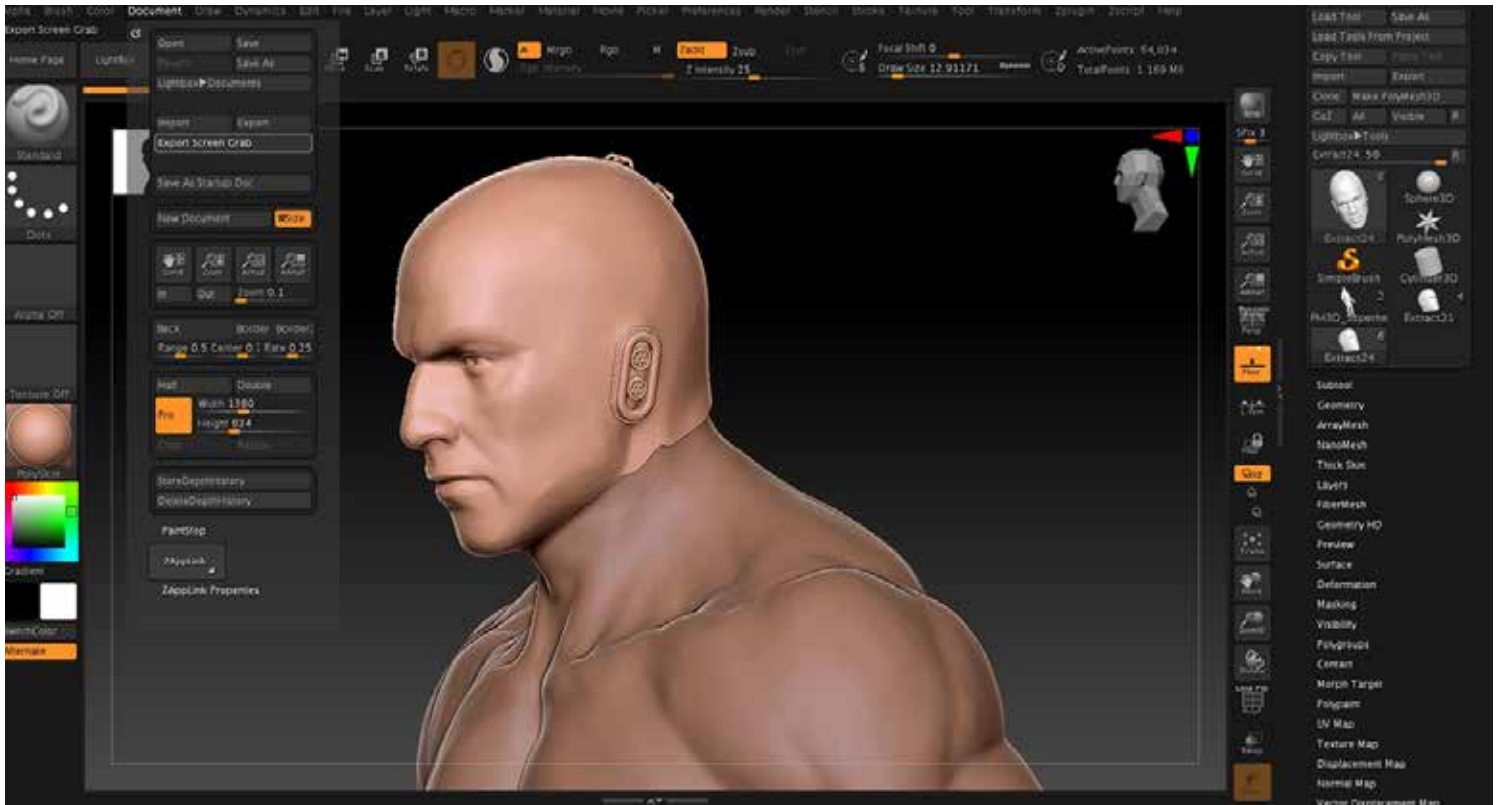


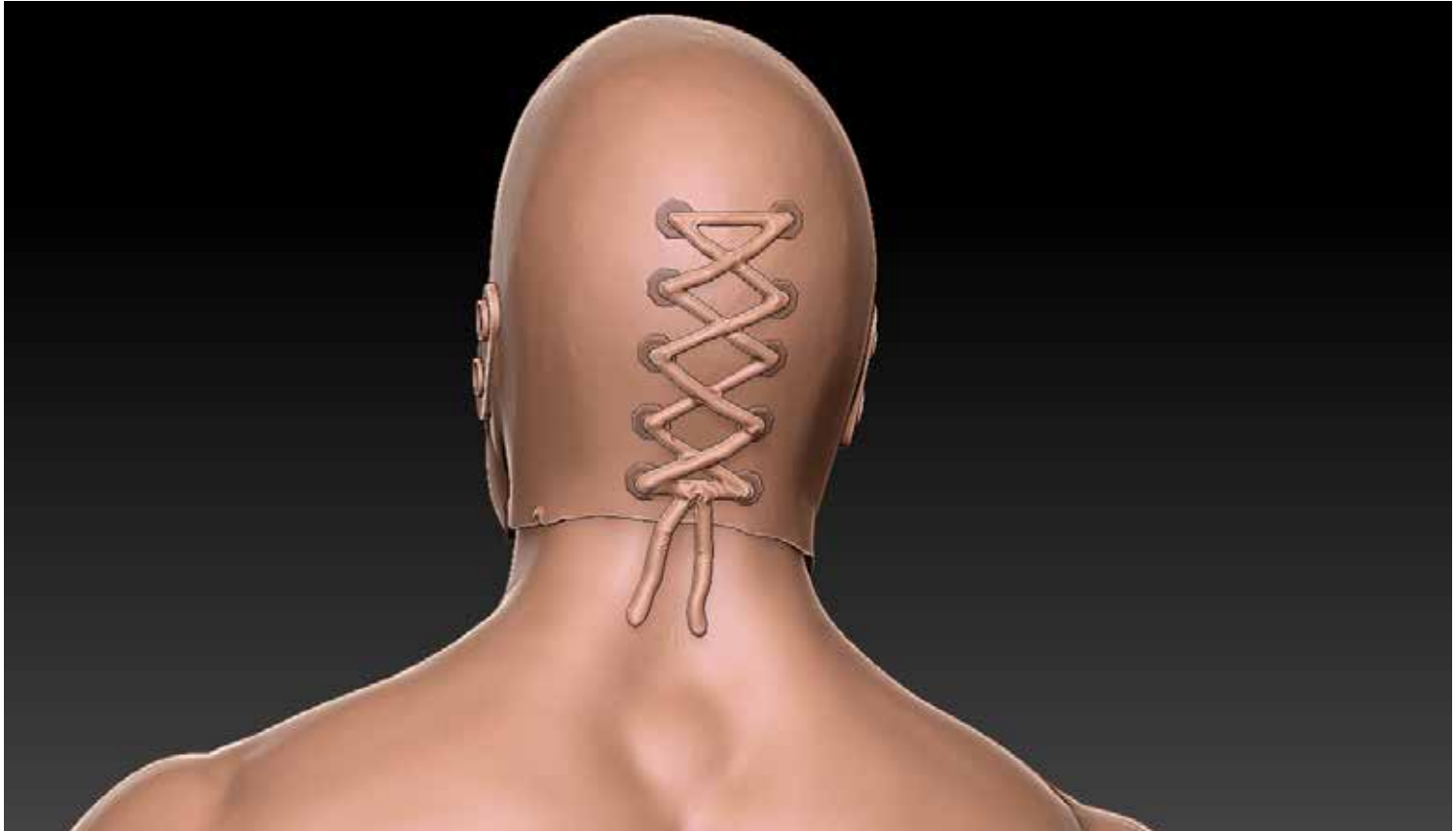




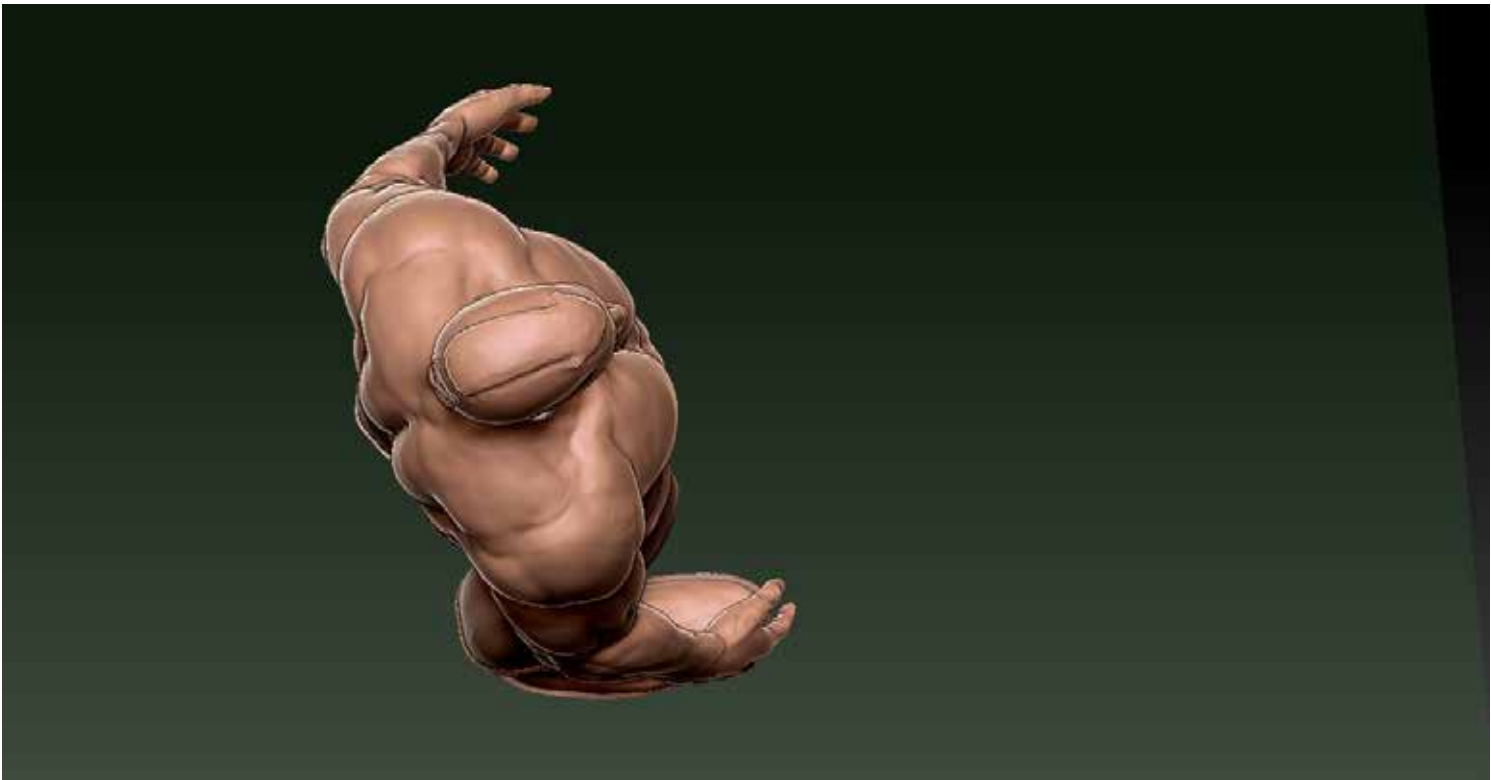


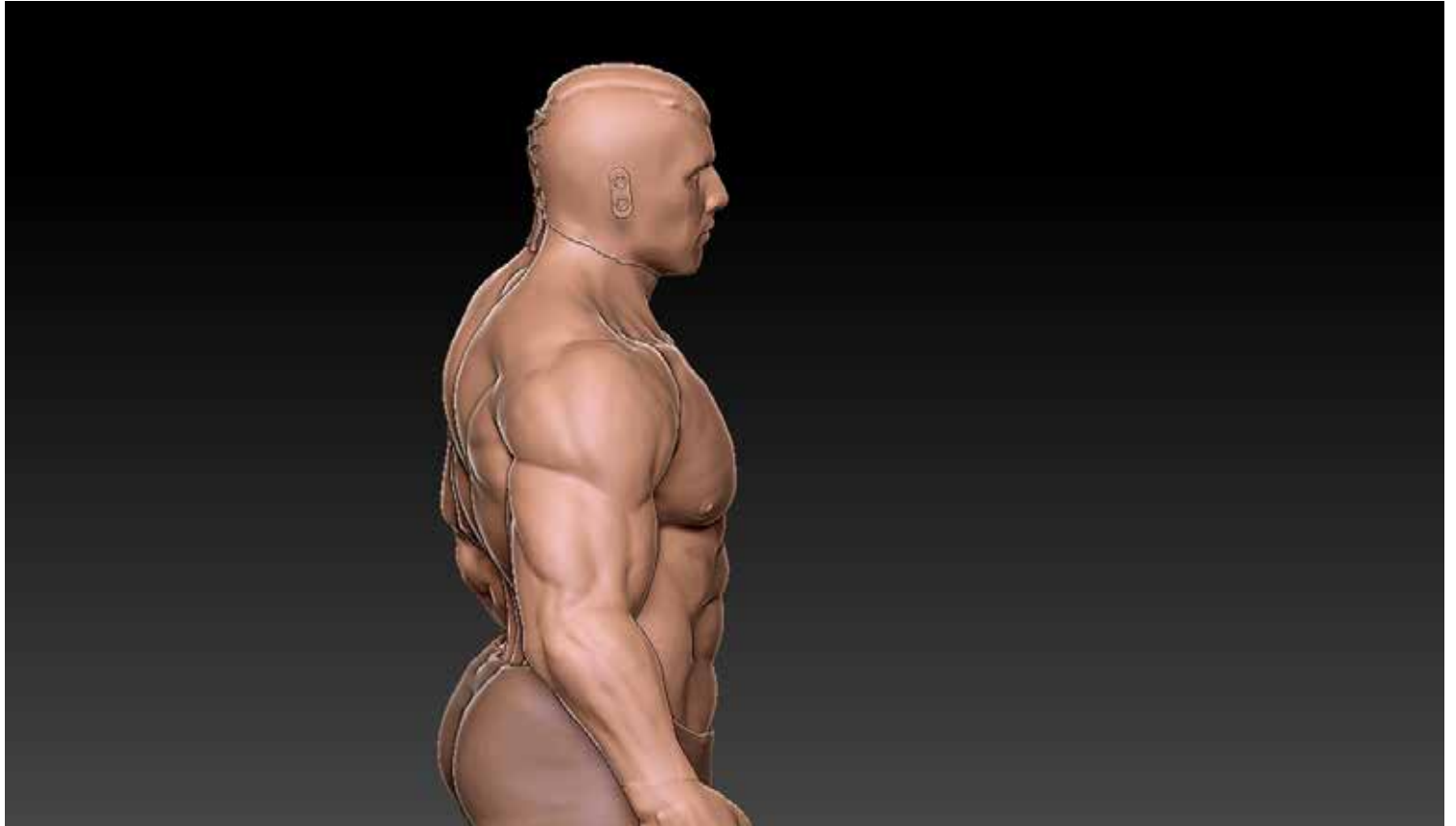






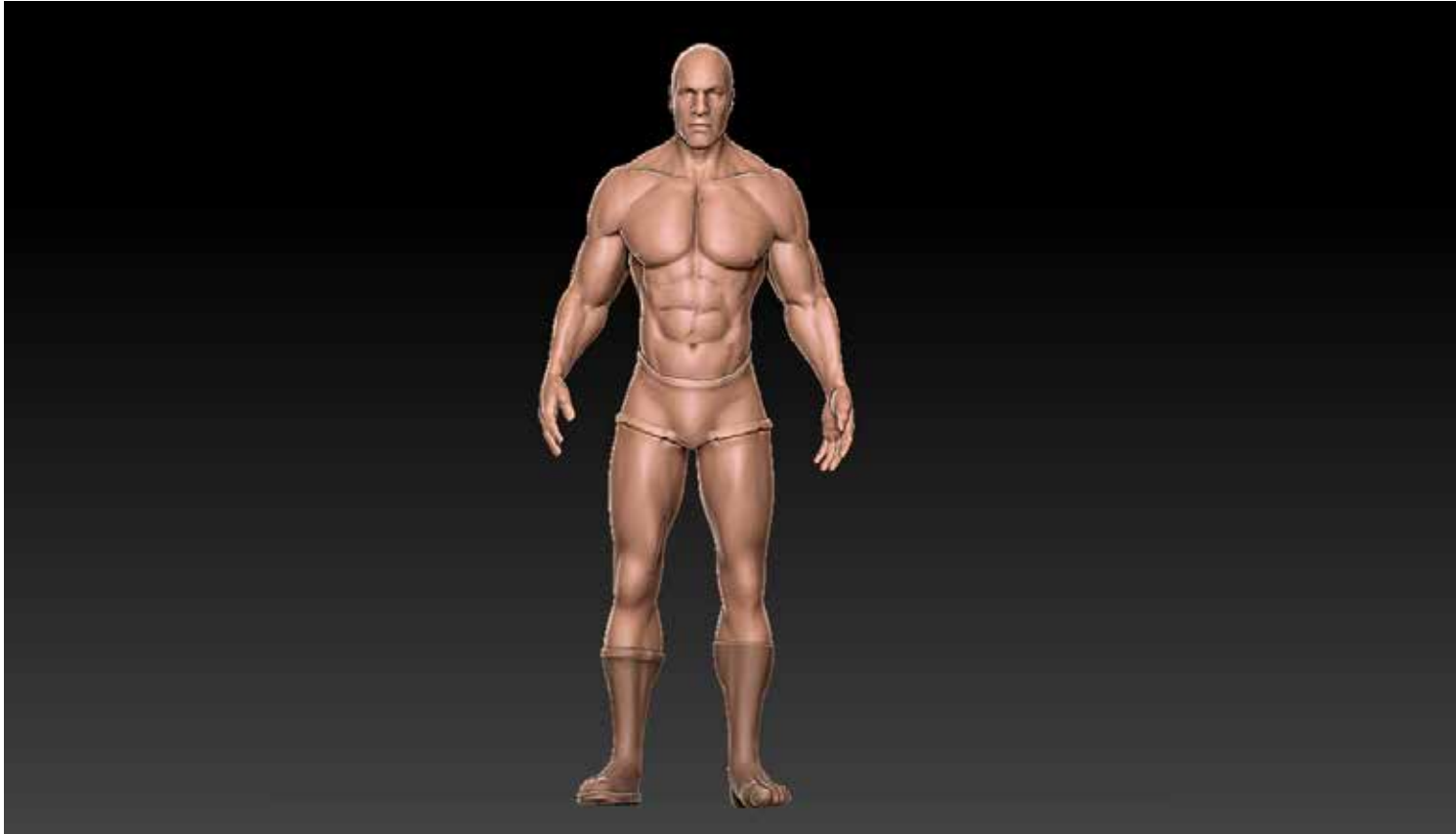




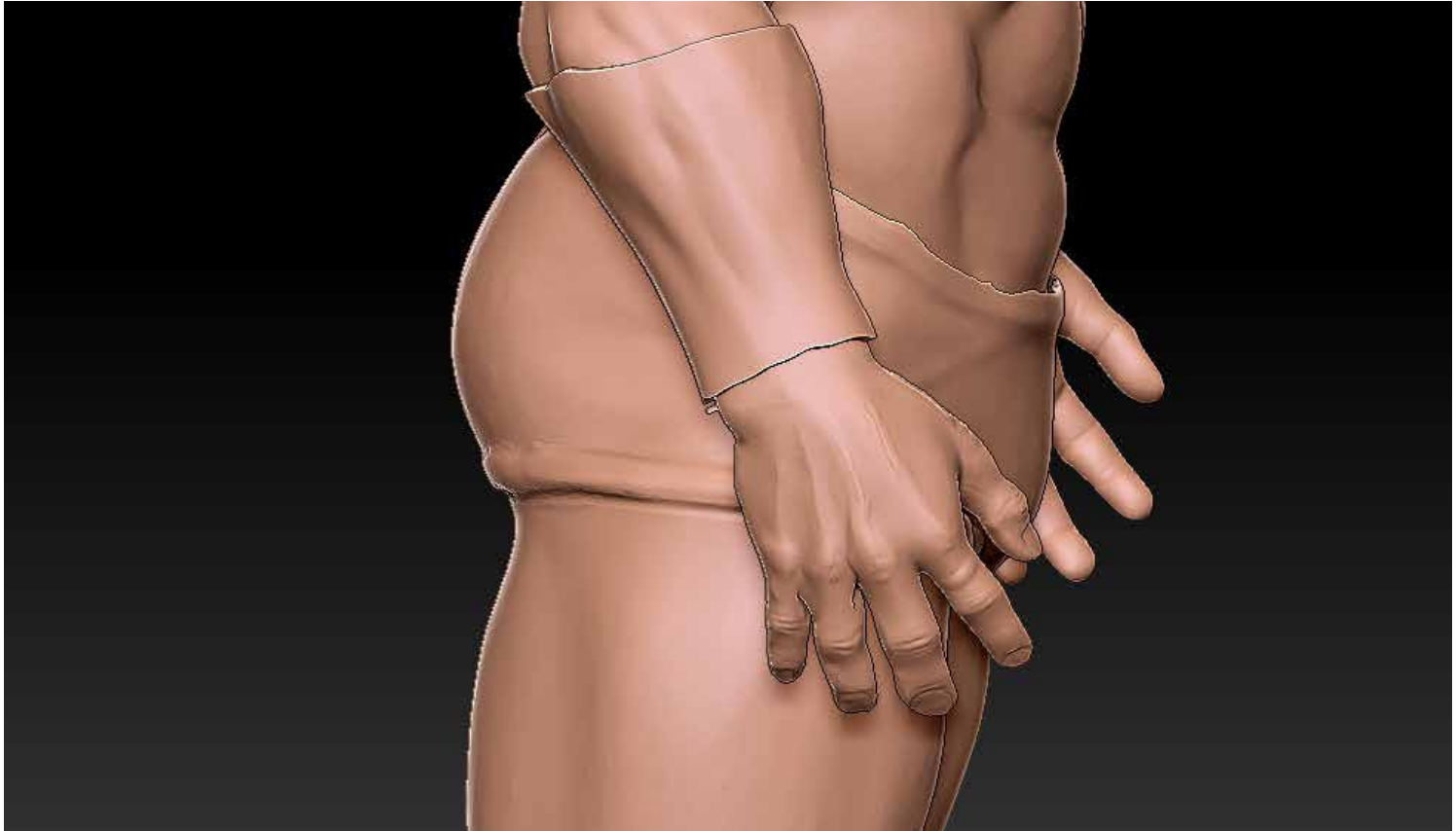


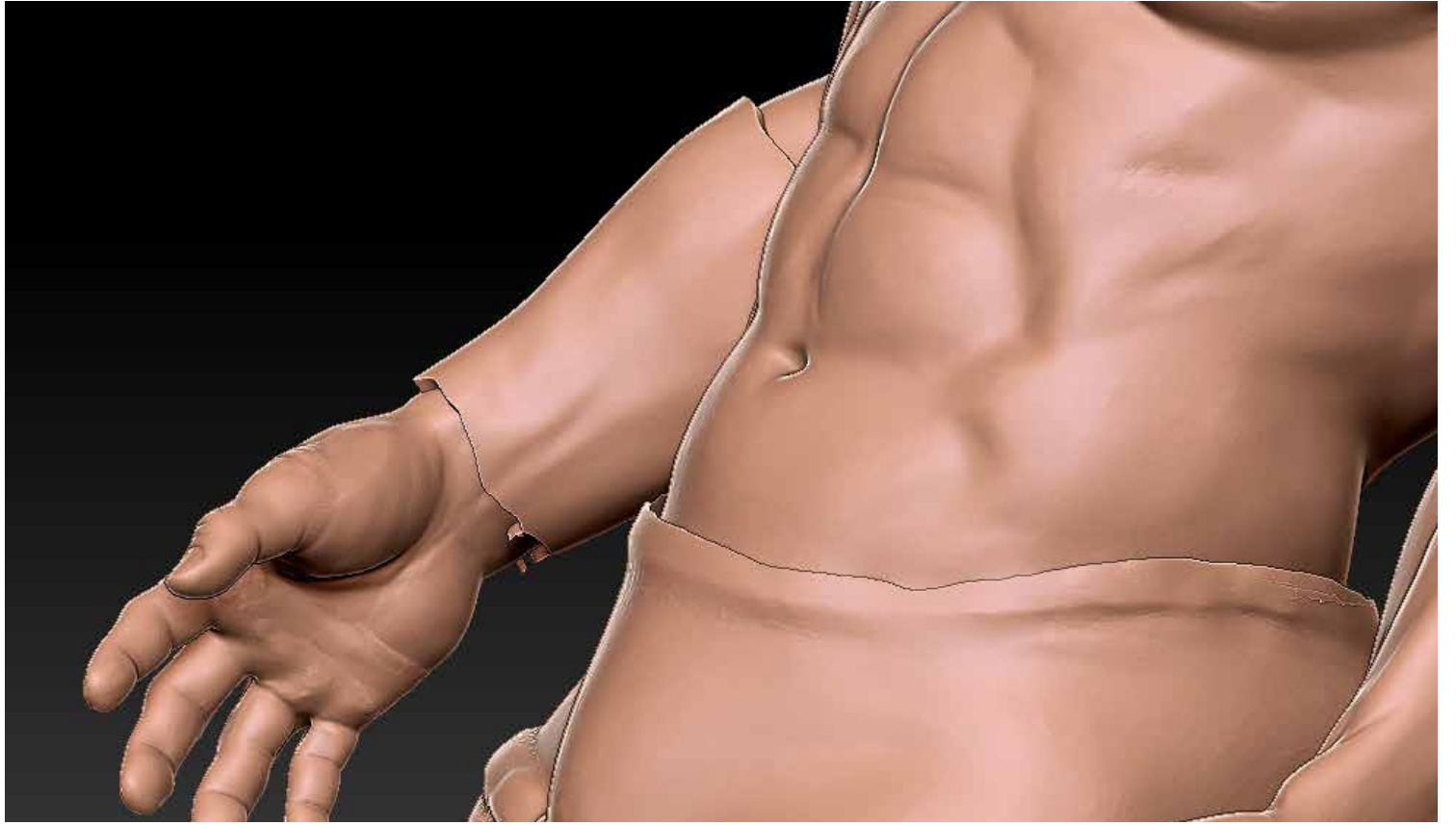


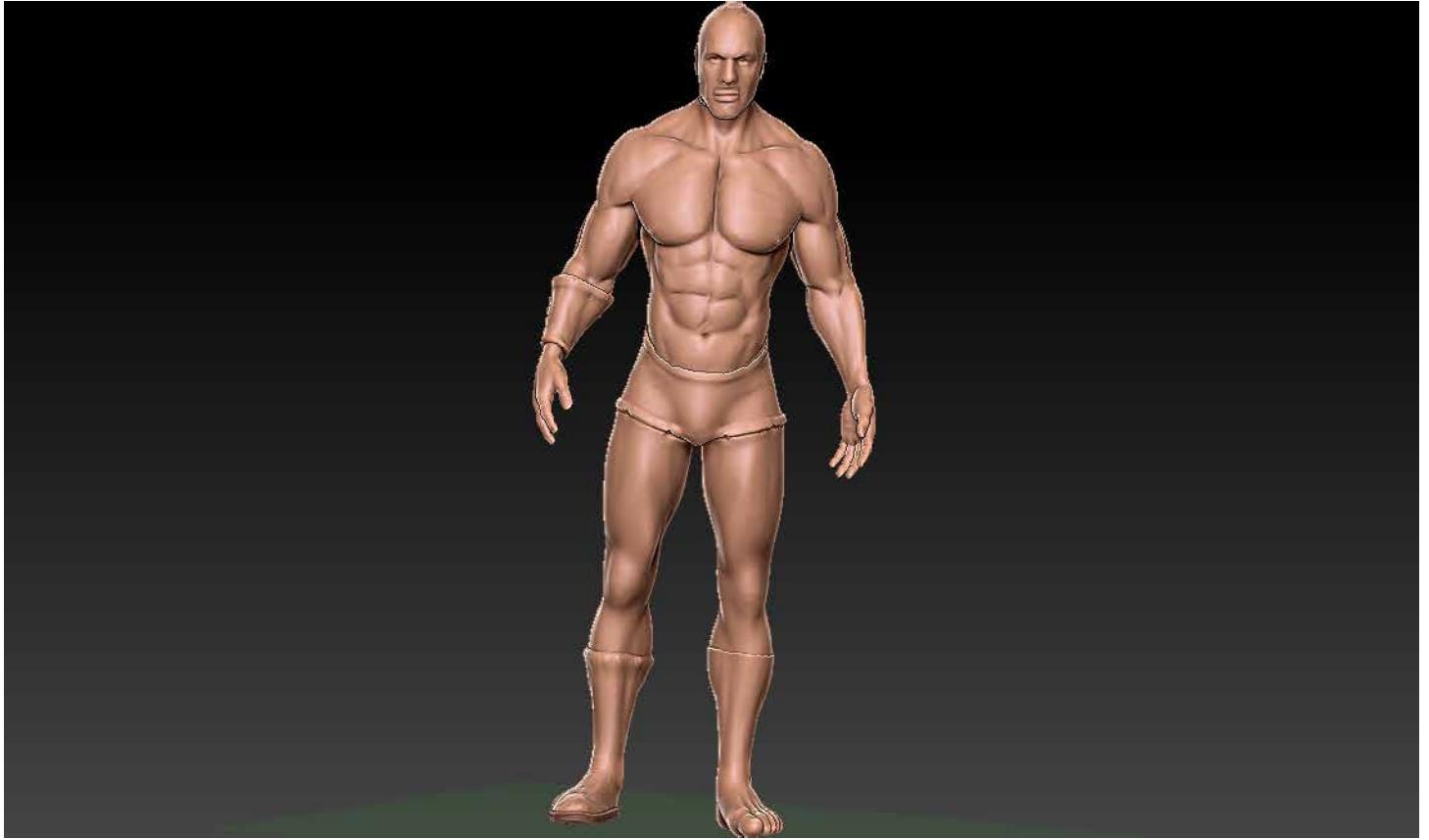


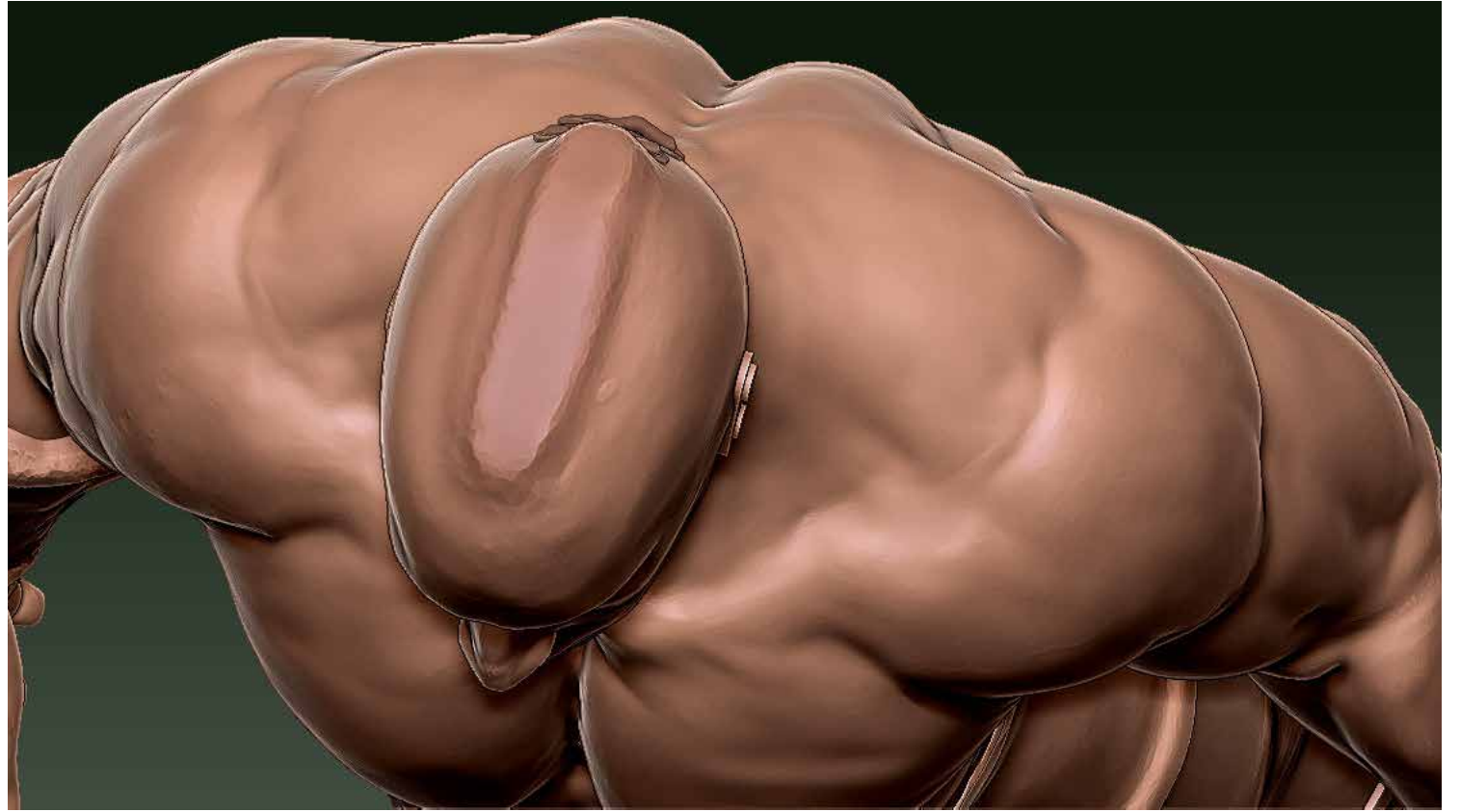


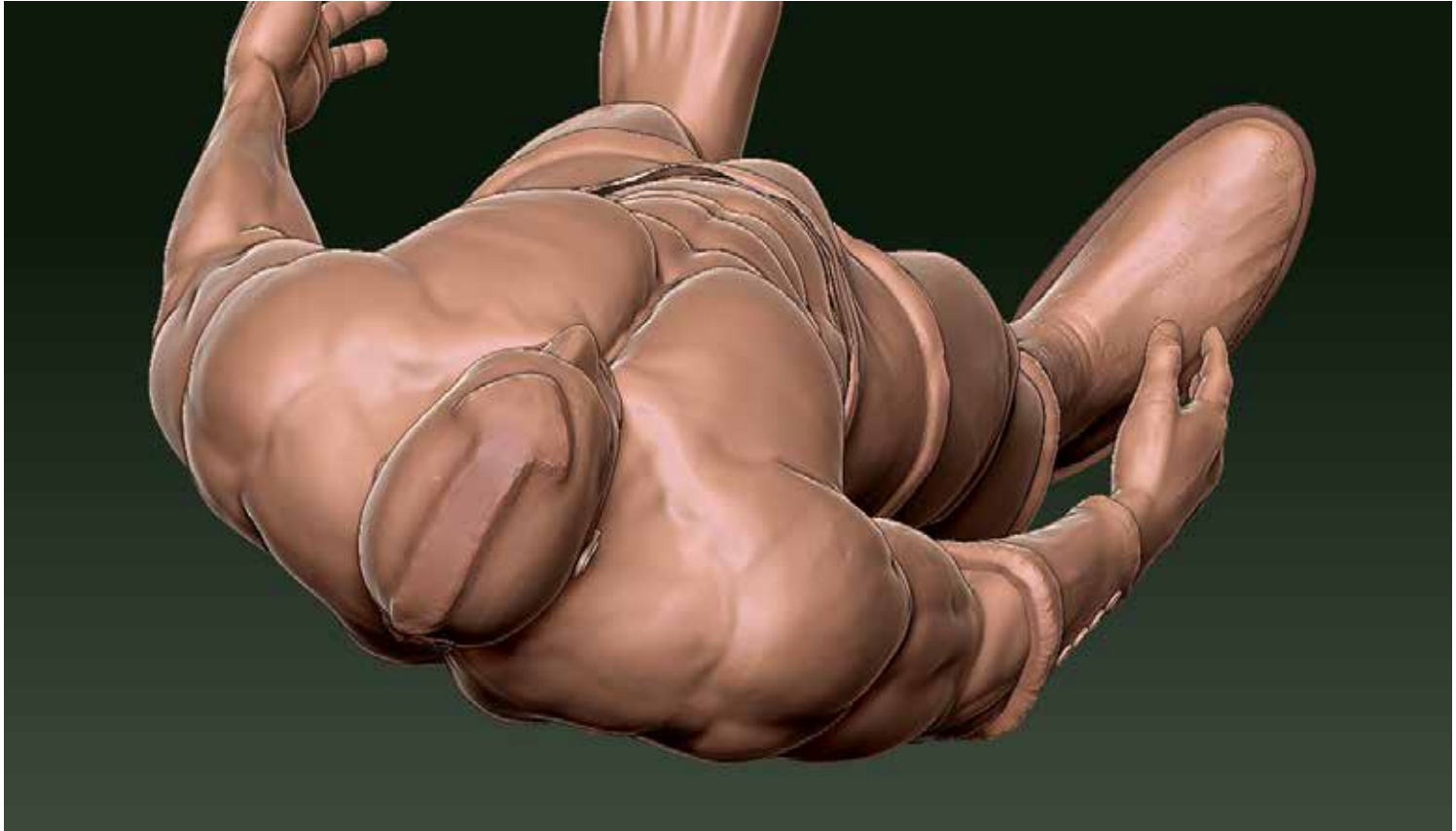












VISUAL DESIGN

ROUND 2

NEW DESIGN

*NEW INTERFACE, ALL COLORED PAGES,
ANIMATION PAGES, AR PAGES, PROTOTYPE
TESTING, POC,*



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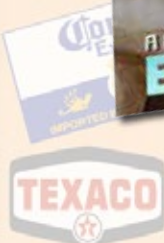
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A CHAMPIONS STORY

EL MATATODO

Written & Illustrated by Scott Cooper

MASKED WARRIORS



Use with printed graphic novel

Digital version only

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ESPECTACULAR FUNCION DE
LUCHA LIBRA
MASCARA VS EL MATATODO

¡GRATIS!

“El Matatodo” Would Like
to Access the Camera

For the AR component
for the graphic novel

Don't Allow

OK

LUCHA
ESTELAR

TIGRES BLANCO, EDDIE CURRERO JR.
VS
DR. X, EL RAY CUATRO

LUCHA DE MUJERES
LADY DIVA VS. CATALINA

LUCHA
SEMIFINAL

BLUE PANTHER, VALIENTE Y ROSCANO
VS
MR. NEBULA, AVERNO T DRAGON ROJO

LA REVANCH
MISTICO VS. CYBERNETICO



Chapter 1



Chapter 2



Chapter 3



Chapter 4

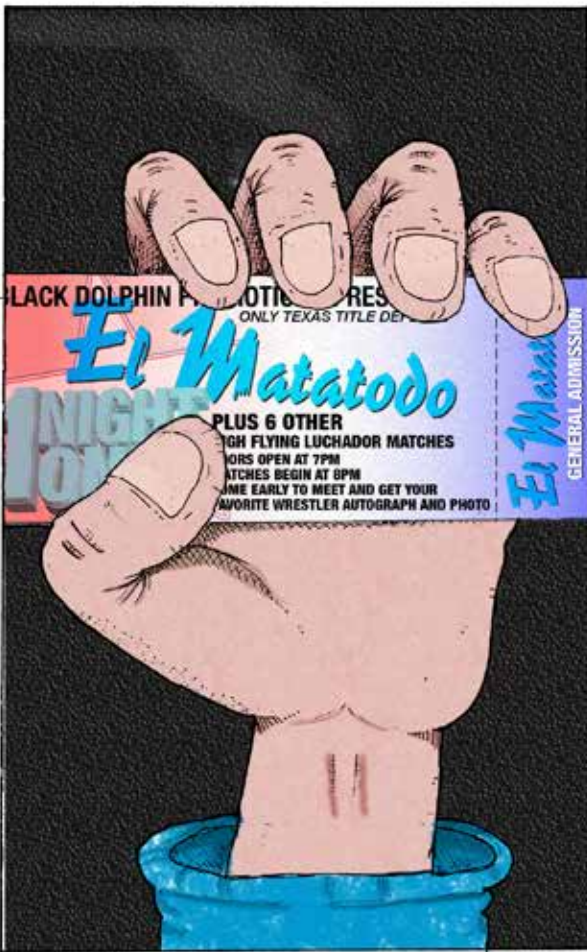


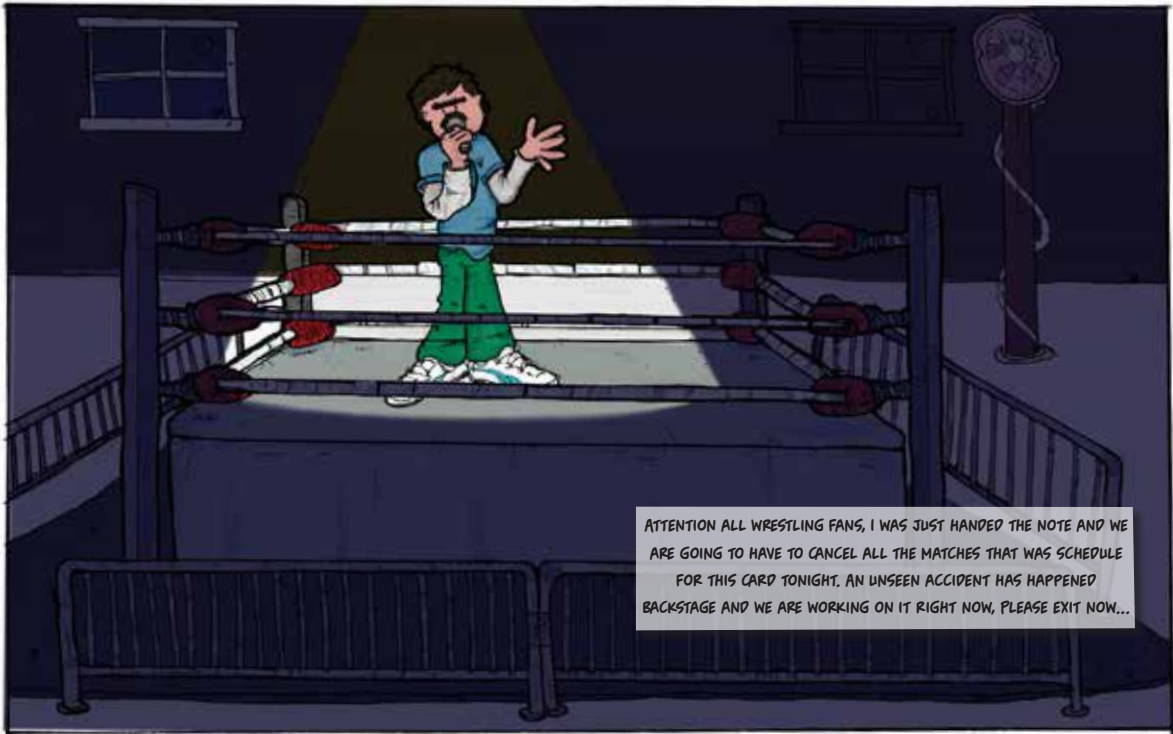
Chapter 5

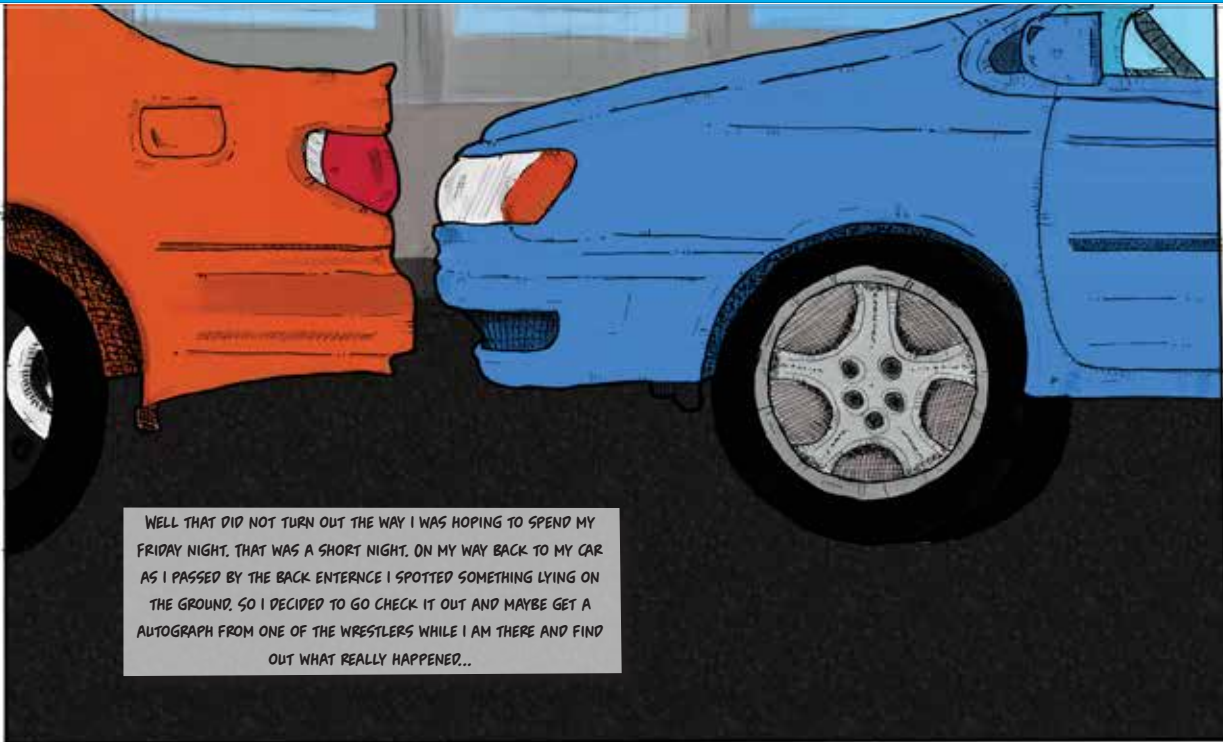


Chapter 6

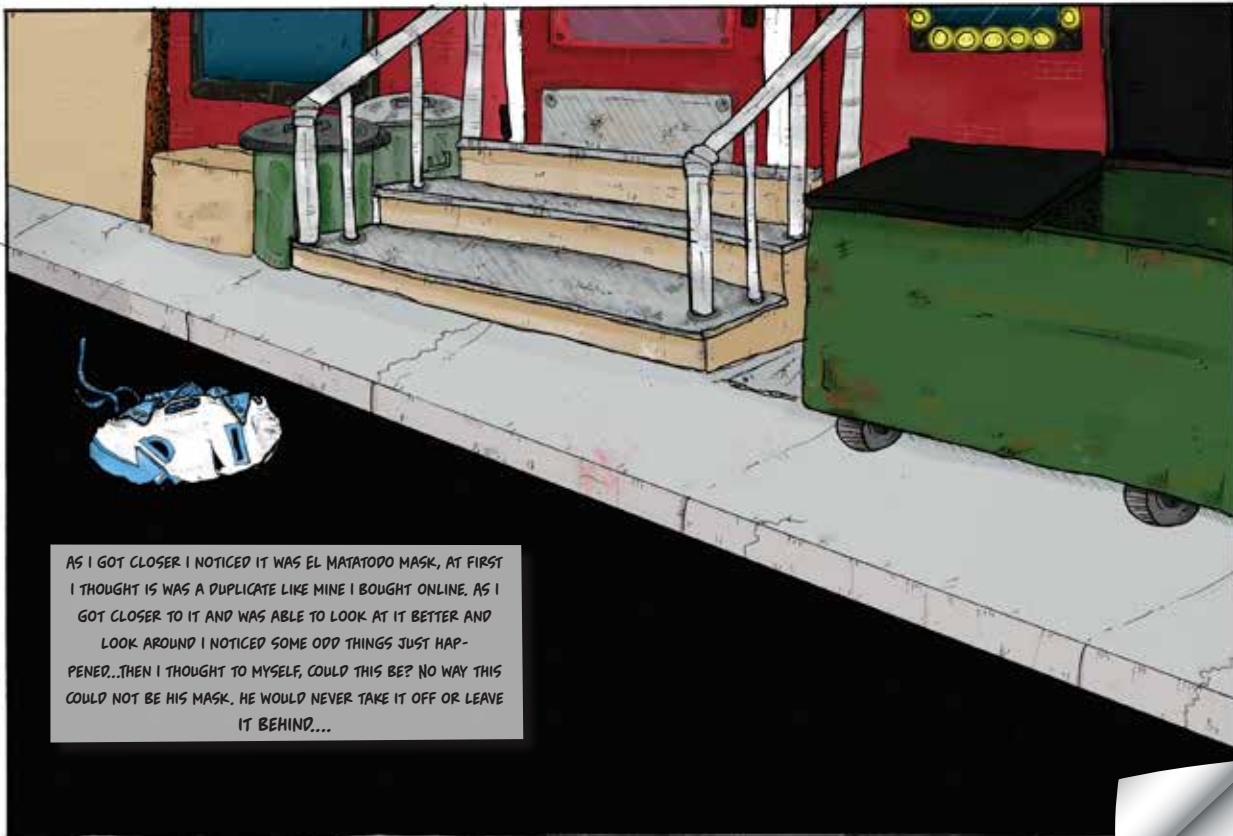






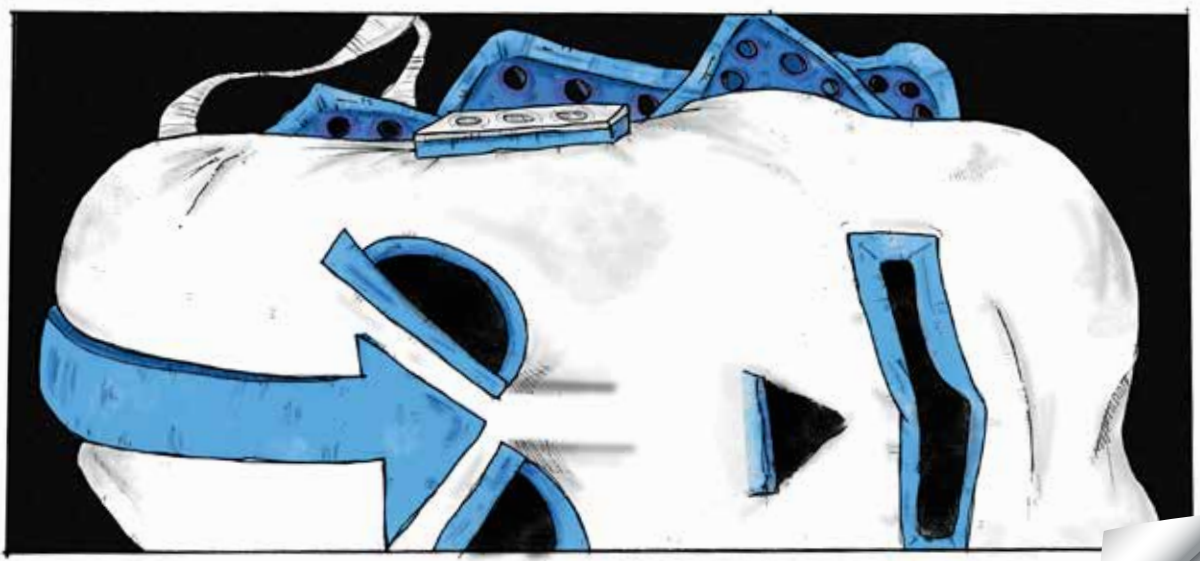
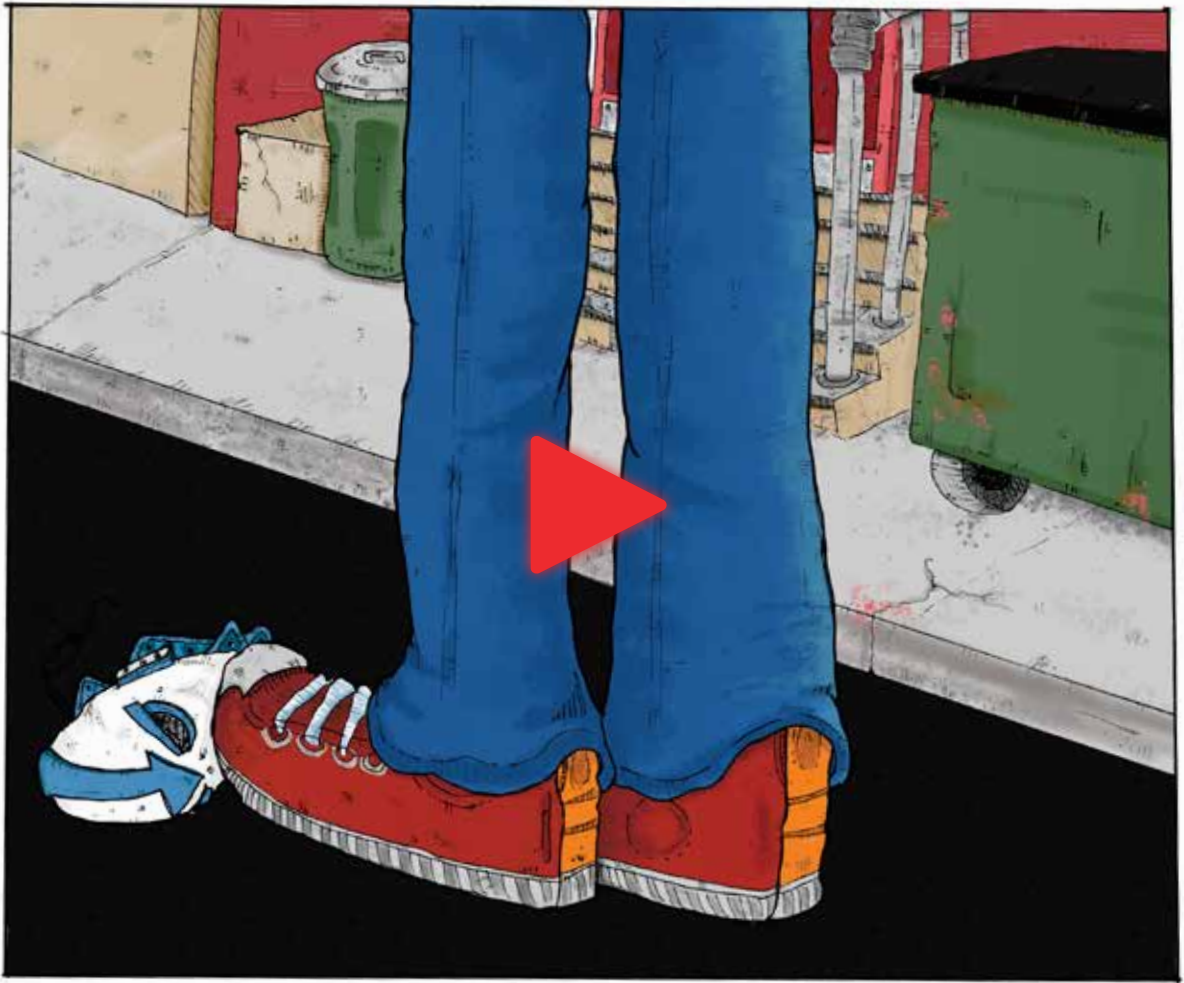


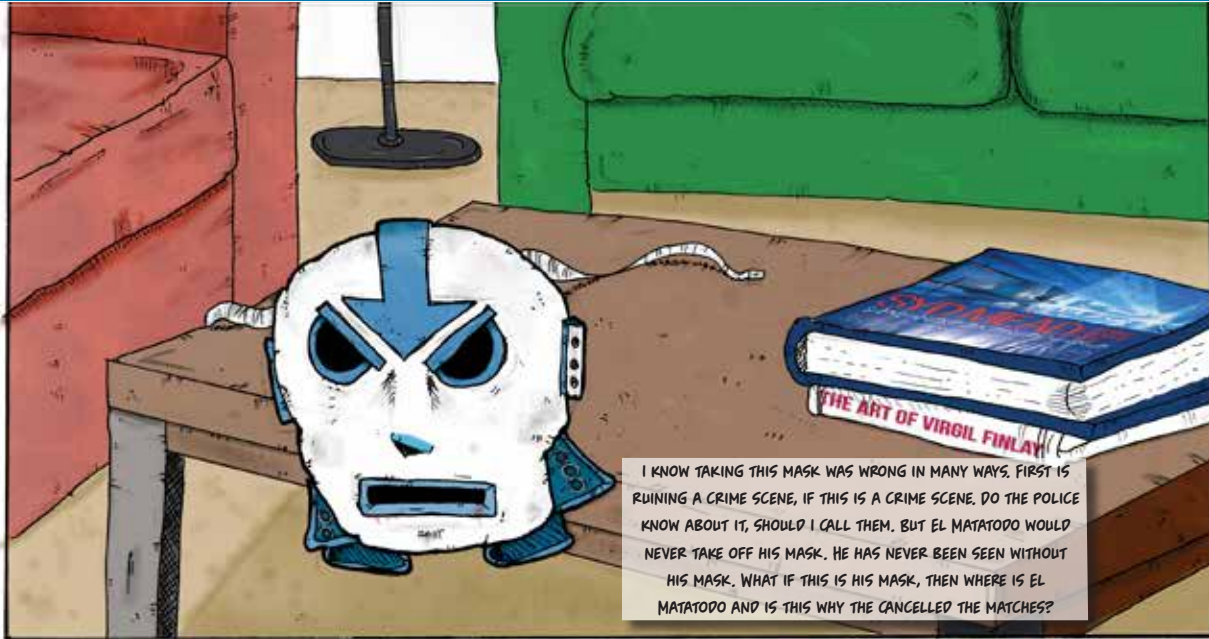
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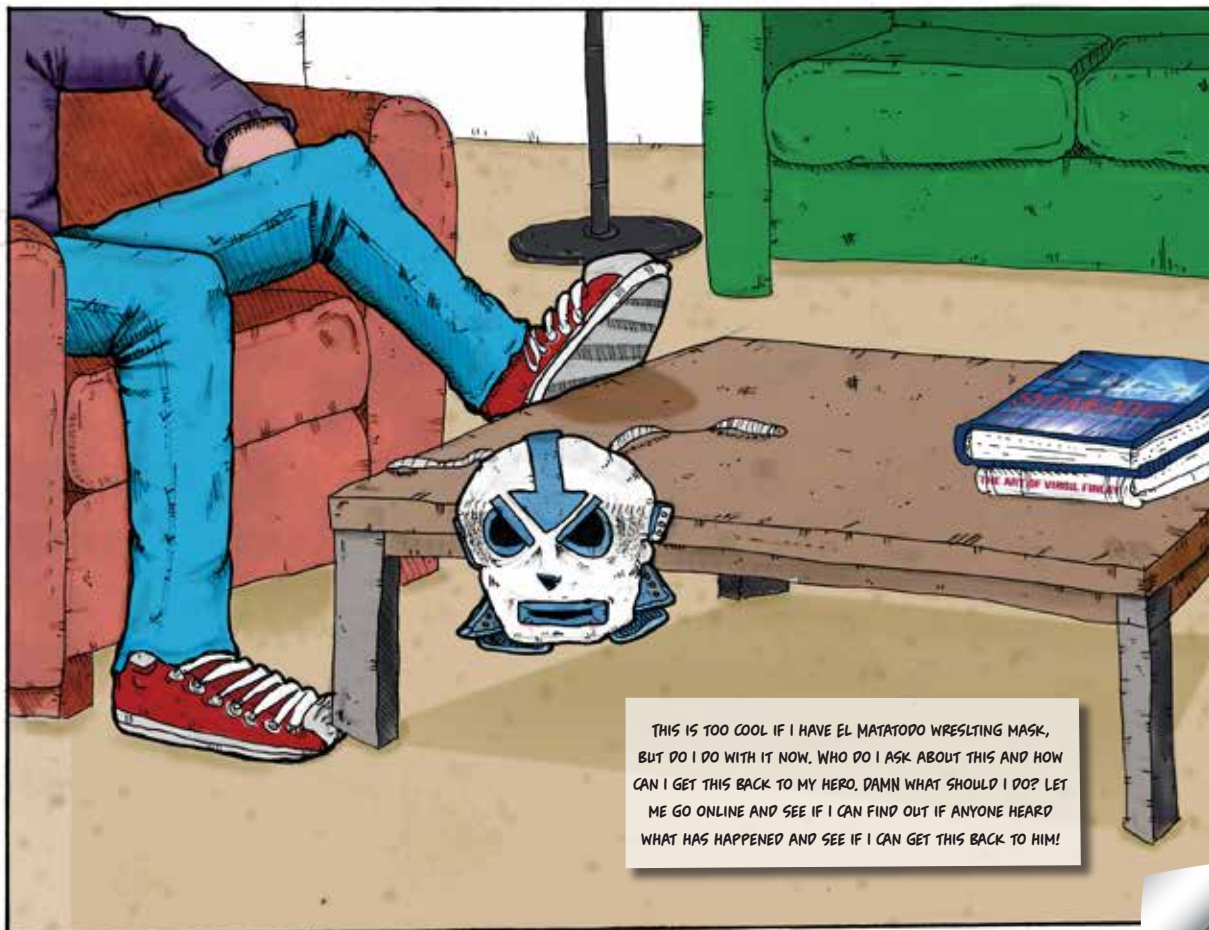
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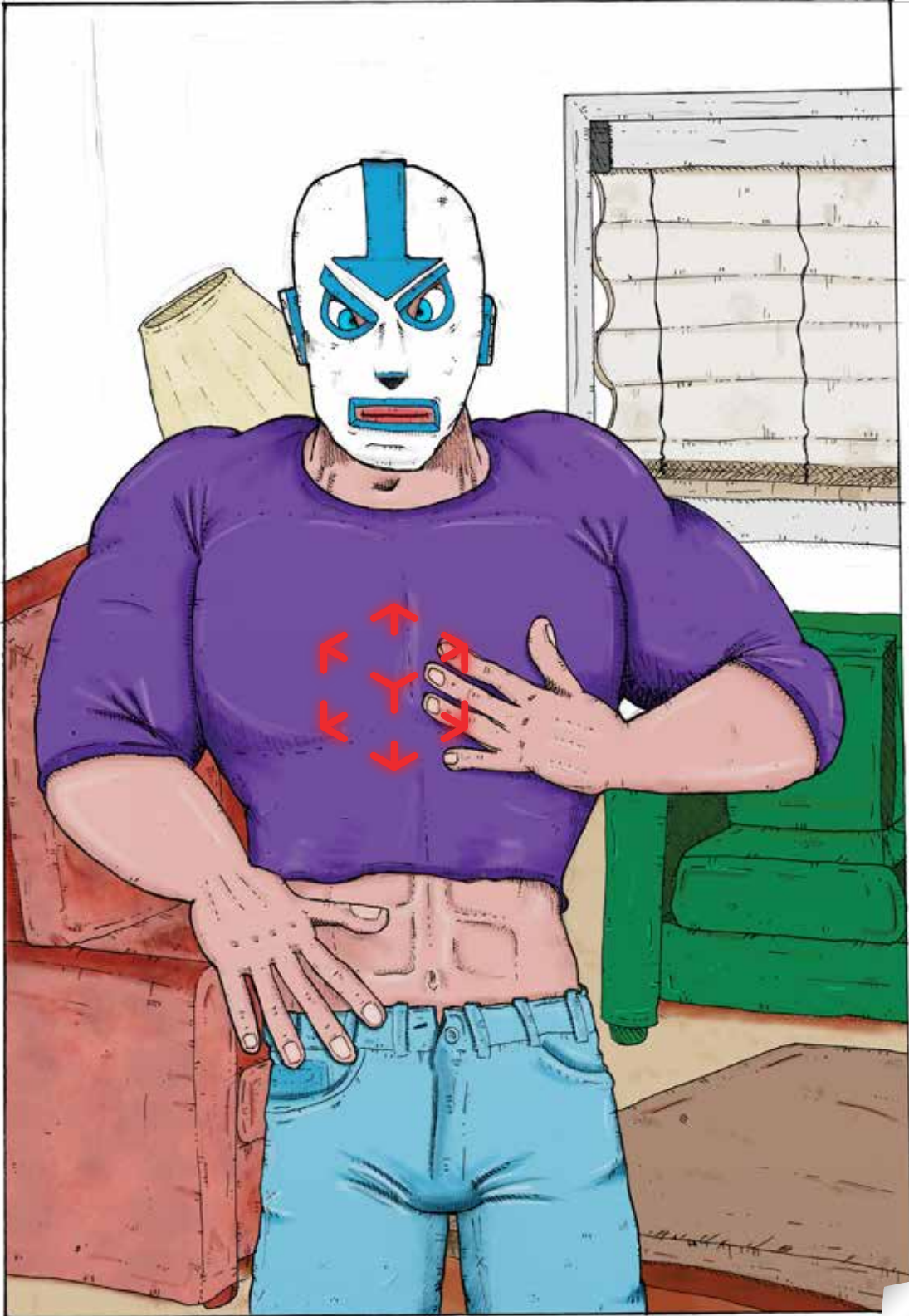
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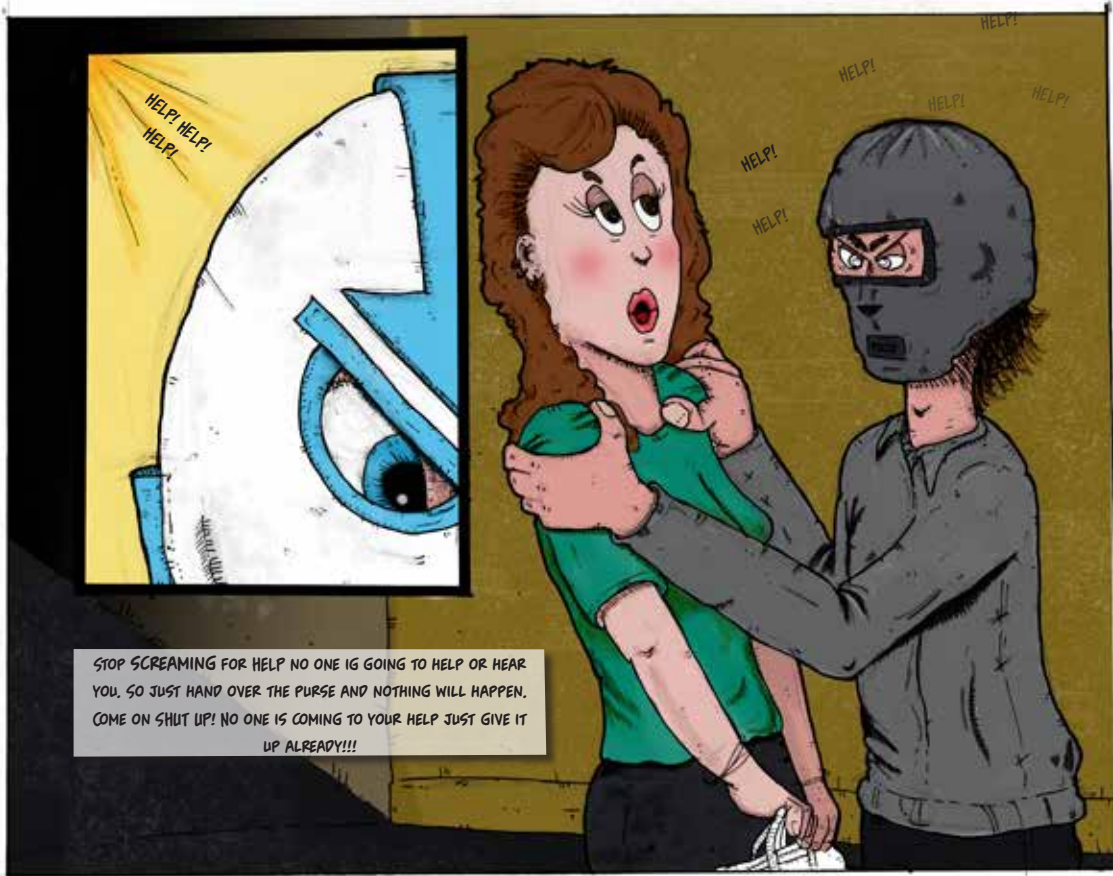


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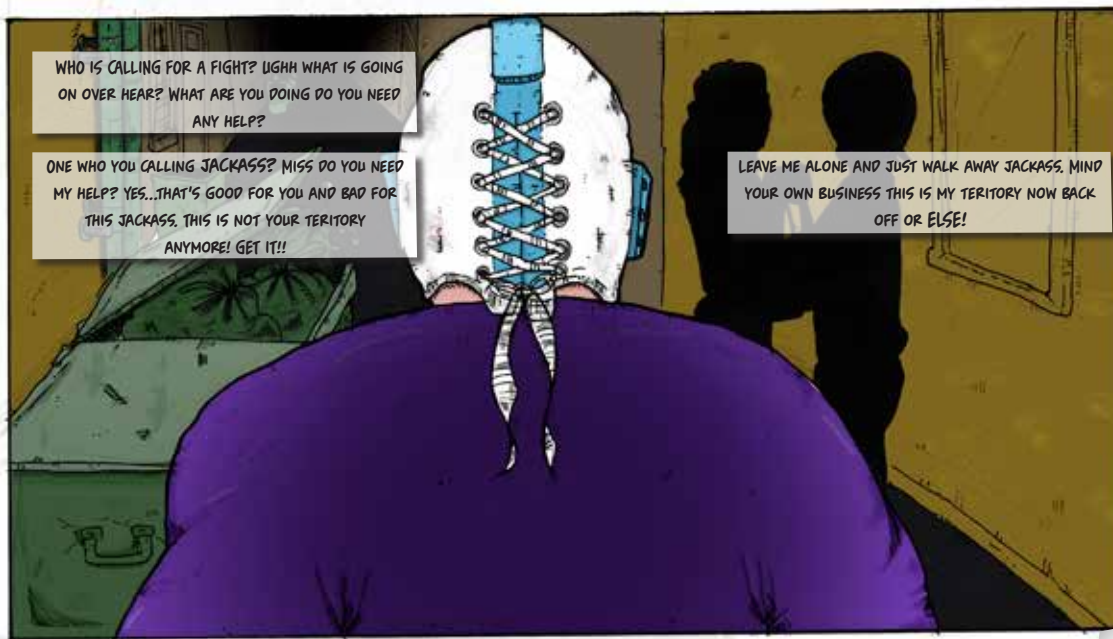








STOP SCREAMING FOR HELP NO ONE IS GOING TO HELP OR HEAR YOU, SO JUST HAND OVER THE PURSE AND NOTHING WILL HAPPEN. COME ON SHUT UP! NO ONE IS COMING TO YOUR HELP JUST GIVE IT UP ALREADY!!!

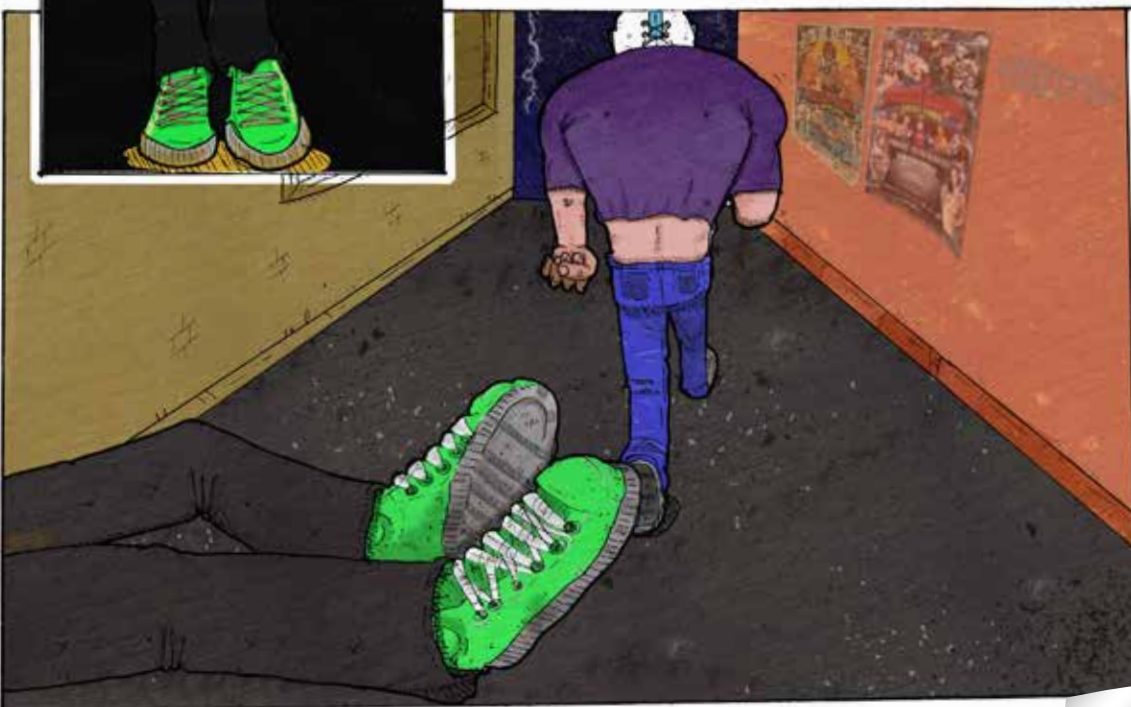


WHO IS CALLING FOR A FIGHT? UGHH WHAT IS GOING ON OVER HEAR? WHAT ARE YOU DOING DO YOU NEED ANY HELP?

ONE WHO YOU CALLING JACKASS? MISS DO YOU NEED MY HELP? YES...THAT'S GOOD FOR YOU AND BAD FOR THIS JACKASS. THIS IS NOT YOUR TERRITORY ANYMORE! GET IT!!

LEAVE ME ALONE AND JUST WALK AWAY JACKASS, MIND YOUR OWN BUSINESS THIS IS MY TERRITORY NOW BACK OFF OR ELSE!







Clickable Prototype

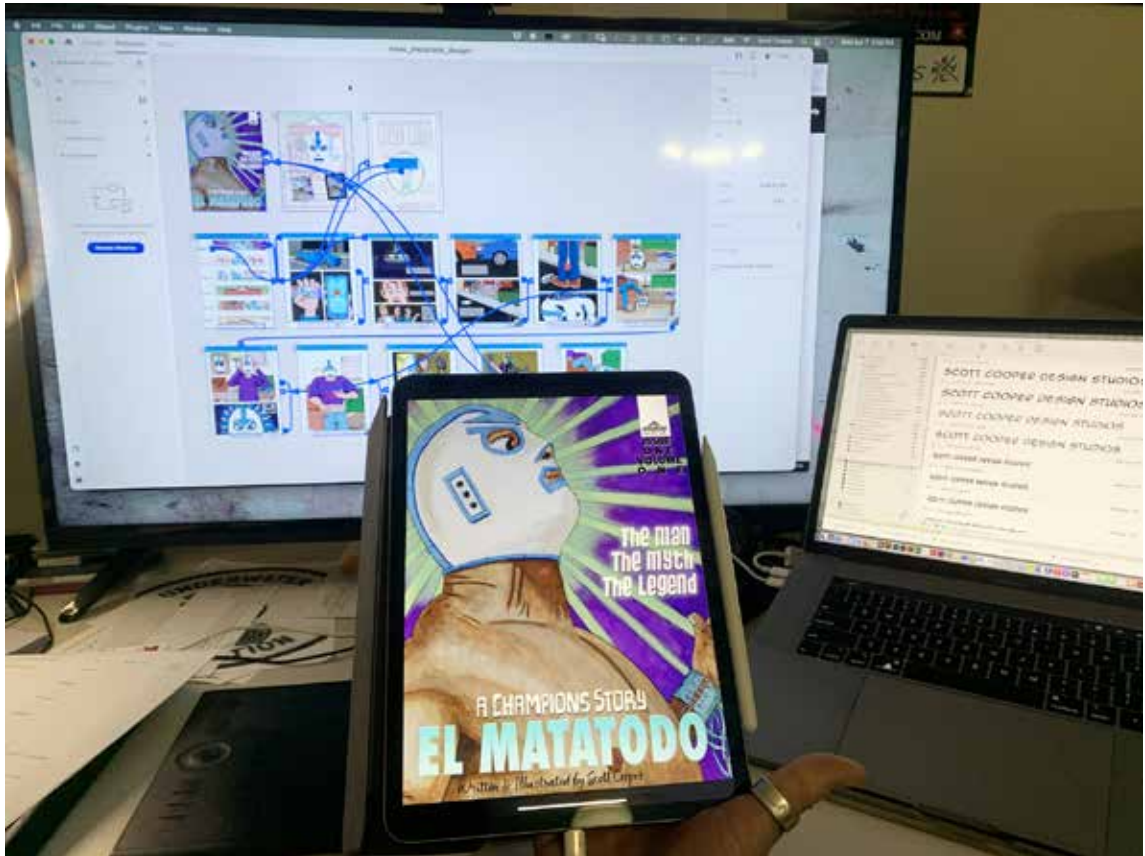
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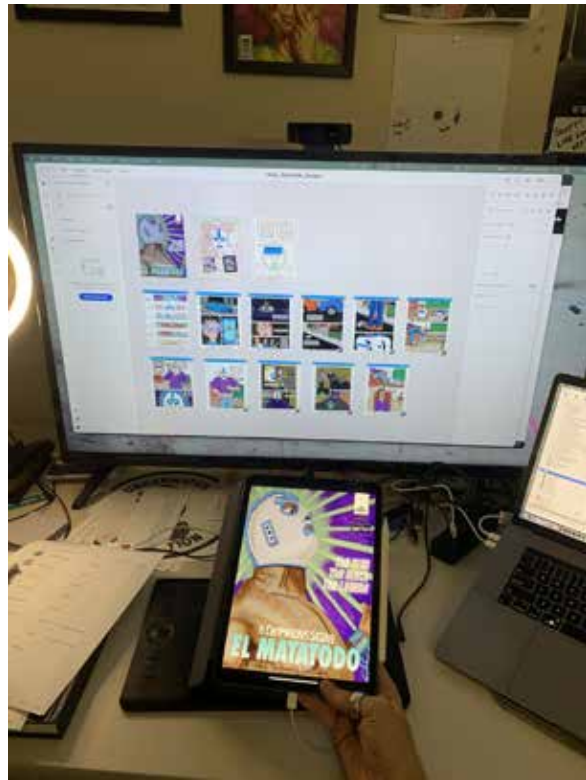
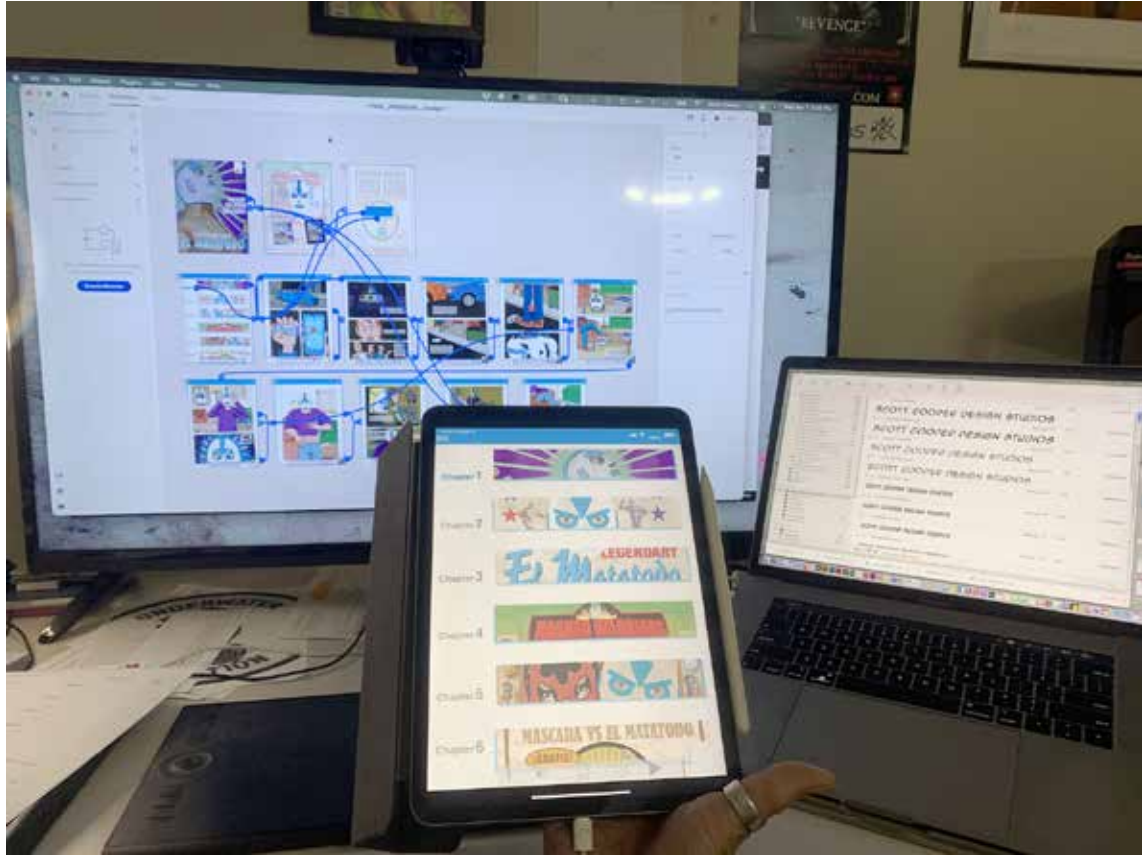
EL MATATODO

Graphic Novel

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TARGET AUDIENCE

I expect the primary target audience for El Matatodo will be Science Fiction and Fantasy fans/consumers of 25-65, if not older. Target audience is computer literate, probably a college graduate, with strong tech skills, stable employment, and actively involved in attending comic and science fiction/fantasy conventions. I suspect most will be single, and willing to spend their disposable income on feeding their entertainment media habit; its likely that early adopters will probably work in tech industries.

I have spoken with at least 30 fen (the plural of fan) at various conventions, giving them a short synopsis of the project including concept, characters and projected story arc, and received enthusiastic support from many, and curiosity from the others—"I'll buy that book and definitely read it, is it out yet? If not, please let me know when so I can buy it."

Secondary audience is likely to be readers intrigued with the addition of AR/VR to the print/digital format who are usually more interested in Action/Adventure/Time Travel/Superhero genres. I know some artists who work in the four primary genres are interested in my project as well, since I know them socially and have discussed the project with them.

RECAP...

WHAT IS IT?

I'm creating an Interactive AR graphic novel that will appeal to viewers primarily in the Sci-Fi and Fantasy communities using characters steeped in the Luchador wrestling culture and traditions.

HOW?

The viewer will choose how to experience the graphic novel- either as a standard graphic novel they read in the traditional way or as an Augmented Reality event where the story is read to the viewer by a narrator, and the action scenes are viewed as animated sequences. Eventually, I hope to make the scenes holographic projections.

WHY?

The interactive, Augmented Reality, Virtual Reality and holographic projection are the next step for graphic novels and looking ahead I think that holographic projection will be the next evolutionary step for graphic novels. As the devices we use daily grow more sophisticated and technologically advanced, viewers can choose how to view, read, or experience the material.

I think my proposed project is a necessary step in the evolution of graphic novels-and entertainment in general. Consumers are already accustomed to continually advancing technology and self identified fans of science fiction and fantasy want their entertainment to be as sophisticated in presentation as possible fundamentally because of the element of competition in owning the latest, greatest, newest, fastest technology on the market- one upmanship geek style!

NOTES