

The Adventures of Dank and Scud

Another time, another place, another war. These are the adventures of Dank and Scud, two loners caught in the barbaric world of Quake. How long has it been? Three years? Seven? A decade? Was Earth a memory, or merely a figment of their imagination? Is there a way home? Do they care?

No.

They're having way too much fun.

Issue 1: Salt and Pepper

About

Note: Due to my hard disk crash of '96, I lost all the original PhotoShop files for this issue. Because of this, the images here are of a poorer quality than the other issues. I apologize for the inconvenience.



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Issue 1: Salt and Pepper

Once again we find our heros on top of things...

This is another fine mess you've gotten us into!

Let's make it messier, then!



Budda!
Budda!



Grrrr...



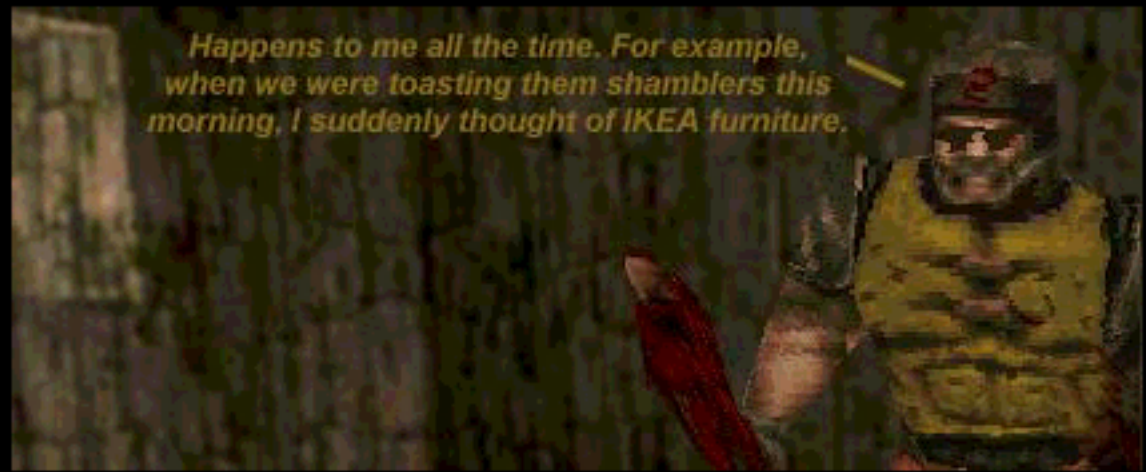
Several seconds, and many gibs later...

Ahh..I love the smell of fresh shambler meat in the morning!

Speaking of food, what do you want for lunch, Scud?



Later, during their meal, Scud tries to keep the conversation interesting...





You know Dank, why is it that whenever I bring up Earth, you always go quiet on me?



Earth is gone, Scud. This is our home now. As sappy as that sounds, it's the truth. *BURP!*

Crack!



Say, maybe this IS Earth, only at another time, like in Planet of the Apes!



Well, as soon as you spot the Statue of Liberty, you let me know.

END.



Michael Houston, Quake junkie, decided to embark on the *Quake* comic book project in much the same way he usually thinks up silly ideas - on a whim. But hey, what better way to practice his PhotoShop techniques, HTML writing AND Quake devotion all at the same time?!

He currently works as a programmer way up in the cold climate of Montreal, Quebec, Canada. Some of his past projects (or wastes of time) include *The Last Resort: The Ultimate Deathmatch Episode for Doom II* (of which Boothill was inspired), and a tour of his (tiny) apartment, which you can visit over at Chaos and Coffee.

CREDITS:

I'd like to thank the following entities for making this whole thing worthwhile:

id Software Inc.: Thanks for making such incredible games. Who ever knew that you could do better than Doom? Looking forward to QuakeWorld and beyond...

Andrew "Delay" Warrington: The Idea Guy. He has provided tremendous help with the storyline, corrections, and most of all, site maintenance. You have him to thank for keeping you up to date with Dank and Scud.

David "Davin8r" Sears: For giving these pages a home, and putting up with my rants about Odyssee.

Greg "Wildfire" Houston: Brother Greg, the cartoon & comic genius of the family, helped with the overall comic structure.

Nine Inch Nails: For drowning out all outside disturbances while this project was being developed. Thanks Trent.

All Quake players, hackers and Web Page maintainers: What a following! My inspiration came from your inspiration.

SOFTWARE:

The following software was used to create *The Adventures of Dank and Scud*:

Quake: No kidding. All sets were taken from the original game.

The Quake Model Editor v 2.2, by Rene Post: I used this to get the characters in the game to pose for the artist.

WinPak v 1.2, by Anthony J H Baratt: This was used to extract the models I needed to throw in the comic.

Paintshop Pro v 3.11, by JASC Inc.: I used this as the middleman between *The Quake Model Editor* and *PhotoShop*. Great capturing abilities.

Adobe PhotoShop, by Adobe: For bringing it all together. God bless them layers!

About

HOW THE COMIC WAS MADE:

Here is a brief explanation of how I used the above software to make *Dank and Scud* come to life.

I first created a pseudo-storyboard on paper, complete with rough sketches and panel layout. Paper is still the best way to throw ideas around. Once the basic comic layout was made, I hunted through the Quake levels looking for an appropriate area to use as a set. Once found I took several screenshots of the area (F12), at the highest possible resolution (800x600). Using the high resolution gave me the freedom to shrink the image to the required panel size without losing much quality. I was able to remove most of the eyesores like medi-kits and the like by typing 'r_drawentities 0' at the console.

The next step was to put the characters into the picture. To do this I used three separate programs. First I used the Quake Model Editor, which allowed me to view each of the character's poses from any view. Once I found the perfect pose, I screen-captured the character using Paint Shop Pro. From this I was able to cut and paste it into Adobe PhotoShop. The hardest part of the process was to try to match the character's size with the set, since I had no accurate way of determining which size they should be. Lucky, PhotoShop's anti-aliasing features made the resizing of the images merge with the original set. PhotoShop also allowed me to add each character as a separate layer into the panel, which made it much easier to modify certain parts of the panel without screwing up the rest.

Once the characters were in, all that was left was to add the captions, which was again easy to do with PhotoShop.

I tried not to import any new graphics into the story, since it would ruin the overall Quake-ness of the comic. This makes the comic look like it could actually happen during a Quake session. Still, some outside graphics needed to be added, such as the explosion and the Abe Lincoln statue (did you miss him?).

- MH.