

# 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 5: A Void At All Costs

About

The Adventures of Dank and Scud is produced by Michael Houston. He can be reached at [houston@webframes.com](mailto:houston@webframes.com). *Quake* is a trademark of id Software Inc. All trademarks are the properties of their respective companies.



The Adventures of  
Dank and Scud  
Issue 5: A Void At All Costs

When we last parted with our two fearless heroes, Scud, now sporting the "Ogre Look", was pondering over the obstacle that lay before him...



Let's see...I could think and come up with a clever plan on getting this door open, but hey-- that's not my style...



This, is my style!



I think I'm gonna enjoy this...

Click!

Click!



Poot!  
Poot!  
Poot!



Poot!

Poot!



And one for good luck!

Poot!



KA-BOOM!!

Heh, heh...definitely my style!



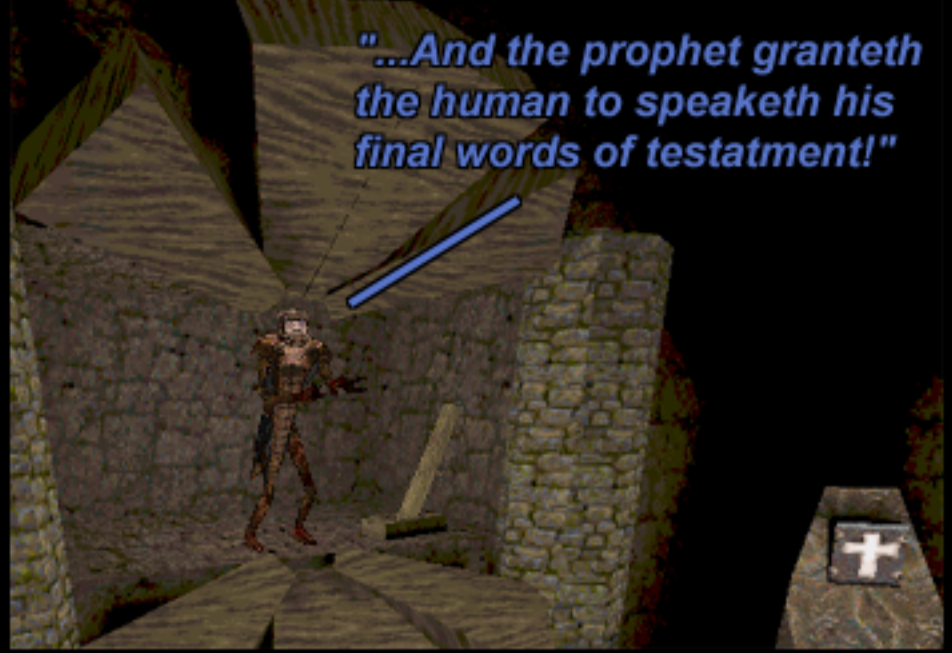
Meanwhile...

"...And thus The Prophet calleth uponeth the Lord, to taketh this offering Ooooh so very pure!"

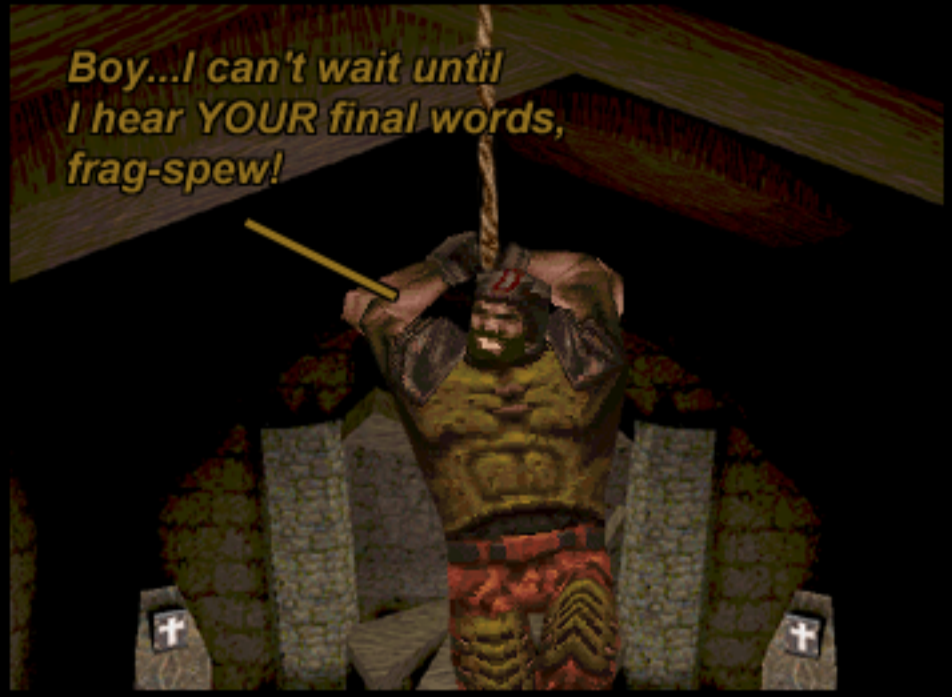


This is embarrassing...

"...And the prophet granteth the human to speaketh his final words of testatment!"



Boy...I can't wait until I hear YOUR final words, frag-spew!



Gib!

"...and The Prophet calleth upon his minions to begineth the process of cleansing..."

An enthusiastic headless pulls a lever, beginning Dank's descent into...



Geeby Gib Gib!

Creeeek



Click Click Click

Gib!

...The Grey Void!



Click Click Click

I hope Scud isn't wasting his time thinking up a plan-- that's not his style...

Gib!

Geeb!

Gibbly!

Meanwhile, Scud makes an important discovery...



Hmmm...Not bad.

I guess that explains why Ogres always have those stupid smiles on their faces...



Oh look, a teleporter...

I think I'll take a peek and see where it leads...

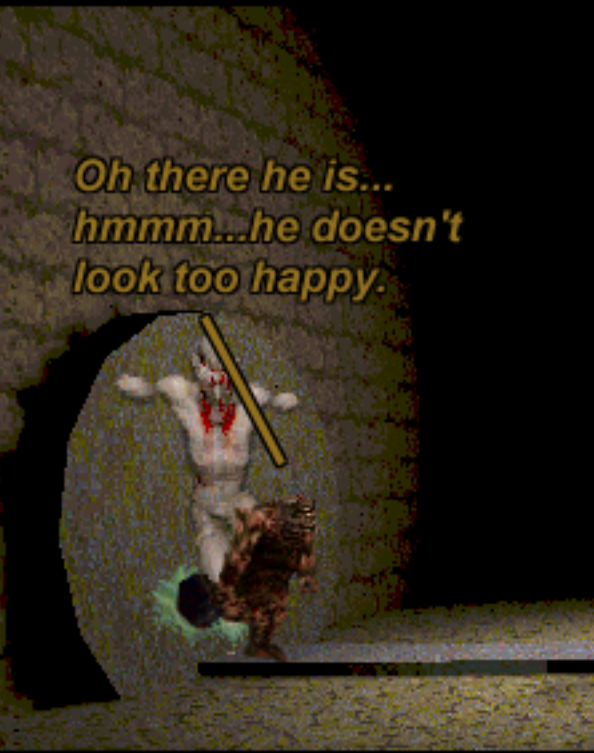


Scud makes an impressive entrance...



Wow. Cool.

Oh there he is... hmmm...he doesn't look too happy.



Click  
Click  
Click

Scud! What're you waiting for, RGB3? Get me down from here!



"...the impure one cometh!  
And The Prophet calleth upon his minions to apprehendeth himeth!"



Gabygib!

Giiib!



Joy.





It slices!

SLICE!

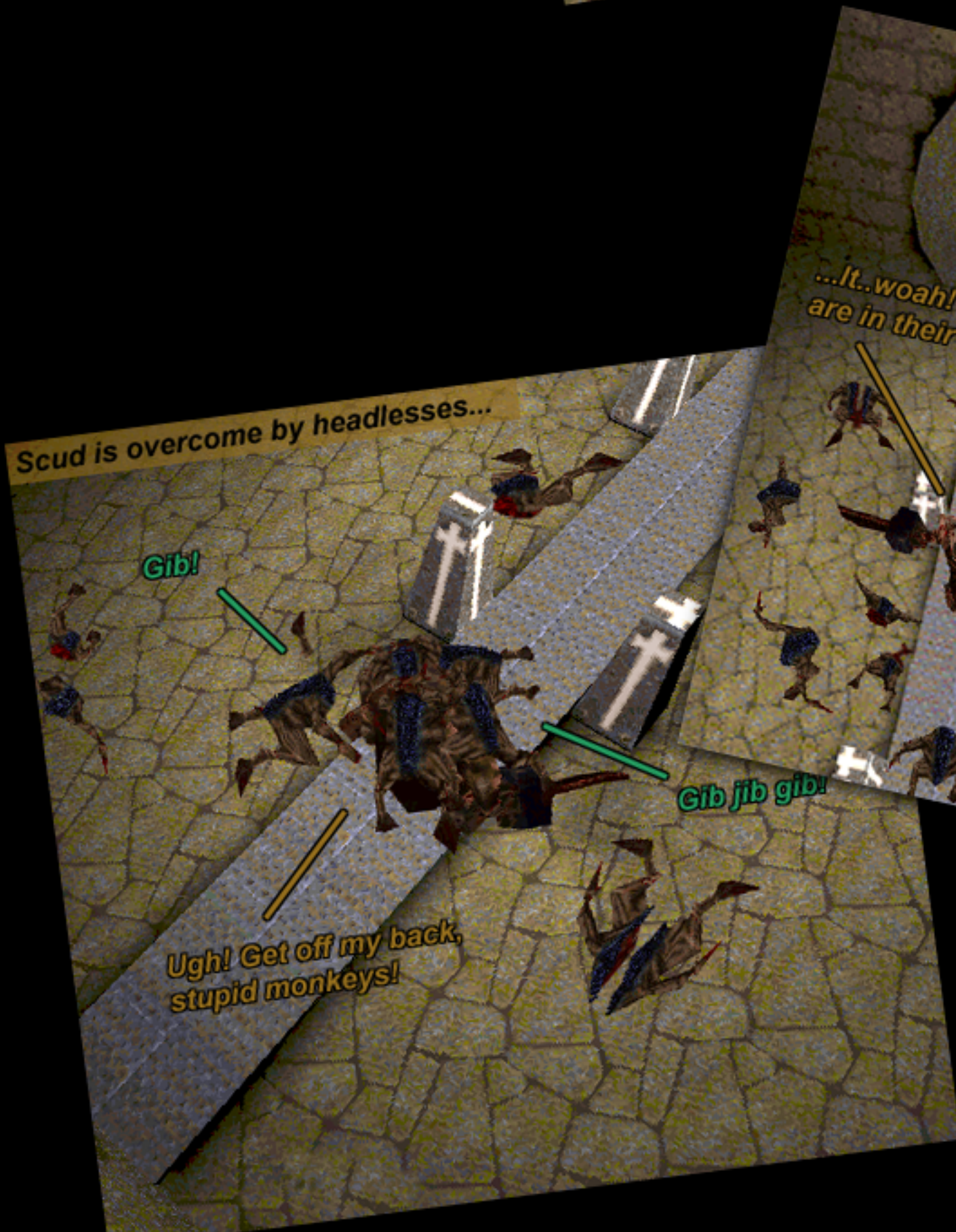
Brrrrzzzz!



It dices!

Swoosh!

BrrrrrrZZZZrrrrZZZZrrrrZZZZrrrr.....



Scud is overcome by headlesses...

Gib!

Gib jib gib!

Ugh! Get off my back, stupid monkeys!



...It..woah! These guys' strengths are in their numbers...



Poot  
Poot  
Poot!

Better lay a few eggs...

Scud cuts himself an escape route...



SPLISH!

BRRRRZZZZZZ!!

...and executes a picture-perfect grenade jump!



Daddy loves ya, Baby!

KA-BLENEY!



Click  
Click  
Click

HA!...I bet you've never seen an  
Ogre do THAT before, eh Dank?

Yeah, yeah, I'm proud of you, Scud.  
Now get your butt over here and  
stop this thing!



"...and umm, urr, The  
Prophet saveth himself!"



Not so fast, ugly!



Let's hope  
this works...



vushwushwushwushwushwushw

Prepare to be saved, Prophet!



"Acketh!"

Slitch!

brrrrrrrRRRRZZZZZZ!



toc!

Click.



Dank, is it true that if you fall into The Grey Void, you fall forever?



Dunno. Never hung around long enough to hear the impact.

C'mon, let's go see if we can get you back to normal...

"...and so The Headless Prophet falleth into the endless nether known only to the living as The Grey Void..."



Later, back at the head machine...



Ahhhh...Much better! You know, I'm gonna miss my Ogre ways.



You know, Scud, if you think about it, the Doom Guy saved my life-- I owe him.



Yeah...Hey, I think I have an idea...

Later, back at Dank and Scud's favorite watering hole...



Gerominooooo!

You know guys, it's great that you brought me back to life and all. But please...



Is there ANYTHING you can do about the OGRE SMELL!?

Har Har!

Heh! Can you lower your arms please? Ha Ha!

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!

## 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.