

**Name** Joshua Chace

**Award** Lam Prize for Creativity & Innovation

**Major** Illustration

**Undergraduate  
Status** Senior

**Complete  
Proposal** “Full Plate” is an interactive comic designed for mobile phones and digital media.

The use of a touch screen allows the viewer to progress through images in the application much like one would flip a page of a book to proceed. The benefit of this is the infinite scrolling space that exists within the application and the use of the Z-axis. Images can be placed in such ways that a modern comic book would never be able to accomplish. Thus, pages and the page format are not necessary in a comic designed for digital viewing. A hail of bullets fly into wounds and sandstorms bleed into dragons; the imagery of this interactive comic can flow into one another in beautiful transitions.

At a touch, the viewer can witness over 100 illustrations that exist in a 3D space and move with the perspective of your eye.

My work is creative and innovative in the evolution of sequential art. It is an exclusively digital comic, designed specifically for our modern technology, and aims to satisfy a comic market in desperate need for new way to experience an old medium: the comic book. My work is what I want to see comics become. Art follows technology and I want comics to follow very closely!

The first project I used this concept on is called “Full Plate” and its what I have submitted. A link is provided to see the concept in action. The images are examples of the illustrations in the comic. Over 100 illustrations were created; with elements that were individually saved as transparent assets and put into the software known as Unity (a software commonly used for developing video games). Using programming and the 3D space provided, the illustrations lived inside the software.

I studied comic and cinema composition to create the images and transitions. I decided on a high fantasy western story and drew gunfights with heroic dragon battles. This proved to create extraordinary visuals that could be linked together to form compositions with high interest. Couple this with the illusions of movement; and the interactive comic takes on an unique approach to sequential art that I have never quite seen before!

This interactive comic concept is being continued in new works of mine. I am now adding 3D models and realistic lighting to the mix. I plan to keep pushing this idea to its limits and to think of all the potential it has gives me so much motivation that I can only see it as a passion now.

### **Artwork**





