



ALAMAT

3 P 70.00
COLORED COVER

YEW STUPID
BASTURD!

PRESENTS

JACARA ZAR

Story & Illustrations
by ED TADEO

What's inside?

- Zar: From Old To New
- Mircans & Zarreebbans
- The Long Process of Drawing a
Comic Page

First recreated story of Jacara Zar
"Digging The Roots"

EDGAR
TADEO
APRIL
2010

NYEK!
KOMIKS

YEW STUPID BASTURD! #3

JACARA ZAR

PRESENTS

written & illustrated by
EDGAR TADEO

Hey ho, mojo potatoes!

The last issue was more of a sketch book with little comic strips just to have something to read. This time, more pages to read.

The **YSB! - Yeah...Sketch Book** issue was made coz I want to showcase how serious I am as an artist. The freebie [DVD - DivX] showed videos of me drawing some popular characters in real-time. Not all of my videos I shoot are in real-time, most of **How I Draw*** videos uploaded in YouTube were timelapsd.

In this issue, no fancy freebies. Just full-color and black & white covers.

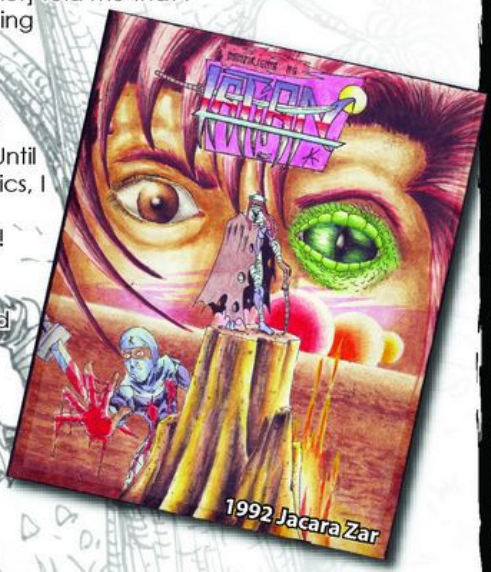
This time I thought of making this issue a bit more serious. Something that I hate to show everybody because I'm not a good writer. I can think of ideas and little creativity but not quite sure of my writing. My good buddy **Gerry Alanguilan** [Komikero Publishing - Elmer] told me that I can write well, so he thought it was OK to go publish something serious. Still, for me, this is just for fun-sharing.

Jacara Zar isn't really my new character. The character was actually created way back in the early 90's. I made my own comic book for fun, just for me. I never let anybody read it. Until last year when I was doodling while working for Marvel Comics, I thought of drawing the old design of Jacara Zar. I've been revising Jacara ever since I thought of unleashing him in YSB! Finally, I lit the green light.

You may ask what, who or why Jacara Zar? **It is a name.** And the rest of the story is in this comics. So...

...START READING!

And thank you for buying this komiks.



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I'd like to thank these people:

My lovely wife Anne for the support, Gerry Alanguilan, Sandy, Rowena & Nikko Sansolis, Comic Odyssey family, Budjette Tan, and Leinil Yu coz wala lang. Heh-heh!

*www.youtube.com/user/nyekvideos



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ZAR: FROM OLD TO NEW



Above is the ever first design I made of **Jacara Zar**. I honestly stole the idea from the pages of **John Totleben's Swamp Thing**. I don't remember what issue but as I can recall, the name was **jackboxer**.



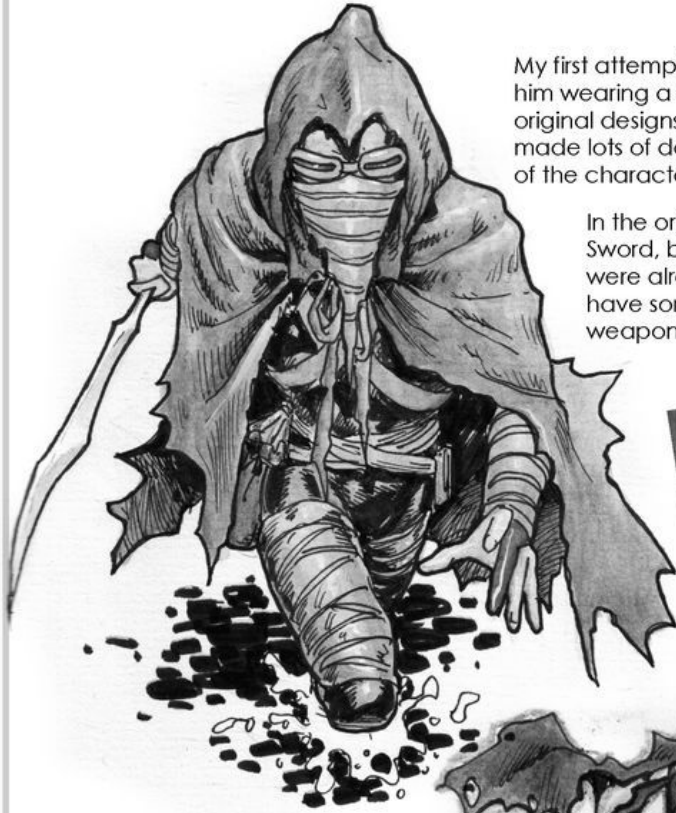
I drew and wrote my own comics when I was a teenager. **Jacara Zar** wasn't the original title of my creation, it was **Mandrigma Ng Latian** [Swamp Warrior]. In the original concept, I created Jacara appeared only in a swamp land. Everything was written in Tagalog, so it was pretty embarrassing to show that in public. The writing was really bad.

Last year, I thought of putting Jacara in comics again. Since I really like him among other characters I want to release, Jacara was one I really enjoy drawing.

The following pages will be the final design of Jacara Zar and other characters that will appear in the next story.

My first attempt at redesigning Jacara Za was to have him wearing a cloak. I wanted him to look more like the original designs I created. This didn't satisfy me, so I made lots of doodles and sketches to get a feel of the character.

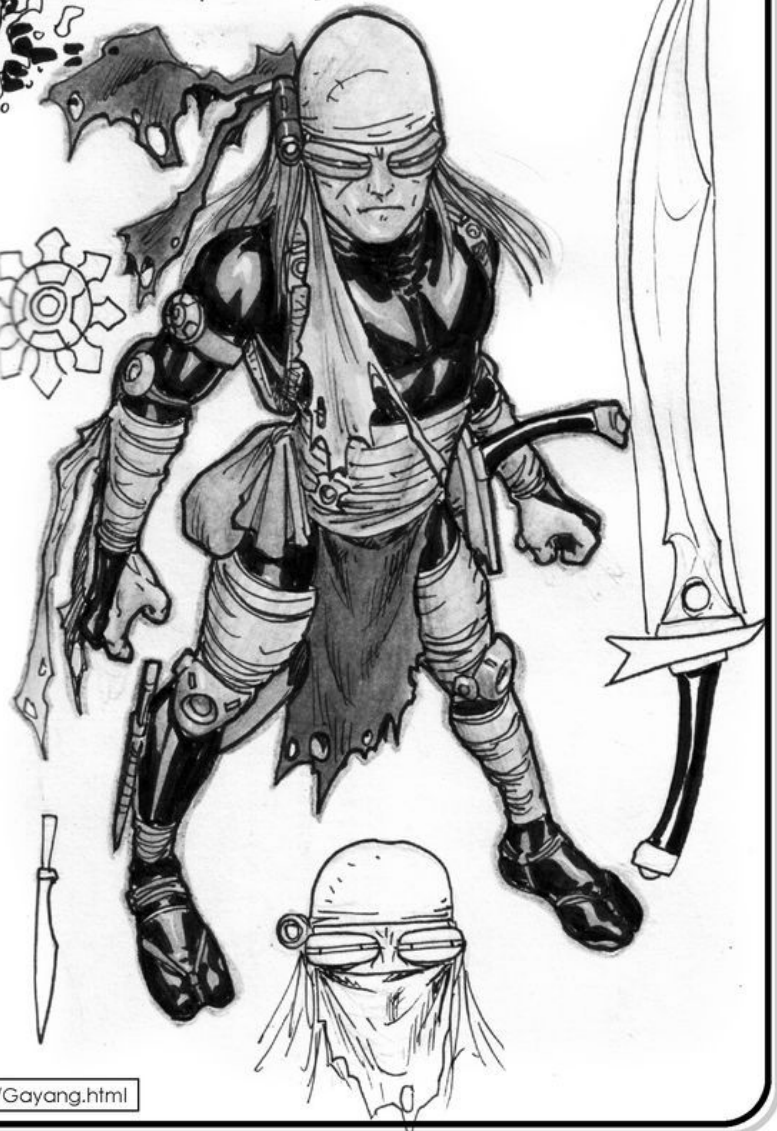
In the original, Jacara had a Japanese Samurai Sword, but I suddenly realized many characters were already using this weapon. I wanted him to have something different, maybe from Filipino weaponry--the **Moro Blades; Gayang**.



I also gave most characters "bahag" [loincloth], which the idea came from the Filipino natives the **Igorot**.



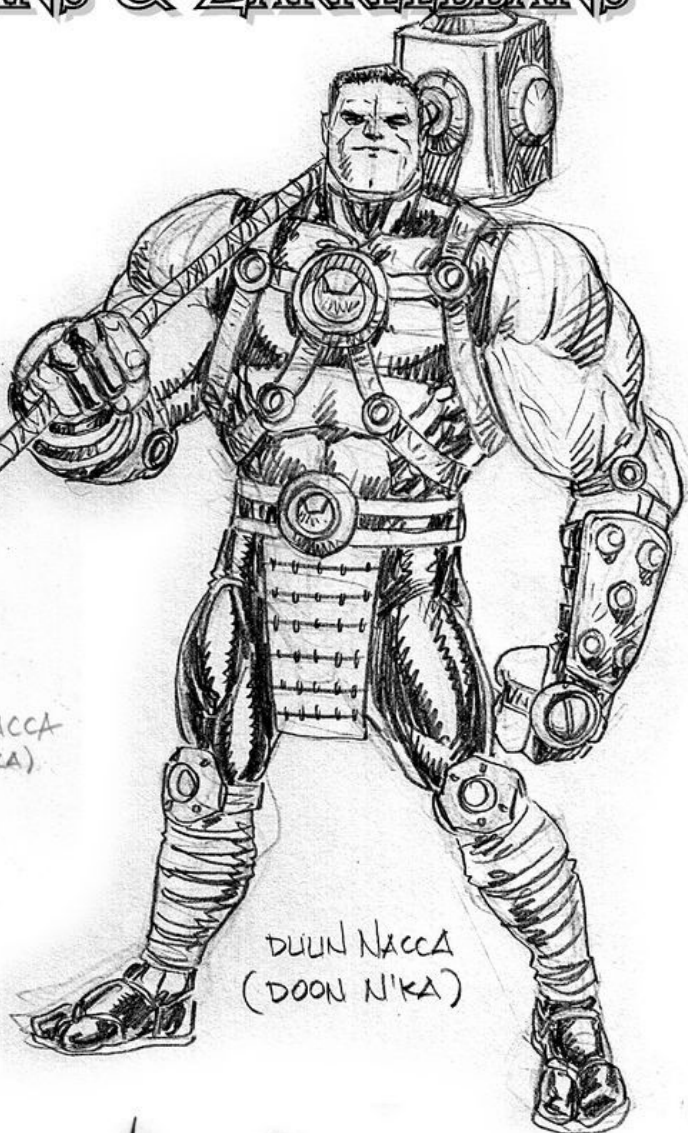
I can't think of any other throwing weapons aside from a knife or dagger. It's not a *shuriken* but it's a disc where sharp blades come out on edge. This gave me an idea to make it look like the Sun on the Philippine flag. The three Stars are just too obvious as a throwing darts.



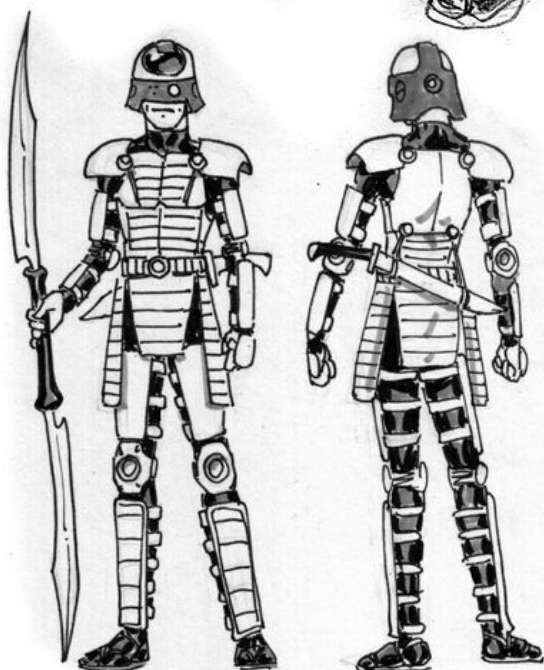
THE MIRCANS & ZARREBBANS



Q'IKUIA NACCA
(KIKIYA N'KA)



DUUN NACCA
(DOON N'KA)



I know I really want to have a girl character, so I created Q'ikua Nacca [kikiya n'ka] - above left. She's a **Mircan** villager along with Duun Nacca [doon n'ka] - above right. (NOTE: You should read the story so you know what's their relation.)

Below right is the **Zarreebban Guard**.

THE MIRCANS & ZARREEBBANS



King Rexha [resha] of the **North Zarreebba**. Even though he is old, the King never fails to protect his people of the North.

He's the oldest ruler of the floating island Zarreebba. He's the most powerful and cannot be intimidated.

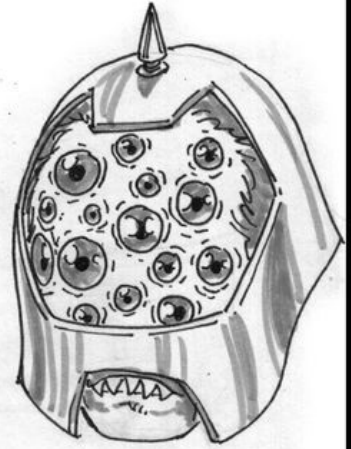
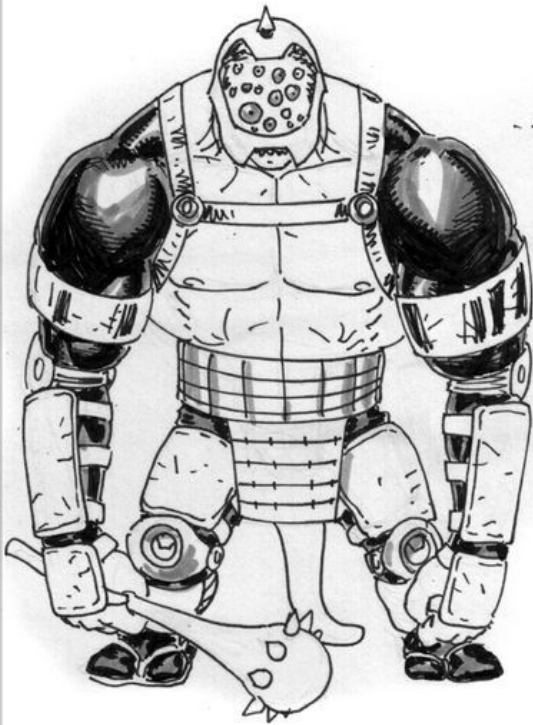
Queen Reena, ruler of the **West Zarreebba**. The beautiful Queen has the most powerful warlocks and wizards that help her build powerful armies of the floating island. She hides the dark mysteries of the Zarreebba kingdom.

The Queen is unstoppable with her decisions. She's the second most powerful of the land.

The Queen never ages, which is one of the darkest mysteries of the ruler.

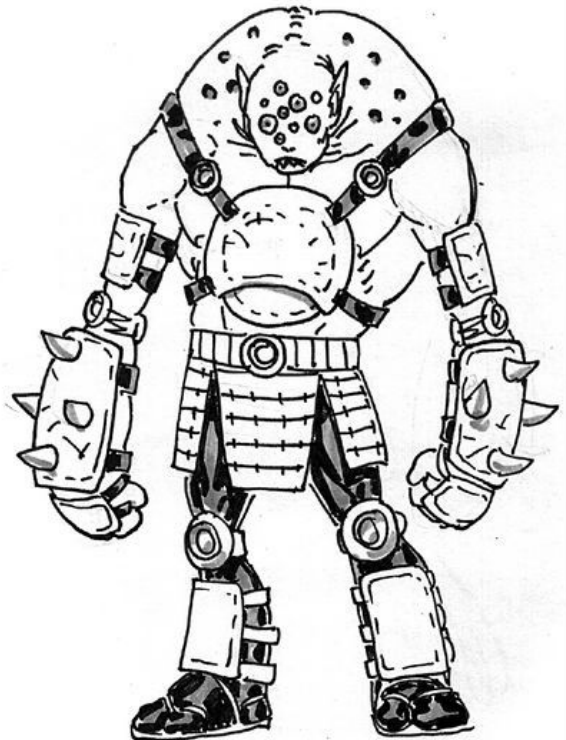
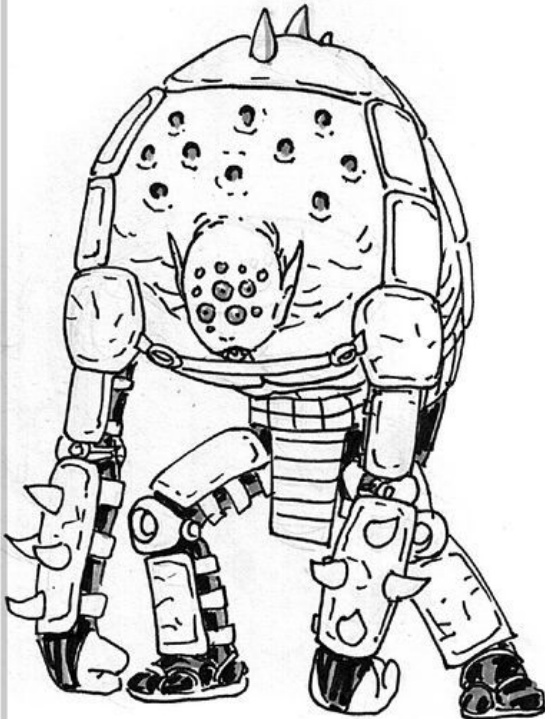


THE MIRCANS & ZARREEBBANS



The **Zarreebban Giants** are only six feet tall. They are well-built with many eyes. They have good vision in the dark and have sensitive sense of smell. They are extremely strong like Duun Nacca.

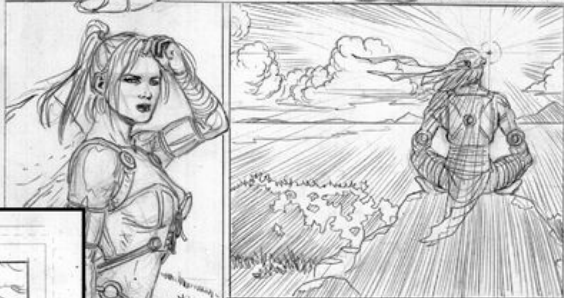
The **Stingers** [below] are the archers of Zarreebbans. Like Giants, they also have many eyes which gives them good vision. They are hunchbacks. Inside their bulky backs are holes that shoot spikes with poison. The poison can immediately kill a target by injecting a living and growing parasite that swells the body.



THE LONG PROCESS OF DRAWING A COMIC PAGE

Rough. I never draw with a script for my comics. I normally draw directly on paper (8.5 x 13 inches). I usually make a layout for every page of one scene to see if the sequence will work.

Line-Art. After making the layout, I lightly erase everything with kneaded eraser and rendering everything in line art.



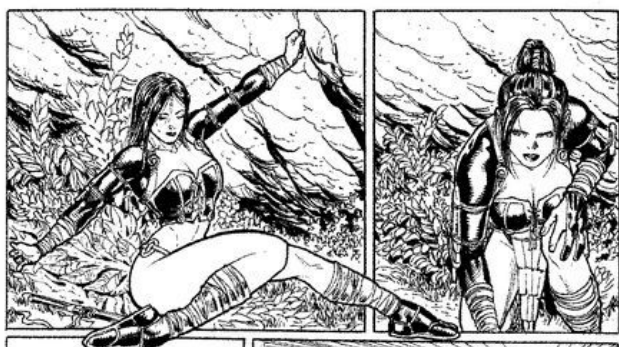
Pencil Rendering. Some artists can ink directly from their rough sketch and layout, which I sometimes do, but on this page, I roughly render the details and shades of the figures and backgrounds. This is just to give me an idea and to correct contrast of the figure against the background.

CONTINUED NEXT PAGE...



Pens & Inks. Inking is very time consuming. Every line should be smooth and its weight should be applied well. A reader's attention should always lead their eyes to the main focus of each panel. For me, I always have to make my page well-detailed even though it will disappear when shrunken down.

For this comic book, I use regular pens [Uni PIN pens; 0.8, 0.05, 0.2, 0.1, and 0.3 mm], and some pen brushes. These pens are waterproof. I also use correction white fluid and poster paint for some improvements.



Clean-Ups & Digitizing. I erase all the excess pencils and scan it in the computer for some clean-ups. It is necessary especially if the drawing has thin and small lines. The process of using Dodge and Burn Tools helps me to make the grays into black, and also to get rid pencils off, which can't be erased.

Lettering. After clean-up, I import it in Adobe Illustrator for lettering. I use my own fonts for lettering. Then it's ready for print after importing the TIFF file in Photoshop.

JACARA ZAR'S WORLD - THE SWAMPLAND



Before I started my story, I made sure I put everything in the mood. I have to feel everything before I draw Jacara's world, especially the swampland.

The swampland is the most important environment when Jacara is in that place. It connects him, it's like it is part of him: The swamp is Jacara Zar.

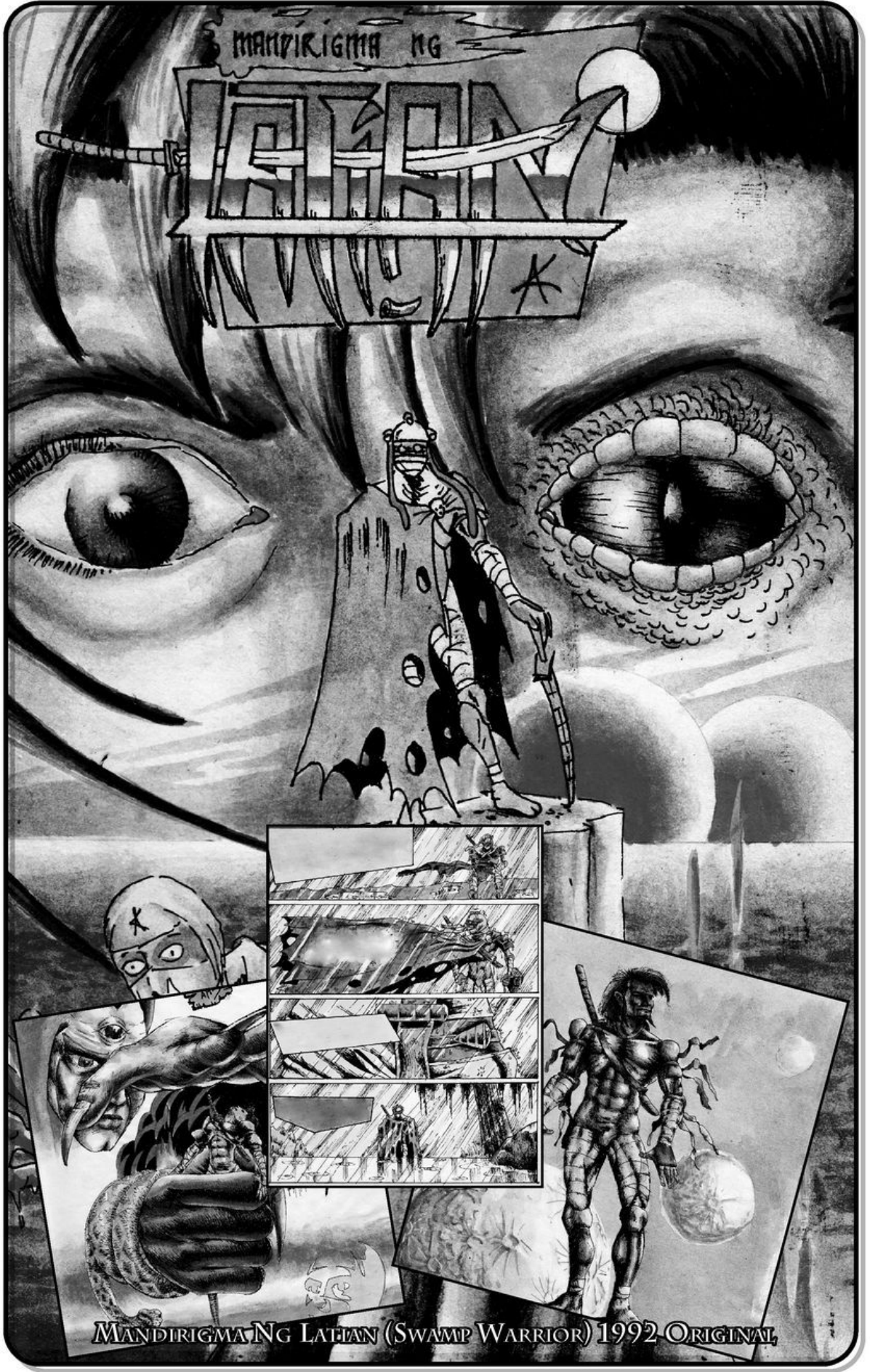
The hardest thing for me to create was the creatures of the Zareebba, especially the Zareebban Swamp.

The creatures of the swamp can only survive within the swamp, so most likely, they stay under the wet land, under water or in the mud.

EDGAR
LADPO
2003

MANDIRIGMA NG

LALAN



MANDIRIGMA NG LALAN (SWAMP WARRIOR) 1992 ORIGINAL



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