

Avalon's Destruction: An upcoming comic by Matthew Blair

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By Michael Johnpoll

Recent Stetson graduate Matthew Blair has been busy working on a comic since he left with a Bachelor's in History in 2011. He and two freelance artists, James Beihl and Anita Zaramella, are in the midst of creating the large, complicated world of Avalon's Destruction.

The story, as described by Blair within his Kickstarter campaign, "starts off with the protagonist of the series, Corporal Carson Alexander in a bit of a tough spot."

Stranded and dealing with a decaying mental state, Alexander frames the prologue through hallucinations and flashbacks.

Through him, at least in the beginning, we are given a lens through which to see a complex world full of space warfare, a strange and new world, and characters who are not too unlike ourselves.

Blair, the writer of Avalon's Destruction, spoke with The Reporter recently about the project.

Johnpoll: What can you tell me about yourself? What background sent you in this direction?

Blair: I've always been interested in military fiction and political drama. I've always been a huge fan of "Game of Thrones," and movies like "Starship Troopers" and "Star Wars." There was never anything big or important that sent me this way. The story just came to me.

Johnpoll: What are your goals?

Blair: Our short term goals are simply to get the first couple of issues created, printed, and into the hands of anyone who might be interested in reading more. Long term plans are a little bit more up in the air. Personally I would like to expand the comic universe to include more stories and maybe create other forms of entertainment based around the story, like a card game.

Johnpoll: How did this all begin for you?

Blair: I had a flash of inspiration. After that, I started writing everything down and plotting out the story. Who are the characters, what are they doing, why do they act, and so on. As for the creative team? I was lucky enough to find James and Anita online, and we all agreed to work on the comic and developed a Kickstarter campaign.

Johnpoll: What is your take on the story? Your Kickstarter has a great deal of information, but what do you see in your world?

Blair: For me, it's all about the characters and the trials and tribulations that force them to change. Each of the five main characters have their own unique background, flaws, agendas and desires all set to a futuristic, sci-fi universe tearing itself apart and devolving into a vast and bloody conflict. Now, that's not to say there isn't plenty of eye candy. The universe in the comic is filled with strange and wonderful tech and toys to play around with. Nanomachines, space ships, and fully armed and armoured mechanical suits are all trademarks of the comic's universe and should provide an impressive visual spectacle for anyone who reads the comic.

Johnpoll: Do you have any advice for anyone to get started?

Blair: If I had any advice to offer it's this: if you have an idea for a project don't be afraid to show it off, don't be afraid to work hard for your idea, and don't be afraid of failure. It has never been easier for anyone with a creative bent to share their ideas and make them a reality. Sites like Kickstarter and Indiegogo allow anybody to share their ideas and get it funded. That being said, it still requires a lot of work to get people's attention and get them interested. You'll be competing with thousands of other people who all have their own brilliant ideas. And finally, you're probably going to have to accept the fact that you will fail at first. The creative process is one big string of trial and error and it very rarely works out the first time. If you are willing to work hard, adapt when necessary, and keep trying no matter how hopeless it may seem, you will eventually find success.