

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 3: Marine Corpse

About

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



After an impressive display of gibbage,
Dank and Scud discover an ancient relic
from the past...



Is that who I
think it is?

Only one way to find out--
Hey Mister, can I see that
gun of yours?



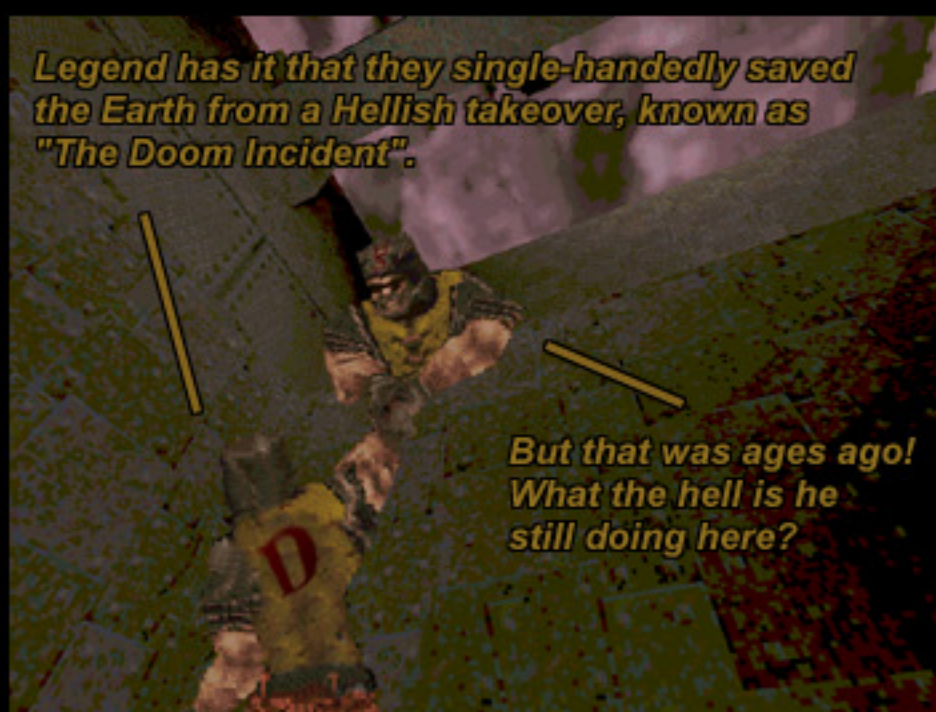
Hey! He's
leaving!

Damn...more Clans...

Wait! Come
back!

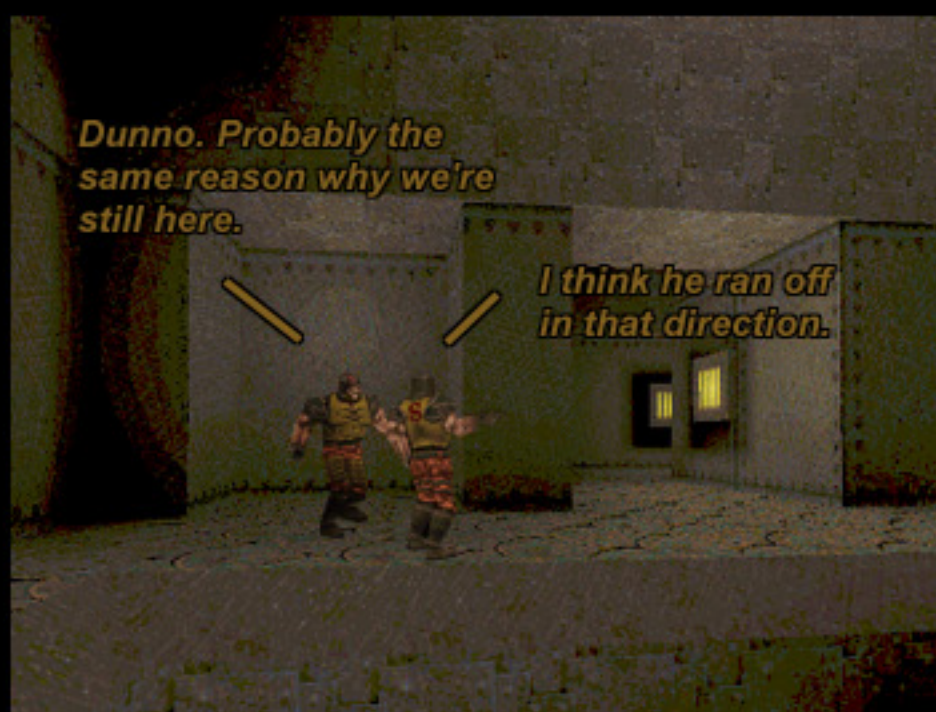
Who was that guy, Dank?

If my memory is correct,
that was one of the last
remaining UAC space
marines...



Legend has it that they single-handedly saved
the Earth from a Hellish takeover, known as
"The Doom Incident".

But that was ages ago!
What the hell is he
still doing here?



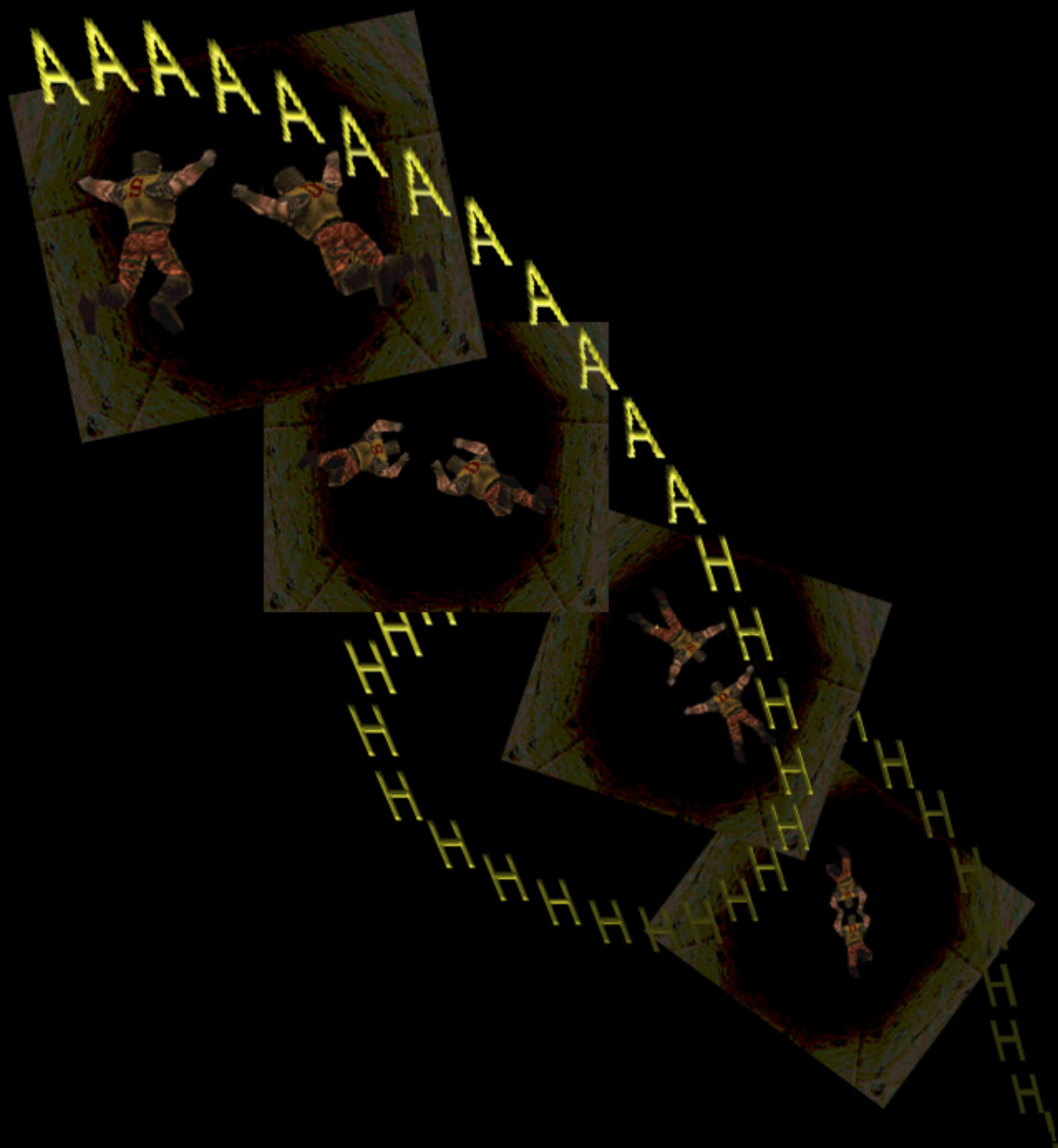
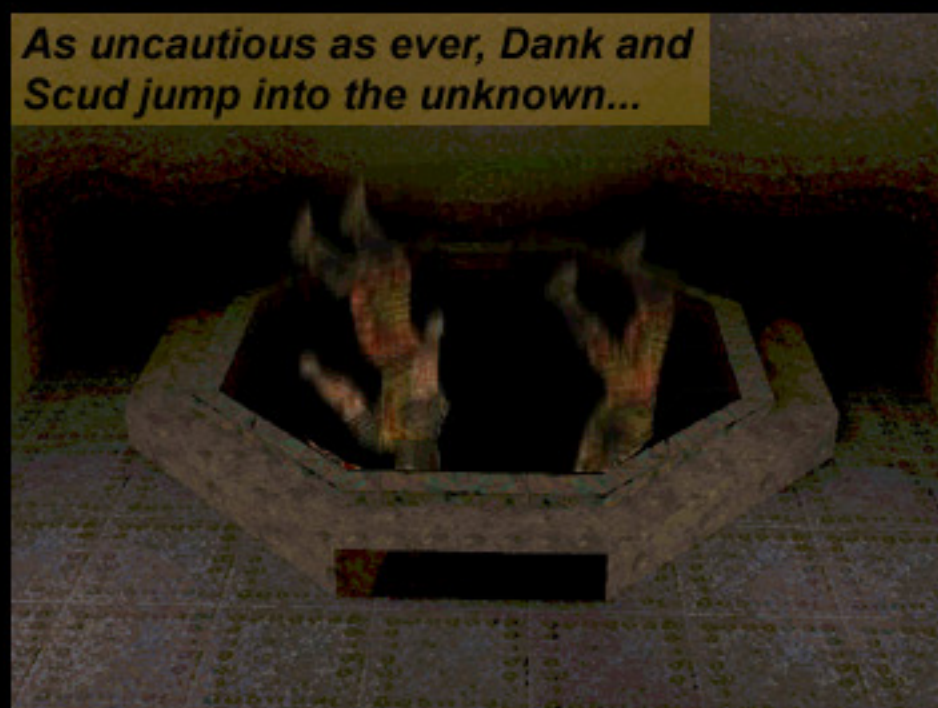
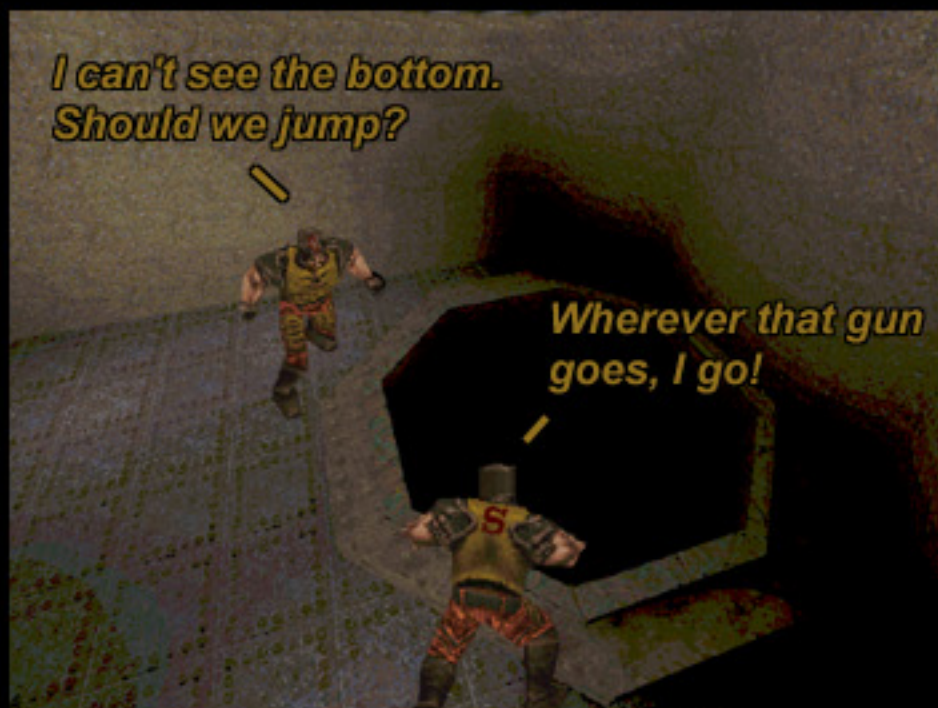
Dunno. Probably the
same reason why we're
still here.

I think he ran off
in that direction.



There he is!

C'mon!





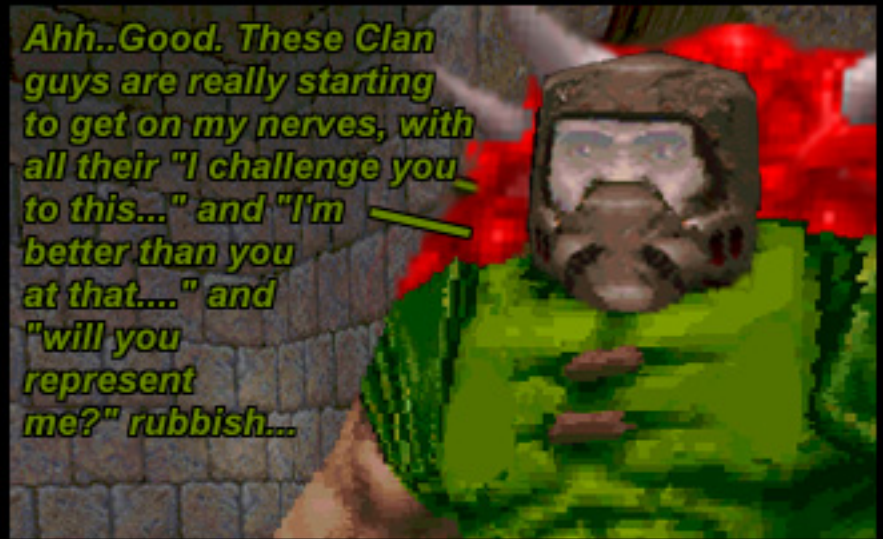
The two stare in awe at the wonder that lay before them. The room goes silent...well, almost silent...





Um...No. We're just two.

You need at least five to be a clan.



Ahh..Good. These Clan guys are really starting to get on my nerves, with all their "I challenge you to this..." and "I'm better than you at that..." and "will you represent me?" rubbish...

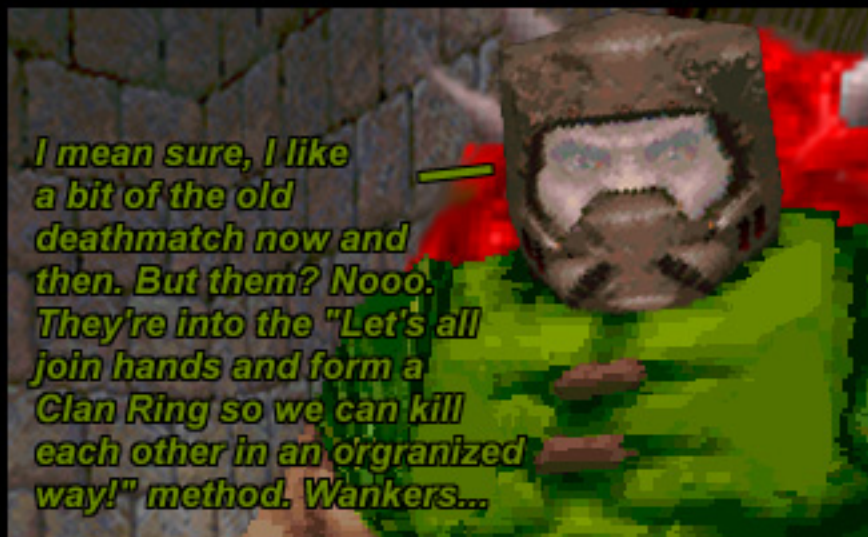


Heh. You can say that again...

Whatever happened to the good old one-on-one way of playing? Is that too DIFFICULT for them? Do they need their friends to help them out? Bunch of cowardly bullies if you ask me...



We didn't. But I WOULD like to ask you something tho...



I mean sure, I like a bit of the old deathmatch now and then. But them? Nooo. They're into the "Let's all join hands and form a Clan Ring so we can kill each other in an organized way!" method. Wankers...



This guy talks more than you, Scud.

Maybe we SHOULD have told him we were clan.

...Blah...blah...blah..



OK! ENOUGH ALREADY! You've successfully convinced us that you dislike clans. Now, can we ask you something?



Lemme guess...who am I and what am I doing here?



No. Where's your BGF?



SHH! Yes. Didn't all you UAC marines go home after the Doom Incident?

Thwack!

OooFi!



Follow me and I'll tell you.

The UAC Marine, or 'Doom Guy' as he likes to be called, leads our heroes through winding, aimless passages, telling winding, aimless stories...

... You see, I was one of the few remaining UAC Marines to finish off the last of the goat brains. There were only four of us left, you know...

Geez, you must've been through HELL. Heh, heh.

I went back to get it, but when I returned, the portal was gone.

DOH!

Anyway...As always, a portal opened up revealing a passage back to earth. I was the last to go through. I realized then that I left my lucky BFG in another room.

And so you've been stuck here ever since.

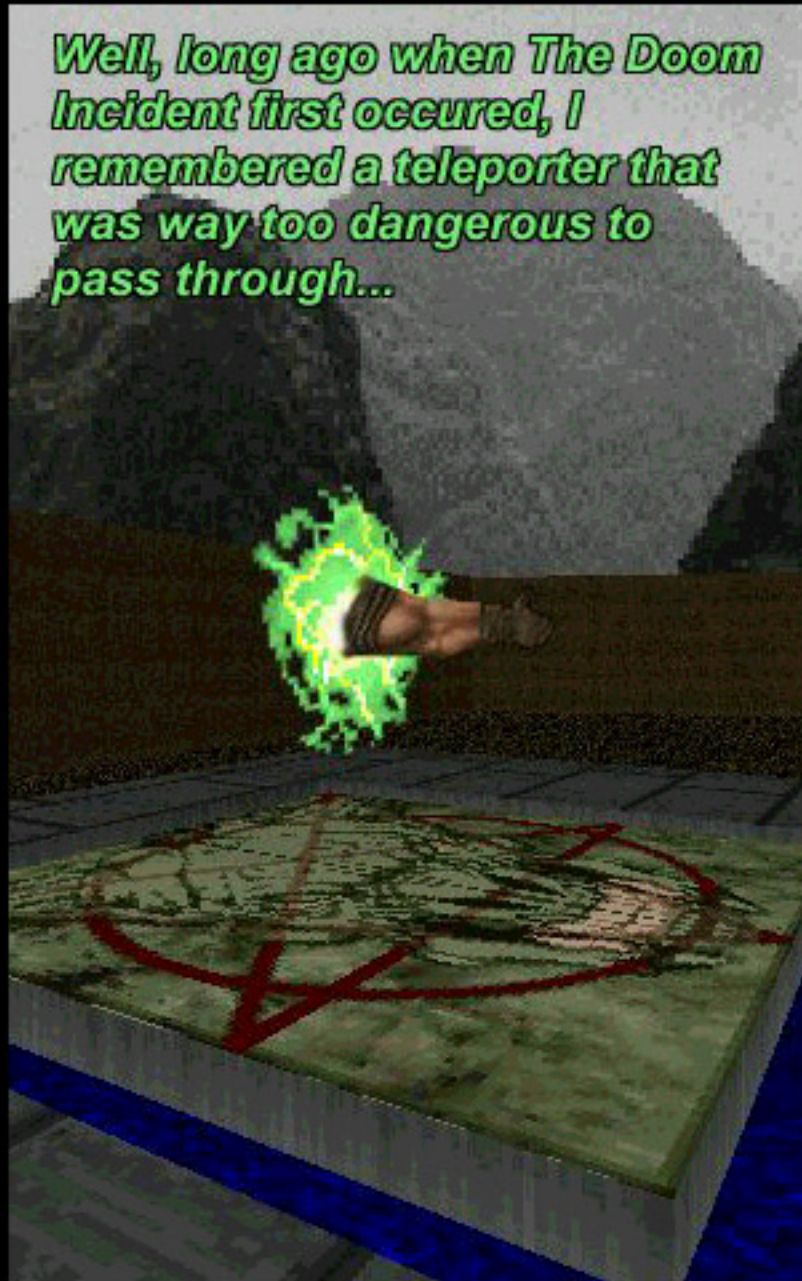
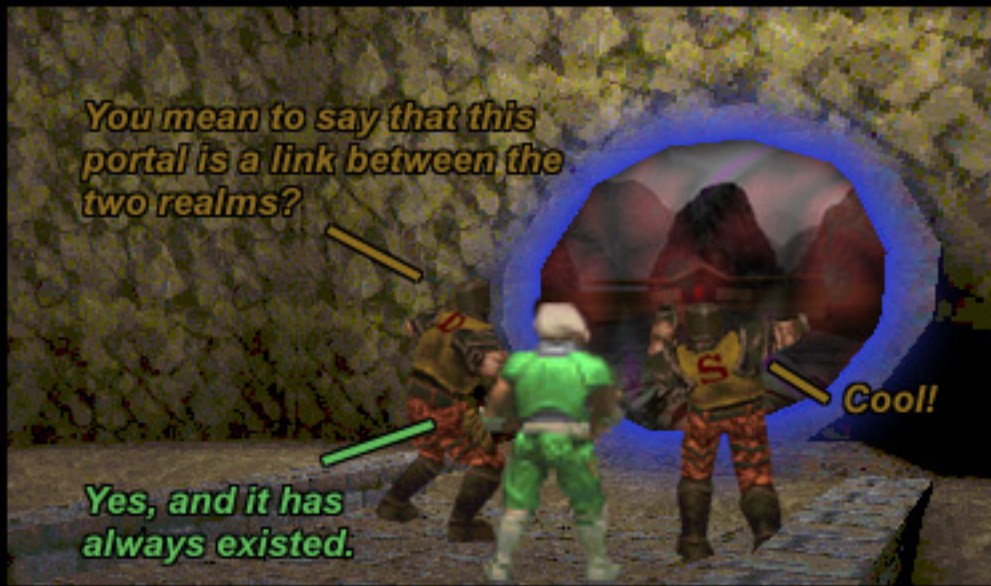
Well, not exactly. I was stuck "there", you see, not "here". It was not until recently that I found a way to get to this realm.

Snorkle!
Snorkle!

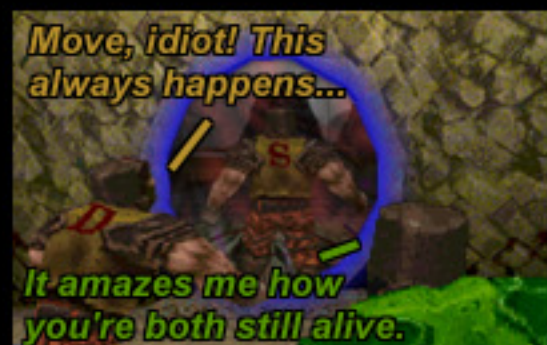
You lookin' at me?
Are YOU looking at ME? Heh, heh..

Which way was that?

That way.



Scud stands in awe at the new realm before him...



Wow, man. This is cool. Primitive, but cool. Wait'll Dank sees this...



Yeah, whatever. Let's go find that gun of yours. By the way, it's BFG, not GBF.



And so Dank and Scud embark on their quest for the Holiest of weapons, the BFG...



Yeuuch! Pteul! Same old slime. Want some?

I'll pass.



Ugh! Those UAC marines sure had smaller heads back then.

...and differences...



...They discovered new relics...



...and new weapons...



...but try as they might, they could not find a single BFG...

This is incredible, Scud. This is the room where it all began - I'm feeling vakleempt.

Ugh! How come I can't open this door?

Give it up, Scud. I think the little green man pulled a fast one on us....

I hope you're wrong, for his sake. Let's go back and talk to the buttmunch.

Later, upon returning...

Oh. My. God.

YOU WILL BE SAVED

S D

To be continued...

About

The Author

Next



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.