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## Interview With David Gallaher

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[David Gallaher](#), writer of [winning](#) Zuda webcomic [High Moon](#), was kind enough to answer my questions over the weekend.

What does winning mean for you? Were you offered an online publishing deal? If so, what is DC paying? What are you giving them in return?

Winning this competition means that [Steve Ellis](#) (artist), [Scott O. Brown](#) (letterer), and I can finish the first HIGH MOON story on the Zuda site, which is really rather exciting. [HIGH MOON](#) is a story I've been waiting to tell for over three years. When we were approached to work for Zuda, we knew what DC was looking for, and we were excited to be a part of something new and exciting. Our team will get \$13,000 to finish the story, along with other nice perks in exchange for joint ownership of HIGH MOON for the duration of the contract.

What's the contract duration? How long will it take to finish the story? How many more pages (or "screens", in Zuda terms) do you expect it to run?

The initial contract is for a year, I believe. The first HIGH MOON story will be 52 more screens. That averages out to a page a week. However, I don't think readers want to wait a full year to read the rest of HIGH MOON, so we are in the process of meeting with DC to develop a schedule that pleases everyone.

How long have you been writing comics?


I've been writing professionally for over a decade and writing comics since 1999. I've taught several course on comics, and I run the Brooklyn Comic Writer's Workshop.

My first published work was a series of computer manuals in 1997 and '98. I also wrote a variety of articles and stories for Marvel Interactive during my tenure there. After that, I developed a series of textbooks for McGraw-Hill and the Sylvan Learning Center. But the majority of my writing career has been writing print, radio, and television advertising for various clients including the New York City Police Department, CitiBank, Verizon, Pfizer, Saturn, Miller Brewing Company, the Save Darfur Coalition, Virgin Atlantic, and Kmart. And I've done some comics here and there for [Moonstone](#), Chalk Outlines Studios, and Sky-Dog Press.

What contact(s) did you have with DC before Zuda was announced, if any?

When I was at Marvel Interactive, I had the opportunity to work with Kwanza, Ron, and Dave, who are now all members of Team Zuda. Based on my previous work at Moonstone, I was invited to submit a project to Zuda. I wrote up three different proposals, and HIGH MOON was the one that Kwanza selected to go forward with.


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