

**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.

This year, I've also had the opportunity to meet some fantastic folks at DC in different capacities for some other projects. But, overall, my experience with DC has been fairly limited.

**What are your future plans? How do you think this will help you?**

Well, my first priority is to finish HIGH MOON. Outside of that, I've always been interested in writing comics that speak to my experience. Every comic I've written to date is a reflection of my inspirations – and I'd like to continue telling those kind of stories. I'm interested in writing fun stories, that you don't need a PHD in Comics to read, understand, and enjoy. So, whether I'm telling a story about a suicidal ghost, reinventing old-time-radio heroes, or writing a werewolf western, I want to have body of work that is accessible and fun for everyone.

Zuda has certainly been a huge stepping stone in terms of developing new readership. And I'm looking forward to what the future might hold as we enter 2008.

**What were the specific inspirations for High Moon?**

I mostly grew up in Frederick, Maryland, a town steeped in Civil War history and dirty little secrets. And for over a decade, I've wanted to do a Civil War-themed horror book with werewolves. In 2004, HIGH MOON morphed, with the main character evolving from a Union soldier to a bounty hunter and then to a Pinkerton detective. Mostly because, I love a good detective story.

HIGH MOON is part supernatural detective story, ala Constantine or Harry Dresden, with a mixture of old-time-radio shows such as GUNSMOKE or HAVE GUN, WILL TRAVEL, a whole lot of authentic history and journals, a little Tom Waits, plus there are trappings of two distinct myths running around in our narrative. Also, visually, I know that Steve was drawing inspiration from DJANGO and HIGH PLAINS DRIFTER. So, the answer is that HIGH MOON is inspired by a little bit of everything.

**What advice do you have for someone interested in competing at Zuda?**

With only eight screens to tell your story, you need to be ready to be awesome right out of the gate. So, give it your all and make sure your submission is the best that you can make it. And whether you win or lose, you'll already be in better shape than you were before you submitted, because you've cultivated an audience that you didn't have before.

Be awesome, be professional, and have fun.

*Thanks again to David for taking the time to participate.*

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