

The Story So Far:

For those that read such things, greetings and welcome to the first evaluation printing of 'Taking Eden'. In the future, this space will recap the story as told in previous issues. In this case, the story has just begun, so I'll give you a brief history of the project.

While working at a design agency around 2003, Malcolm Johnson and I began a writing exercise to keep the creative juices flowing. We would write around a page and a half, stopping mid-sentence, then email the story to the other. We would continue the narrative where the other left off. After a time, interest waned and work on the project stopped. When going back and rereading the collected work, I found a lot of really great material had been created. I approached Malcolm to continue work on the project, but life had moved on for both of us.

While he had no further interest in the project, I went back over the 110 pages that we'd written and stream-lined the narrative. From there, I wrote the remainder of the story and began to break it out into individual comic issues, laying out the cells, dialogue and narrative. I placed and ad on the Internet and auditioned artists for the book. Niño's work stood out, he was easy to collaborate with, and put more effort into each page than my small budget deserved. Not working with a traditional script, but with only the written story and my layouts, Niño has done an amazing job of bringing our characters to life.

I try to give him a lot of lee way to truly be an artist. There have been a few cases where I have rewritten a section to work with the drawing that he's submitted, rather than micro manage his creations. Gonzalo has rounded out our team after rising to the top of a number of colorists that auditioned for the work. Again, we worked to set up a color palette early, and then I've provided few changes to his work. The digital lettering and flatting has been performed by yours truly.

This comic is truly a collaborative effort, and I hope I speak for all involved when I tell you, dear reader, that we appreciate you taking the time to view our work and hope that we have created something that both moves and entertains you. This project has been undertaken after hours and on weekends around a taxing day job. I work in video production, and hope that my talent as a visual story teller translates well to this, my first comic endeavor.

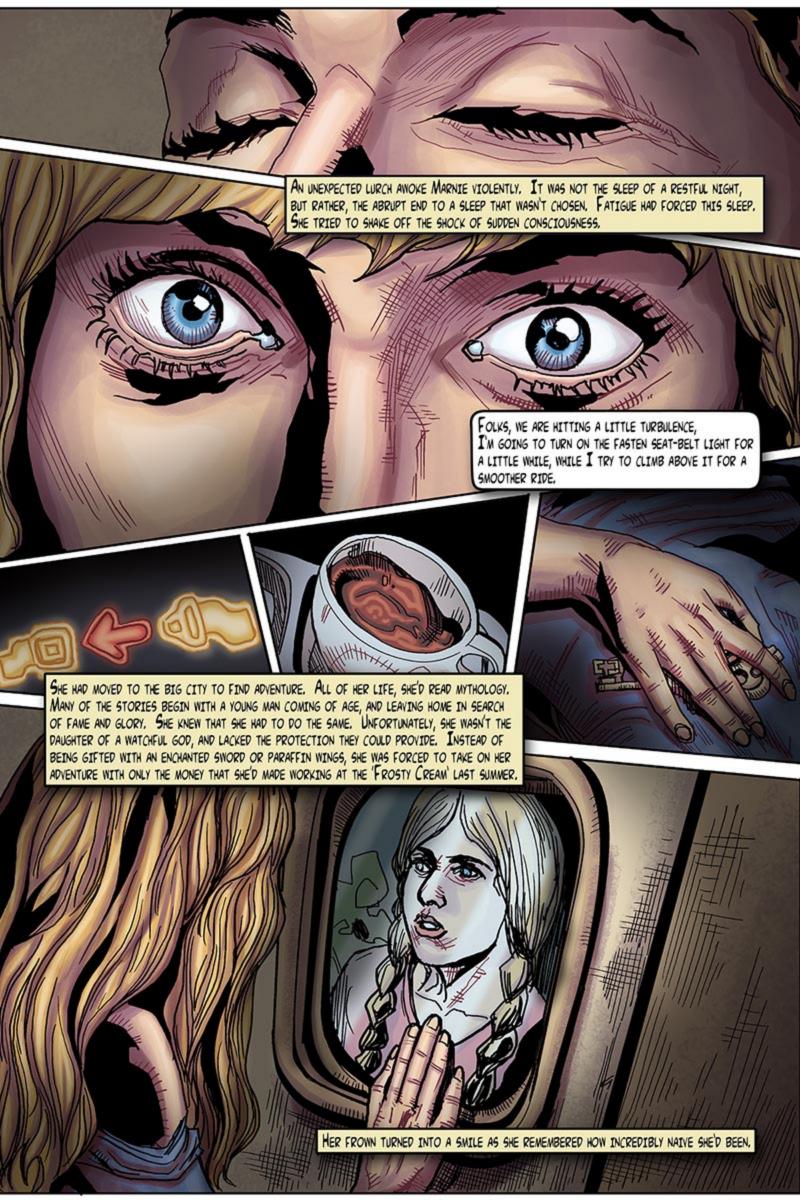
As we currently lack a publisher or distributor, I humbly ask you to spread word about this title however you can. Like us on Facebook, tweet us forward, request our title at your local comic shop and drop us a line at TakingEden.com if you have enjoyed what we've created for you so far.

While my gratitude goes out to all involved, as well as you for reading this, special thanks must go to my awesome wife Nikki and my children Makaela and Oliver for allowing some of my 'daddy time' to be spent Taking Eden.

For anyone that read this whole type block, thank you, and note that the patchwork man appears several more times in this issue than you my be aware. Happy searching!

Created by:
Jason Beckwith
Malcolm Johnson
Pencils & Inks:
Niño Harn Cajayon
Color:
Gonzalo Duarte

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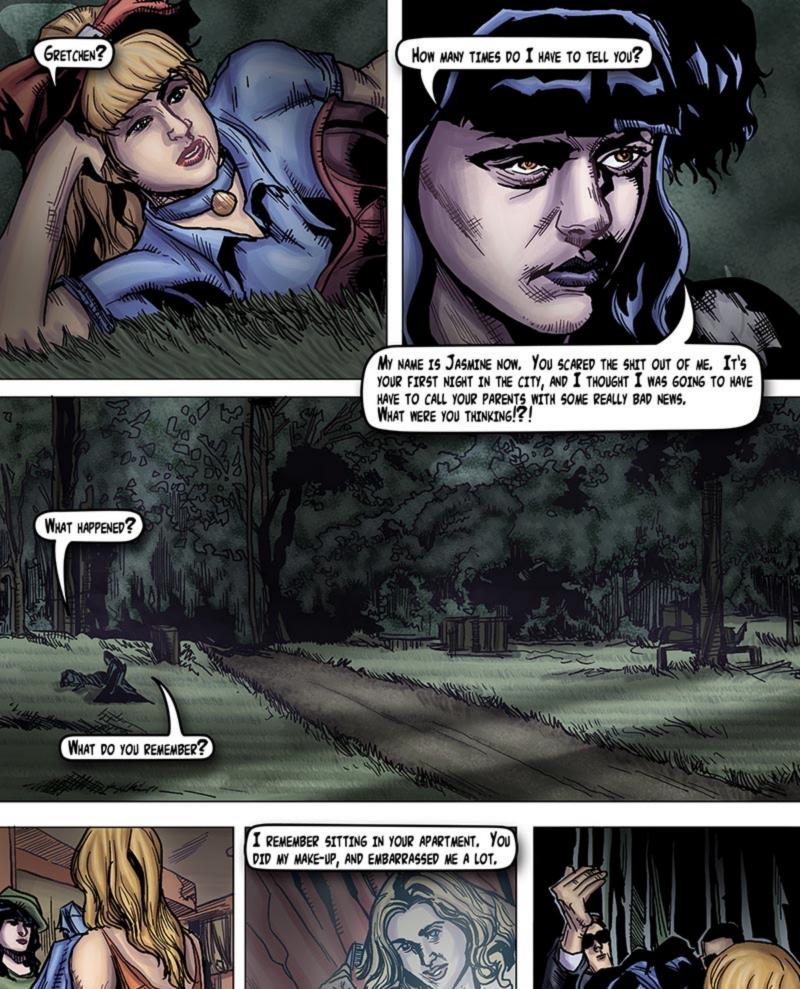








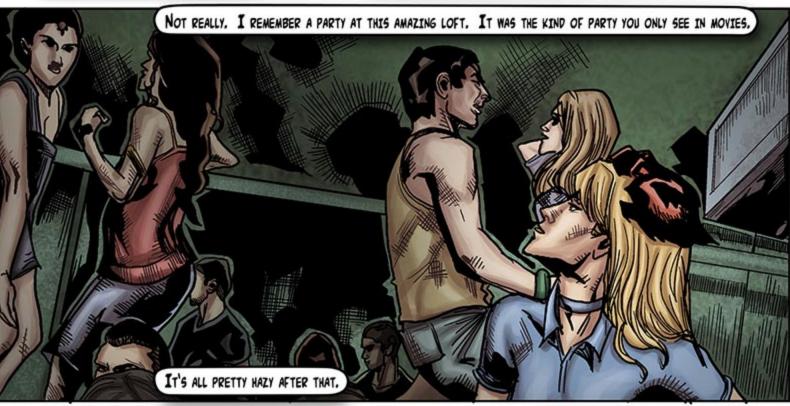






















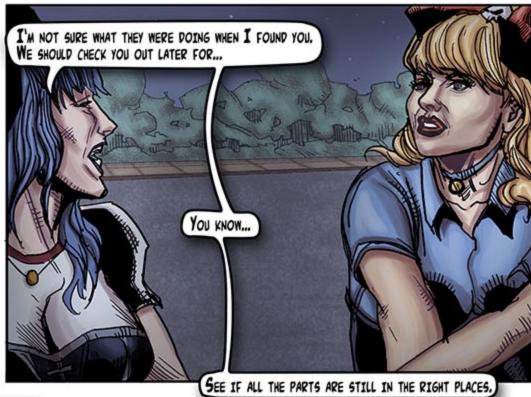




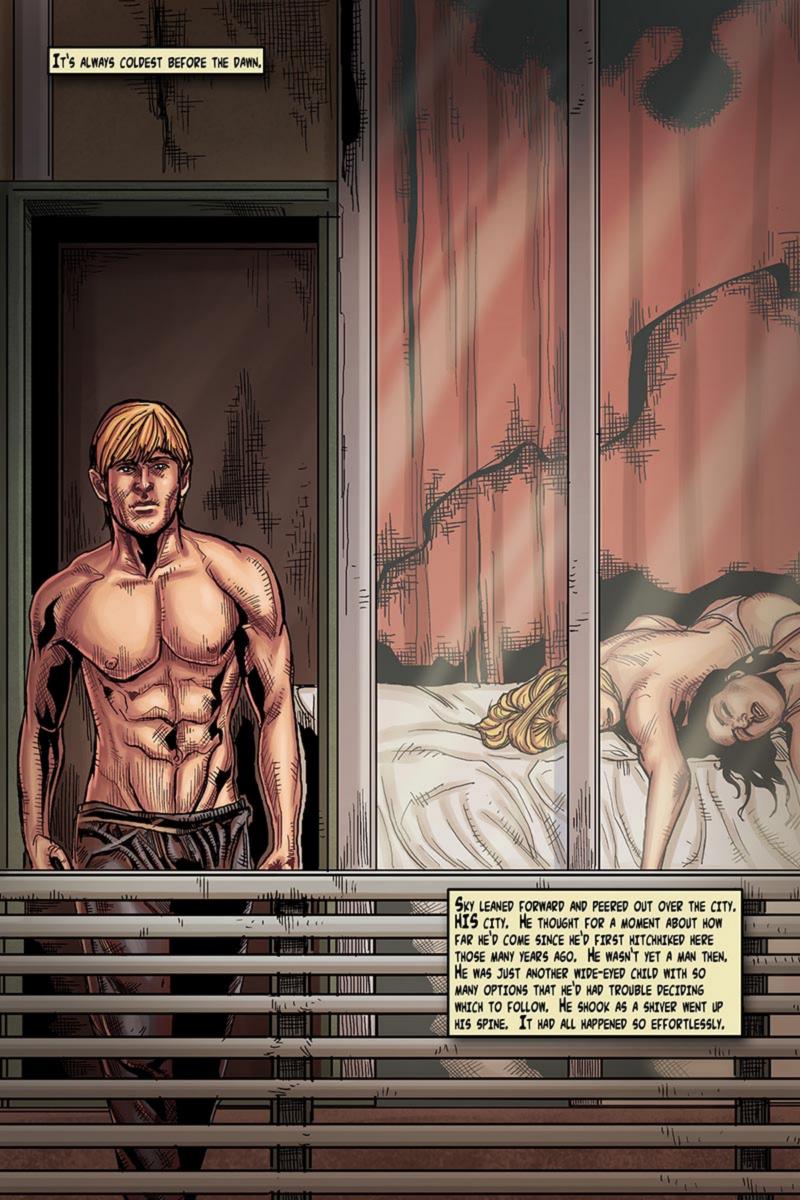




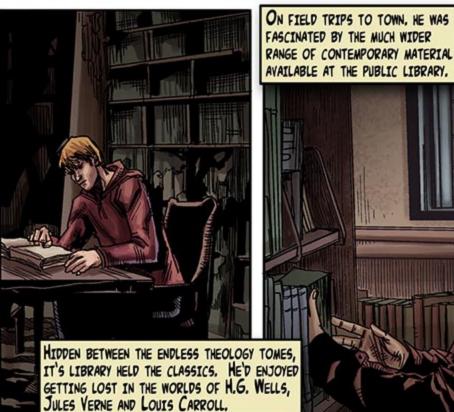












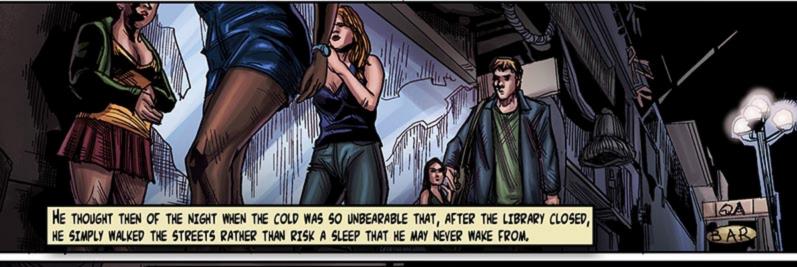


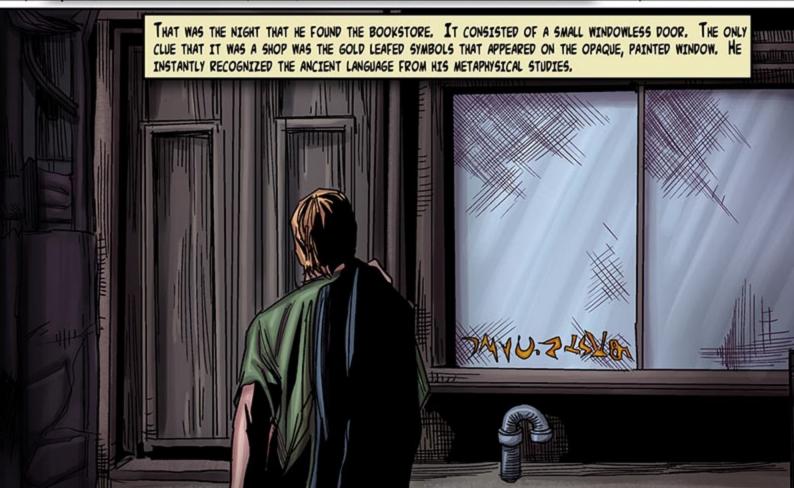


















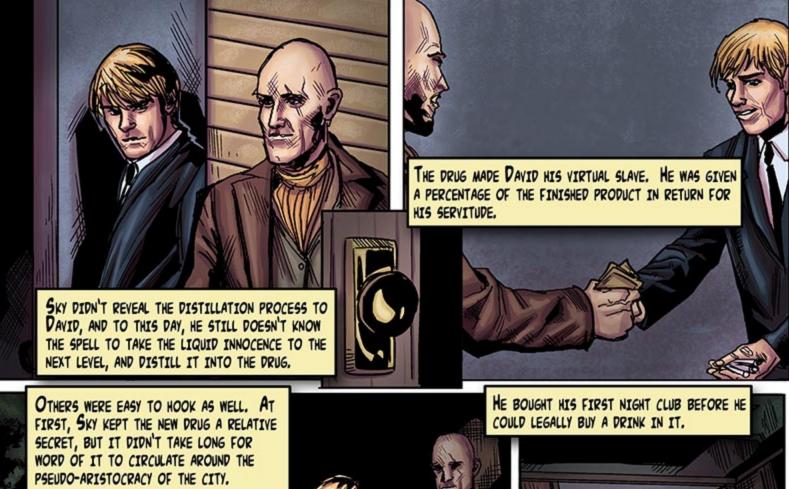














SKY FOUND HTMSELF COMMANDING HUGE SUMS

Sky Found Himself Commanding Huge Sums OF MONEY IN NO TIME AT ALL.







HE ALSO FOUND THAT MANY OF THE CLUB'S FIRST TIME VISITORS COULD HELP FEED THE ADDICTIONS OF THE REGULARS.







r & r studios

ALL OF THESE PEOPLE ARE:



TAKING Sittp://www.TakingEden.com

