

Creator Interviews _ Pau Eza

1. Tell the readers a little about yourself.

I started writing this story almost seven years ago as a creative outlet. I'm yet another in the long line of lawyers who write comics, and with any luck I'll have a fraction of the success as some of those who paved the way. I'm a mediator now in my day job and my wife and I have a four year old, so aside from work and traveling to conventions, he takes up most of my free time.

2. Describe your artistic decisions with your upcoming comic and your process.

When I started writing I wanted to prove to myself I'd finish the story, so I originally wrote Heroes & Zeros as a six-issue series. When I was satisfied with that I reached out to some artists and ended up meeting Devin Arscott, who was invaluable with editing, and Kasey Quevedo, who agreed to join as series co-creator and artist. After some conversations with Devin we decided to change the format to three double-length issues.

I felt like the tone of the story called for a style that wasn't hyper-realistic but also wasn't super cartoony, and Kasey nailed it almost immediately. From there we've collaborated on layouts, pacing, etc. Finally we brought in Maja Opacic for colors and Reed Hinckley-Barnes for letters, and they each brought the book to another level.

3. Who or what are your influences and inspirations?

So, so many. For artists, George Pérez was unmatched as a visual storyteller. Today there's folks like Mitch Gerads and Ryan Ottley, and how can you not love what Bilquis Evely has been doing? And if you couldn't tell from the campaign I'm a huge fan of Tom Raney's work, and I'm so honored that he agreed to do a variant cover for this book.

There's also too many writers to name, but some classics for me are Marv Wolfman and Peter David. Can't go wrong with Mark Waid. Today, and I know I'll leave someone out, but every time I read something by Tom King, Tom Taylor, Gail Simone, Kami Garcia, or Brian K. Vaughan, I'm not only entertained but I end up learning something new about the art of storytelling.

4. What are you currently reading, playing, watching, and/or listening to?

I don't get a lot of time to watch or play (see prior comment about a 4 year old) but I try my best to keep up with the creators I mentioned before. I read mostly digital and have been slowly catching up on years of Invincible I missed and the newer Saga run. Most recently I started on Johnson's Transformers and I'm FINALLY going to read Simone's Secret Six.