

THE ARSENAL

Augusta University's Undergraduate Research Journal

ISSN 2380-5064 | The Arsenal is published by the Augusta University Libraries | <http://guides.augusta.edu/arsenal>

Volume 5, Issue 1 (2023)
Special Edition Issue

TRUENIVERSE COMICS: AN EXPLORATION OF HYPERMEDIA IN SEQUENTIAL ARTS

Tripp Gustin and A.B. Osborne

Citation

Gustin, T., & Osborne, A. B. (2023). Trueniverse comics: An exploration of hypermedia in sequential arts. *The Arsenal: The Undergraduate Research Journal of Augusta University*, 5(1), 26-27. <http://doi.org/10.21633/issn.2380.5064/s.2023.05.01.26>



© Gustin and Osborne 2023. This open access article is distributed under a Creative Commons Attribution NonCommercial-NoDeriv 2.0 Generic License (<https://creativecommons.org/licenses/by-nc-nd/2.0/>).

Trueniverse Comics: An Exploration of Hypermedia in Sequential Arts

Presenter(s): Tripp Gustin

Author(s): Tripp Gustin and A.B. Osborne

Faculty Sponsor(s): A.B. Osborne, MFA

Affiliation(s): Department of Art and Design

ABSTRACT

The digital age allows for new methods of storytelling in comics and sequential art beyond what can be printed on a page. My webcomic series Trueniverse Comics (www.trueniverse.com) has allowed me to expand my interest in exploring the bounds of what a comic can be, creating interconnected webcomics that tell a larger story while exploring different genres, formats, and multimedia elements. This self-run hub site keeps my work in one easy-to-navigate place while allowing me to explore unconventional formatting that most webcomic hosting sites do not allow for. I have been creating comics since I was 9, beginning with materials as simple as paper and pencil but quickly expanding to pixel art and digital illustration. My long-running webcomic True Colors began as a simple page-based webcomic using digital methods of creating webcomics that emulated more traditional printed comic books, but I quickly became interested in examining what new things can be done with the medium. To date I have created four different webcomics. True Colors, a more traditional page-based comic that tells a character-driven college coming of age story; CorpSet, a scifi/horror series incorporating animated gifs, reader interaction, and flash animation; Input Quest, an improvised series incorporating multiple storylines, animated gifs, randomly-selected reader submissions, and browser-based video games; and Comicstripp, a standalone gag-a-day comedy strip in the vein of newspaper funnies. These stories often have shared plot threads and background elements keeping them rooted in the same world, but stand alone to allow readers to pick and choose which stories they are interested in. In the future I plan to create additional comics that explore physical art media, photography, 3D modeling, nonlinear storytelling, postmodernism, metanarrative, and epistolary elements. I have worked on

Trueniverse Comics in various forms for over a decade, and it is my most treasured personal passion project. Through these projects I not only create stories and characters that feel rich and alive, but also get to experiment with the medium and push digital storytelling to new levels. Although working in this degree has taken up much of the time I have for working on personal projects, I look forward to continuing to explore what comics can do while creating a world that is rich, interactive, and diverse for years to come.

Received: 02/15/2023 Accepted: 03/29/2023

Correspondence: Tripp Gustin, Augusta University, 1120 15th St. Augusta, GA 30912, RGUSTIN@augusta.edu