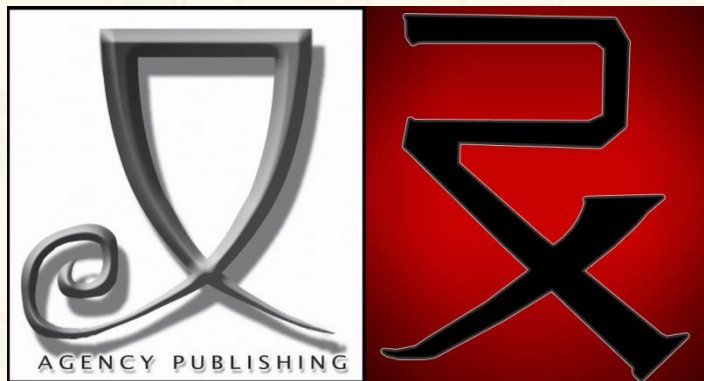


# HUNTED

## The Super Compendium



**Artwork:**

**Yurihausen**

**Writers' Commentary:**

**Jonathan Essex**

**Oblesklk**

# Ace

**Jonathan Essex:** Ace was our attempt to make a sort of everyman villain, a scruffy rebel. His fight and means are certainly of... questionable moral value within the world of course. I'm pretty sure Yuri came up with the name. Before that he was just "the villain." I don't think his name was ever stated in the book though, which is too bad.

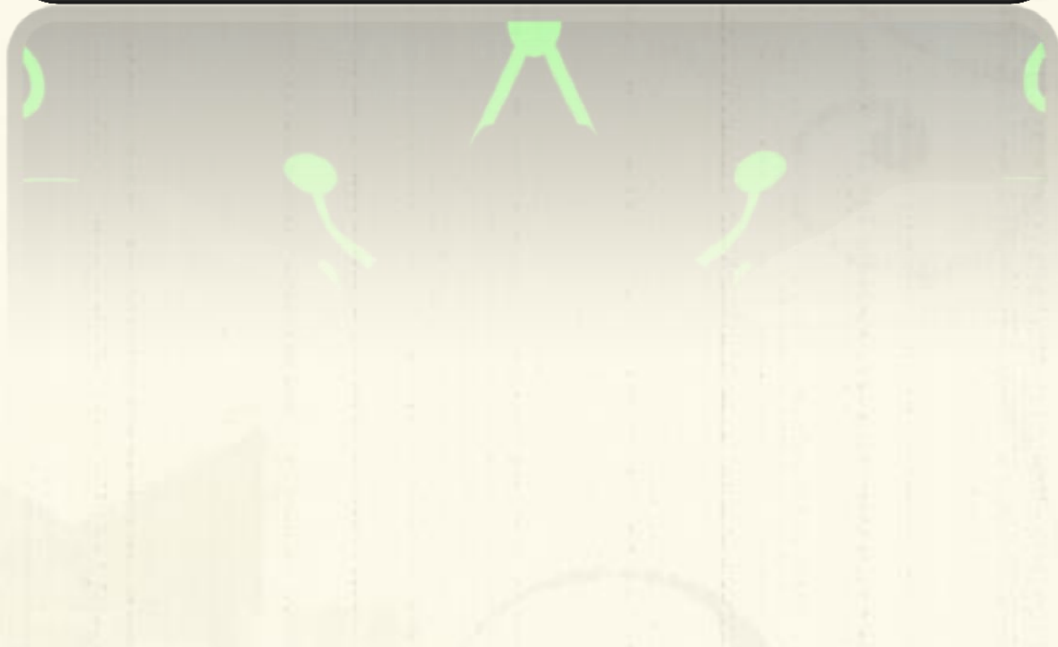
**Oblesklk:** The funny thing on the following page is that Ace has the name "Jack" on his pocket. I think it was about the time we all were thinking about what his name should be, or if he should have a name. We knew it wouldn't be Jack but also thought it amusing if Ace just killed some random dude named Jack just because he happened to have the jacket he liked.

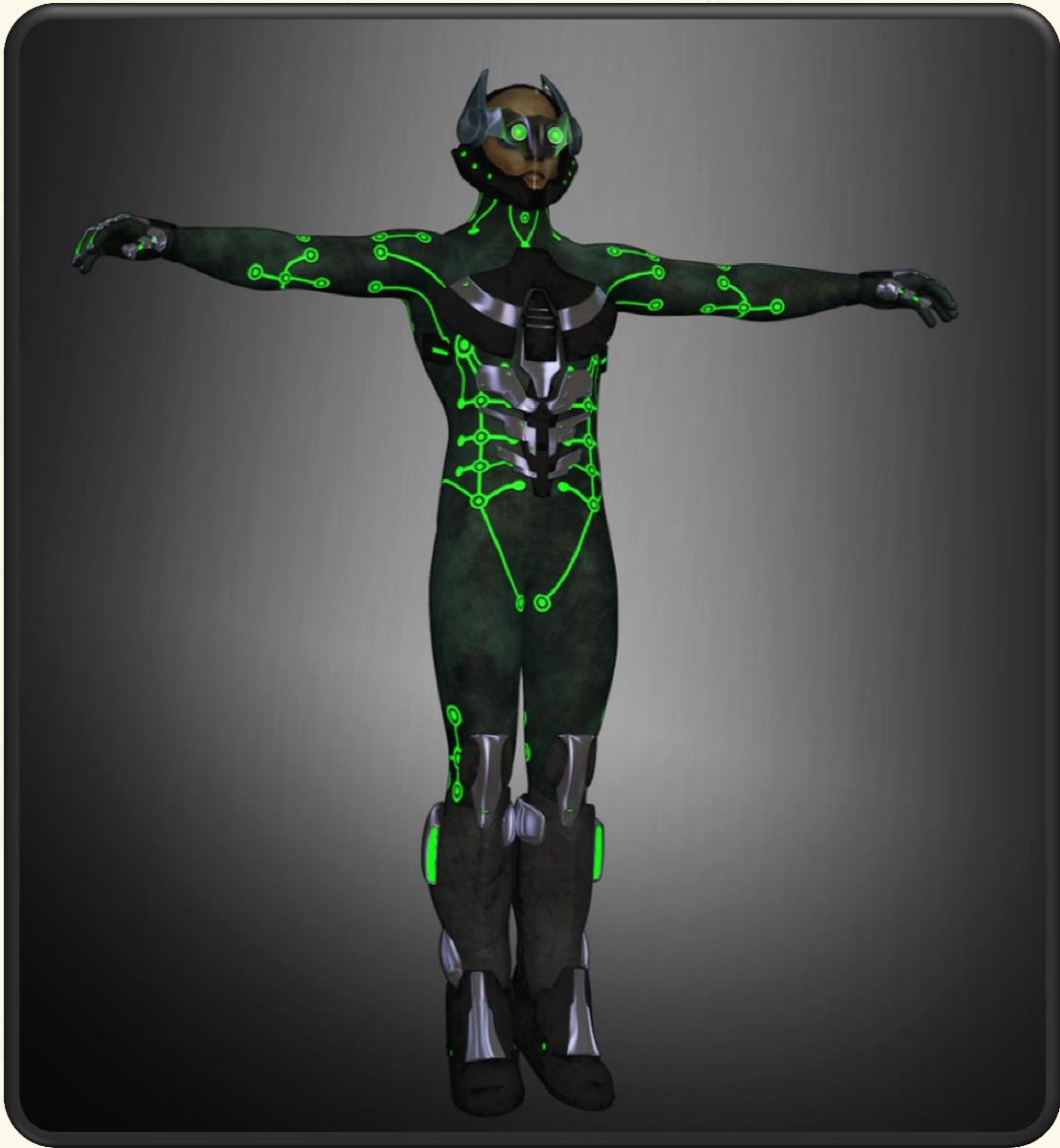




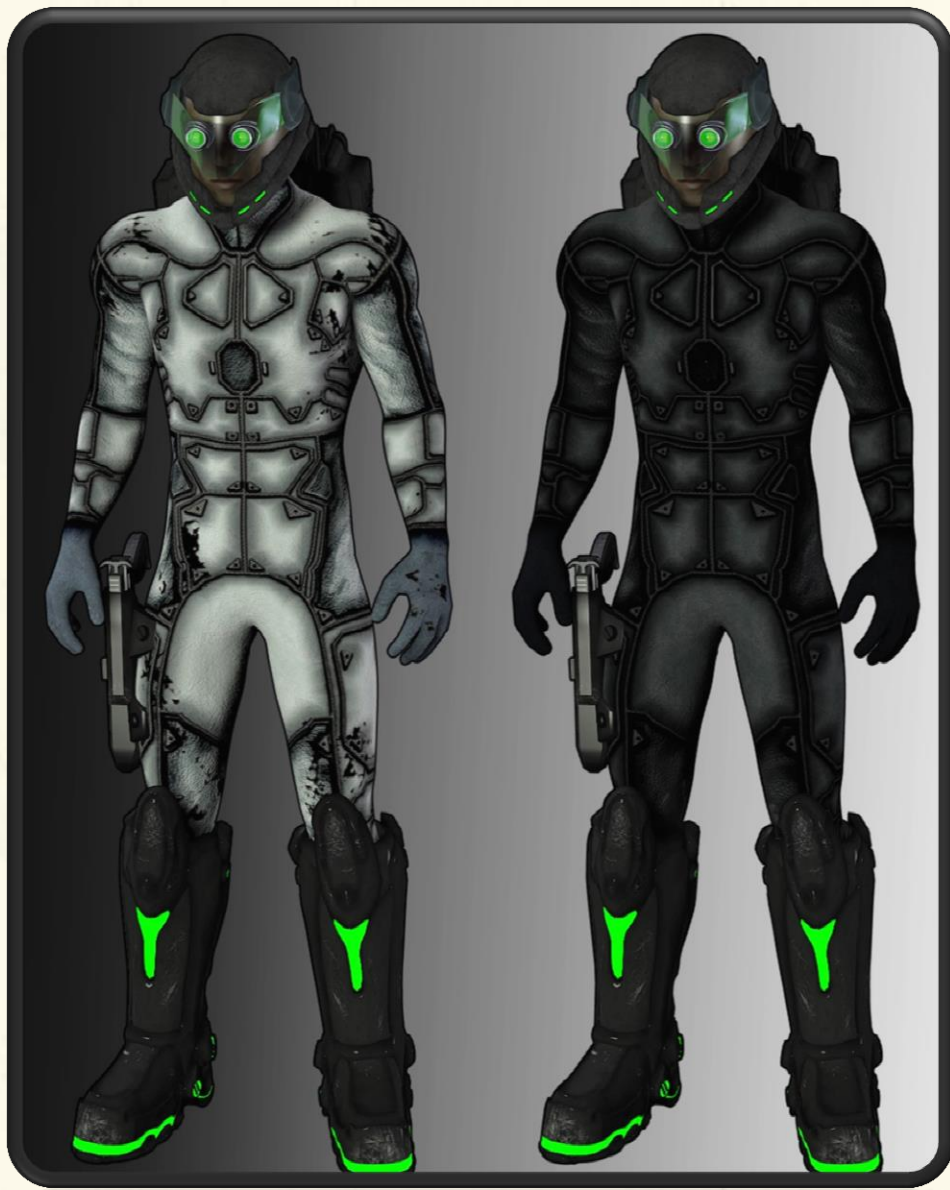


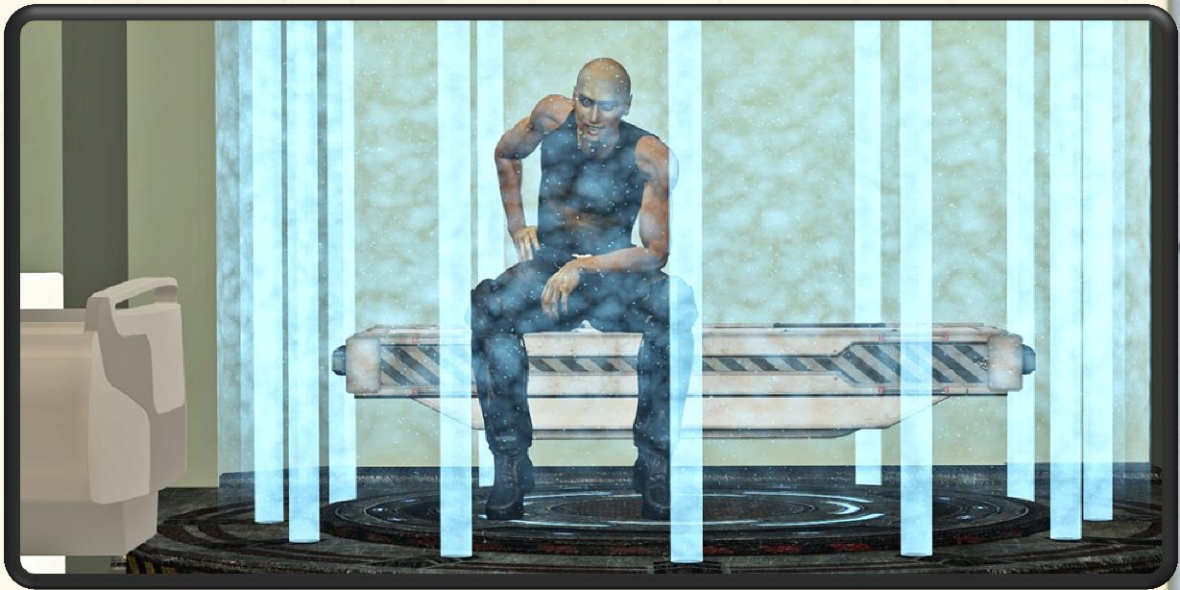
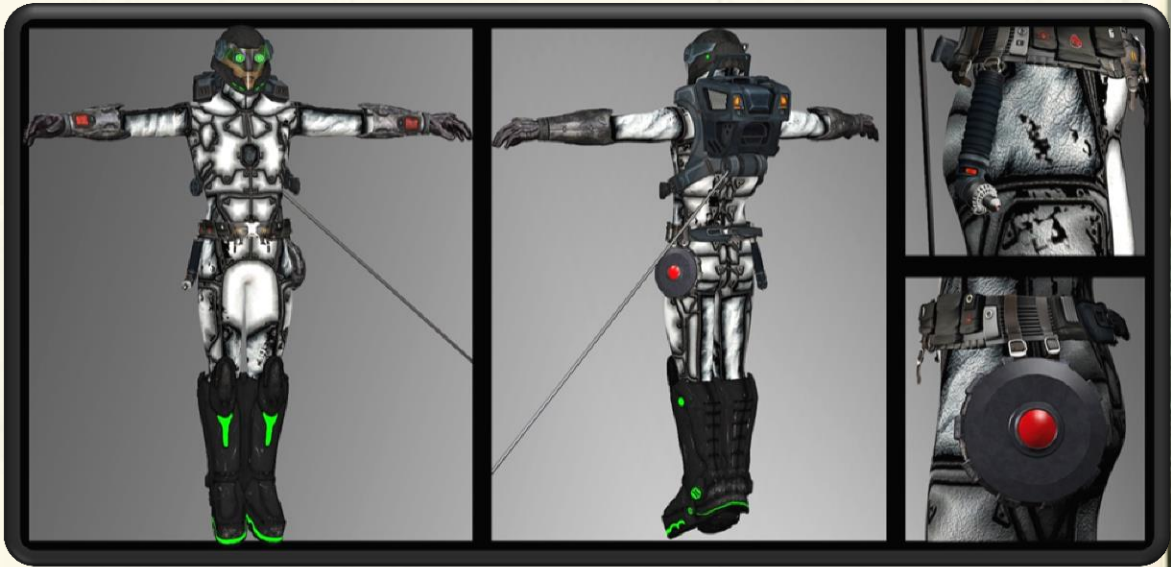






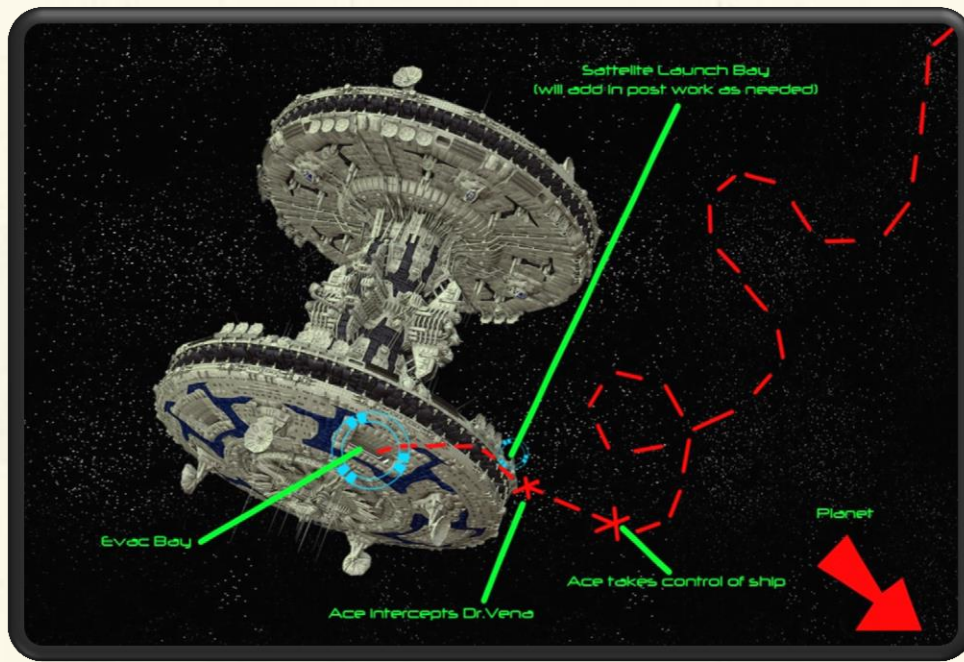








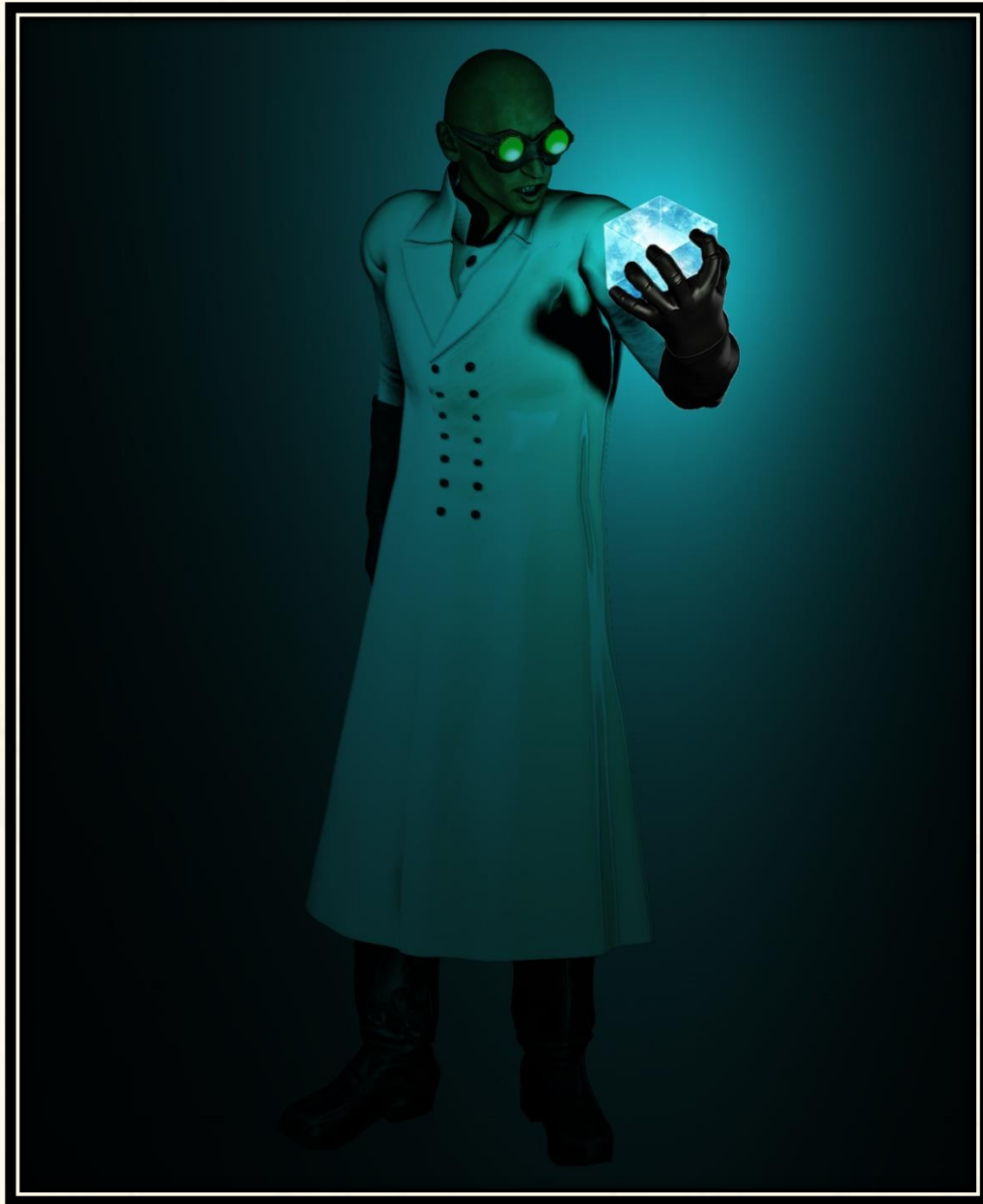
**Oblesklk:** We weren't able to delve into Ace's character as much as we wanted. He is a surprisingly complex character. In a world in which gene therapy is both mandated by the one world government, and incredibly effective, Ace was born off the grid. He didn't have the same gene therapy that others had. The gene therapy both immunized humans against diseases, but also removed nasty behavior defects that cause humans to act out in vile ways against each other. With wars, famine, disease a thing of the past, humanity was finally able to evolve and greatly advance their technology footprint in the universe. However, Ace discovered the gene therapy also took away genius, it took away creativity and the ability for exceptional individuals to express themselves. Ace didn't feel humanity should have to sacrifice its most brilliant members in order to obtain security; he goes to great lengths to prove his point.



**Jonathan Essex:** This is an image that's both hilarious and useful. I think Yuri was trying to get the "blocking" for Ace's jump into space right for issue two and so came up with this. The great thing is that it looks like something Ace would've drawn himself! This is an example of Yuri's dedication to detail and character-building, even if the reader never saw this.



**Jonathan Essex:** The effects on this canister's contents are so freaking cool! Yuri had a habit of turning the things in my head into pictures almost precisely as I envisioned them, and this is one great example. This was also an Easter egg for later exposition on Ace's origins as a villain.



**Jonathan Essex:** This was a Photoshopped image of a concept piece Yuri did of Ace. It wasn't long after the first *Avengers* movie came out, and who wasn't obsessed with them at that point? I added the Tesseract and lighting effects as a gag based on Ace's stance and hand position. What would it have been like if Ace had found a Cube of such Cosmic power? It's interesting to think on.

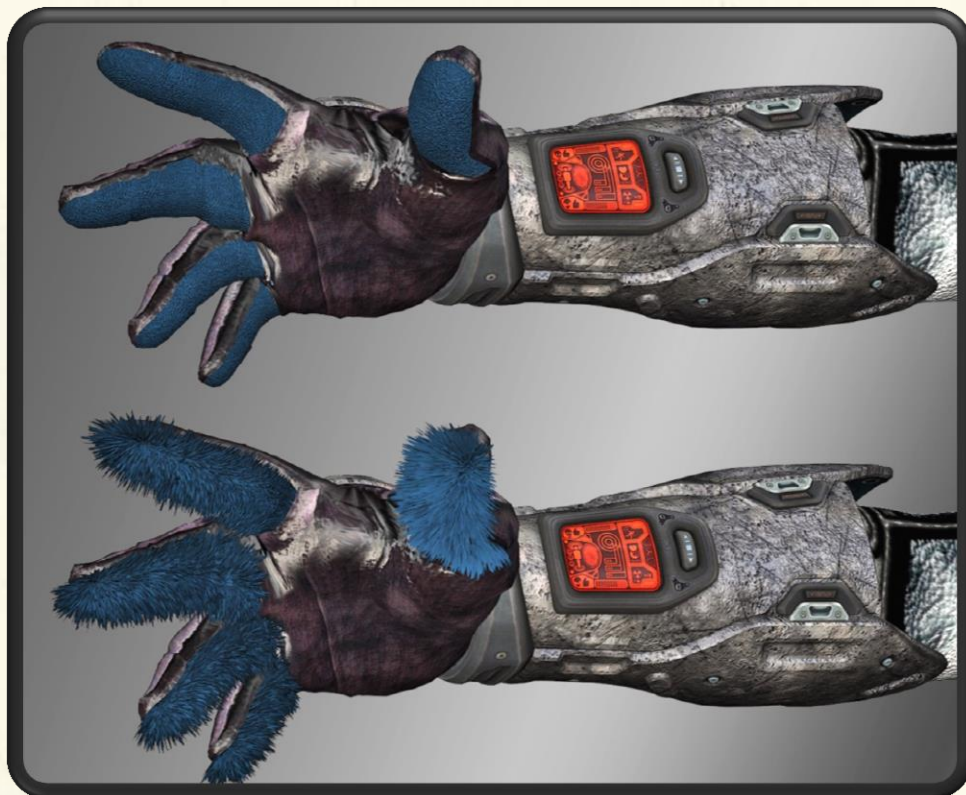


**Jonathan Essex:** This thing looks like something the Joker (or his descendant gangs) might have invented in *Batman Beyond*. It helped show Ace's mentality very early on and is a credit to Yuri's skill at visual storytelling.

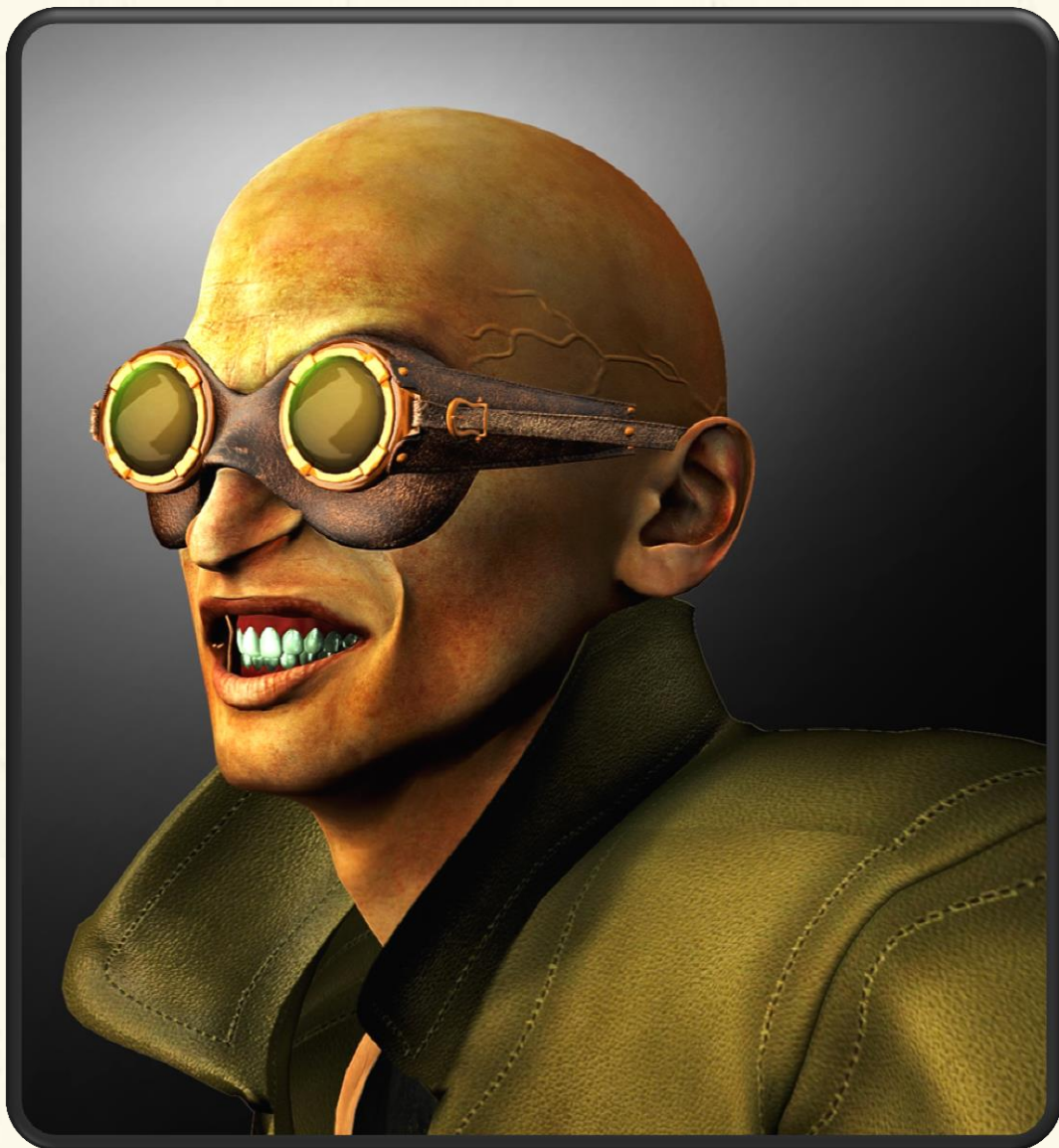


**Oblesklk:** I always loved these tickle gloves features in Hunted #2. But the amazing thing about them, like everything else in the series, Jon didn't just write them in to tickle, they had a genuine purpose in this world. It's just that Ace found it more fun to repurpose them into torturing Vicki. And who could blame him?









# Dr. Vena

**Jonathan Essex:** Alissa was the first major character I came up with whole-cloth. She's a stunning lady. I was very pleased at how issue three, in which she featured, turned out. Yuri hit it out of the park. It might be my favorite issue in the series.

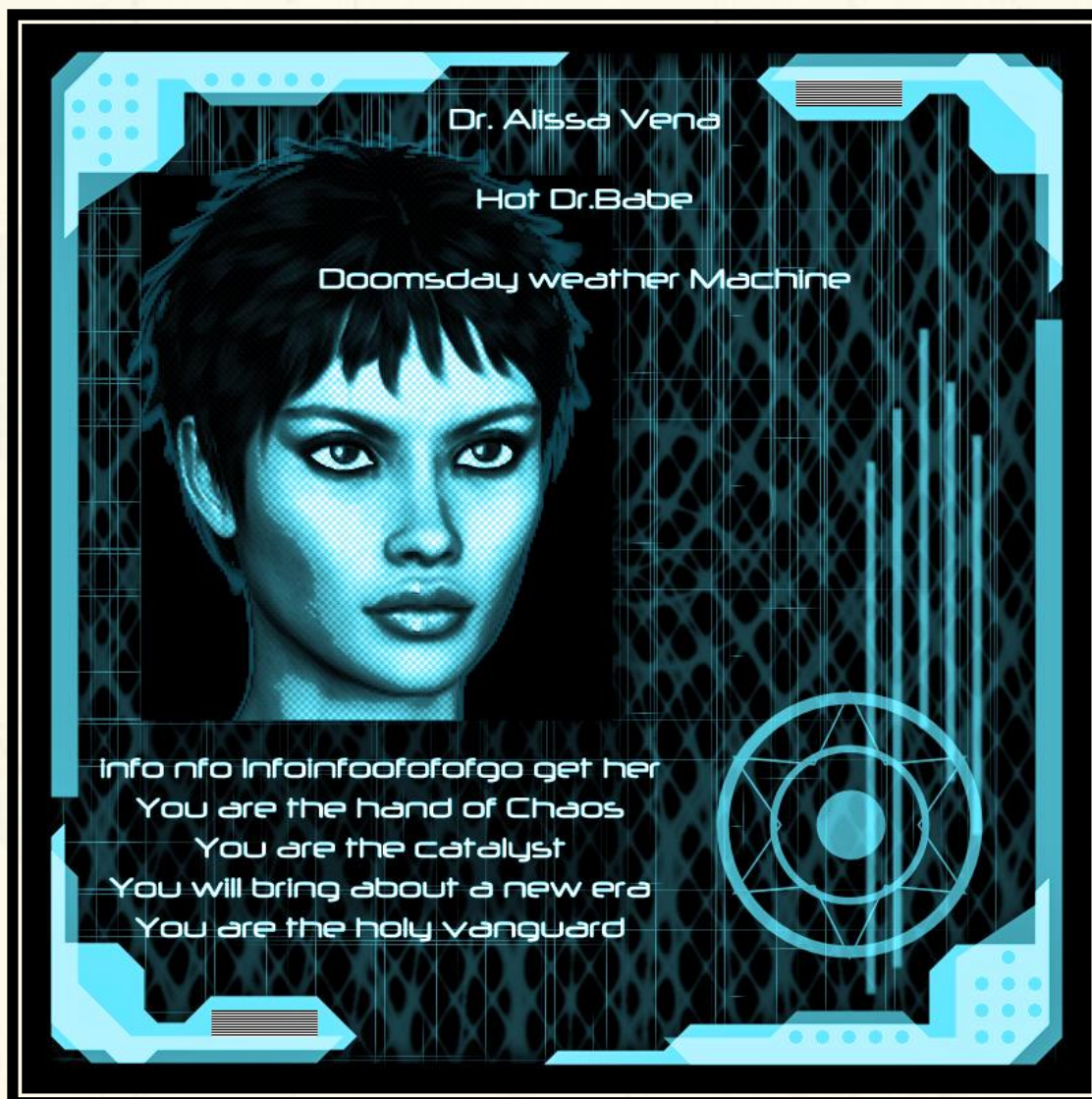












**Oblesklk:** These blue squares were going to be character identification cards/graphics used in various places in the comics and in the encyclopedia, but didn't really take off. This is the same concept, but it's shown for Dr. Vena after Ace hacks into the database and changes her information. I love his description of her as "Hot Dr.Babe."

# Candace

**Jonathan Essex:** Candace was, of course, a character many people were looking forward to seeing in the spotlight, and who can blame them? She's gorgeous. The first drafts of the later issues kept her session with Hera much shorter. I was afraid people would get tired of seeing her and would want to move on to another heroine. Oblesklk convinced me otherwise and I'm glad he did. The last issue especially was enjoyable to write and, as always, Yuri brought it to life quite well. The lesson here: always listen to your editors!

One of my regrets on the series is that I did such a bad job reminding the reader of Candace's nationality, something Oblesklk and Yuri set up quite well in issue one. It's definitely something I should've been more consistent with.

**Oblesklk:** You never forget your first love. While it might be an exaggeration to say Candace was my first love, she definitely made a lasting impression on me. Modeled after no one in particular in my life, I fell in love with the idea of *Hunted* being like a faux movie, with actresses filling the various roles. Candace was always the British actresses that usually did just theater, but did an American blockbuster once just for the paycheck...and ends up being tickle tortured through much of the "film."



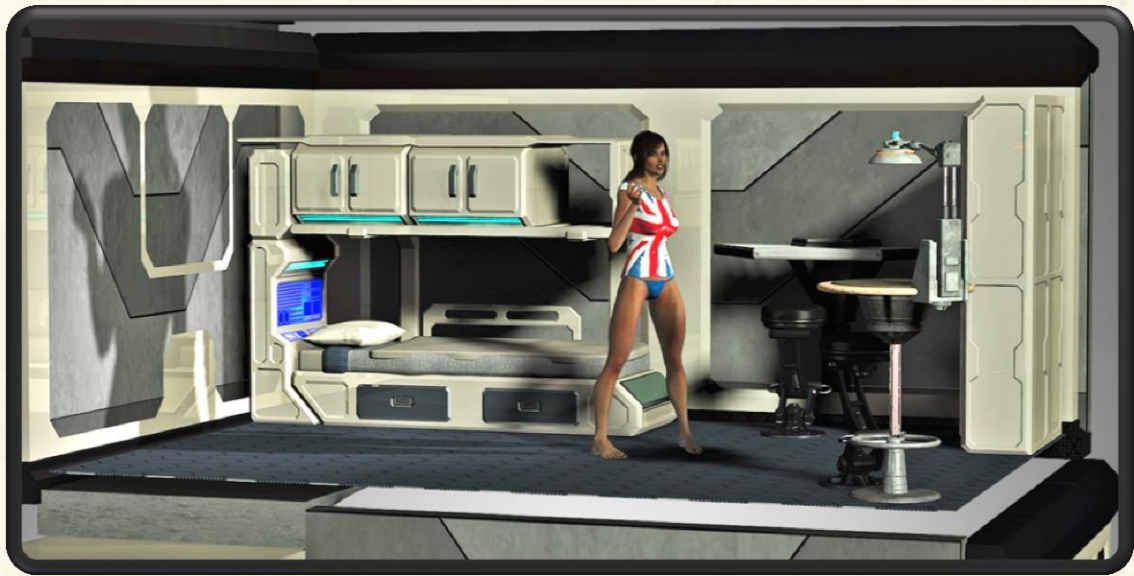
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**Jonathan Essex:** These images really show Yuri's commitment to the series' quality. This cabin was shown in only a couple of panels, if I remember correctly.



**Jonathan Essex:** This is another image of Yuri's that I altered, just adding the labels. We knew this sort of thing would probably never come up directly in the series (except in the Encyclopedia entries) but it was important for me to know how all of it worked. The series was going to be a bit harder on science than, say, *Star Wars*. These kinds of diagrams, in fact all the Encyclopedia pages, helped us cement that.

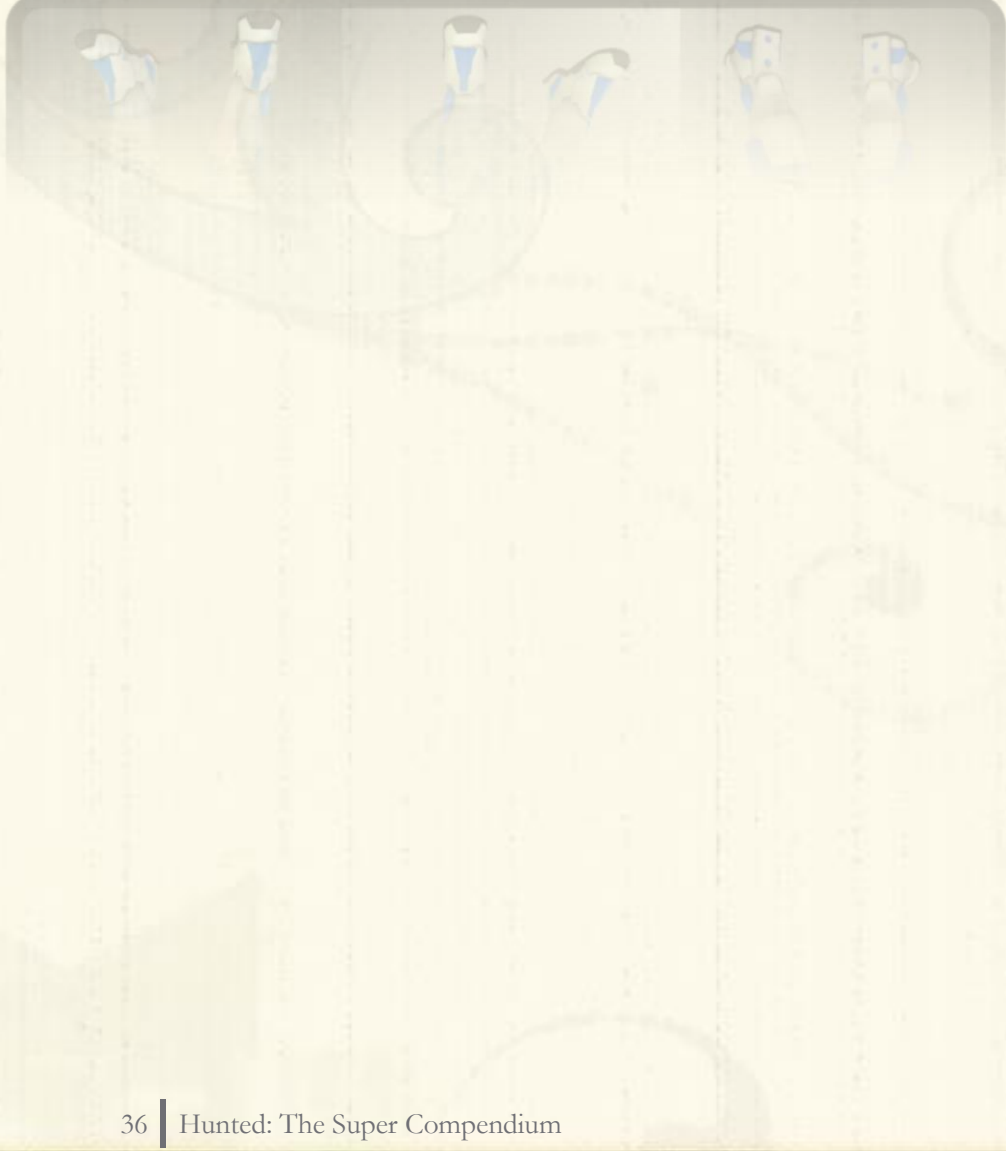




**Oblesklk:** These are Candace's patches. Yuri created the one on the right that's supposed to represent the future UN's symbol.









Raw Render  
Zero Post-Work



After Post-Work  
Basic Treatment





**Oblesklk:** Loved this chair, her top, and everything about this visual.



**Jonathan Essex:** The chair was based on some of Yuri's other images outside the series. I was always eager for his input and looked for opportunities in the script to let him go wild. Knowing he had an affinity for this sort of set-up, I worked it in.





**Oblesklk:** Candace on her first day at work?



# Emily





**Oblesklk:** So we got a little macabre right out the gate with the notion of a deadly and ticklish peril. If Emily moves her feet, it would pull the pin on UN nerve gas, killing her horribly in seconds. She didn't actually die, but it set the tone for later dangers the heroines would face.



**Jonathan Essex:** I think this image sort of showed some of the backstory on how Ace first contacted Emily at the club where he abducted her. The idea of Ace clubbing is both disturbing and absolutely appropriate at the same time.

# General Nelson

**Jonathan Essex:** His name (like several other surnames in the series) pays homage to *Mystery Science Theater 3000* characters. The fact that he was seen solely on the space station meant he was going to be named for either Joel or Mike. The historical Admiral Horatio Nelson also inspired his name.

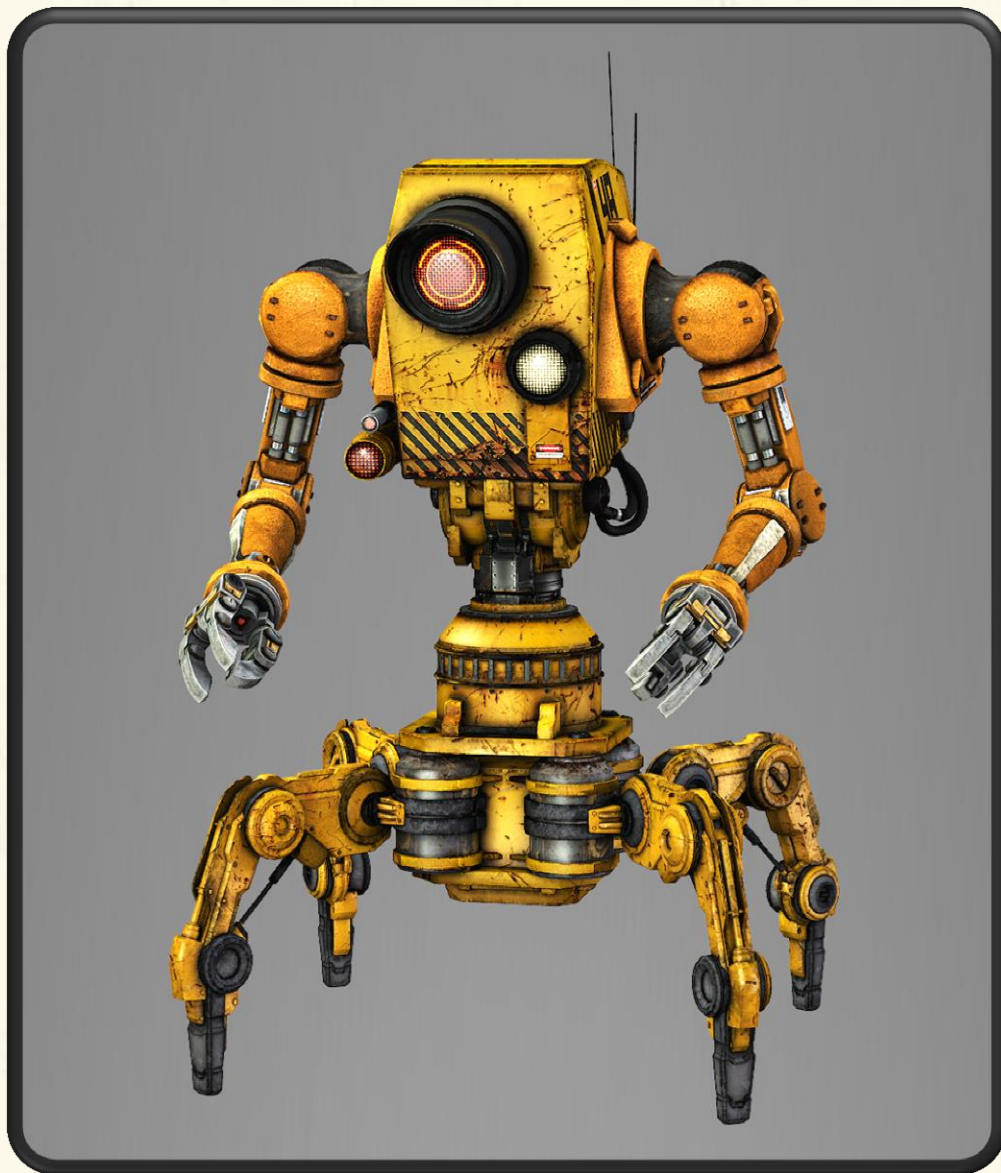


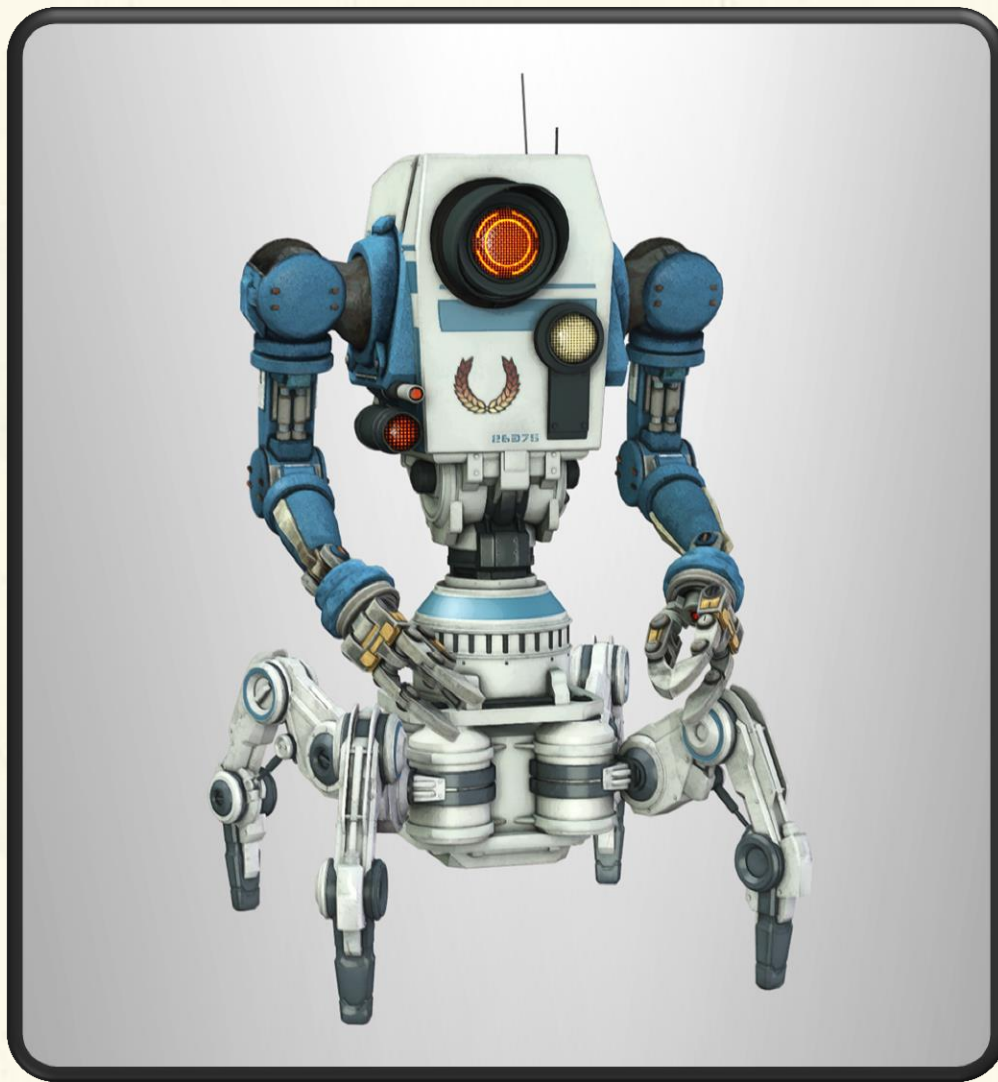




# Helperbot

**Jonathan Essex:** I really enjoyed the design of Helperbot a lot. As you can see in his "blue" version, Helperbot was destined to become a full member of the *Siren's* crew later in the series.





**Oblesklk:** The little dude looks amazing here. It just goes to show that Jon and Yuri don't know how to make a throwaway character. Even the robotic helper grew personality later in the series.

# Hera

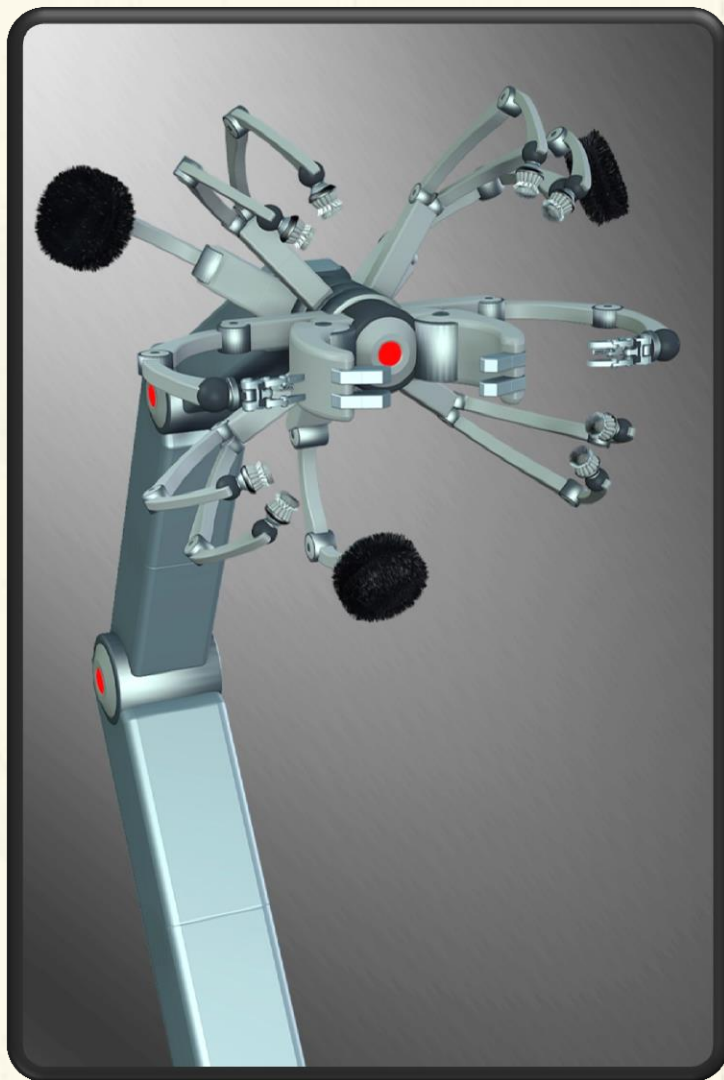


**Jonathan Essex:** This was one of the first tries at Athena. It's good work but I found it creepy for some reason. Yuri obligingly came up with other designs!



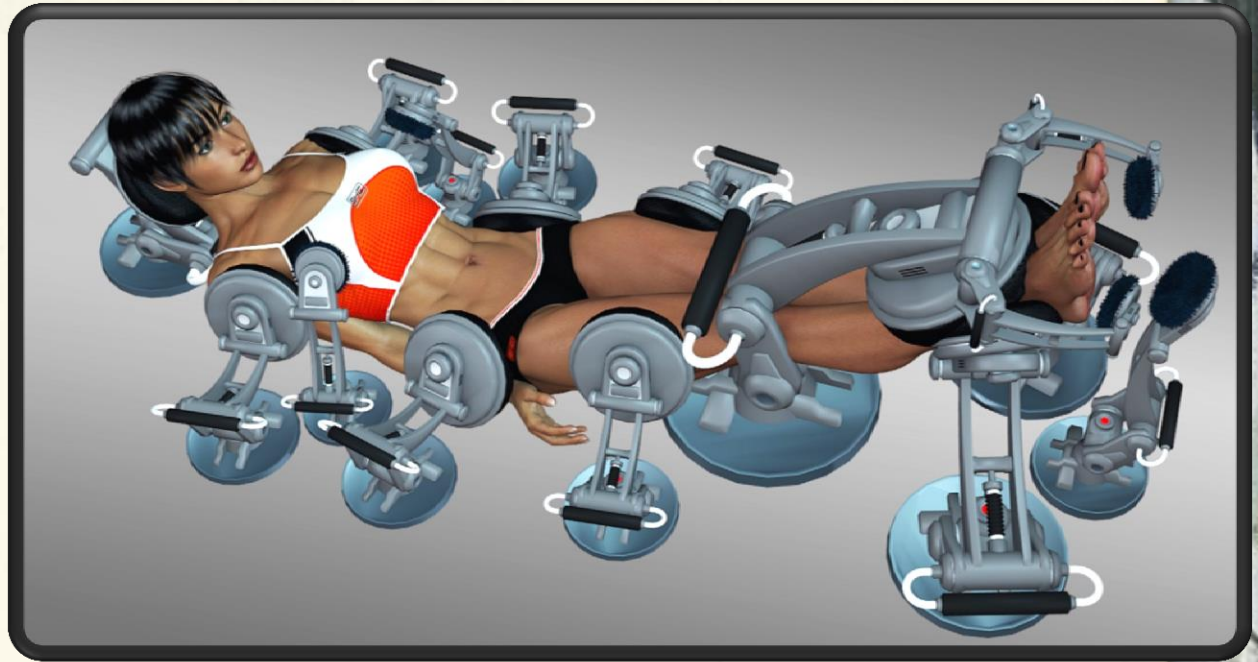
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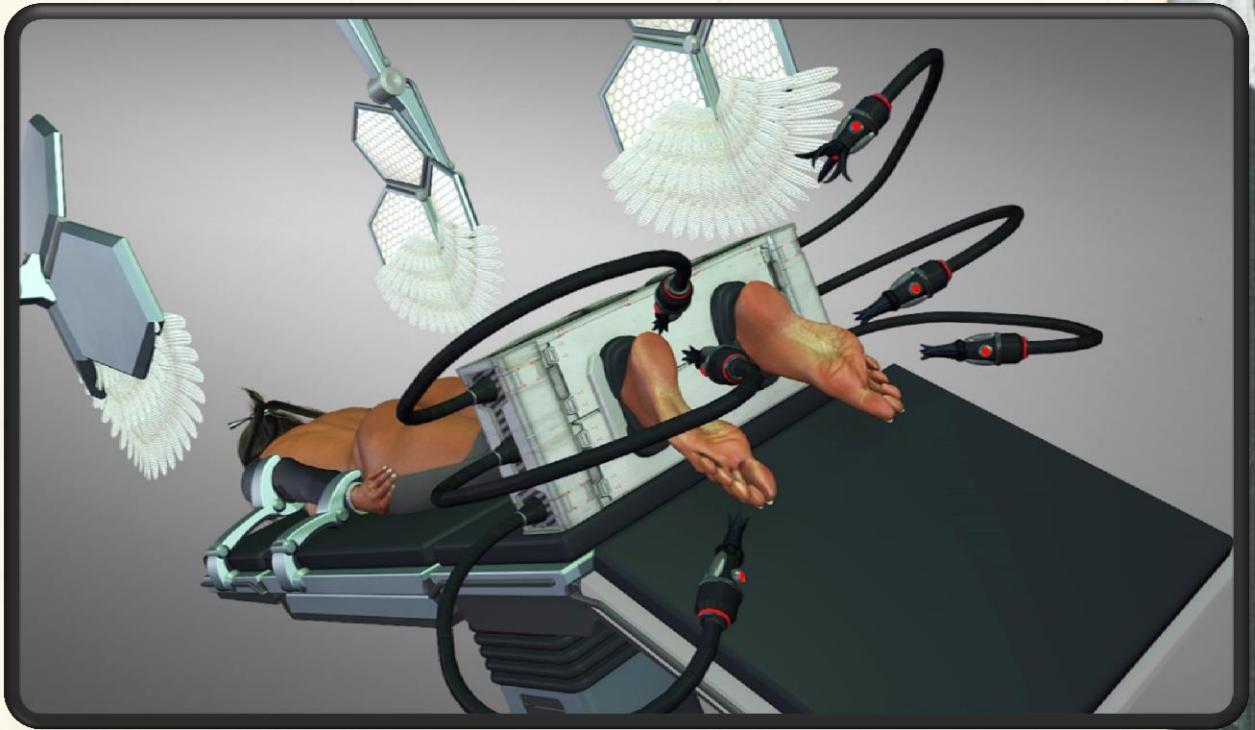




**Jonathan Essex:** These are some more examples of Yuri's fine work. I knew there were going to be a lot of traps in issue four and about half of them were listed in the script as "artist's choice." I was really excited to see what Yuri would come up with and he didn't disappoint.









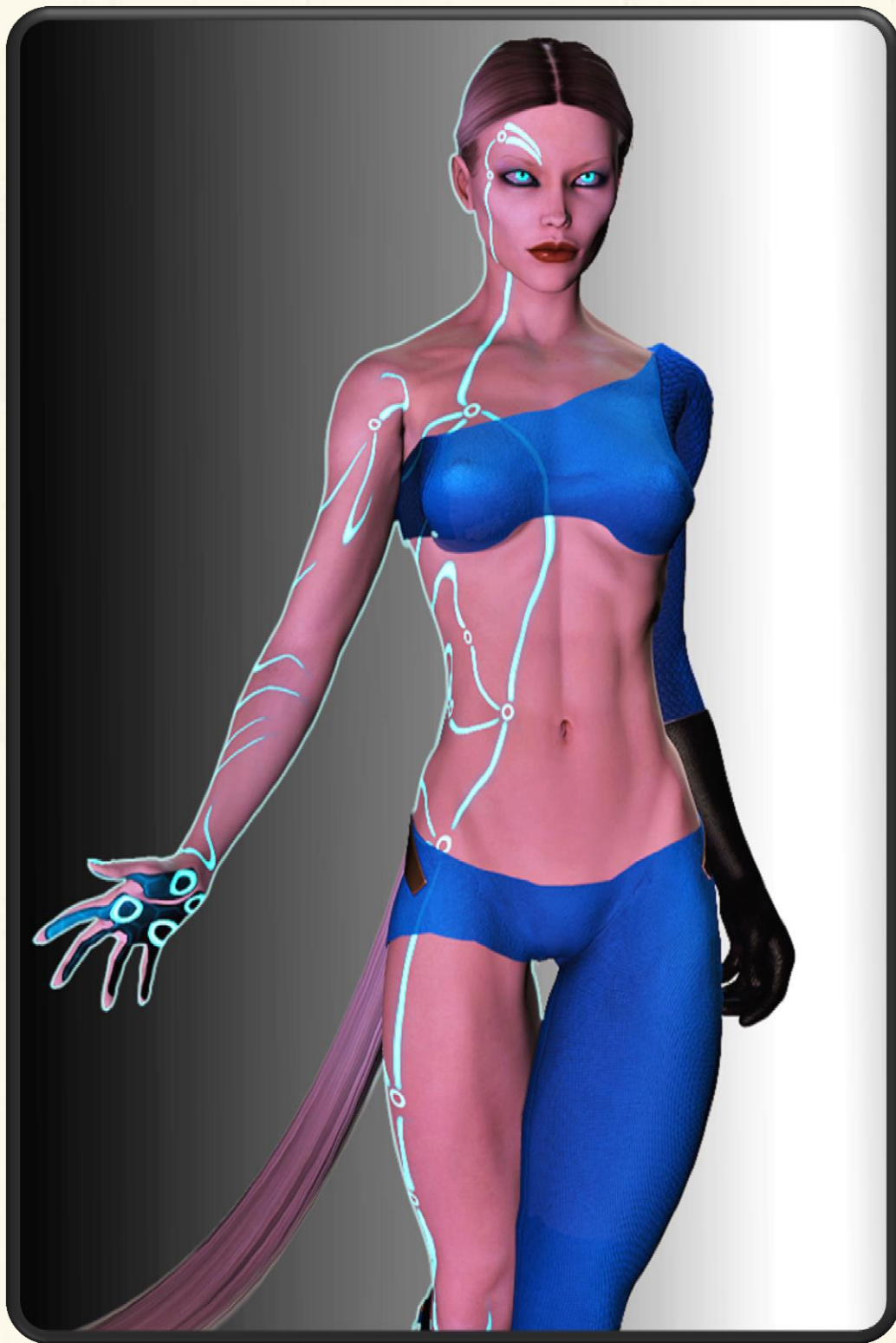
**Jonathan Essex:** For Hera, we really wanted to give a strong visual connection to the Ruthless. Thematically the two characters are somewhat similar. There was also a very thin, winding connection between them we would've revealed later. The name change was also to signify Athena becoming less the purveyor of the ship's wisdom and more the queen of her surroundings, as well as those onboard. Much like Stacia, she was convinced to use her power to dominate.

# Lae' Shaar

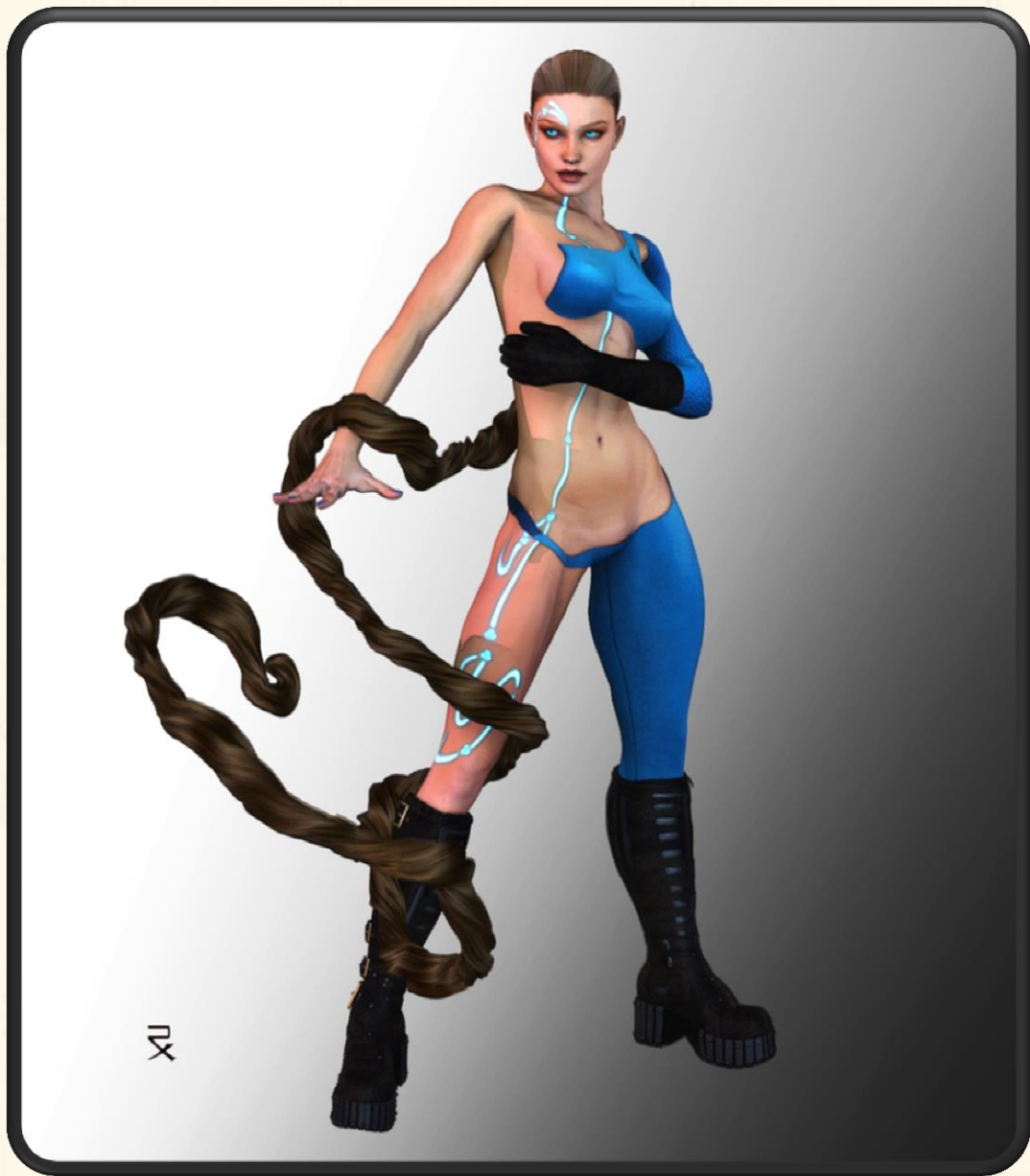
**Jonathan Essex:** We thought Lae' Shaar would be a very popular character and so Yuri put in a lot of work to get her looking great!

Oblesklk had some great story with her and her race (the L'Ni) lined up. I was looking forward to putting it to paper and I think you all would have enjoyed it as well.

"Lae' Shaar" and "L'Ni" were terribly hard for me to spell throughout the series. Even now, I'm not 100% sure I have them right!



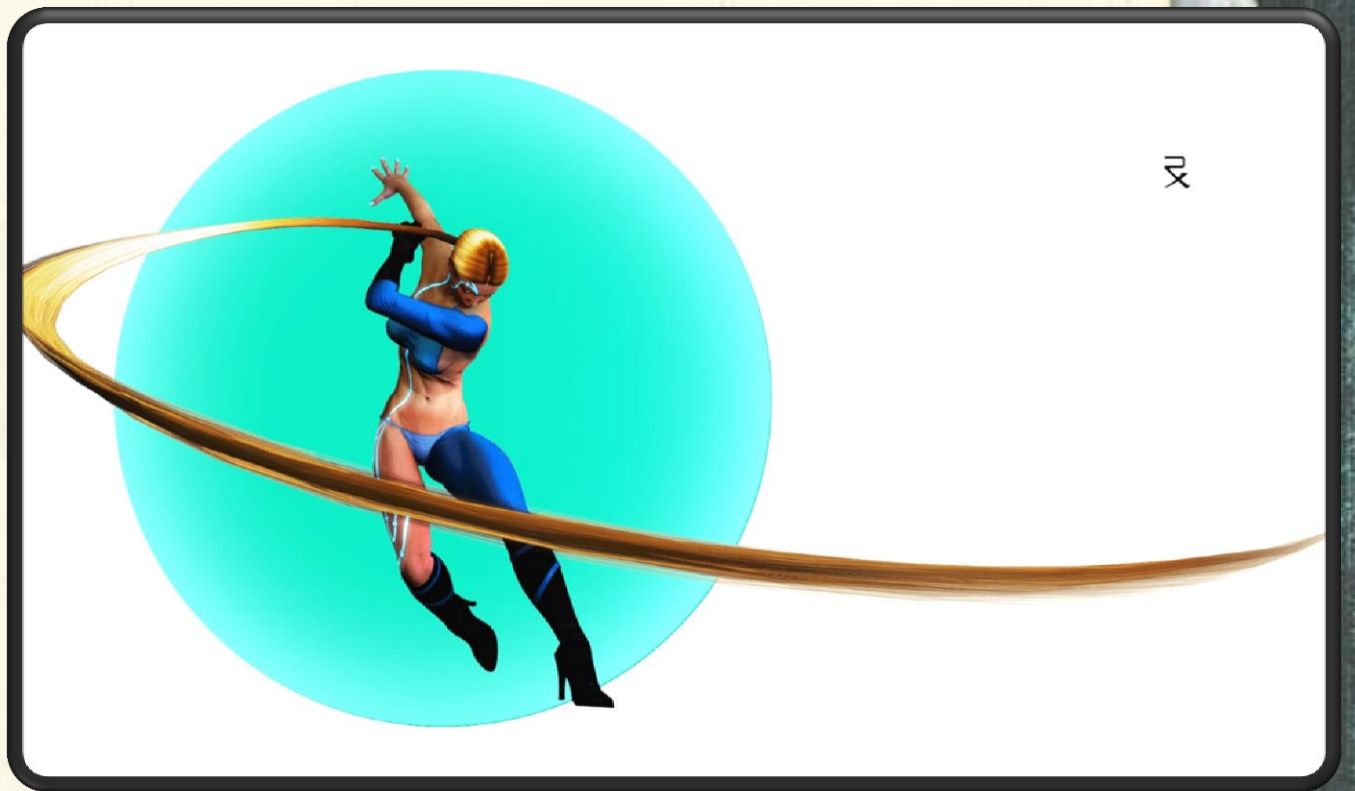




Σ







**Oblesklk:** This is an amazing and early promo piece Yuri did for us. It was strong evidence that Yuri has everything it takes to be a rock star in his medium. He has mastered sexy body language, colors, placement, and can make visuals that are eye popping. Just wonderful.



Σ

Σ









**Oblesklk:** We had this wonderful storyline planned out for Lae'Shaar. Her race no longer takes material form, they have evolved into beings of energy. In order to fit in better with humans, Lae'Shaar takes a humanoid form while interacting with them. Like the phantom limb phenomenon, Lae'Shaar still has distant a memory of her race's former physical bodies. And those bodies had their sex organs near the ground, protected by mounds of fur and a blubber-like substance as they would waddle around their planet. So when Lae'Shaar takes a human form, she still has implanted memory of her sex organs being nearest to the ground: in this human body, it would be the soles of her feet. So while it wouldn't literally be a sex organ, it would have the similar sensation. Ace was going to cause Lae'Shaar to climax and laugh hysterically for hours while plugged into her race's universal network. Lae'Shaar's race isn't ticklish, but her nerves are tailored for the human body, so she would experience tickling, near her sex organs, for the first time in front of billions of her kin. Would've been fun.

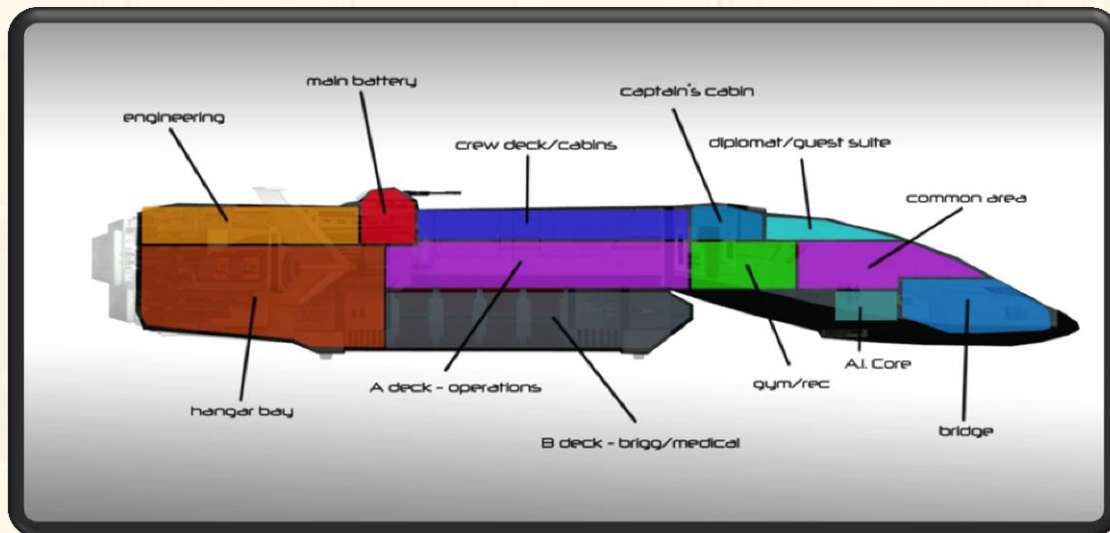


# Ships





**Jonathan Essex:** As with a lot of science fiction, we knew the *Siren* was going to be a crucial part of the story, both narratively and visually. Yuri took great pains to get it and the rest of the vehicles we used looking just right, with a lot of work on the details.



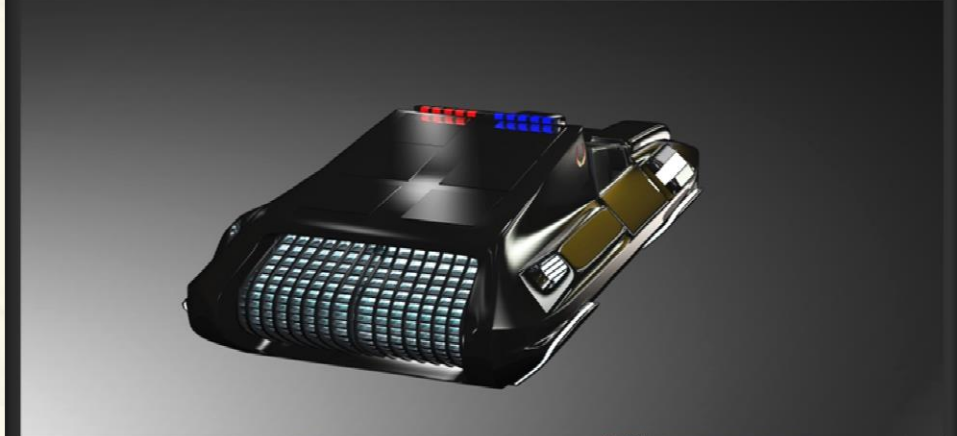
**Jonathan Essex:** Yuri made this map of the *Siren* before we began working on issue four. It was indispensable when mapping out Helperbot's trip through the *Siren* in later issues. He really saved me the work of doing this myself, because I certainly would've needed to!

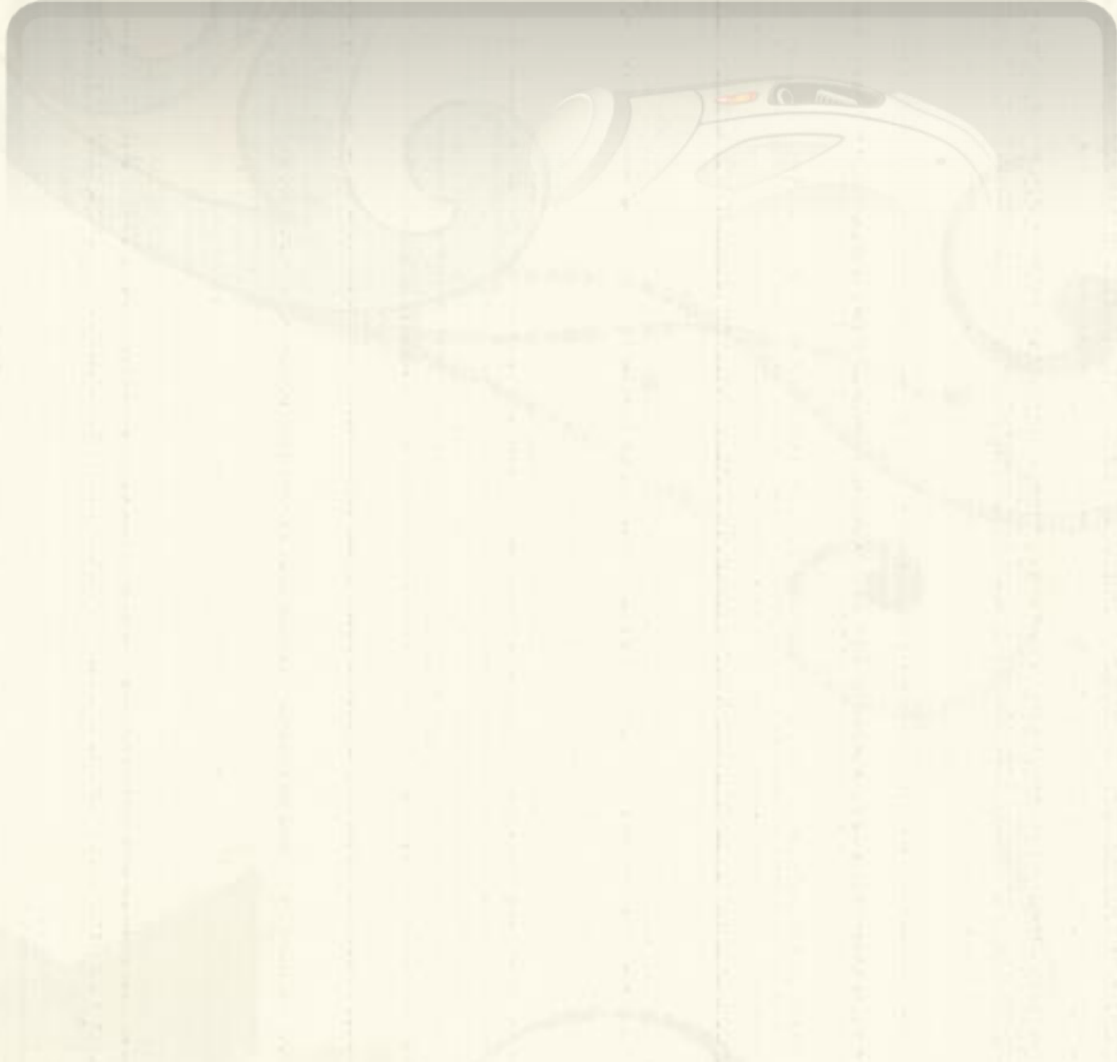




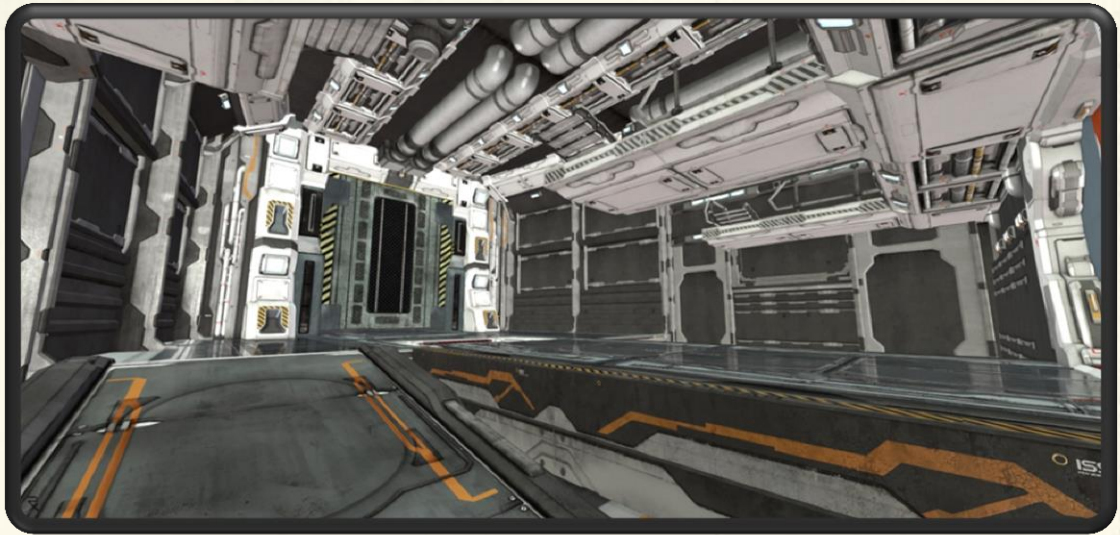












# Siren's Crew

**Jonathan Essex:** We wanted to make sure we had a crew across the spectrum of human diversity. Would you believe all of these lovely ladies had names and very brief bios? Also note the rank insignias on each uniform. Yuri came up with a system that I drew from to give every one of these characters a rank as well.

There were plans to show more of the crew later on and highlight their personalities. It's one of the things I'll regret not being able to flesh out I think.







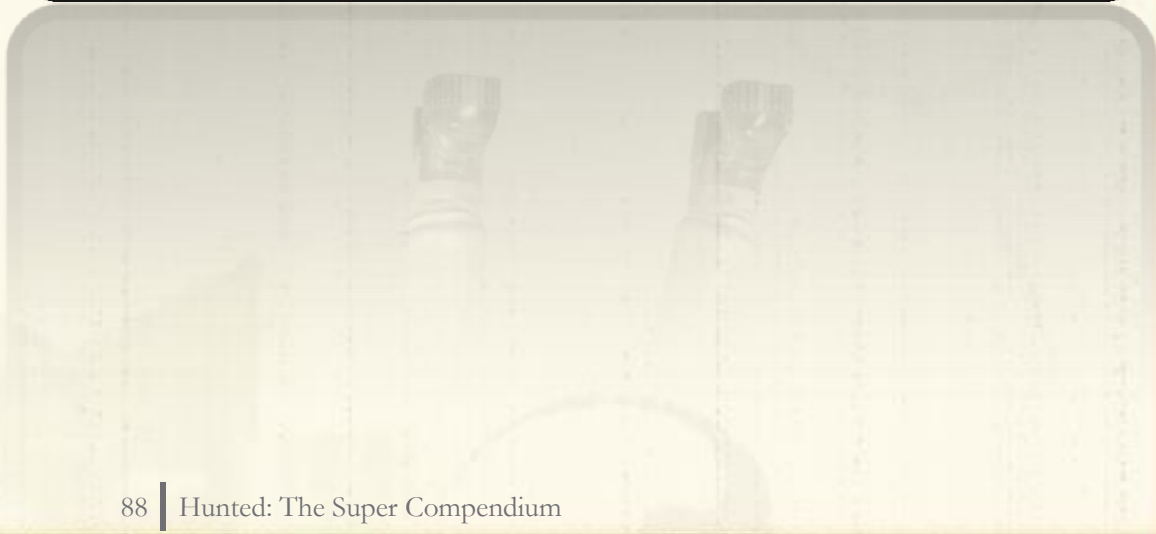




X



X







# Vicki

**Jonathan Essex:** Oh, Vicki. To paraphrase Dorothy near the end of *The Wizard of Oz*, "I think I'll miss you most of all."

We had some very big plans for Vicki. They would have explained why she was saved from the 'hopper crash at the end of issue three (both from an in-world and writer's perspective). No, we didn't make a mistake or retcon it. It was planned all along. She also would have had a very big part to play in moving the plot along.

As with Candace, I did a poor job reminding the audience of Vicki's nationality after Oblesklk set that up in issue one. To be honest, I often forgot because I never heard her as French in my head.



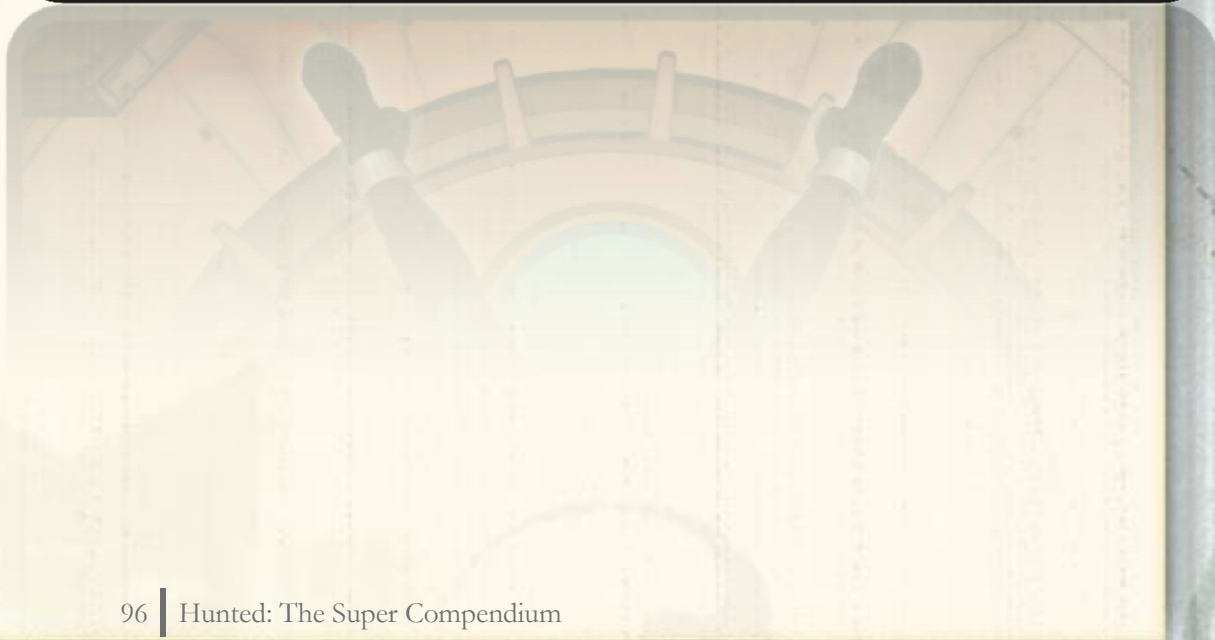




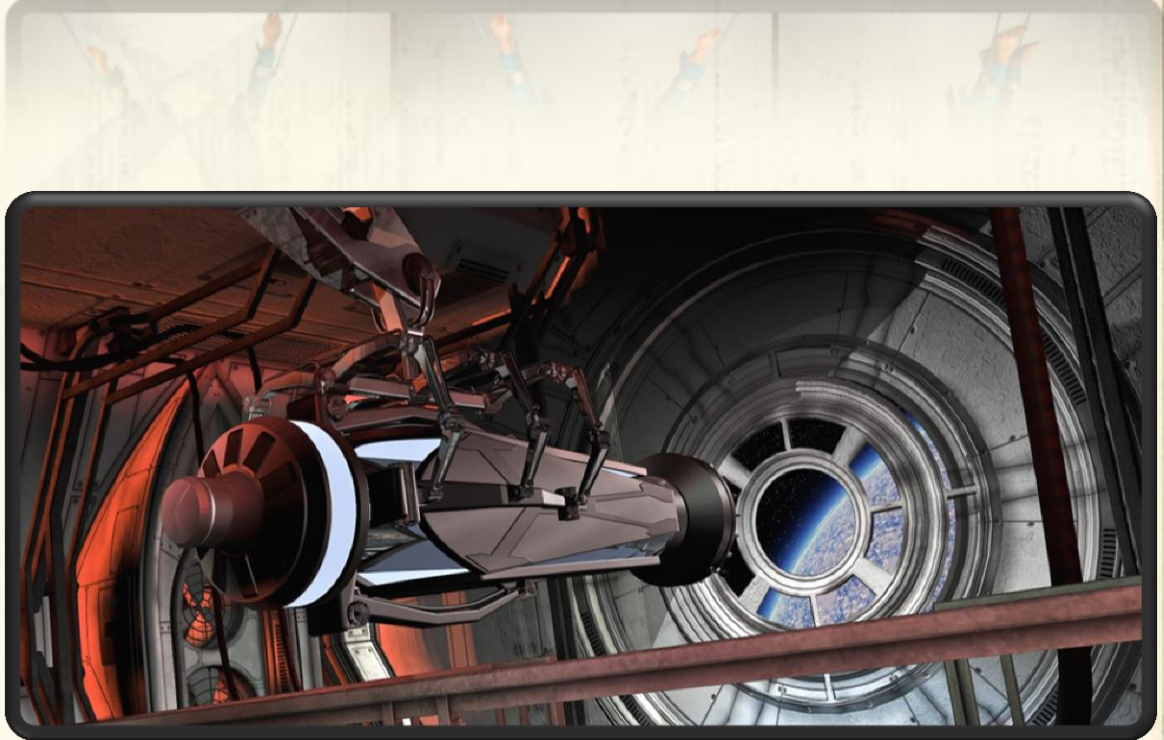




**Oblesklk:** What a fantastic scene visually. It is Vicki's sacrifice, written to perfection and brought to life to perfection.









# Pinups & Promos



**Oblesk1k:** Casual Candace. Candace is the character's name, this was Abigail, the faux actress playing Candace in the film *Hunted*. I thought this was great showing her body while allowing it to be a casual, interview setting.





**Oblesklk:** Good God, Yuri.



**Oblesklk:** Ok, seriously Yuri, are you trying to kill us? Here is a *Maxim* type shot of the actress playing Emily. What an amazing, beautiful pose and model.



**Oblesklk:** Seriously, there are no words.





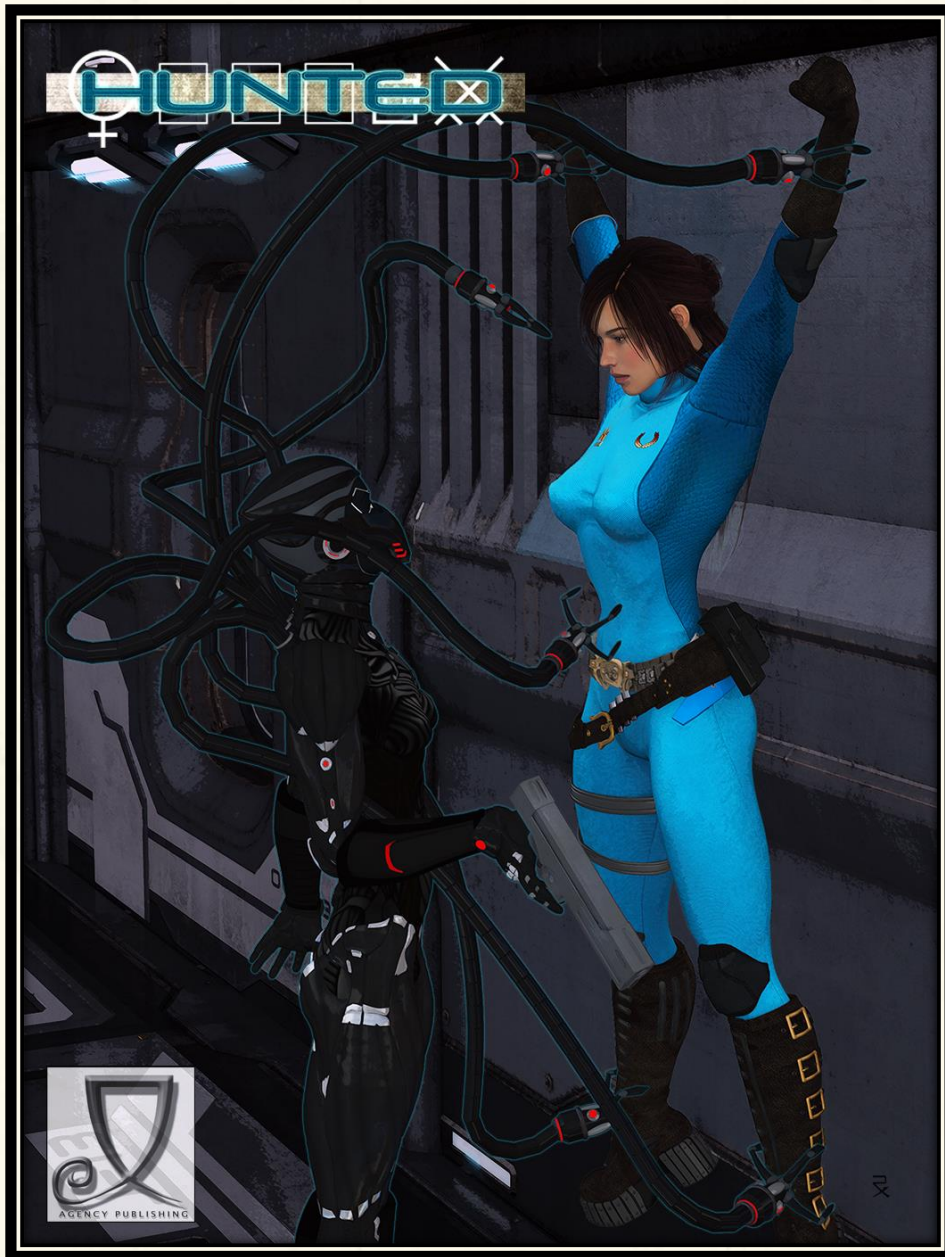
**Oblesklk:** This was an amazing piece. It's amazing to me because there were so many pieces like this that were completely throwaway pieces. And not throwaway as in bad, but throwaway as in just done for a laugh or to break up the monotony that production sometimes induces. Yuri sent us this and it made me laugh. What a wonderful aesthetic in the piece.







NO  
ONE  
IS  
SAFE  
☞



**Jonathan Essex:** This was an unused cover for issue five. Oblesklk said it wasn't "visceral" enough, if I remember correctly. Given how well the final cover for this issue turned out, I'd say he was right. Always listen to your editors!



**Oblesklk:** The ultimate Hunted promo shot.



**Jonathan Essex:** I don't think this scene was meant to reference Superman's X-Ray vision but after Yuri shared this I can't see it any other way!

6/5/2013 7:54 PM PDT

## Opening Night of "The Hunted"

SHARE GALLERY:

Grid View



#4 of 18

Andrea Koshkova dominating the premiere with her poise and slingbacks.

What secrets are those shoes hiding? Andrea confided that she had the director add boots to her alien character "Lae'Shaar" after the first morning of shooting.

Her character was scripted to be barefoot during the filming. Apparently plans changed when Andrea couldn't stand the make-up artists applying the tattoos to her sensitive feet.

It's good to know even Russian bombshells have their weaknesses.

SHARE IMAGE:

f Share

COMMENTS

### AROUND THE WEB



Madonna Is Barely Recognizable Without Makeup -- Huff Post



Celebrity Nude Pics

**Oblesklk:** So this image is me being a dork. I mentioned before I love the notion of a faux movie being made called *Hunted* and to pretend all the characters are played by actresses from all walks of life. Lae'Shaar is "played" here by a Russian actress with feet apparently so ticklish the scriptwriters had to give Lae'Shaar boots/shoes during shooting. Fun touch.







**Jonathan Essex:** The two ladies shown here were in the background during issue two's escape from the *Olympus*. We'd planned on them turning up again fairly soon in a more prominent role.





**Oblesklk:** This isn't a character from *Hunted*, but rather Yuri's interpretation of Agent Shield from *Agencies: Frontiers*. Just absolutely gorgeous. I was ready to sign him to a 10-issue extension to that series on the spot after seeing this.



**Oblesklk:** This isn't a well-known fact, but I have been known to scrap entire comics and start them over if I'm not satisfied with how the final art looks. Don't worry, the artists always get paid, it comes out of my pocket. This was the cover to *Hunted* #1, without CGI. It depicts Candace and Lae'Shaar on the front. It was fine, but not perfect. Yuri gave me perfection, and the rest is history.



**Oblesklk:** This was the UN's symbol that Yuri came up with. I love little touches like this that add to the world building. It just makes the entire series completely come alive.