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Outright Geekery Interviews the Hollow Harbor Team

BY FABIENNE PAYET · PUBLISHED JANUARY 16, 2017 · UPDATED JANUARY 16, 2017

The team from Hollow Harbor is gearing up for another Kickstarter campaign for their second volume of Tyrants. Outright Geekery very own Fabienne Payet had the opportunity to chat with the team about Tyrants, what in store on the series and plans for 2017. You can check out their Kickstarter [here!](#)



OG: Can you tell us some more about Hollow Harbor Comics?

Hollow Harbor: Along with my partners Sam Rayburn and Josh Sellers, we feel that Hollow Harbor is first and foremost about community. We want to develop positive relationships with artists and storytellers, and we want to make comics that create an immersive experience for our readers. Our mission is to build a

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bridge between creators and readers in order to develop deeper connections than the average publisher typically does. It's about binding everyone together through these stories and allowing the stories to ask us questions about ourselves.

In terms of our artistic sensibilities, we go by the motto of "Reality, Reimagined," which means that the stories we tell have settings with clear differences to our own world while maintaining a dedication to realistic and relatable character journeys. It's also about the creative translation that happens from idea to script to art during the creative process.

We plan to put out sci-fi comics, horror comics, and more, but ultimately we chose to launch in the fantasy genre with our flagship title of Tyrants.

OG: Who or what inspired you for Tyrants?

HH: In this case, it was music. I listened to one of my playlists, and there were two unrelated songs that, in thinking about them together, conjured up this image of a king who had lost everything. The strange connection became the character of Auberon, and then as my mind continued to flesh out what this character's world would be like, Atum came to the forefront as our protagonist.

OG: The full story of Tyrants is set to be told in 6 comics, with a potential of future volumes. Does that mean that you would keep following the story of Atum and his father or would you seek to explore other characters within this world?

HH: The relationship between Atum and Auberon is absolutely the crux of the story. Any future volumes would focus on them because I feel that's the emotional foundation. With that said, so many of the islands have yet to be explored, and they're all unique. Likewise, the supporting characters are numerous, and they put pressure on that father-son relationship in different ways. My hope is that right when you think you understand their relationship, it has to morph into something a little different in order to survive – and of course there's always the risk of their bond being broken forever in one form or another.

OG: I like the idea of a sort of rebirth with individual powers granted to each person entering the family pool. How did you come by that idea?

HH: The Spiral has a deep history that begins with these pools. The purpose of the pools has changed over the course of many generations, but in Atum's story we see them as a mystical rite of passage. The idea for it is rooted in the important question for our Tyrants arc, which is, "Why now?" If Auberon has been planning to take his crown back for fourteen years, there has to be something to indicate why he would wait so long and why he would act now. With Atum taking on this level of familial responsibility and by committing himself to those traditions, it signals to Auberon that his main focus can shift from protecting his son to grooming his son for the future.

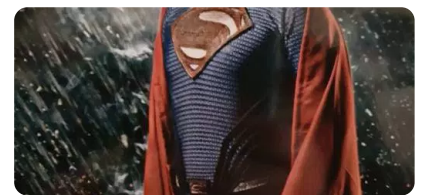
Regarding the individual powers, that came as a way to say something more about the characters without having to say anything at all. They're gifts bestowed by ancestors, which makes the powers a natural extension of what is in a person's heart or soul. In a story that has so much misdirection, a character's ability is often the most honest thing about him or her.

OG: Would you like to see the story developed in other forms such as an animated series?

HH: An animated series would certainly translate well, as would separate animated films that each encompass a Tyrants story arc. I think there's even a



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chance for live-action to work well with how far technology has come. In my opinion, it fits best in comics because of the brilliant imagery that the team of artists brings to life, and the medium gives readers a chance to stare at their great work and then continue on with the story until the next visual moment comes along.

OG: The art is really what makes a comic, can you tell us about the process of creating the art?

HH: Esau Figueroa is the brains and the talent behind the art. He is meticulously organized, which is not a quality that everyone has. He'll work through concept art, then the thumbnails, then rough pencils, and finally he brings it all together with the inks. We talk constantly, bouncing ideas off one another and making tweaks along the way.

Ander Zárte then colors the inks digitally. I think he does some of the best physical texture work I've seen, and Tyrants has a lot of castles – so that works well! Rod Ollerenshaw does the lettering, which is a great honor because he literally instructs others on the art of lettering at the Kubert School.

Of course, so many other great artists have been part of Tyrants along the way. Cynthia Sousa Rodgers designed the island chain, Will Massanet took on the logo, and Marvel colorist Israel Silva did the cover colors for issue two. It's a treat to work with so many gifted folks.

OG: Where can people pick up your comics?

HH: For print copies, the best place to get Tyrants is from [Miniature Market](#) or the Hollow Harbor table at conventions. Digitally, Tyrants is available for download on Amazon or through the [comiXology](#) app. We also plan to make the books available through Diamond in comic book shops all over as soon as the first Tyrants arc wraps up. From mid-January to mid-February, the comics will also be available to anyone who backs our Kickstarter campaign!

OG: Why did you choose for a Kickstarter campaign to fund the Tyrants series?

HH: There have been so many phenomenal and creative projects on Kickstarter, and after years of going to Kickstarter panels at conventions, this seemed like the right time. Because we already have the first issue out, it's much easier to prove that we can deliver a comic book. As far as choosing to do a campaign now, it's mostly about speed. There is no doubt that each issue will be published, but the question we get asked most often is, "When is the next Tyrants issue coming?" So, Kickstarter is a way for us to bring Atum and Auberón's story to readers at a faster clip.

OG: Will you be present at any Comic Cons this year? Can you give us some dates and locations for the people who would love to meet with you?

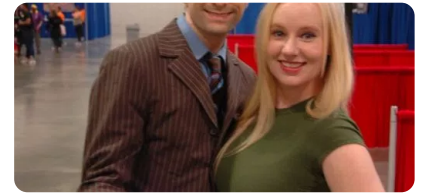
HH: As of right now, we have two conventions booked with more to come. Those interested can check our website at www.hollowharbor.com for updated convention information. Here is where we'll be:

Planet Comicon Kansas City – April 28-30

St. Louis Comic Con – June 17-18

OG: What is next for Hollow Harbor Comics?

HH: The very next thing for us is to launch the Tyrants #2 Kickstarter on January 16th. The campaign will run for 30 days, and we have all kinds of enticing rewards for our backers. There's something for everyone. If you want a simple



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option, you can just grab Tyrants #1 and #2. If you're a comics fan in general, we have a couple of indie comic bundles so that you can read work from other fantastic creators. If you like crazy-awesome perks, we're offering original inked art from the comics, behind-the-scenes previews, and even the chance to be drawn into a Tyrants comic! There are many, many other cool options available through the Kickstarter, too.

Want to learn more about Hollow Harbor? Check out their [website](#) or you can contact them on [Twitter](#) or [Facebook](#).

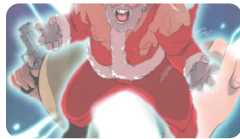
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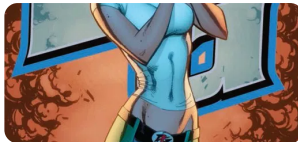
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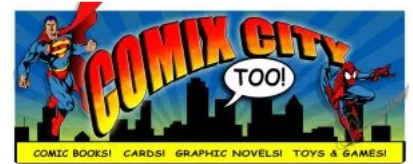
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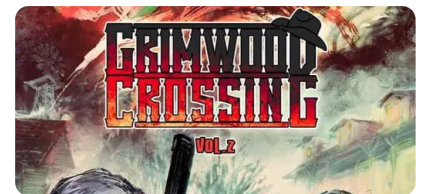
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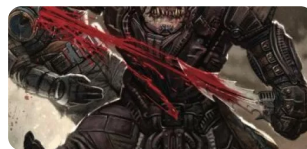
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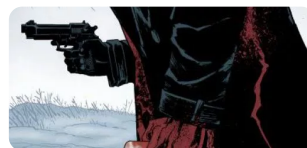
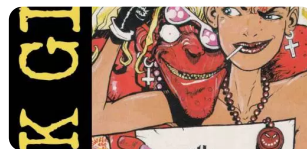


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