

Call for Artists

The Schlock Mercenary team (www.schlockmercenary.com) is looking for comic illustrators for several projects, including interior pages and covers. This will be paid contract work. Familiarity with the source material (the webcomic found at the URL above) is not a requirement, but will certainly be helpful. We want diverse perspectives, especially artists identifying as LGBTQ+ and/or BIPOC.

PROJECT DETAILS:

Interior pages for a one-shot “bonus story”

- 10 pages with a variety of panel layouts, from full-page “splash” to dialog-heavy 16-panel close-ups
- Style does *not* need to be derivative of, or imitating the Schlock Mercenary style. The only stylistic requirements are that existing characters, alien types, and spacecraft be recognizable.
- Time frame: Between October 15th and November 30th of 2022
- Howard Tayler will act as editorial/art director via Zoom and/or email.
- Page rate is $250/page for line-art and color.

Cover art for a Schlock Mercenary print edition

- Style DOES need to imitate the Schlock Mercenary style, but with rendering that leans a bit more epic.
- Art Direction via Zoom and/or email. Covers are tricky things! Howard has a “script” for the cover, and some thumbnails, but will leave plenty of room for you to be awesome.
- Image is a square aspect ratio, slightly smaller than comic book covers, meant to be inset in an existing wrap-around cover template.
- Time Frame: Art needs to be complete by October 30th, 2022
- Rate for this is $350.

Interested? Email schlockmercenary@gmail.com, tell us a bit about yourself, and give us a link to your portfolio (including pages/covers done for other comics titles, if possible.)

Applications are accepted until September 18, 2022

About us: *Schlock Mercenary* was created by Howard Tayler waaay back in the spring of 2000, and ran daily for 20 years online. Sandra Tayler handles layout, editorial, and “all the businessy stuff” for Schlock Mercenary. As of this writing we have 16 Schlock Mercenary collections in print, and several of them have gone into second printings. With Alan Bahr (Gallant Knight Games) we published the in-universe role-playing game, *Planet Mercenary.* With Tracy and Curtis Hickman we published the 1st and 2nd editions of *X-Treme Dungeon Mastery.*