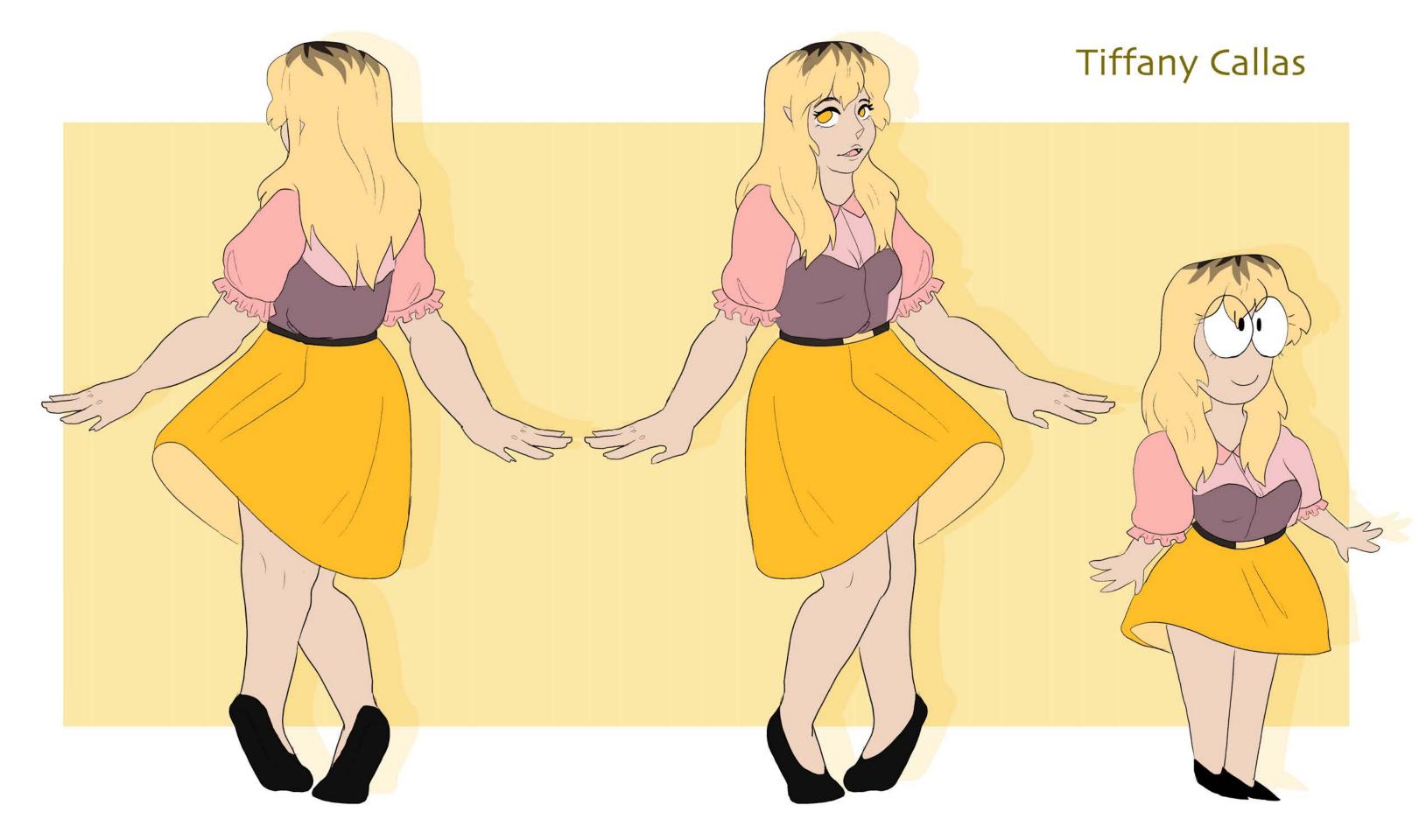
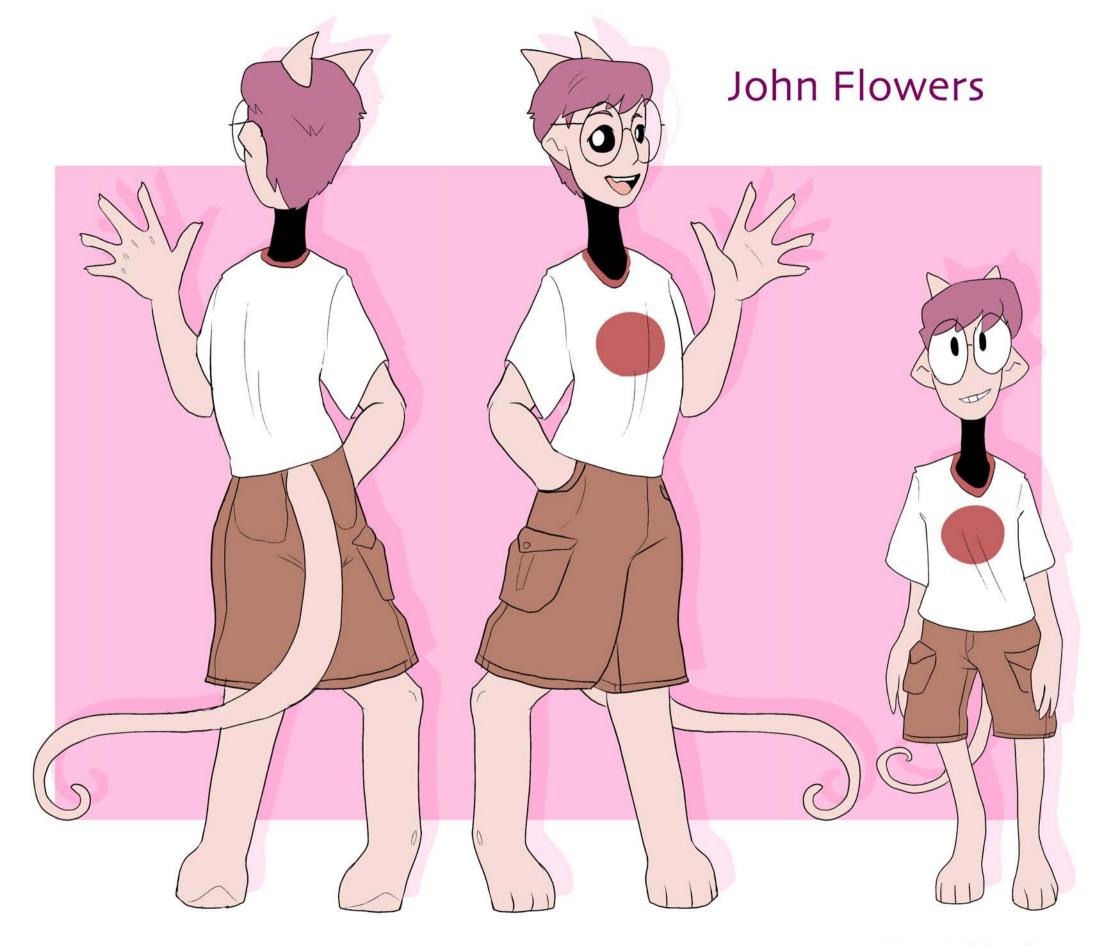


Teeny Version



Teeny version





Teeny Version



















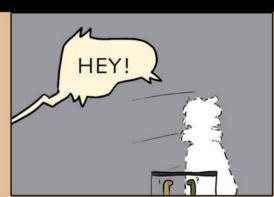






What.



























Speaking from a place of ultimate wisdom, being the oldest here

> You better apologize and kiss ass. Hard.



































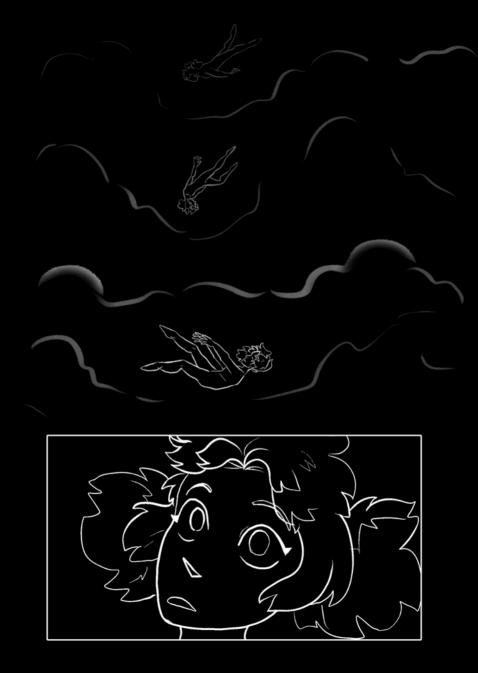




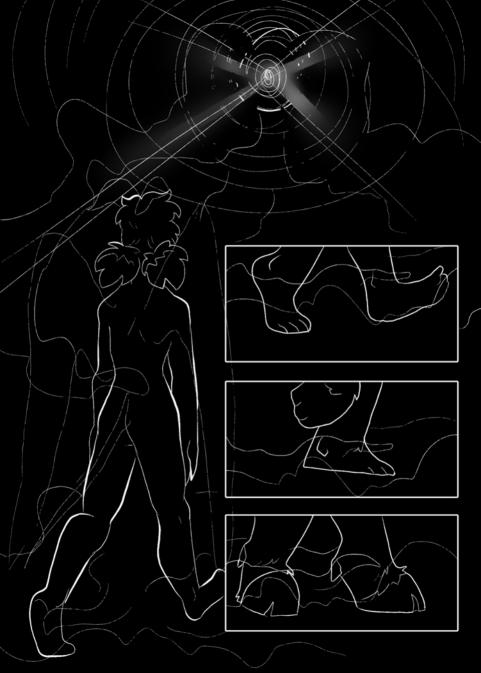


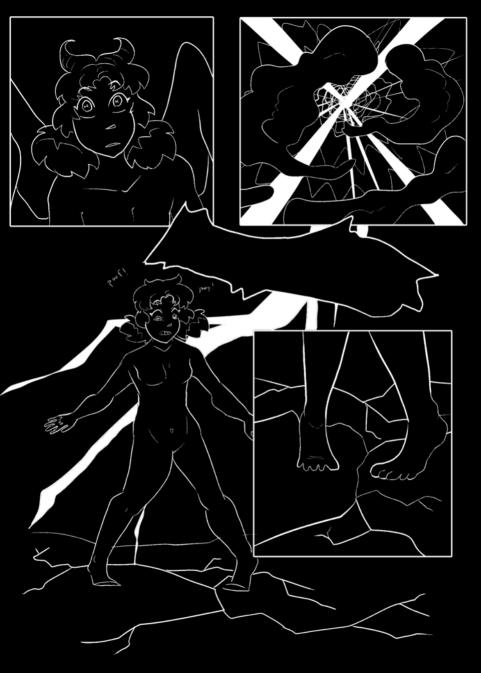


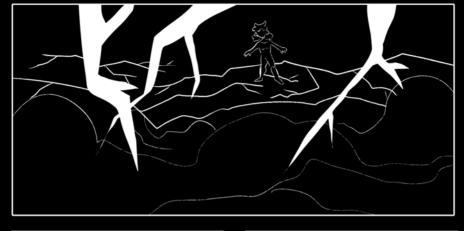


















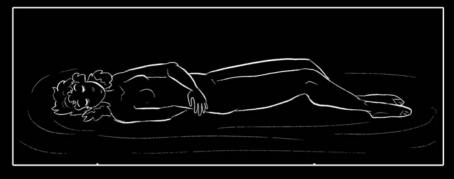






























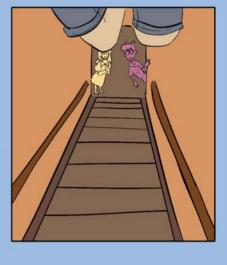
















Devin Lema BFA Artist Statement May 3rd, 2020

Esther's Quest Artist Statement

This project is the first chapter of a multi-chapter narrative webcomic that's about four immortal beings. It focuses primarily on the struggles of accepting yourself and who you are, discovering your family, and learning about who you are as a person and where you fit in the world. It's a coming of age story in a sense. It's also a story about vampires, aliens, and magic.

The story follows Esther, an immortal girl who doesn't know what she is. She lives with Tiffany Callas, a vampire, her husband, Richard Callas, who was cursed to never be able to die, and John Flowers, a very long lived alien who would survive on Earth long after the sun would destroy it in millions upon millions of years. Esther doesn't know what she is, but after a series of mysterious coincidences involving a bunch of garden snakes and a crazy dream she finally starts to get clues as to what's going on with her. However, just as she's learning what she is, a government agency finds out about Tiffany and the four of them are now suddenly on the run to save their infinite lives. Could Esther's powers allow her to save her friends from the people trying to kill them? She doesn't know but she's about to find out.

Of course, this is only the first chapter of a much larger narrative that I do hope to continue to work on after graduation.

The purpose of this thesis is to create a new narrative I can only hope to be impactful while telling a very old type of story. A hero's journey type of story, which has existed for centuries, isn't exactly groundbreaking. However, that's kind of the point of storytelling. To take these old tropes and put your own spin on it to make it truly your own. That's what I want to do.