THE COMIC
MG CREATIONS PRESENTS:

VILE RAGE # 1
“Weapon in A Can”

STORY AND ARTWORK BY
MATT GILSON

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In a world of nuclear fallout, Earth has become home to an evolved species of humans and animals.

Many of these species have split into clans with different ideologies throughout the planet. Some of which, have allied from other parts of the world.

Though they share one interest, collecting the necessary resources to survive and battle one another for power...

...Or so they think...
WHADA WE GOT HERE?

AHHH... GOTCHA!

...THEN HE SAYS, NOT THAT HOLE?

OH, YEAH?

OH! I GOT SUMTHIN OVER BY DA SHIT PILE!

HA! HA! HA! HA! HA!
Clay, yer talkin bout a pile o’ junk. Not wha comes outta them monsters assholes!

Yeah! Gotta know what you lookin at you fuckin idiot!

Alright you fuckin wankas! Go back home and tell the honcho bout why you ditent bring back any items. I’ll go ahead and take credit.
WELL?
GO ON! IT WAS
YER IDEA!

GOTCHA YOU
BUSSAR!

OHHH! I THINK IT'S
WEAPON
WE GOT HERE!
WE Gotta LOoose 'em!

GET ON dat MINI, CLAY!

MY PLEASURE!

SINK HOLD AHSAH! SPLIT UP AND CONFUSE 'EM! I GOT dis SOM BITCH!
LATER LOSER!

GRAWW!
...UNDEAD SCUM!

ALMOST THERE...

BOLLOCKS! WHERE IS IT?

I AIN'T NO ZOMBIE YOU EVOLVED FUCK UP!

DIE YOU ZOMBIE!
WHALES! CLAY! WHERE Y’ALL AT?

NAILS! I’M OVA HERE MATE!

HA HA! THERE’S WHALES! WHAT’S LEFT OF ’EM...

YEAH...I’M UH... HALF MONSTA. I UNDERSTAND IF YOU LEAVE ME BEHIND...

(YOU JUST ANOTHER EXCUSE TO EAT ON YOU SO OUT SHIT)

NOW THAT JUST TICKLES MY PICKLE! FORGET YOUR INNOCES... AND LETS MOVE!
WELL! THAT WAS QUITE THE DODDLE IF I DO SAY SO MYSELF.

LEAST WE STILL GOT OUR TONKS ATTACHED.

MORE DEM MUDDAFUCKAS COMIN. BEST BETTA RUN...

...DON'T FORGET DA PLAYDOH!

Y'ALL LOOK LIKE SHIT... NO ARGUEIN DAT. GODAMN...LET'S HEAD ON HOME.

TO BE CONTINUED...
**Environments:**

The undead hold territory in the west coast of former Canada, former Mexico and the west, south west and north west of the former United States. However, they do hold some territories past their main regions.

The monsters hold the entire east, south and north of former United States. They also travel outside their territories to hunt and kill undead and search for food. Many of the monsters have made homes underground and above ground and seem very primitive, but are much more advanced and intelligent with their surroundings then they seem.

The new world, Sulzzar aka Earth - Sulzzar is Earth in the year 3522. There are many lands that are heavily deserted and many that are left undiscovered. Where the undead live, is highly irradiated. A mass majority of them have always known only of an irradiated planet. While it is unknown what the monsters have seen or type of climent they can live in.
SCUZZ PIKE (WAR BIKE)

An old scrambler made from parts found from the past life from the years 1999 - 2020. This motorcycle is custom made by Nails to match his standards for battle. It has been put together with nails’ vision in mind by the mutant mechanics at home base. Due to its off road capability, it is meant to slide and jump at high speeds to escape and ram into monsters.

DOOM RUMBLER (DEFENSE BIKE)

Heavily armored, haphazardly put together but it does the job. This motorcycle is also built from an old scrambler to help with the mountainous desert terrain of the new world. The purpose of this vehicle is for battle and mission purposes. It is meant to be ridden by a heavily armored rider with a scout or demolition specialist to help guide protection.
CLAY AKA CLAYMORE

The youngest of the group, and an undead with a love for explosives. Also known as Clay, and wears little armor to help with more durability. Clay is known as an Intelligence Officer. His job, while on a mission to find items, is to search for items to bring back to home base. He also acts as the group’s marksmen and demolition. Heavy arms and explosives are his specialty. Clay is also very adventurous and interested to learn.
NAILS:

AN EXPERIENCED RIDER WHO HAS SEEN MANY BATTLES WITH THE MONSTERS. NAILS IS ALSO THE ELDEST OF THE GROUP. HE IS TRUSTED TO SCOUT AHEAD AND IS ONE OF THE, "SPIKED", UNDEAD. THIS REFERS TO HIS AGGRESSIVE FIGHTING STYLE AND SURVIVAL OF THE MANY BATTLES. NAILS HAS ALSO BEEN INTERESTED TO FIND OUT WHERE HIM AND THE OTHER UNDEAD COME FROM. THIS IS THE MAIN REASON NAILS GOES ON ROUTINE MISSIONS TO FIND ITEMS. HE HOPES TO POSSIBLY FIND MORE ANSWERS OF HIS HISTORY AND EVOLUTION.
VHALLG:

Road captain of the group and other groups while out on a mission. He is the more heavily armored of the small group due to him being the navigator. While VHALLG knows how to fight, he is not meant to fight. He is only meant to navigate, plan the mission, and act as the last resort to get items back to home base. VHALLG himself holds a secret under his helmet, one that could change the course of history itself.
RIPPA:
A JAPANESE KAIJU FROM THE DESERTS OF TOTTORI PREFECTURE. RIPPA IS FAST, AND HAS TWO LONG ARMS WITH CLAWS THAT ALLOW FOR MORE DYNAMIC SPEED AND THE ABILITY TO TRAVEL THROUGH THE SAND. RIPPA IS ALSO ABLE TO TRAVEL THROUGH SOIL AND EVEN THROUGH GRAVEL.
CLOPTIC:
A cyclops looking creature that stands at 12 feet, with horns and long hair surrounding the body. This creature is extremely ferocious and strong when engaged in battle. This monster is not too intelligent, however. Many of the undead have been able to defeat these monsters, even though these monsters are very resilient.
TOY LINE
Pitch -

4000 Years after nuclear fallout, humans, mutants and monsters wage war for the third age of earth.

Synopsis -

Nuclear fallout has destroyed and covered the planet for over 4000 years. Many of earth's inhabitants have died. Those who have survived, have started a new life and fight for survival. While other's are no longer the species they once were by having their DNA spliced with their surrounding areas. Various factions of humans, monsters and mutants litter the dead lands of earth. War has been waged for survival, territory and power. Many ideologies have been questioned, and political power has forever kept bad blood between factions...

Story -

The world of Vile Rage is vast but brutal. Earth has become war torn after and forever changed due to humanity fighting and destroying itself. Very few humans have survived, but more humans have evolved from being exposed to radiation and toxic waste. While many of earth's domesticated and wild life animals have also evolved into new creatures scattered around the world.

Various factions have continued to fight for survival, but hold a violent grudge against each other from past discretions and misunderstandings.

However, there are few within their own faction, who wish for a change and an end to the non-stop violence and turmoil.

Sojourner, the leader of the human factions of the west, and Ton-Tune, leader of the free western monster factions, have chosen to put differences aside and create a peace treaty to join forces in stopping the vicious tyrannical mutant commander, Bishop.

Meanwhile, three mutants, Vhallg, Clay and Nails, have ventured out into the world seeking resources for their community. On their journey, they meet other mutants, monsters and humans who have the same issues as the western world, but soon start to realize that a change must happen due to the influence of these three mutants.
HUMANS
Humans

Human factions are scattered around the world. For this story, we will be focusing on the Western Faction led by the humans most notable warrior, Sojourner. Humans have a long and violent history with mutants and monsters. However, Sojourner is looking for change.

The human Insignia is a symbol of truth and power. It was developed by the first survivors into earth's Third Age.

These survivors were the first to develop tribes that would help bring order and peace to the human race. Many of these factions also needed to resist the violent nature of the mutants, and survive against carnivorous monsters. Many human factions branched off to their own ideologies. However, only little peace still exists.

When humans discovered that the Monsters could think and act the same as them, all factions turned against the monsters. Many Monsters destroyed their villages and fed on many of them. While the others who didn’t prey on humans, did nothing.

Mutants were far worse. Many of the Mutant factions stole from the Humans and murdered anyone in their path. Holding no mercy against anyone who was human decent.

As time passed, the honor that the First Survivors wanted had passed with many Human factions. These other factions turned against each other and were no different then the Mutants. Leading many humans to question their path and who to trust.
Sketching out the poses for how some of the humans would act was important to help my audience understand the body language of how these characters would act and fight.

Getting an understanding of how their clothes would look was important as well. Since they lived in the west coast of the US, and nuclear fallout had drastically changed everything, the weather was now extremely humid on a daily basis. Many of the factions wore little clothing to help their bodies breathe and become much faster when engaged in combat. Many enemies were not able to handle the heat. Giving the Humans more of an advantage.
I truly love creating silhouettes. Developing the shapes behind these characters was interesting to help me understand shape language and posing.

This also led me to create different ideas for different factions. In the end, I went with the tribe concepts. I have always enjoyed stories where there is little to no firearms. Plus, the story of Vile Rage is taking place during a new age where almost all of the past resources and tools are gone and humanity must restart.

It was also interesting to develop some silhouettes that seemed most threatening than others. Leading to some humans being good, and some bad.
This character is Piper Red Wolf. Piper came from a tribe that had been brutally killed by the Monsters.

After fleeing with her husband and sister, a then pregnant Piper would be on the run. However, her and her family would be captured by mutants, where she and her sister witnessed the murder of her husband.

Piper, her sister and unborn child would be rescued by another Human faction. But this group of Humans killed Pipers sister and cut Pipers throat. However, Piper's nightmare came to an end when she was saved by a group led by Sojourner.

After passing out and waking up Piper was met by Sojourner who informed her that, unfortunately, her child was taken from her by an unknown rival group of Humans. To make matters worse, Piper could no longer speak.

Five years later, Piper has used her anger to become one of the most feared warriors of the Western Factions. She questions who to trust since she has been hurt and betrayed by so many and has never given up on the search for her child.
Sojourner is the leader of the Western Factions. She has killed many Monsters, Mutants and was the first of any Human to say that other Humans need to pay for crimes against one another.

Sojourner has led many humans away from danger and into peace. Through her show of strategic planning, brute force against her enemies, and creating a diverse legion of Humans to bring equality to the Western world and beyond, many Humans agreed to make her the leader.

After losing her village, Sojourner was on her own at the age of 10. She lived amongst Monsters who nurtured her until she was ready to be on her own again. She was even given resources by a group of Mutants once, which included her bow. This led to her learning that there can be peace amongst factions.

Always being called “kid”, she never had a name. Until she discovered Sojourner Truth was a part of her family tree. Thus, taking her ancestor’s name.
MUTANTS
Mutants are an extremely fierce and a loyal race. Being descendants from Humans, they started from just growing additional limbs and organs, but soon evolved to have grey, green or light blue skin and are only able to be killed by completely destroying the body.

“Evolve from power, become the power” is the Mutants infamous quote that each faction lives by. The insignia is a worship of the nuclear symbol. Despite their appearance, despite some not looking strong, the Mutants have gained in-human abilities. Some have strength, some have superior eyesight, some are fast. However, all Mutants can be ripped apart, but reattach limbs, and do not feel pain. They believe they gained power, and now they believe they should embrace what they have become.

After 50% of the human race had been killed off by nuclear fallout, only 20% remained Human, while the other 30% became Mutant. In the beginning, Mutants were avoided by Humans due to potentially being affected by radiation or toxic waste. Eventually, the Mutants migrated to make their own communities.

After 2000 years of peace, the Mutants were attacked and discriminated against by Humans. The Humans go as far as to use Mutants as target practice. The Monsters also used the Mutants as a resource. Using their body parts as glue or even turning them into living shields. This all came to an end when a lone Mutant named Bishop rose to power. Waging a war on both Humans and Monsters and turned all of the Mutants into warriors. Many have suffered at the hands of Bishop, those who fought back, never win...
These were sketches from my comic, and a clear indication on where I wanted to take the clothing design for all of the other Mutants to come. This also gave me a clear indication of how these Mutants would act, and what they would do. Many of the Mutants are given different roles and thus, given different uniforms. Some of them will be more heavily armored to protect others, while some will have more weapons to defend.

This was is the Mutant character, Nails. He was featured in my comic as one of the main characters. This was a clear idea of where I wanted to take the Mutants into their evolved form. As shown, this type of Mutant is much more intense and aggressive.
These Silhouettes were mostly meant to find out what how the Mutants would look and not to really figure out the different factions.

Creating these poses were to help me figure out how big and small some of them would be and what kind of shapes would be sticking out.

I actually used a few of these to help myself figure out, Vhaliq, Nails, Clay, Scrum and Bishop. However, most of these silhouettes changed by the time I got to the final idea. The only one who really remained the same was Bishop.
Scrum comes from the Vogas faction. A faction that has made the remains of Las Vegas their new home.

Scrum is a demolition specialist for the Vogas and has seen much battle and been involved in many attacks against the Monsters and Humans. His body has been replaced by various mechanical parts to replace parts of his body that have been damaged due to explosions.

After fighting non-stop war, Scrum, like many other Mutants, believes it is time for a change. Scrum believes that all races don’t need to become allies, but can at least stop fighting.

However, Scrum and many other Mutants are afraid to go up against Bishop and his most loyalists.
Bishop is the most feared and well respected Mutant of all. He is the leader of all the western Mutant factions and is also very well known throughout all the different races throughout the west because of his tyrannical rule.

Bishop comes from the first generation of evolved Mutants and has witnessed the horrors both Humans and Monsters had done to the Mutants. This enraged Bishop to a bitter end and drove him to fuel his mind, body and soul with hate against anyone who wasn’t Mutant.

By the Third-Age, Bishop had led a massive Mutant resistance and ultimately started the Post-Fallout War.

When Bishop became Mutant Commander, he was given his sword, The Crosier, as a gift for his honorable role as leader.
MONSTERS
After nuclear fallout, not only the humans changed and evolved, but the wild life did as well. Most of earths animals had their DNA spliced together. Creating a wide range of different species. Some of these new creatures remained wild, some developed an intelligence and thrived together.

The insignia of the Monsters is an ancient tribal symbol of the first evolved Monsters. It is a symbol of power, trust, honor and loyalty amongst the many different species. Most Monsters respect and honor each other. There are only a few who have chosen to despise Mutants and Humans for the way they have treated them in the past. Many, however, believe it is time to end the war and bring peace.

After evolving into new and wild creatures, the wildlife of earth lived just like any other wild animal. As time went on and thousands of years passed, these creatures evolved into many different intelligent species throughout the world. They quickly formed their own language, alphabet, means of survival and grew to magnificent colonies. Since there were so many, Humans and Mutants hunted these creatures for resources and sport. When the Monsters approached the Humans and Mutants to start a peace treaty, the Monsters were met with an unfortunate demise. Many of their lands were ravaged by both Humans and Mutants. Thus, leading the Monsters to war.
The Monster sketches were a ton of fun. In fact, the Monsters were the most free I felt as an artist. Working on everything else was great, but the Monsters were a lot of fun to create.

To the left are some monsters I came up with first. Trying to figure out clothing design, or even if they had any clothes. Also going into how different animals would look combined together.

Below are more well thought out Monsters with silhouettes to figure out shape. And of course, the big character to the left is my favorite Monster, Ton-Tune.
These silhouettes were actually created traditionally.

Developing these silhouettes helped me figure out that I did like to create the Monsters as bipedal creatures since they were more evolved and intelligent. However, I did like to create some of the MOntsters with more than two legs and even walk on their arms.

Many of the ideas for the Monsters were also fun just to create different shapes and lighting paths. Some problems I ran into were trying to separate then monster silhouettes from looking like Humans or even Mutants.

This is why creating Monsters with more than two legs was a good idea and how it helped to separate the different factions and style.
A hybrid of a bat, snake and wolf, Veratt is a fast and vicious killing machine. In fact, Veratt is a part of one of the most populated species.

All of Veratts species are intelligent, but most cannot speak. Instead, they use a raspy coughing and barking noise to communicate. Only Veratts species is able to understand this way of communication. Which has had been beneficial to the Monsters. Veratt and her species work as a pack to attack 1-3 enemies at a time with communication nothing else can understand.

Since birth, Veratt and her species cling to each other and have that community mentality. They all look at each other as family, but are truly loyal to the Monster cause: Fight for the Monsters, fight for eachother,
Ton-Tune is not just the leader of the western Monster factions, but is looked at almost like a god.

Ton-Tune has saved more Monsters from being enslaved or killed. He has even put himself in harm's way to battle dozens of enemies at a time to help protect other Monsters.

Ton-Tune is a Balrilla. His species is a hybrid of the \F fierce grizzly bear, the mighty gorilla and the honorable lion. Unfortunately, Ton-Tune’s species were killed by both Mutant and Humans before the Post-Fallout War. Leaving many of the Monster devastated and feeling hopeless.

However, Ton-Tune brought order, leadership and peace to the Monsters once again. Wielding the god-slayer axe from his ancestors, Ton-Tune leads with pride and honor.
The logos were very important since it would be the face of the Vile Rage IP. I knew that I needed to make these logos seem just as worn, torn and beaten up as the story of Vile Rage itself.
The Vile Rage comic started the story of this entire project. This comic showed the violent world of Vile Rage and how goofy some things could be at times. Also, how two races act toward each other when confronted with one another.

Each page was 10 x 6.5 with a .25” bleed. The panels were a work of art on their own. It was really interesting to figure out character movement, color and panel layout to help enforce the story and explore the world even more.
Accessories

Each figure comes with their faction flag. Monsters are red to remind them of their ancestors’ blood being split and to what to fight and stand for.

The Humans are blue to indicate sadness. It lets all Humans know that when the color changes, there will no longer be sadness.

Mutants are green since they worship radiation and toxicity.

Figures will also come with their own unique weapon that fits with their personality and role within their faction.

For example, Ton-Tunes axe from his species. Scourner's Truth Bow and Arrow and Bishops Courier. Some weapons can come apart to make more weapons.

Feathers act as medals.

On the back of the box, each figure comes with a collectable trading card. With these cards, come token. These tokens will help power your character card up. Only a few tokens come with each figure, so, in order to continue to power your cards more.
Toy Vehicle

Battering ram with spikes. Comes on and off with toy

Similar to the playset, I used a 3D model to help me get the proportions correct and also get the shapes down correctly.

For this motorcycle, I wanted to create a battering ram on it. Just another way to show how creative and fun the Mutants can get.
For the playset design, I wanted to show where these vehicles come from. At these auto shops, this is not only where they get repair, but where they are built. This playset would come with the mechanical mutant, “Cleetus”.

This will allow consumers to set up and build their own vehicles as well as place whatever accessory they have when purchasing one of the figures or vehicles.

Similar to the motorcycle, I started off with a basic 3D model in Maya. This helped me understand where to place my proportions and see how I could angle this play set for display.

As a short backstory for Cleetus, he is, unfortunately, discriminated against by the other mutants. His race of mutant is the first breed that evolved from humans and only a few are left. This is why all of the mutants at the auto shop are very rude and have VERY poor customer service. Cleetus holds a special place in this IP since he was the first design to help jump start Vile Rage.
These figures will mostly be made from vinyl with a few accents of thinner plastic and fabric. Each character will also be to scale of what they are in the comic.

This will also mean that each character box will be bigger, however, the cards and tokens will of course remain the same size for each figure box.
Bishop’s cape will be fabric while the rest of him is vinyl. The pouch pockets will also be colored thin plastic.
The Sojourner figure comes with cloth for her arm ribbon, thin plastic for the feathers and the rest made from vinyl.
Figurines

All of Ton-Tune will be vinyl except for his loincloth, that will be fabric as well.
**TON - TUNE**

**HP: 100**

- **GODSLAYER** • 80
  - Take no damage this turn
- **SILVERBACK**
  - Take no damage this turn
- **CLENCH** • 2D: Roll a 6, opponent loses turn

Collect VILE RAGE vehicles, playsets, figures and comics

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**TON - TUNE**

**HP: 100**

**Height:** 10'

**Species:** Bafrilla

**Role:** Leader

**Age:** 33

**Clan:** Dar’ Warr-Lunn

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**Story:**

Leader of the free monster clan of the Third Age of Earth, Ton-Tune has gained a mass loyal following of monsters to battle against their arch rivals, the Mutants. After the enslavement of his fellow monster, and the humans in their way, Ton-Tune has vowed to destroy all who step in his path, but will avoid battle if need be. He is one of the last of his kind and wields a battle axe that has earned the name, The God Slayer. Ton-Tune fights for the freedom and loyalty of the various monster clans.

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Sojourner HP: 80

Truth Bow: 50
Haymaker: 20
Shoulder Rush: 20

Collectible Trading Card!

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Sojourner

Vile Rage

Height: 57
Species: Human
Role: Leader
Age: 28

Background:
Decendent of abolitionist and women’s rights activist Sojourner Truth. Militia: Western Factions.

Story:
Born in blood, and raised on the battlefield, Sojourner is a leader to the Western Factions of the Third Age human race. After years of searching for her family tree, Sojourner discovered she was apart of the same bloodline of Sojourner Truth, an abolitionist and women right’s activist. Her ancestry’s story inspired her to take rise against the mutant armies, help free the enslaved monsters, and lead the human factions to war and help bring peace the earth once again.
Packaging

**BISHOP**

**HP:** 180

- **CROSIER:** 50
- **THROAT STOMP:** 50
- **ERADICATED SKIN:** Heal 20hp this turn

Collectible Trading Card!

**BISHOP**

**HP:** 180

**Height:** 64

**Species:** Mutant

**Role:** Leader

**Age:** 297

**Background:** Destroyer of monsters and humans alike

**Army:** Crime Lords

**Story:** Commander of the mutant factions of the western world. Bishop holds a strong hatred for the monster species for death of his son and to the humans for killing his entire village. The mutants look up to Bishop as their savior since he saved many of them from death against enemy forces and led legions of mutants to victory. The humans and monsters, however, view him as a tyrant who has enslaved, tortured and murdered many of their own and must be stopped at all costs.
This was a small mock that I made of Ton-Tune. Just to show what the character could look like in a 3D format. The colors are exactly what the character would have after they are actually made. This is to also help show the different shapes that would be used for a figure like Ton-Tune.

Above is an idea that I had for a special edition of Ton-Tune. Which would be a golden Ton-Tune. The overall idea for this would be to make the Ton-Tune gold, Sojourner a ruby color and Bishop an emerald color. Of course since these characters would be limited in value, the box art would need to be modified and the figures themselves would be much different in scale.
Over the Summer of moving on to my senior year at the Cleveland Institute of Art, I grew more and more attached to what would become of the world after nuclear fallout. What would the world look like? Who and what would survive? These were questions that I continued to ask myself while watching and reading various post-apocalyptic stories. The biggest question I had was, how would humans arrive at that point, and why?

I then started to think about how the world would change on a level of evolution. How toxicity and radiation could have a massive impact on human, plant and animal DNA alike. This is when I started to develop different mutants and monsters that could potentially live in a world like this. A world that was earth, but thousands of years into the future after nuclear fallout.

Something I also developed were humans that could live in this world. If it is one thing I have always been fascinated with, is how much the human race is always capable of overcoming various obstacles in life. Human beings have survived horrible fights, wars and plagues. I myself have been in a few fights in my life, and have gotten hit pretty bad, but always came out stronger. The same could be said for any mental battles.

This was also in the beginning stages of the COVID-19 pandemic. So many people were scared and worried they would contract the virus. Unfortunately, many people did, and died as a result. This was also at a time when there were many protests against political power, anti-semitism and police brutality in America at the time. These protests were another thing I attended over the summer. I, like many others, was fed up with what was happening in our country, and wanted change.

These events sparked many ideas for me. I was amazed at how many people from all different backgrounds came together to put an end to what we knew was an obvious problem. We all were tired, but we knew change needed to happen. This is what gave me an idea to put humans into the Vile Rage. To bring humans together with other races and even other species. However, with the Capitol Riot of January 6th 2021, came
another idea for me. No matter how hard you work, there will always be others who see things differently, and throw a wrench into the good that is happening in the world.

From the initial notes, to the thumbnails, sketches and finished product, Vile Rage was born. Getting inspired from real world events, history, philosophy and timeless stories, I wanted Vile Rage to be something special.

Despite its name and appearance, Vile Rage has a deeper meaning behind the actual story, world, creatures, vehicles and characters. Designing the world wasn’t going to be anything groundbreaking, since many post-apocalyptic IPs have been done, but it can still stand out as different. These characters needed to relate to my audience, so I made the mutants and monsters more human like. These characters within these factions would suffer and have feelings just as much as any human. However, the humans needed to go through their own turmoil as well.

This research helped me to further develop everything from the clothing and vehicle design, to where they all lived down to the diet they had. This was even more well developed when I first started the comic. The comic gave me the idea to create a comedy aspect into the world of Vile Rage, but only with the three characters I had within the comic. I wanted to do this to show two things. One, despite how violent and cruel the world of Vile Rage is, these characters still find time to laugh and enjoy the simple things in life. Two, to help my audience break away from the drama and violence, and give my audience a smile when the story breaks off to these three characters. Since they know that something funny, but exciting is about to happen when introducing these characters.

I knew from the start I wanted to build a line of toys for Vile Rage. So, the comic was made to first introduce the world and story. While the story starts off with humor, the more the comic goes on and dives into other characters around the world, the audience will see the drastic change from comedy to a more war-torn serious battle between violent factions. This is where the toys will help. It will give the audience a clear understanding of how vastly different the back stories of each character are from the comic itself. Which will help to get people more engaged to collect the various figures.
With all of that being said, I knew everything would be about the story. There needed to be a physical engagement. Aside from making the toys very appealing and very collectable, I wanted to add more to the packages itself.

I was always told by many graphic designers that some of the best packages are the ones that you can do more with, rather than just throwing the package away after you get what's inside. This is why I had each character come with a collectable trading card that could be used as a tabletop game. Each toy comes with a certain amount of tokens that can also be used with the game. These tokens are used to power up specific moves for the character cards. The boxes also have perforated mini faction flags that are also collectable.

Overall, the outcome of this project put a lot into perspective for me. The comic taught me much more about writing and building a story, as well as a comic, from the ground up. The toy line helped me with a great understanding of thinking about every project I do from a consumer's point. The 3d modeling behind this project also allowed me to understand how in depth the thinking process needs to go when building an IP. Also, a brand in-and-of-itself.

The Vile Rage brand will be something I can carry with me for the rest of my life. I would love to display it to many clients and employers to seek employment myself. However, it is a story I would like to develop further and see where exactly I can take it.

I am truly thankful for my time at the Cleveland Institute of Art. This opportunity has led me to a great understanding of not only where I want to go as a business person and an artist, but as a person in general. All of my work, especially with Vile rage, has built a straight path for me to seek a new and exciting life for the next milestone in my life and career as an illustrator.
Matthew Gilson

Artist Statement and the Purpose of Vile Rage

Vile Rage is a post apocalyptic story set 1500 years into the future. After the great third war, and during Earth's Fallout Age. The short story of, Vile Rage #1, will be a kick off to help get my audience quickly acquainted with the world, monsters and characters they will be reading about. This was to also show off some of the action that will later be expressed further into future issues.

The reason I chose a comic series, (that will eventually lead to a toy series), for my thesis is because I have always believed comics tell some of the best stories. You are able to connect with the characters on a different level. You see who the protagonist is and are able to formulate a voice in your own mind. There are several environments and vehicles that you can imagine what they might look like in motion. Overall, the imagination develops and creates its own world. The art and story connect with the reader.

Post-apocalyptic stories are a perfect subject. They dive head first into a world that no one would ever really expect to exist. As the story of Vile Rage goes deeper, I wanted to have my three main characters, Clay, Vhallg and Nails decide to break away from their normal routine of their lives and embark on a journey across the world. While their main objective is to search for anything of value that can help their community, this time they are searching for information or new lands far and distant to help their community expand and thrive.

With this plot in mind, I want to explore the idea of diversity. Why, in a destroyed world, is acceptance still an issue? Why is there still a war between factions? Why can’t different races and species coexist? This is inspired by the world we live in today and why many things need to be divided. These three characters will explore a world and find many different races and communities that are far different then their own. All while gathering information on how they themselves are able to help better the future of their planet. At the same time, getting themselves into numerous amounts of trouble and ridiculous situations out of sheer stupidity. After all, what is life if you can’t laugh?

Meanwhile, a second plot line will be the war between humans, monster and mutant. How and why these three factions are fighting. The moral message of questioning the purpose of fighting. Why it is and isn’t needed. Also, when is the correct time to stop.

Vile Rage a science fiction action drama with a twist of comedy. The overall purpose is to entertain and send a message that even if humans and animals evolve into irradiated hideous creatures, time is not an issue, and it is never too late to start your life. There will always be a purpose for all living things. Even in a time of chaos.