



BEHIND THE SCENES OF FISTFUL OF BLOOD

WITH KEVIN EASTMAN

Welcome to part one, of a four part series, “Behind the Scenes of Fistful of Blood”! So happy that you have joined us, this is going to be fun! I first came up with the concept of doing a parody, something I seem to be well known for... of one of my favorite westerns of all time, “Fistful of Dollars”—but to twist that seed into something of my own if you will—and I brought in my best friend Simon Bisley to help me accomplish that.

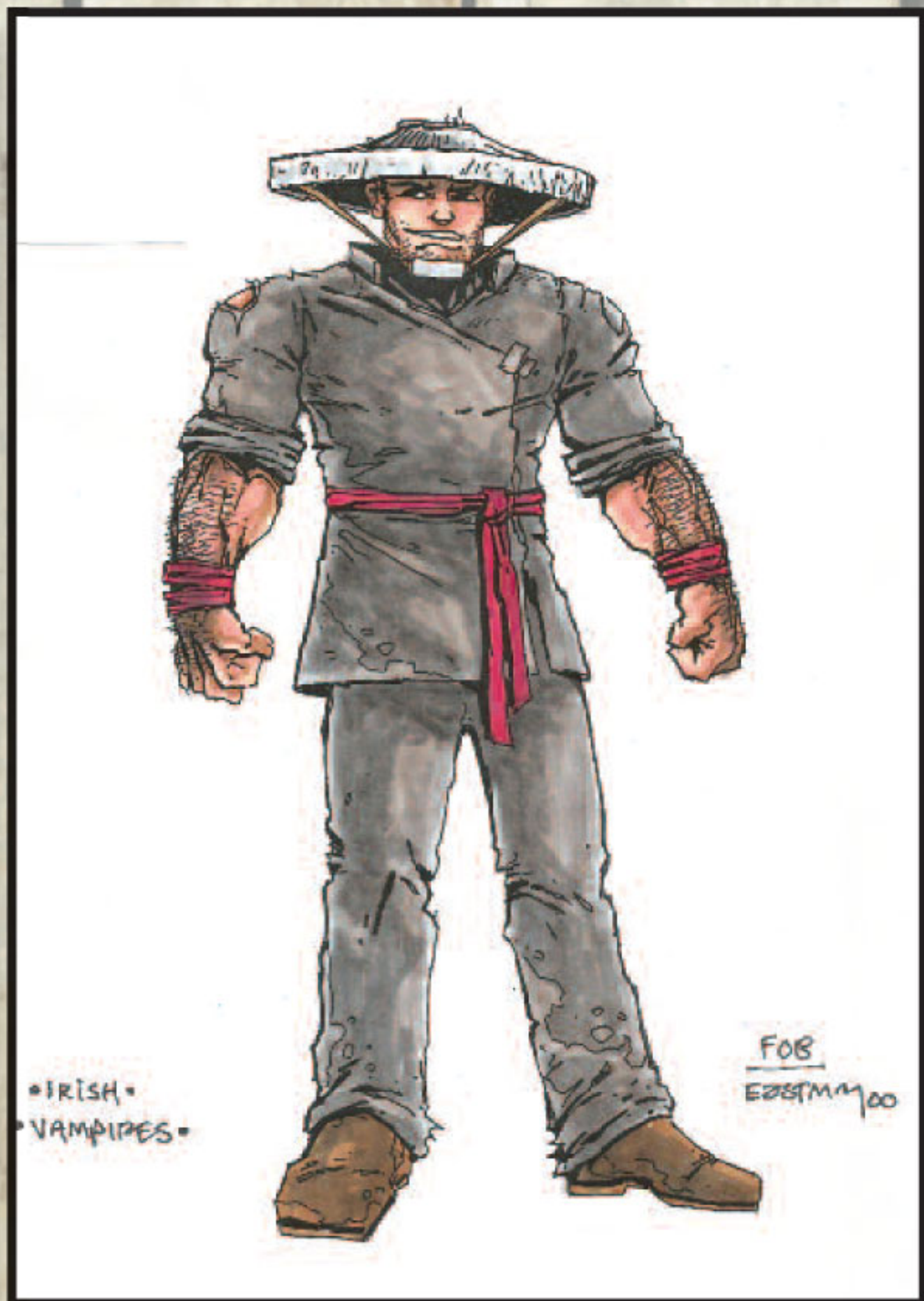
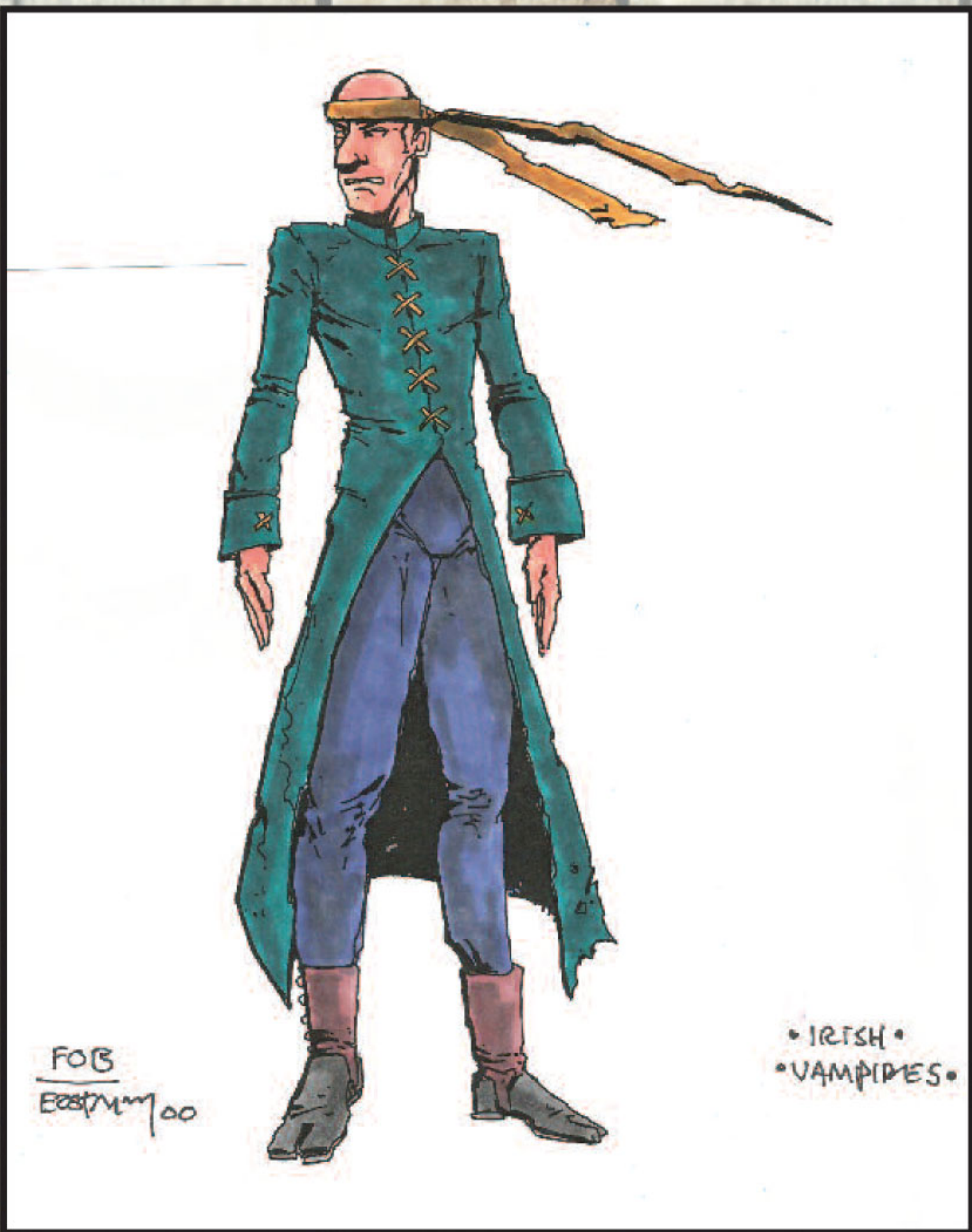
The story is simple, seriously simple—Zombies on one side of a present day rundown old western movie filming set location, and Vampires on the other—who prey on stray tourists who might, unfortunately, wander into town. An old actor and his family is trapped in the middle, to do the bidding for these beasts, until one day a “Woman with No Name” stumbles into town—and all hell breaks loose!

We’ll talk more about that later...

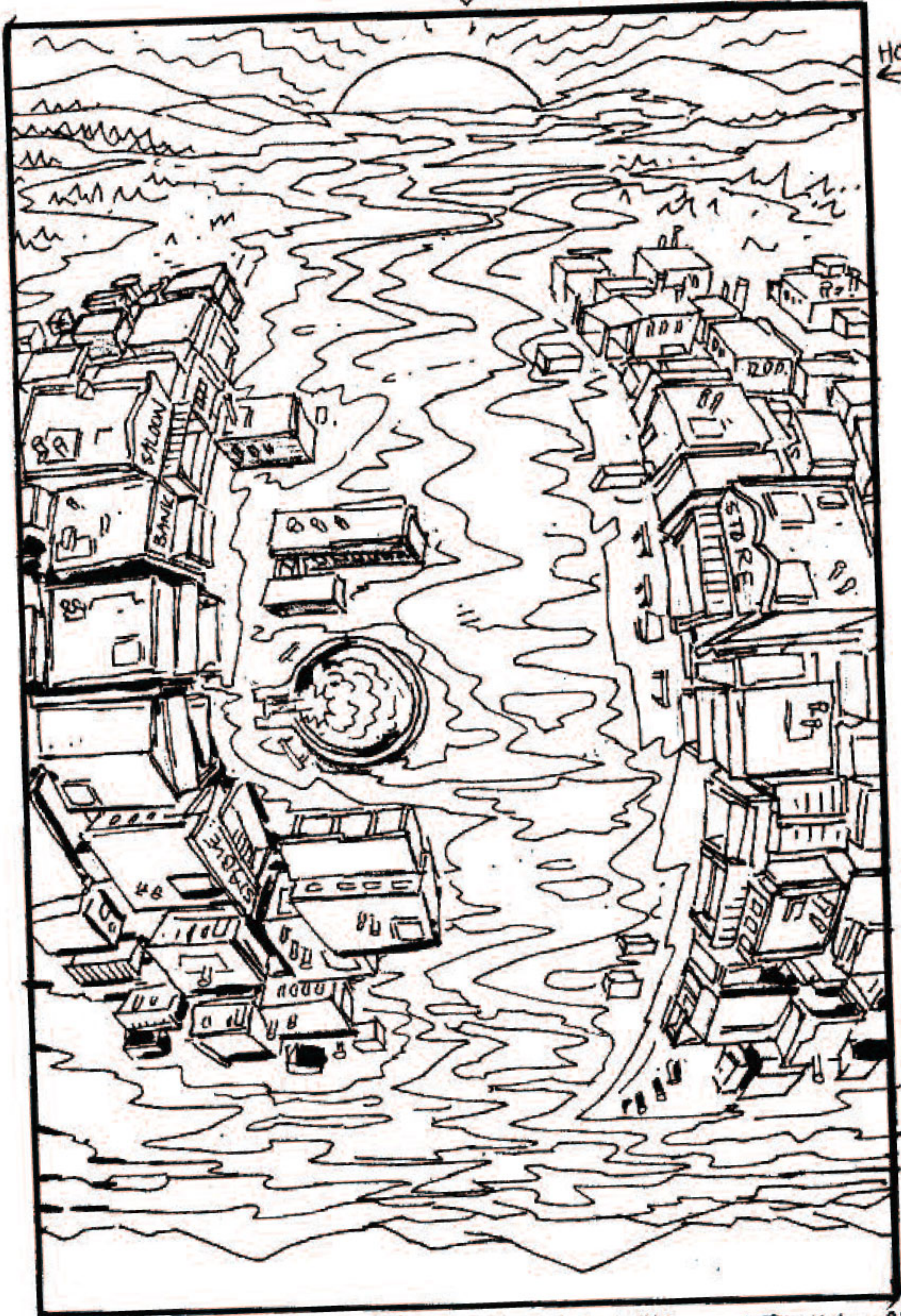
For now, what you’ve just read, was a re-mastering of the first part of the original series that ran in *Heavy Metal Magazine* fifteen years ago. I was inspired by Simon Bisley’s fantastic pencil work he was doing for a book of Bible inspired drawings, and pitched the idea of doing a modern day western... with Zombies, Vampires, and Aliens... long before they became all the rage, and this is what we came up with.

I have re-drawn it, working over Simon’s original pencils, every page, and had the good fortune to have artist/colorist Tomi Varga add his own vision to this twisted adventure. If you remember the original, you’ve never seen it like this, if you haven’t, buckle up, and enjoy the ride.

As I walk you through this special re-mastered edition of "Fistful of Blood", each issue will have a ton of behind the scenes stuff, like this, where I can show you a bit of the process, and what I intended the project to be. From my original character designs before Simon Simonized them, to many of my layouts before he made the pages look so crazy/sexy/cool, as well as some of the original pages, before and after, I added my own magic—bringing them a bit closer to the first time I saw this story in my brain.



↙ SUNSET! VERY IMPORTANT!



HORIZON ←

HORIZON ←

GREAT ESTABLISHING SHOT OF THE WHOLE TOWN - AN
OLD FASHION WESTERN LOOKING TOWN - (TOURIST WESTERN)
- TOWN -
EASTMAY 01

①



LONG SHOT OF DESERT HEAT WAVE WITH FIGURE EMERGING!

CLOSER, CLOSER - SHE WALKS! HEAT HAZE EFFECT!

PAST FENCE POST, SHOT OF HER KNEES

UPSHOT, SHE'S WOBBLING - CAN BARELY STAND-UP!

EOSTM 01 SHE'S LOSING IT -

2

SHE DUCKS FOR COVER - REALIZES SHE HAS TO SHOOT THEM IN HEAD - WHAT THE... STUPID BITCH! GO FOR THEIR WEAPONS! YEAH, YOU CAN'T KILL US THE WAY



THEN SHE SHOTS THE THIRD THROUGH THE MOUTH-HEAD

BAM

SHE ROLLS OFF TABLE AS THEY SHOOT AT HER SUCK ASS COMPLAINING

GIRLY - NOW YOU'RE JUST GOING TO DELAY THE PROCESS! HEH, HEH!

SHE REALIZES HOW TO KILL THEM - BRINGS OUT ITS HEADSHOT THE ONLY WAY TO KILL ZOMBIES REMEMBER!?



THEM BY A HEAD SHOT - SHE SHOTS THE HELL OUT OF THEM! ONCE OUTSIDE, SHE FEELS LIKE SOMEONE IS WATCHING - THERE IS!



VIEW FROM OUTSIDE SALOON AS SHE SHOTS THEM UP ON THE INSIDE

BOOM BOOM NO LUCK IS STILL LOOK!

SHOTS BLASTS GUY THROUGH DOOR - THEN WALKS OUT - GRABS HIS GUN SO SHE'LL NOW HA TWO GUNS!

ONE OF THE SAMURAI VAMPIRES WATCHES OUT A WINDOW



SHE NOTICES SHE'S BEING WATCHED

SHE TURNS AND SEES HOTEL

EOSTM 01 LOOKS AROUND!

7

PAGE

SHE DOESN'T WANT HIM - YET!?



HE GOES BEHIND BAR - PULLS UP BLINDS

LOOK I HAVEN'T BEEN A NAKED WOMAN IN A WHILE, AND I'VE NEVER SEEN ONE AS WELL AS YOU!

I'M JUST TRYING TO BE A GENTLE MAN...

HERE WE GO - LOST AND FOUND! MORRY LOST!

CLICK SHE DOESN'T WANT HIM AS GOKES WEAPON

HE POPS BACK UP!

HEY... EYE DOWN!

IT'S JUST A BOX OF...

HEY... MY DL WATCH! SHIT!

ANYWAY... IT'S JUST A BOX OF JUNK!



EOSTM 01

9

FULL PAGE SHOT OF HER IN THE CLOTHES HE GOT FOR HER! NICE....



Esther 01

11

Wm

THEY WALK OUT ONTO FRONT OF HOTEL -
NOTE: NEXT PAGE THEY'LL SIT IN CHAIRS

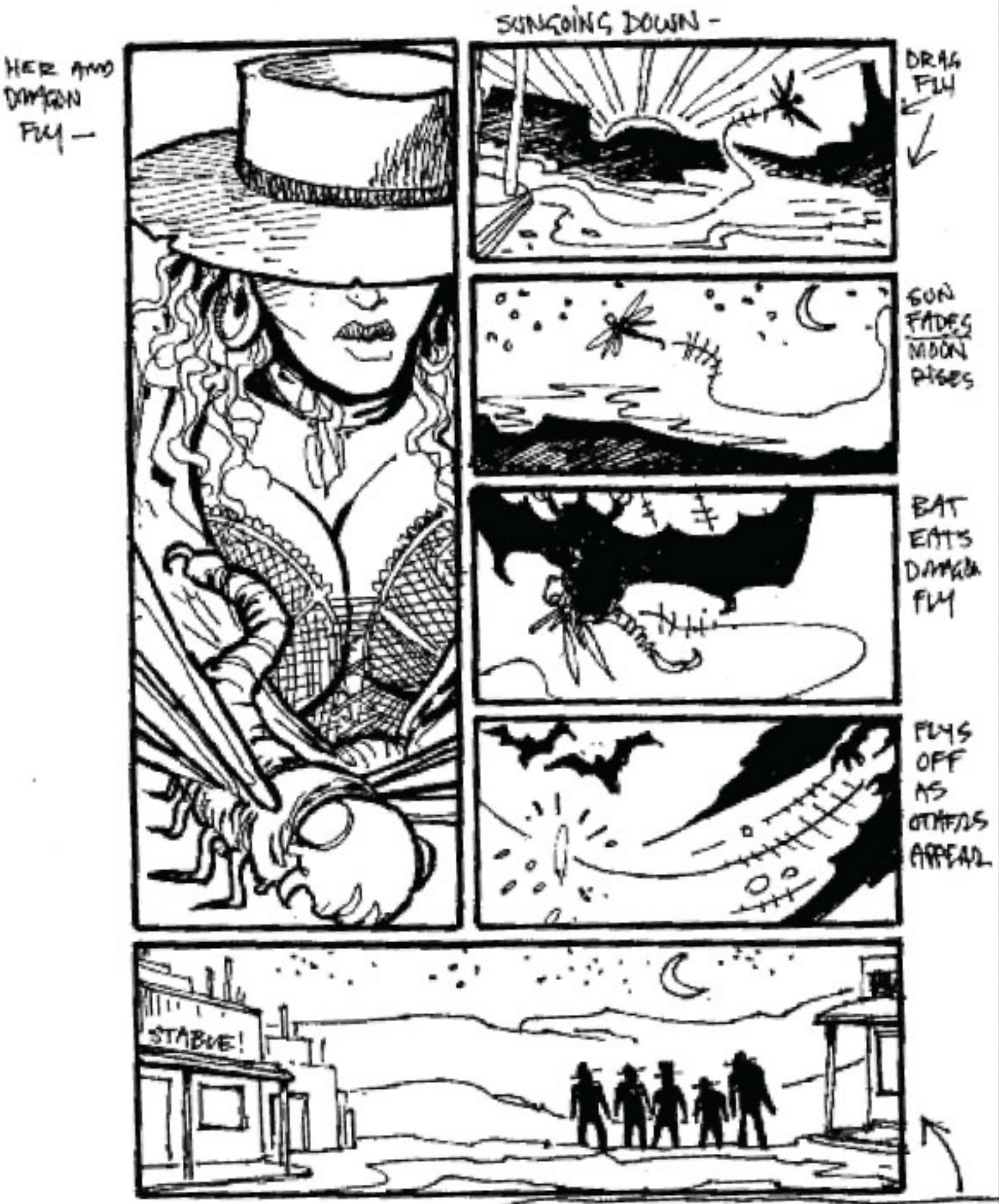


UNTIL "THEY" CAME TO TOWN!
FILMING FLASH BACK
GUNT EAST WOOD, ELVIS, CHARL ACTER
SHOOTING - IN FRONT OF OLD STYLE MOVIE POSTER.
NOTE: ZOMBIE DIE FROM HEADSHOTS - 3 OF THE FOUR SHE KILLED - ONE WITH GLASSES WITH PAGE SURVIVED

SMOKE COMING OUT OF HIS MOUTH



NOTE: HE'S A ZOMBIE, HE'S BEEN SHOT BY HER BEFORE, HE SHOULD LOOK A LITTLE CHEWER UP!
..YOU SEE WE USED TO OWN THIS TOWN ALL BY OUR LONESOMES, AND ALL WAS PEACEFUL, AND DEAL PROFITABLE LIKE...
..THEN THE MCDONALD CLAN SHOWED UP-- AND FUCKED EVERYTHING UP-- TRYING TO TAKE HALF OF ALL OUR TOWN, AND PROFITS TO START...
..AND NOW THEY WANT IT ALL-- AND I WANT THEM DEAD!
I'M HAVE YOU TO HELP US DO IT... LOTS A \$
WELL?!



HER AND DAMON FLY -
SINGING DOWN -
DRAW FLY
GON FIDES MOON PAGES
BAT EATS DAMON FLY
FLYS OFF AS OTHERS APPEAR
ZOMBIES COMING BACK ACROSS THE STREET TOWARDS HER -
NOTE: ZOMBIE DIE FROM HEADSHOTS - 3 OF THE FOUR SHE KILLED - ONE WITH GLASSES WITH PAGE SURVIVED

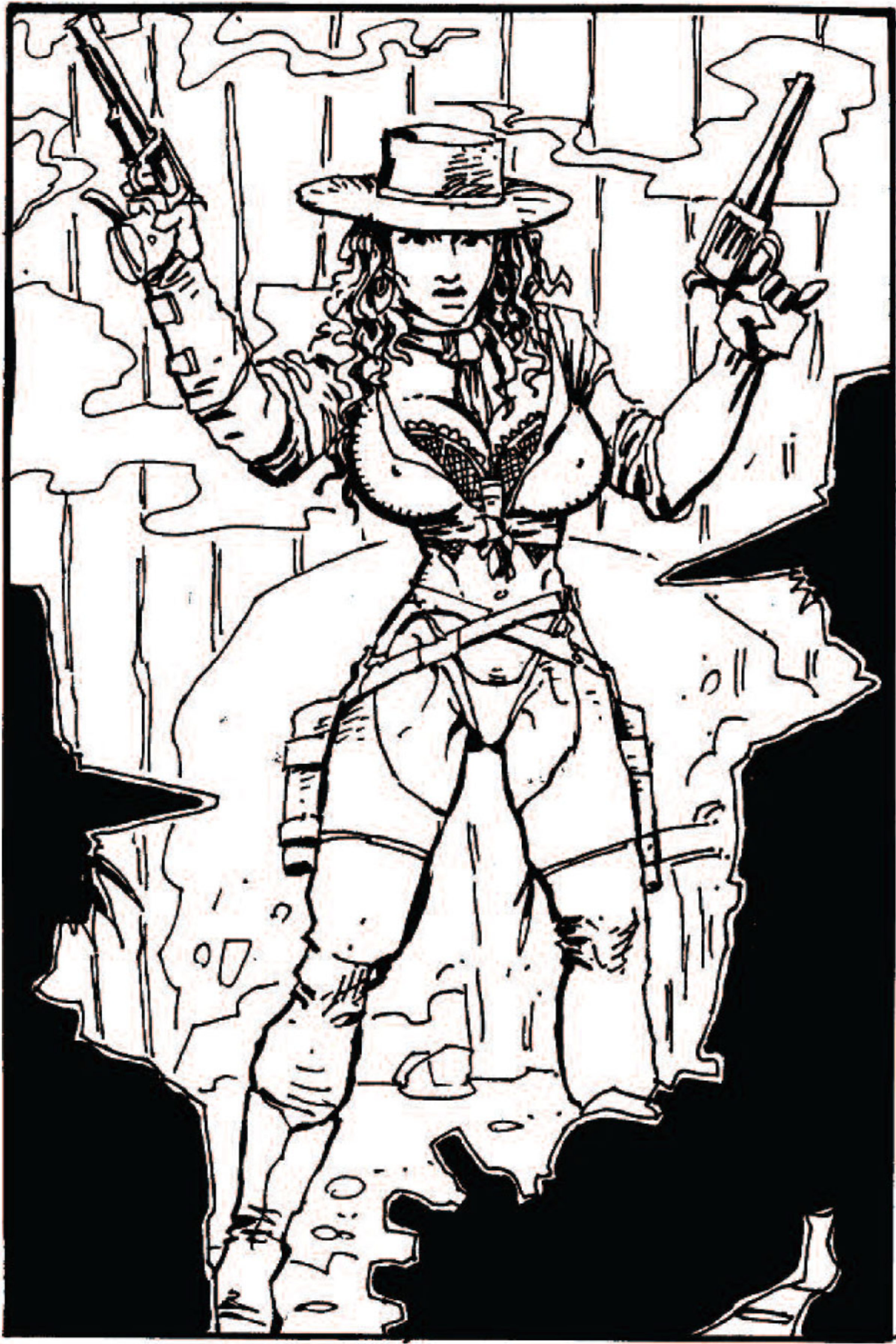
EVERY PANEL TWO SHOTS HIT HIS HEAD -



FINAL SHOTS SPIN HIM COMPLETELY OVER
FR-WHUMP HE'S SPUN AND HITS THE GROUND
FRUMPP



The characters probably, well, not probably, definitely, changed considerably in the process—as you can see from some of mine here—but as always, when I work with Simon, I do my part and unleash him on his—the end result is always an enjoyable and a completely insane collaboration.



20

EGOTM 01

Okay, there you go, a bit of a tease, yes, but as the full re-mastered "Fistful of Blood" ninety-six page story unfolds over the next four months, I'll keep feeding you, issue by issue, more history, thoughts, and some of the

best laid plans gone right or wrong, but in the end, I hope you find this twisted little tale as much fun to watch (read?) as we did bringing it to you.

See you next month for issue #2.





BEHIND THE SCENES OF FISTFUL OF BLOOD

Welcome back! I'm hoping you got a big enough kick out of the first issue to keep you tuned in for this issue, part two of four. If this is your first glance through the series, I hope you'll dig it enough to add this and issue one to your stack of comics for this month's purchases and hang with us through the end of the series. It only gets crazier from here. "Hard to imagine," you might be thinking, but oh so TRUE!

As I mentioned in the first behind-the-scenes section, Simon and I had been working together for several years on a number of different projects, and did a few more after this one, but *Fistful of Blood* was a real passion project. Having grown up on so many classic western films, my son Shane is actually named after the character Alan Ladd played in the 1952 western (of the same name—the film was

called *Shane*.) but the Eastwood films took it to a whole other level for me. So when this project started to come together, with the Biz onboard, I was more than thrilled.

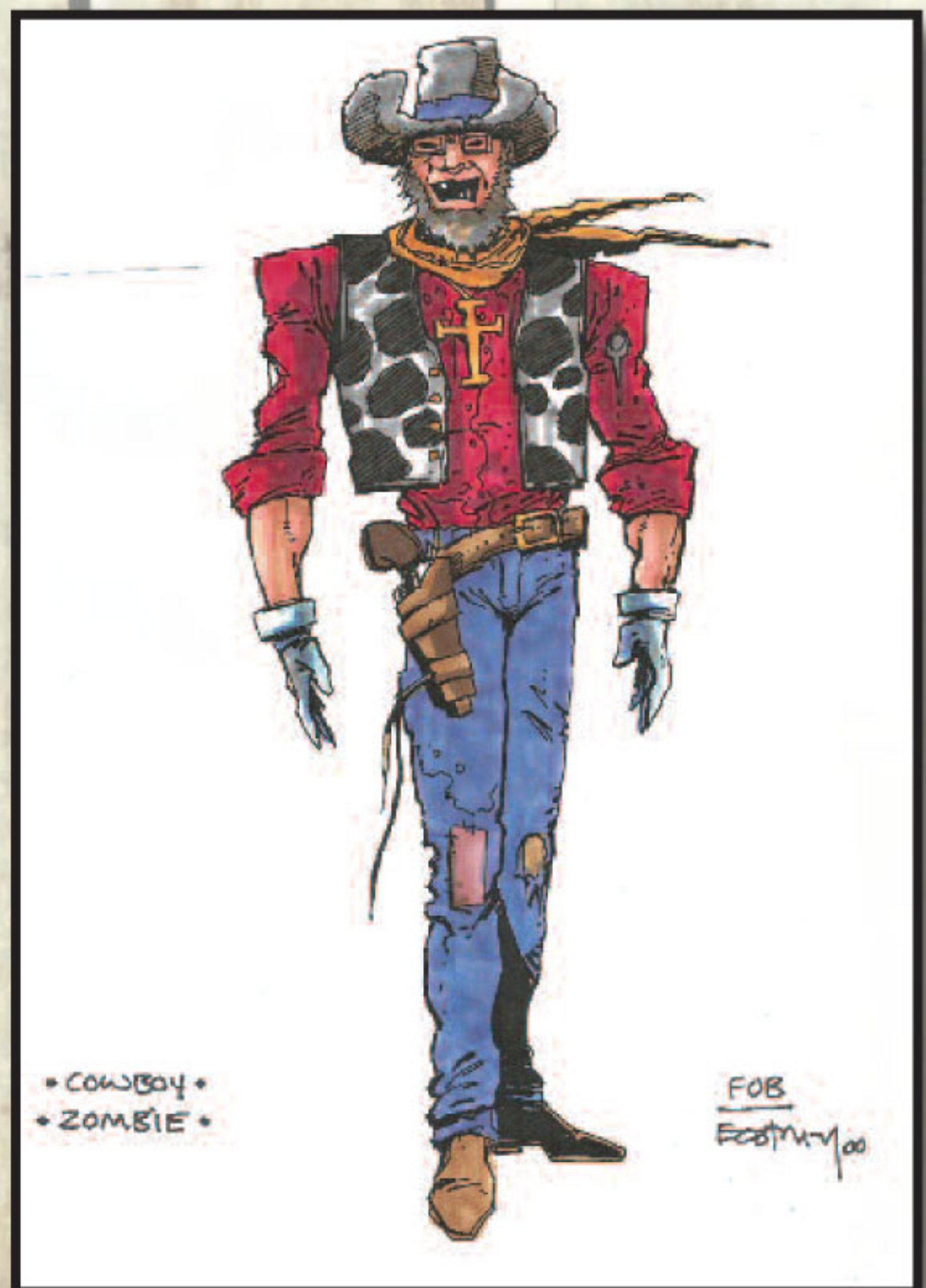
For those of you who don't know the history of the film I based this comic series on, *A Fistful of Dollars* was directed by the incredible Sergio Leone. Well, Sergio actually based his film on a mind-blowing cutting-edge 1961 Japanese film, called *Yojimbo* by the equally incredible director, Akira Kurosawa, and starring the legendary Toshiro Mifune.

I'll talk more about these guys in the next installment of this extras section—in the meantime, the title image on this page was the map of the town I did, after we started the series, so I could lay out the action more consistently.

Speaking of which, consistency is always a challenge in every story, and as this one was originally printed in black and white, it didn't "really" matter a wicked lot. But when I organize the writing and the layouts for any story it is critical to me to be 100% spot on for all the details, especially passage of time, but at some point along the completion process for these ninety-six pages, I just kind of gave up, and let it roll—the time of day didn't really seem to affect the overall look.

As I was writing, I knew the Zombies could be out either night or day, but the Vampires can only come out at night, so I would always try to be fully aware of all this during the process. After I handed off the layouts to Simon, he had his way with them, and they looked so cool when he turned them in, no matter what time of day it was supposed to be, I could live with it, or figured I could write around it... somehow.

However, fifteen years later, I'm trying to tweak things AND work with Tomi on his coloring work, and thank goodness for his fresh eyes. He picks up lots of things I miss.



LIGHT FROM
STREET COMING IN
THROUGH HIS HOLES

SIMON MUST HAVE
ONE HEAD SHOT!

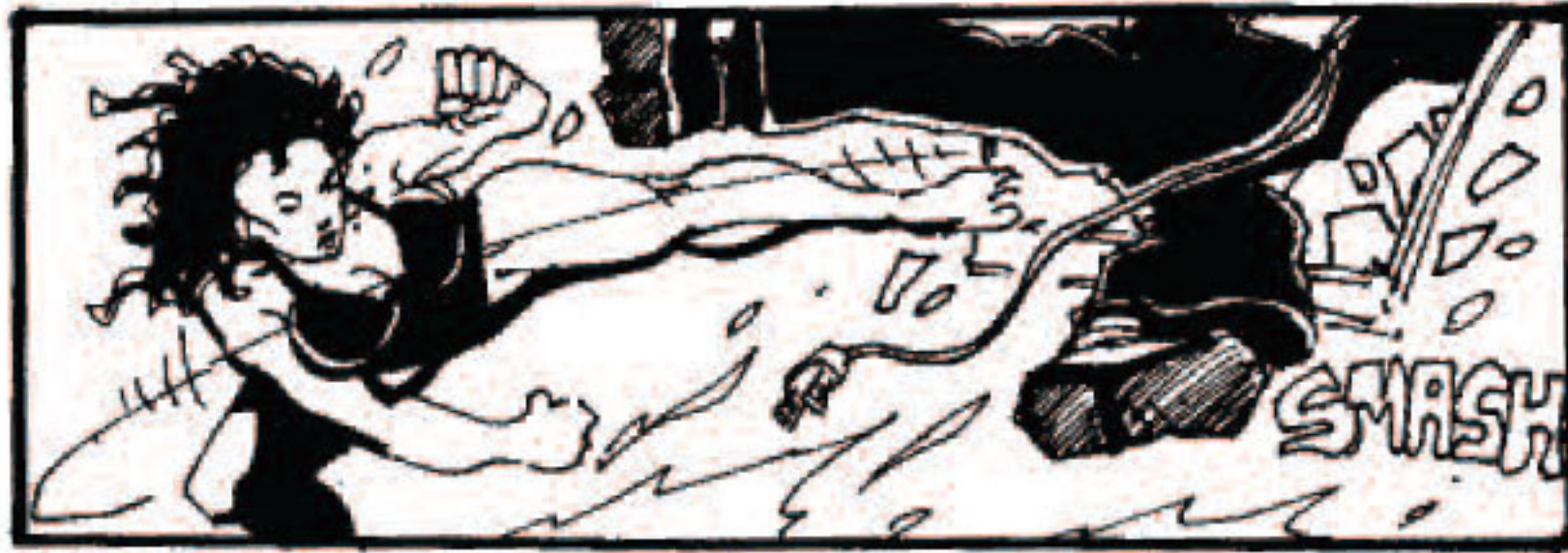
SHE TRIES
TO RUN!

SHE
REACTS -
HE
WON'T
DIE
EITHER -
EVEN
FROM
A
HEAD
SHOT!



HE
CATCHES
HER!

SHE POUND HOUSE KICKS HIM THROUGH THE WINDOW -



DOWN TO THE STREET HE GOES -



- FACE SHOT - STARTS TO ROT -



- SKELETON FULLY ROTTED -



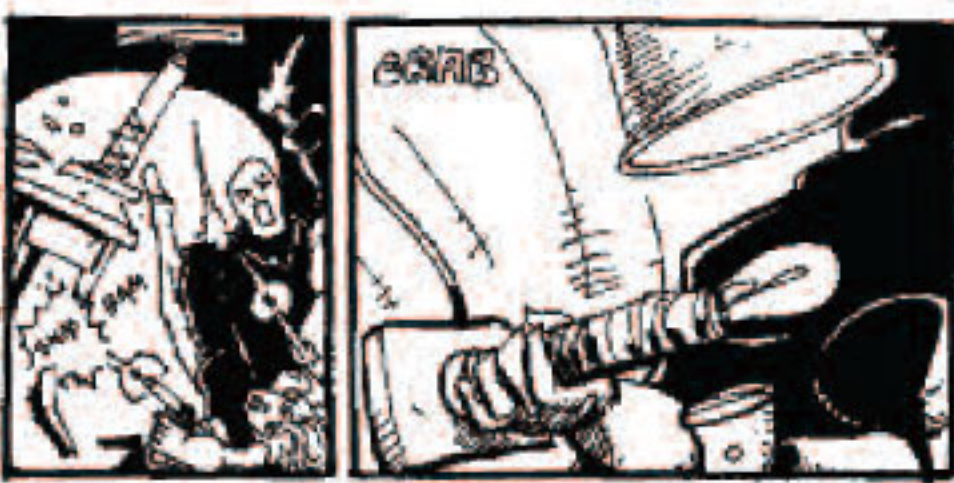
- FINAL SHOT OF HER VICTIM -

36

Eastman 01

SHOTS LEA OFF TABLE SO IT FALLS TOWARDS HER WITH ONE CAN AND SHOTS AT HIM WITH OTHER!

DROPS GUN CATCHING LAMP!



TURNS LIGHT ON!



THEN SAVES LAMP - LIT UP ALL THE WAY



37

Eastman 01

LEAVES HER IN HER ROOM AS HE WALKS BUMP IN HALL WAY!



COME - A BOOBY BOO!



SUN COMING UP



HEY - BEEN OUT HERE ALL NIGHT?

SHE'S BACK OUT ON THE FRONT PORCH -

38

39

Eastman 01

SITTING OUTSIDE OF THE HOTEL AGAIN -- HE STARTS FIGURING HER IN --

I'M GLAD YOU'RE ALIVE --

...I GUESS I SHOULD FILL IN WHAT EVER YOU HAVEN'T FIGURED OUT -- VAMPIRES ON ONE SIDE ZOMBIES ON THE OTHER -- HAD TO KILL, AND ONLY ONE WAY --

SHE'S IN A NIGHT-SHIRT ONLY!



MOVE HERE!



OUTSIDE HOTEL AT SUNRISE! —

(40)

Eastman 01

LOTS MORE EXPOSITION HERE —
FILL IN EVERYTHING?



SUN STREAKING PAST THEM.



WE'LL SEE THE FIRST TIME YOU WITNESS.

CUT TO: —
EOSTM 01

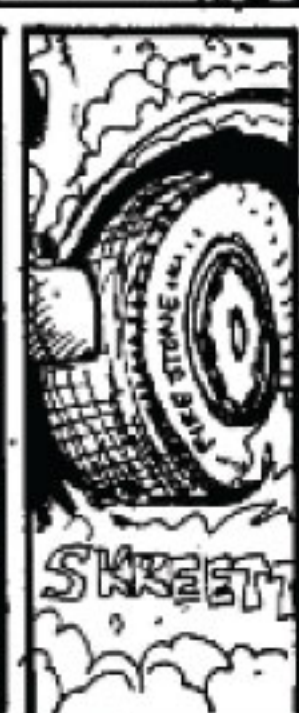
BACK SHOT OF THE "BAGO" DRIVING INTO TOWN!



I'VE DREAMED ABOUT COMING HERE SINCE I FIRST SAW SHANGHAI SHEPHERD! SNIFF!



SNIFF! I CAN'T BELIEVE I'LL WALK THE SAME STREET THEY FILMED "FISTFUL OF BLOOD" ON!



JED SEES IT — ZOMBIES AND THE PUPS ON SIDE! EOSTM 01 VAMPIRES NOTICE AS WELL!

I LOVE YOU!

SKIP KISSES THE GROUND!



SMASH SMASH



SHIT! DIRT IN MY MOUTH!

THEY ALL GATHER ROUND — BUNNY CALLS OUT WHEN...



FIRST ZOMBIE COWBOY APPEARS

45 EOSTM 01

COME, COME, COME MY FRIENDS... IT IS YOUR TIME... IT'S A FEAST FOR OUR NEW FRIENDS!!



SUN GOING DOWN AGAIN?



BIG LAUNCHES COMING FROM THE PARRY AT THE SALOON!

47 EOSTM 01



Like in the first extras section, I wanted to share some more of the original character designs I did before they were Simonized. Simon's designs worked very well for the comic/graphic novel, but I had designed the story overall as something I could direct as a film, so the characters looked more "normal" if you will, something I could do with a limited budget of prosthetics and in-camera effects. The film project is something I still want to do, and the options are still very much alive—I'll give you more insight on that next issue. A lot has changed since the original graphic novel; I finished a few drafts of a screenplay, and much more.

Let's check out some more of my original layouts from 2001. Hard to imagine these were done fourteen years ago, as many of the ideas in them still seem fresh in my mind. Simon and I used this system of working together from very early on, like most of the work I did with Peter Laird back in the TMNT days, Simon and I work out a basic script for the story, and I would break everything down in layouts, and we'd often enlarge and light table the layouts into finished art, which was a great way to capture and keep the energy from the more gesture-style sketching there, in the final art.

So once I completed my rough script for FOB, I did these layouts for Simon to work from, he liked the process, as what needed to be covered on each page was already worked out, and he could focus on making each panel cooler.



37

Eastman 01

Next issue, I'll have more characters and layouts to show you, but I'll also get into some of the early adventures of working to get this funded and made into a film. Besides re-writing the story into a full script,

I also did about two hundred pages of storyboards, and tons of set and additional character art. I'm excited to share some of that work, most of it has never been seen before. I think you'll get a kick out of it.



BEHIND THE SCENES OF FISTFUL OF BLOOD

Howdy! I hope you enjoyed the third installment of "Fistful of Blood!" The action really starts to heat up here, not that books one and two were all that light on it! But in this installment, Blondie's plan really starts to take shape, but then spins out of control in a big way.

Much like the film that inspired this twisted tale of ours, around this point in the movie, and this comic, the main character understands clearly the horrific place the family trapped in the middle of this gang war is in, and decided to do something about it. She pretends to join the side of one gang, and then the other, she then lures them outside of the town, hoping while they're gone to

help the family escape. She'll deal with the gangs when they return, in this case with explosives, but gets caught! She gets beaten up, badly, and the hotel manager helps her escape.

Like so many "Shoulders of Giants" I and many other pop culture creators stand firmly upon, Akira Kurosawa was said to have been inspired to do Yojimbo after reading Dashiell Hammett's "Red Harvest" novel. Sergio Leone grew up on John Ford and John Wayne westerns, and well, I'm a fan of all of those. And hell, fifty more years of cool movies and comics that have come out since.

Years after I finished the graphic novel with Simon, I reworked the entire story into a film script with my pal Josi Konski and Paul Jenkins, taking much of the story in a wide variety of directions. We dug in deep on all the characters' backstory and personalities, changing many of them back to the original drawing I did, adding additional characters, and so much more. It was fun to take it to that place, and since the film script that was completed in 2005, I've done two more re-writes since, and am working on a third— ten years later! I'm hoping the story is getting better, I guess if the film gets made, we'll find out then.

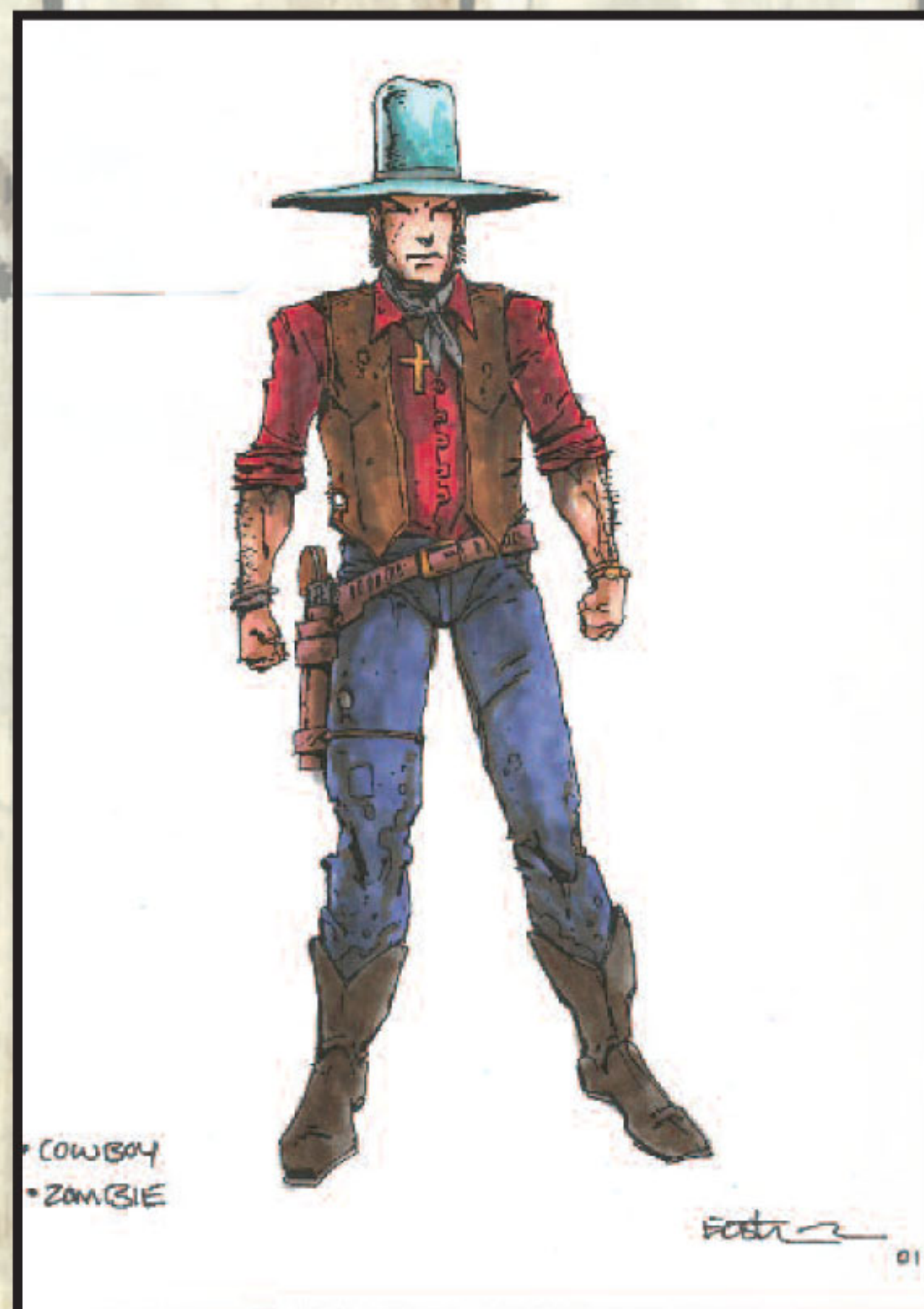
Around 2010, during one of the re-writes, I actually came up with a concept for a part two and three, loosely based on "For a Few Dollars More" and the epic "The Good, The Bad, and The Ugly." Both ideas will see the light of day... one day, either as a comic series or some other form — but for now let's see where this first tale takes me.



- COWBOY
- ZOMBIE



- COWBOY
- ZOMBIE



- COWBOY
- ZOMBIE

LEAD ZOMBIE
INTRODUCES A NEW SHOW



SAMURAI
VAMPIRE
ENTERS
FROM
KITCHEN.



THEN
THE
REST
COME
OUT!

HEE!
HEE!
HEE!

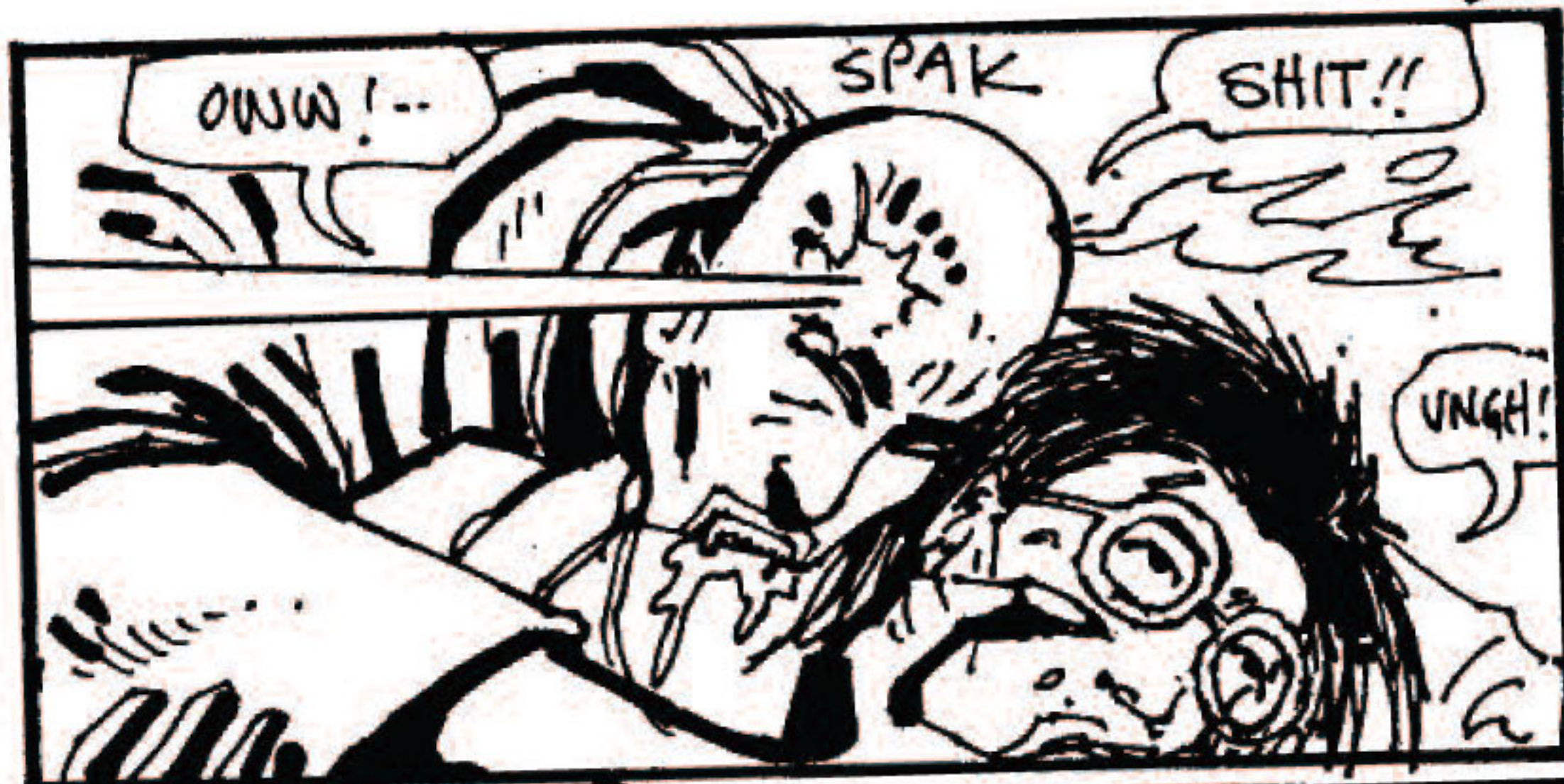
VAMP'S SURROUND
TABLE OF TOURISTS. (49)

HEMI
HAROW



VAMP SUCKING BLOOD
OUT OF GIRL!

GETS
SHOT IN
THE
HEAD
BY
GIRL!



URK
URK
URK



OLD
GUY
HOLDS
HER
STILL
FOR
A
MOMENT!

WORK ON THIS TEXT. HE IS IN MIDDLE!

THIS IS THE GIRL THE VAMP IS HOUNDING!

SHUT-UP!

I SAID YOU CAN STAY WITH ME AS LONG AS YOU DON'T PUT ME IN THE MIDDLE OF THIS BULLSHIT!

OH PLEASE HELP ME! IT HURTS SO MUCH! HELP! HELP!

COMPROMISE MY EXTORTION HERE!

SHE WHIPS GUN AROUND AND SHOTS GIRL VICTIM!

AN GREAT! THESE GUES DUMB!

WHAT THE HECK? A DENT YOU LISTENING?! YOU MADE A PROMISE!

HE SWAPS HER

IT LOOKS LIKE SHE SHOTS HIM.

54

ITS NIGHT STILL

THE WIFE IS PRETTY

WIFE AND SON SHOT. SAYING BYE

HE LOOKS UP AND SEES HIS WIFE AND KID WHO ARE BEING HELD CAPTIVE BY THE VAMPIRES TO MAKE THE OLD MAN SELL WHAT THEY GET FROM KILLING TOWNIES

HONEY MY LOVE. DON'T OBTAIN WE'LL BE TOGETHER SOON! I LOVE YOU HUSBEN

BYE LOVE!

SET IN HERE!

VAMP PUTS HER BACK INSIDE!

GIRL IS PISSED AND SAD! CRYING!

HE WALKS UP AND SEES HIS WIFE AND KID WHO ARE BEING HELD CAPTIVE BY THE VAMPIRES TO MAKE THE OLD MAN SELL WHAT THEY GET FROM KILLING TOWNIES

I'M ALIVE! I MISS MY LOVE!

BLEEDING SCRATCHES ON HEAD!

SHE WALKS OFF AS HE SOBS!

56

CUT TO THE NEXT DAY...

DAY NOW!

CLOSE SHOT OF HER WALKING IN DESERT

THE SAME TOURIST CARA VAN COMES UP BEHIND HER!

IT STOPS. IT'S THE OLD MAN AND HE TELLS HER HE HAS TO SELL THIS STUFF FOR THE VAMPS AND ZOMBIES OR THEY'LL KILL HIS FAMILY

LOOK-- SOMEBODY HAS TO UNDERSTAND BUREAUCRATS...

I HAVE TO DO THIS!

HMM TALKING TO HER... OR THEY'LL KILL MY FAMILY!

HE THEN DRIVES OFF

I KNOW YOU WERE TRYING TO HELP BUT YOU'VE GOTTEN THEM KILLED!

JUST WANTED TO SAY--

SEE YOU AROUND!

57

IT'S NIGHT TIME AGAIN--

THE OLD MAN HAS WALKED BACK INTO TOWN AFTER SELLING ALL THE KILLED AND STOLEN LOOT.

DAMN WHAT A LONG WALK BACK INTO TOWN!

HAA, HAA, HAA!!

WHAT'S THAT?

THIS SUCKS, THEY KILL IT, I SELL IT, AND WALK BACK!

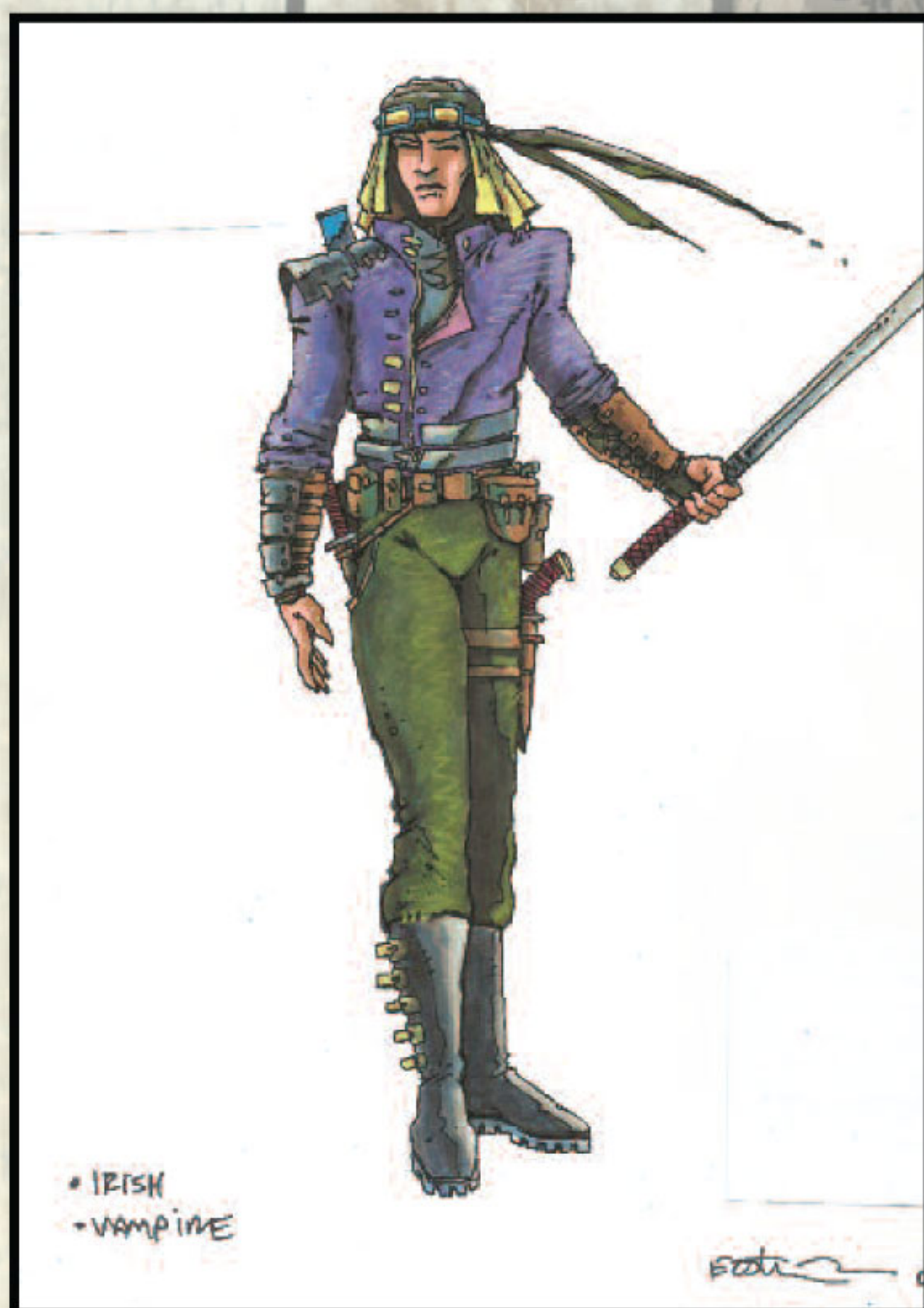
SHE'S DOING SHOTS WITH VAMPS, AS OLD MAN PEEKS IN!

WHAT?

YES-- VERY NICE!

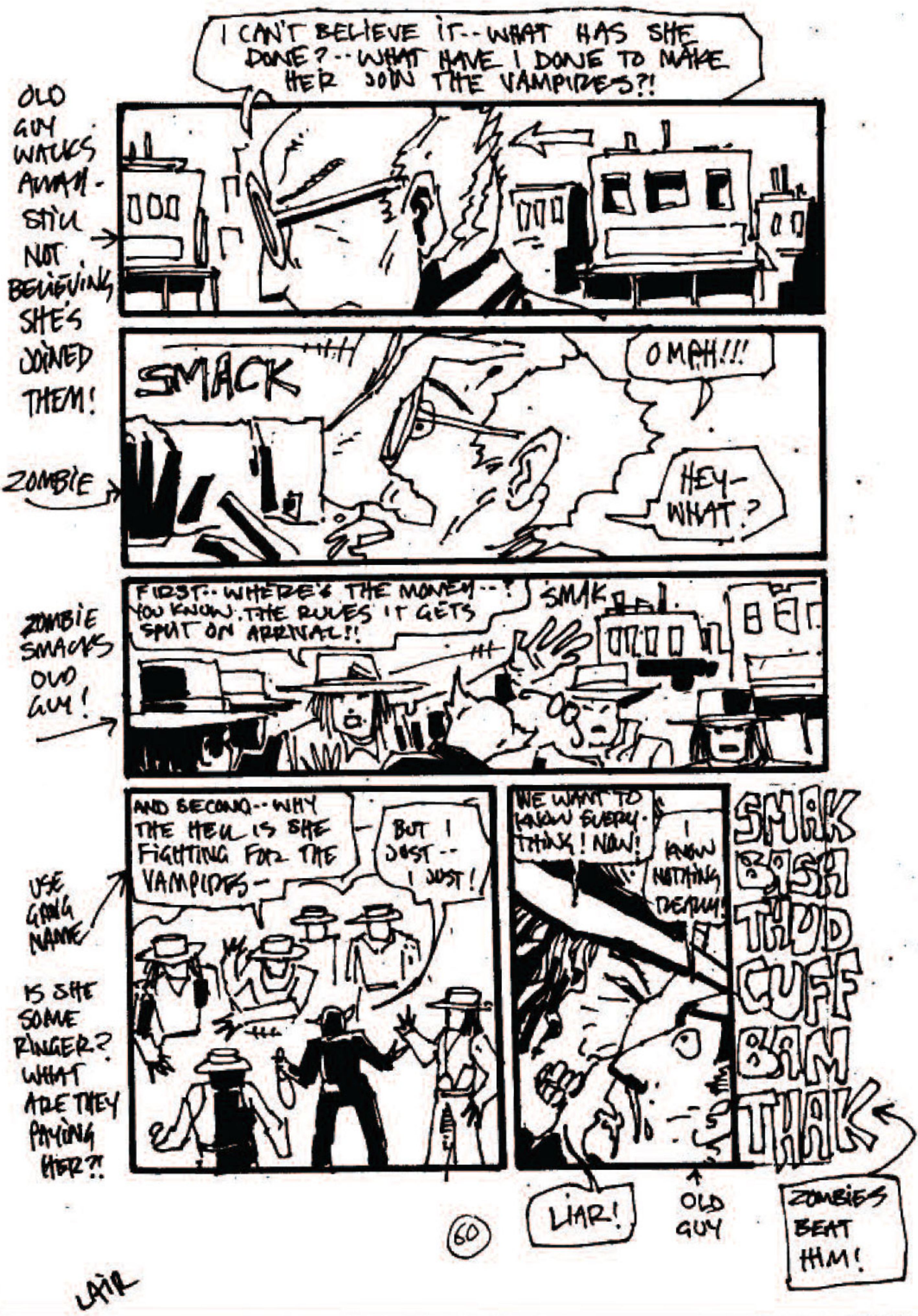
SHE HAS CUT A DEAL WITH THEM OR SO IT SEEMS!

58



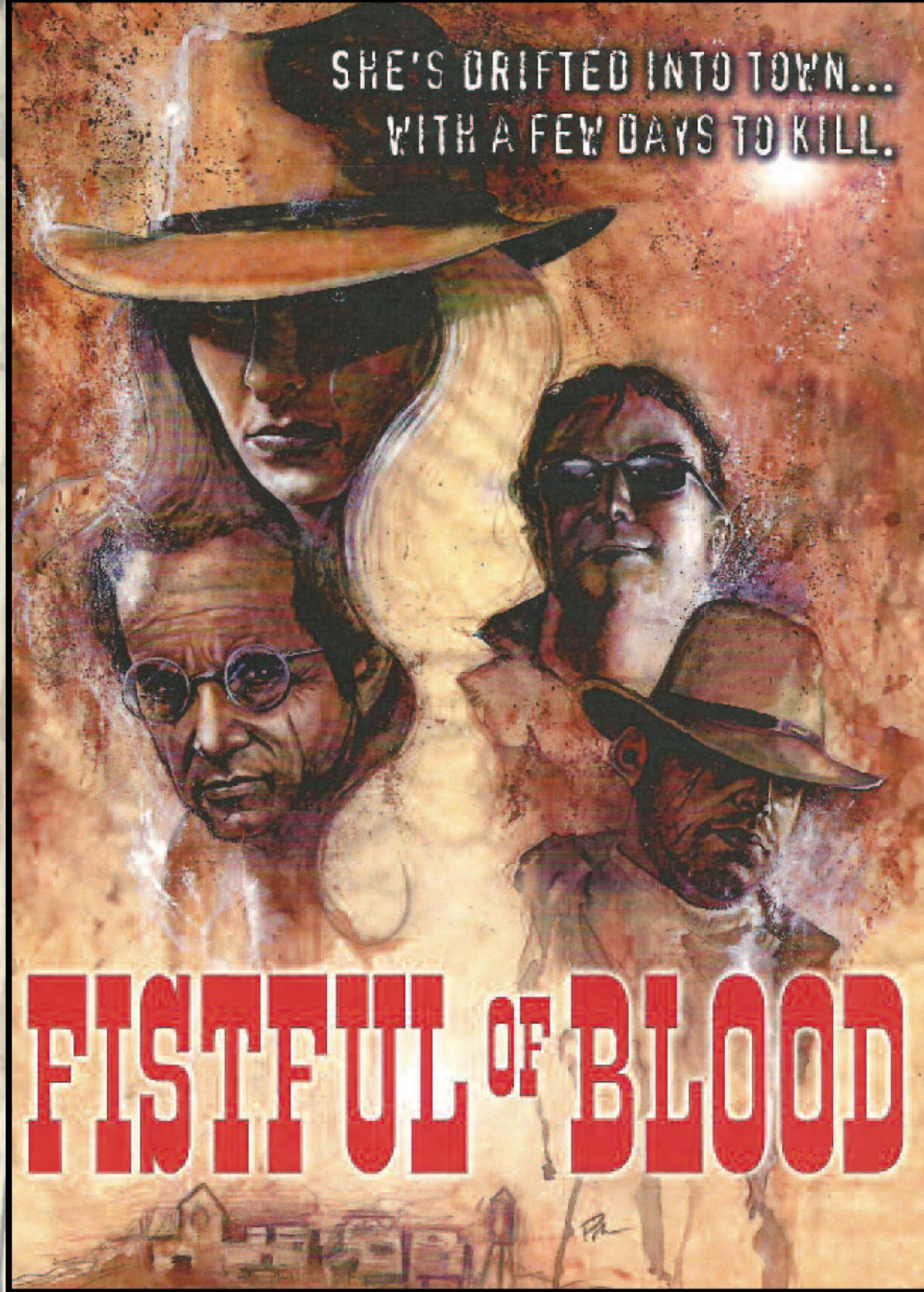
Let's talk about boob size for a minute. Yes, I'm laughing as I write this, as it is no secret that Simon Bisley is a fan of big boobs. I'm not saying that I'm not, (still laughing) but one thing that tended to happen in this series, as we worked in the same studio space when drawing most of it, that the later at night we worked, as I passed on the layouts, and Simon finished the pages, the boobs got bigger, much bigger. By three or four in the morning they got huge. Sometimes the main character's outfit would change as well... Again, not that there is anything wrong with that, but that was one of the main "continuity" things I wanted to correct when inking and doing all the grey tones for the re-release. As I touched on last issue, there were so many continuity problems with the ninety-six page story: time of day, look of all the main character constantly changing, etc., etc., etc. Back then I just kinda gave up trying to keep it all straight and let it roll out no matter what. Well, this time around I wanted to reel much of that back in, and try to get it a little closer to the original vision I had. I have gotten a few notes from some of the original fans, concerned that IDW censored the work for some reason. I just want to make it clear, all the tweaks and changes in this version were my decision, and mine alone.

Like most artists, I am my own worst critic, but I have had the time of my life re-mastering this story into something I hope the original fans will like as much, and people checking it out for the first time would just find it cool, period. Perhaps we'll do a special edition one day that could include both versions...



In the last "Extras" section in book two, I promised you a sneak peek into the movie development work, and there is a ton of it. I decided I'll save that for the book four section — as I can talk about both the evolution of the story and characters, and make some cool points that

would be better served once you finished the last issue. Okay, back to the drawing board: I'm wrapping up the last few pages of book four as I write this now, can't wait for you to see what happens there...



BEHIND THE SCENES OF FISTFUL OF BLOOD

It's the last ROUND UP—ISSUE FOUR! Well, at least for now. Hopefully they'll be a bunch more stories in the world of *Fistful of Blood*. I guess that depends on how much you liked this one!

In the "Behind the Scenes" sections of the last three issues, I pretty much spilled all the history part of this project: the original inspirations, the first version published by *Heavy Metal*, and the re-mastering/coloring of this version. I have teased you along the way about the concept of doing this as a film, something I would like to direct.

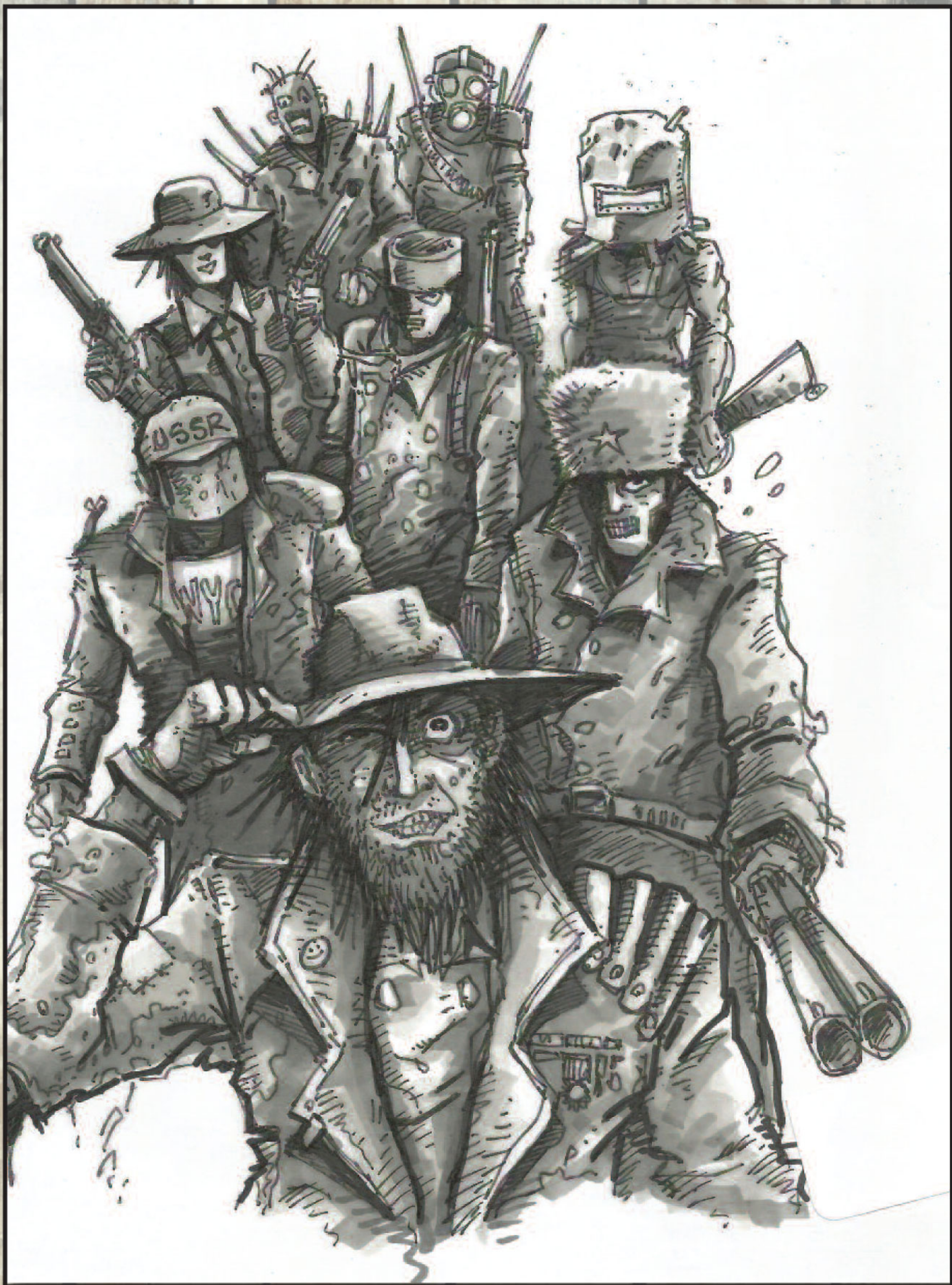
That will be left up to the "Gods of Funding" in Hollywood to see if that ever happens. Along the way, a

few years after the original series and graphic novel was published, I did a lot of preparation on the film side, and later partnered with Co-owner/Producer Josi Konski to do a lot more. I did a lot of concept art and a few drafts of a script in the early 2000's, as well as a ton of storyboards, and another few drafts of the script with Josi and Paul Jenkins in 2005 and 2006. I'm currently working on a revised draft now, let's see if that is the one that can take it all the way to the big screen.

The title page image above is an early 2000's movie poster concept my buddy Rob Prior did, as part of our pitch package/presentation. Very cool.



During the first round of development for the movie pitch, I also worked with Rob Prior on the possible re-design of many of my original character concepts. Here's a fun sketch of one of the first passes on the Vampires. In one of the later script drafts, I referred to them as "Irish Samurai Vampires."



For the characters I would now refer to as “Russian Cowboy Zombies,” this is another concept from the early days I did with Rob Prior. Rob was awesome to work with. He has a great visual sense, and is a very accomplished painter. If the film ever moves forward, I would definitely bring him back in for all the pre-visualization.

EARLY STORYBOARDS: I did about 1100 drawings based on an early version of the script with Rob Prior, this is from the opening sequence, where we first enter the town.

FISTFUL OF BLOOD - ALL IN SEPIA TONE! EASTMAN OS / PRIOR PAGE 3

SOLID BLACK...



MORE... SOLID BLACK -



PAUSE...



↑ FLASHES OF WHITE-STREAKS -! NIGHT-!

FADE IN →



PULL UP OUT OF THE UNDER BRUSH -
POV - VERY LOW - GROUND LEVEL.
↑ GRAVEYARD IN DISTANCE.



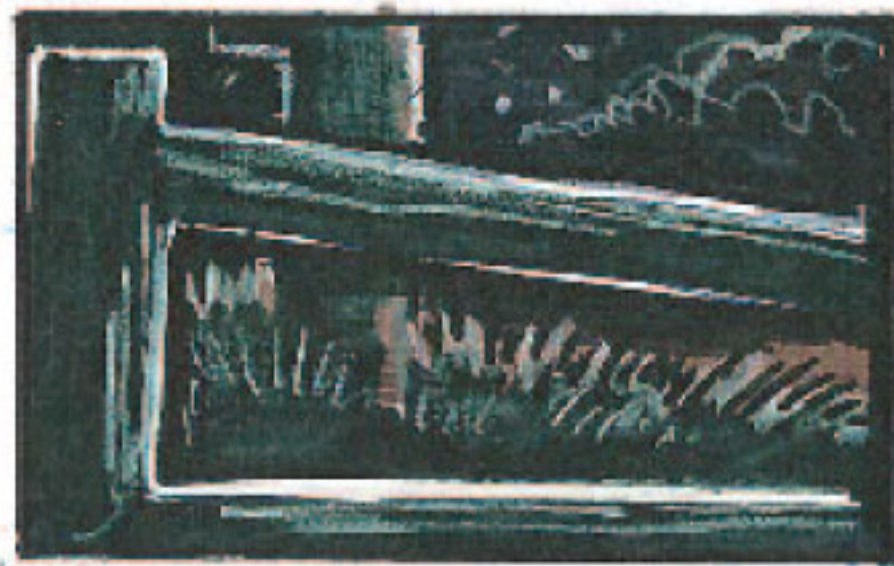
MOVING FORWARD!
TO GRAVE YARD.
NIGHT.



INTO GRAVEYARD - NIGHT.
↑

FISTFUL OF BLOOD - ALL IN SEPIA TONE! EASTMAN OS / PRIOR PAGE 6

CAN RUN MORE CREDITS OVER THESE IMAGES → ALL LOW SHOTS! - CHURCH -



NIGHT - OUT OF GRAVEYARD
INTO DESERT. THROUGH FENCE.
↑



PAST CACTUS - DESERT.
↑



POV - RIGHT TO CHURCH.
→

UPSHOT.
↑

TOWN



FIRST SIGN POST →

POV - LEFT TO TOWN!
←

SIGNS -



POV - TOWARDS TOWN - UP TO
FIRST SIGN. ← SECOND SIGN IN
BACKGROUND.

SIGNS -



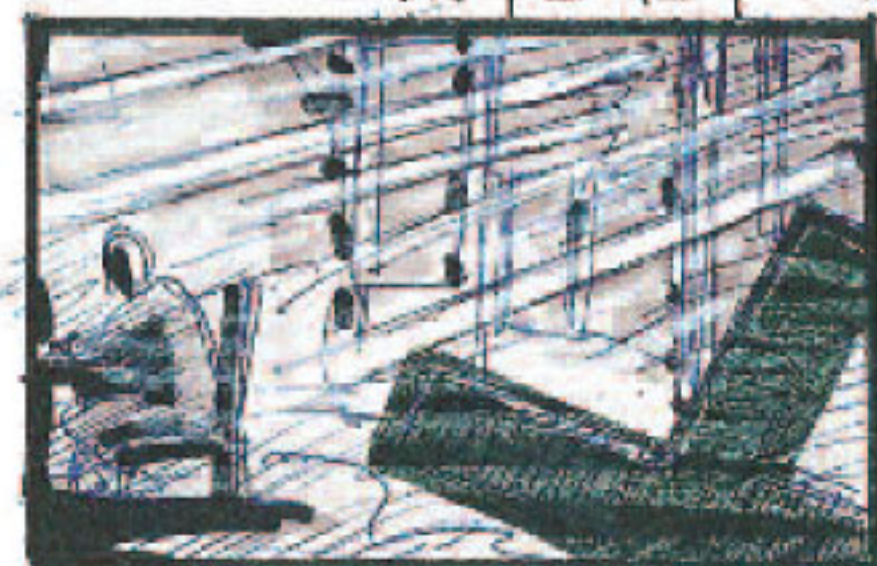
INTO TOWN - PAST FIRST
SIGN - TO SECOND SIGN.
↑

NIGHT -
NEARING
DAWN!

EARLY STORYBOARDS: To better set up the history and story behind the Russian Cowboy Zombies, I extended the first scene of them in their "SALOON" headquarters.

FISTFUL OF BLOOD ESTIMADOS | ANIMAZ

LONG POV PAN ACROSS SALOON — MORNING SUNLIGHT



VERY SMOKEY —!

→ SLOW PAN ACROSS THE SALOON BAR-ROOM — ALL THE CHARACTERS — CROSSES — LIGHT BLASTING THROUGH SHADES! —
 COWBOY ZOMBIES TALK MORE →
 CRAZY BANTER — →
 DMITRIY CAN'T TAKE IT ANY MORE —!



DMITRIY — GOES CRAZY — PISSED.

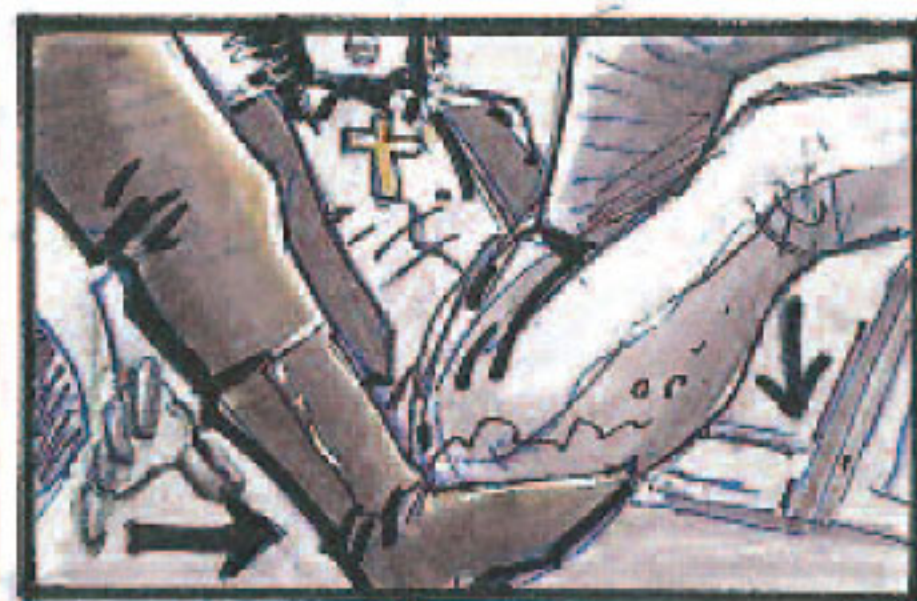
KICKS TABLE OVER!

↑ POV AS HE JUMPS UP RANTING —



FISTFUL OF BLOOD ESTIMADOS | ANIMAZ

INT. SALOON MORNING —



DMITRIY STOMPING AROUND FREAKING OUT — WALKS OVER — KICKS CHAIR OUT FROM UNDER ONE OF THE COWBOY ZOMBIES — THEN WALKS OVER TO BAR AREA —

DMITRIY —

DMITRIY —



WACKS HAT OFF ZOMBIE AT BAR —

THEN SMASHES HIS STUFFED TURTLE.

AND POURS HIMSELF A SHOT STILL RANTING! —

EARLY STORYBOARDS: I wanted the fight scenes in the film to be as epic as I could make them, using practical in-camera effects. Here are some of the extended sequences for Blondie's first shootout with the Zombies.

FISTFUL OF BLOOD

ESTIMM 05 / MID

BLONDIE CLOSE UP - SHE GETS IT!



THESE GUYS DIE FROM HEAD SHOTS!



OTHER FOUR THINK SHE'S UNARMED... AND MOVE IN FOR THE KILL!



BLONDIE - PULLS TWO GUNS OF DEAD COWBOY ZOMBIE #6 -



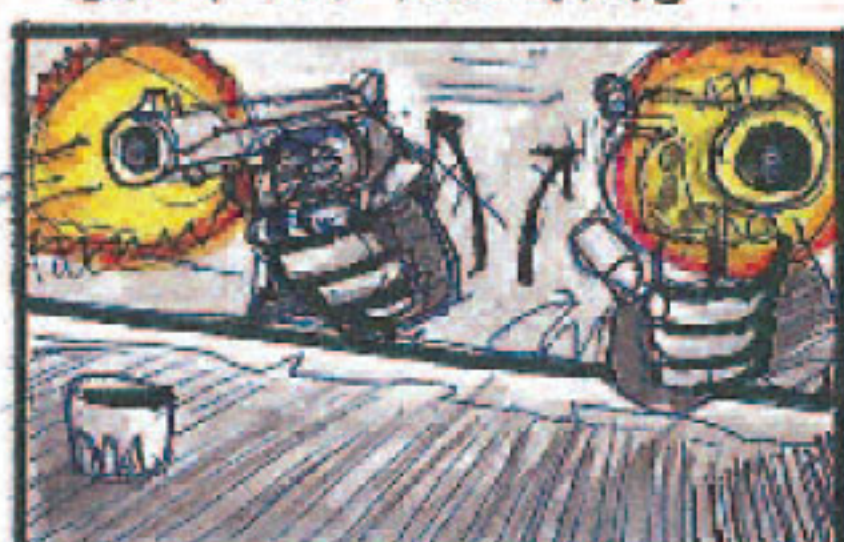
AS THE CHARGE IN GUNS BLAZING -



DMITRIY
DMITRIY SAYS - "WATT WHAT ABOUT NIKOLI'S GUNS?!"



JUST AS TWO GUNS -



POP UP OVER THE BAR AND LAY DOWN SOME COVERING FIRE.



BLONDIE HITS THEM IN THE BODY -



A FEW TIMES - STOPPING THEM IN THEIR TRACKS -

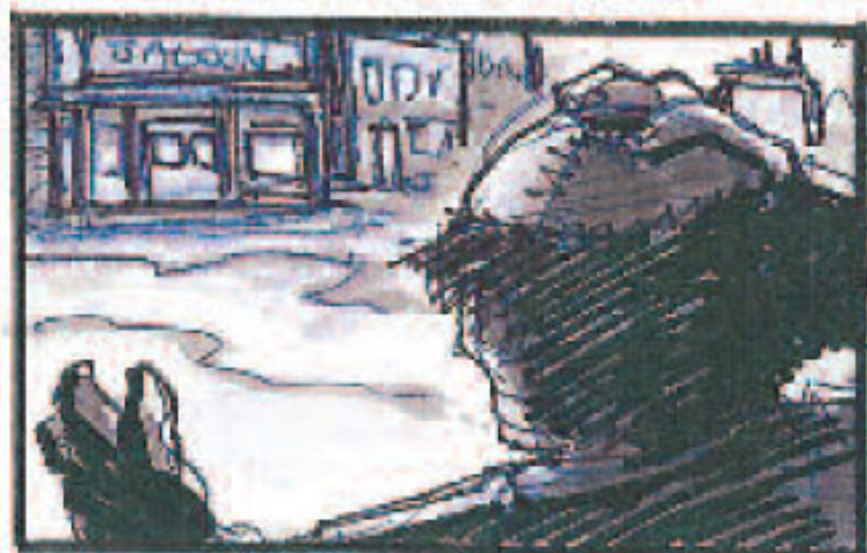


DMITRIY JUMPS CLEAR

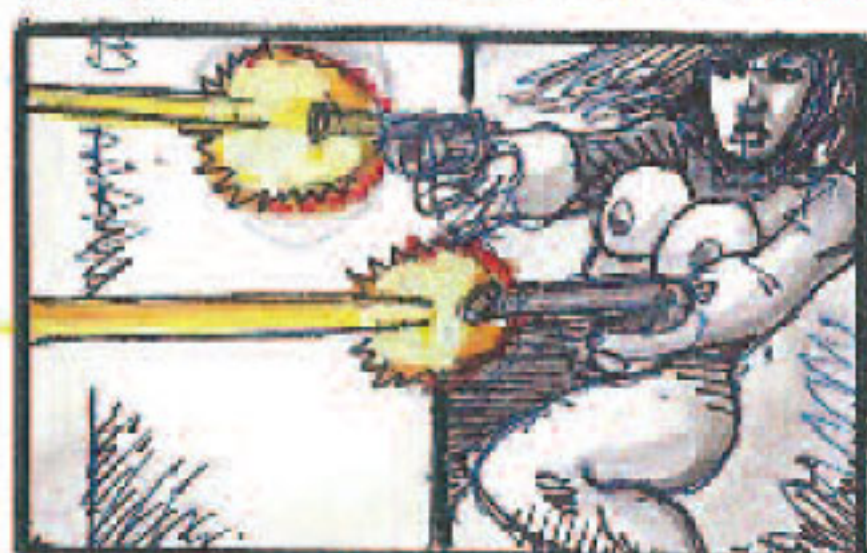
FISTFUL OF BLOOD

ESTIMM 05 / MID

EXT. HOTEL CLINT ON PORCH - FREAKING - THIS HAS NEVER HAPPENED BEFORE - A GUN FIGHT LIKE THIS - WITH A WOMAN? MAYBE THEY'RE FIGHTING OVER HER?



BLONDIE - ROLLS OUT OF THE SIDE -



- OF THE BAR BLAZING AWAY!

COWBOY ZOMBIES #1 AND #5 BOTH TAKE HEAD SHOTS - DEAD!



AS THE ROLL ACROSS THE SALOON FLOOR -

EARLY STORYBOARDS: And finally, I wanted all the transitions to be highly stylized, and funky. Here's part of one of my favorites, just before Blondie first meets the Irish Samurai Vampires. Fun stuff!

FISTFUL OF BLOOD EASTMAN 07/PRIOR PAGE **134**

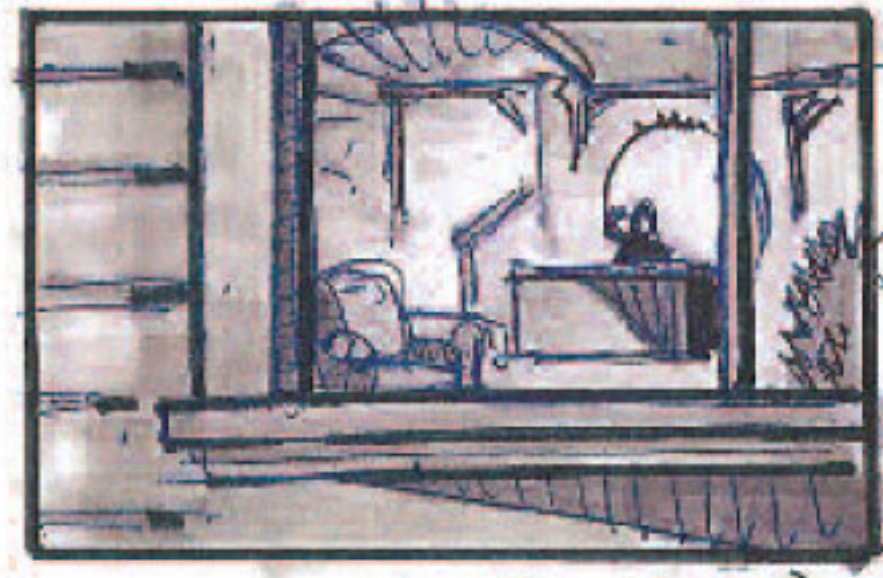
"HOPE TO SEE YOU IN THE MORNING -" CLINT DRINKS - QUIET - SLOW PAN OUT OF LOBBY - OUT HOTEL FRONT WINDOW -



↓ (OUT)



↓ (OUT)



↓ (OUT)

TO A SEMI WIDE SHOT OF HOTEL FRONT - THEN PAN UP - UP - UP TO HOTEL WINDOW. TO BLONDIE - TAKING OFF HER CLOTHES!

AND/OR MOVED NOW - IN SHADOWS LIGHTS ON IN ROOM.



↓



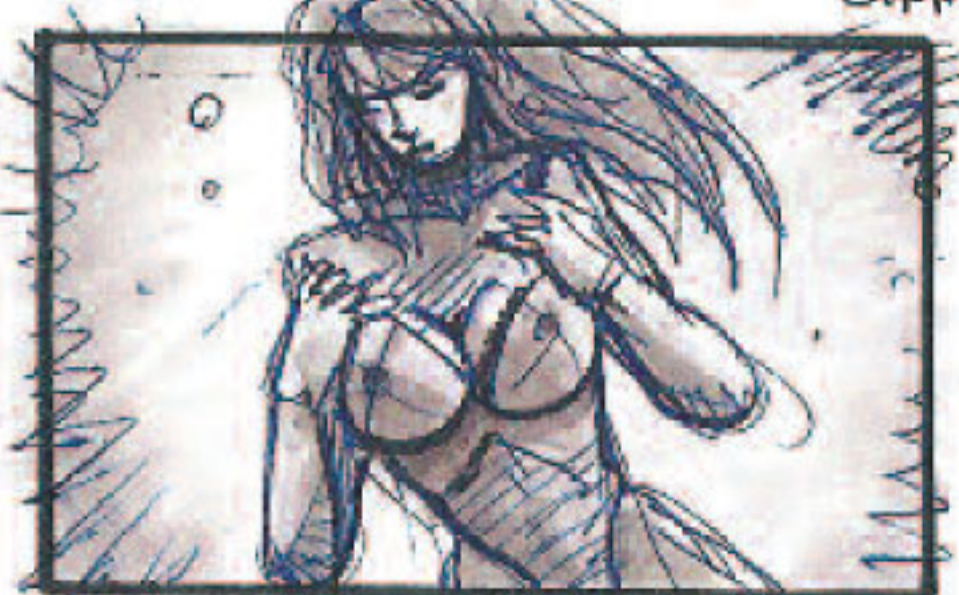
↑



↻

FISTFUL OF BLOOD EASTMAN 07/PRIOR PAGE **135**

BLONDIE PUTS ON TEDDY - LOOKS SHARP. FLAP FLAP FLAP PUMP - SOMETHING OUT SIDE THE WINDOW -



↑



↶



↷

BATS - MOVE FLASHES | BLACK OUT SCENE - THEN BREAK UP - WE FOLLOW THEM - OFF AND DOWN THE STREET -



↷



↷ ↑



↷

TO THE END OF TOWN.



So, with the past and present for *Fistful of Blood* all laid out here, let's see what the future will bring. I hope you enjoyed the re-master version of the series, and come back and hang with us if I get to do more. With that, I want to thank all the cool folks at IDW for making this happen— especially Bobby Curnow and Robbie Robbins—as well as give a HUGE shout out

to co-creator Simon Bisley, co-owner Josi Konski, cover artist James Ryman (additional covers for issues 2, 3, and 4) and the incredible Tomi Varga, who did an amazing job coloring this beast! The icing on the cake here, is this awesome pin-up by Josh Zingerman and colored by Tomi. Sweet.



Bisley

COVER BY
SIMON BISLEY



COVER BY
SIMON BISLEY & KEVIN EASTMAN



COVER BY
KEVIN EASTMAN

COLORS BY
TOMI VARGA



RYMAN/02

COVER BY
JAMES RYMAN



COVER BY
SIMON BISLEY & KEVIN EASTMAN



COVER BY
KEVIN EASTMAN

COLORS BY
TOMI VARGA



COVER BY
JAMES RYMAN



COVER BY
SIMON BISLEY & KEVIN EASTMAN



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JAMES RYMAN



COVER BY
KEVIN EASTMAN



COVER BY
SIMON BISLEY & KEVIN EASTMAN