

THE

WRITTEN BY DAN WICKLINE **ART BY PHILLIP SEVY LETTERS BY TROY PETERI EDITED BY ELENA SALCEDO EDITOR IN CHIEF MATT HAWKINS**

COVER BY PHILLIP SEVY



Top Cow Productions, Inc.

p Cow Productions, Inc. Silvestri - CEO

lawkins - President & COO

Salcedo - Vice President of Operations

nry Barajas - Director of Operations cent Valentine - Production Manager

Dylan Gray - Marketing Director

IMAGE COMICS,

Robert Kirkman—Chief Operatin Erik Larsen—Chief Financial Offi

enson—Publisher/Chief Crea —Director of Sales —Director of Publishing Pla

& Book Trade Sales Director of Digital Sales

Director of Specialty Sales

Director of PR & Marketing

IMAGECOMICS.COM

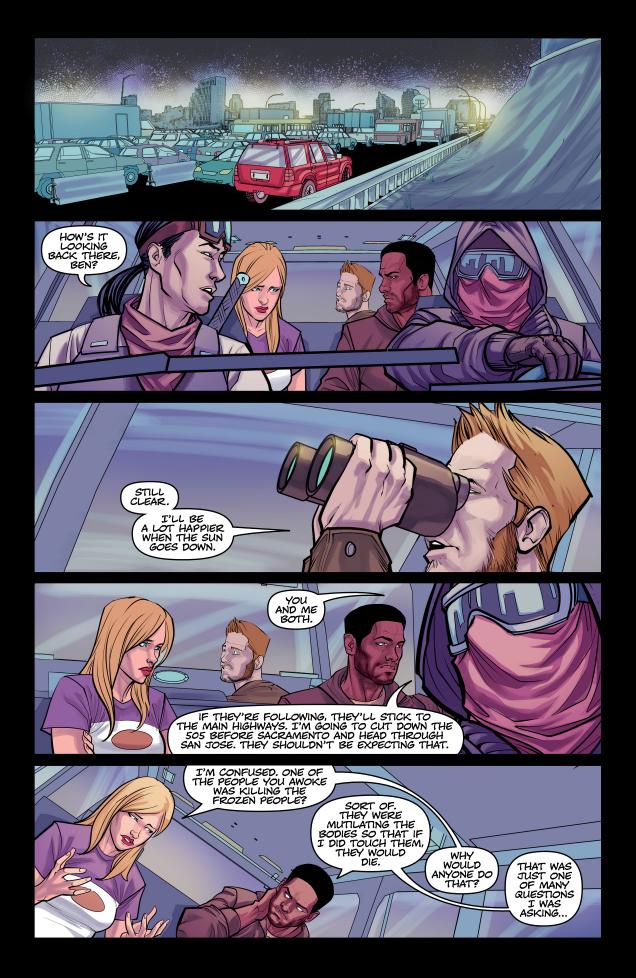


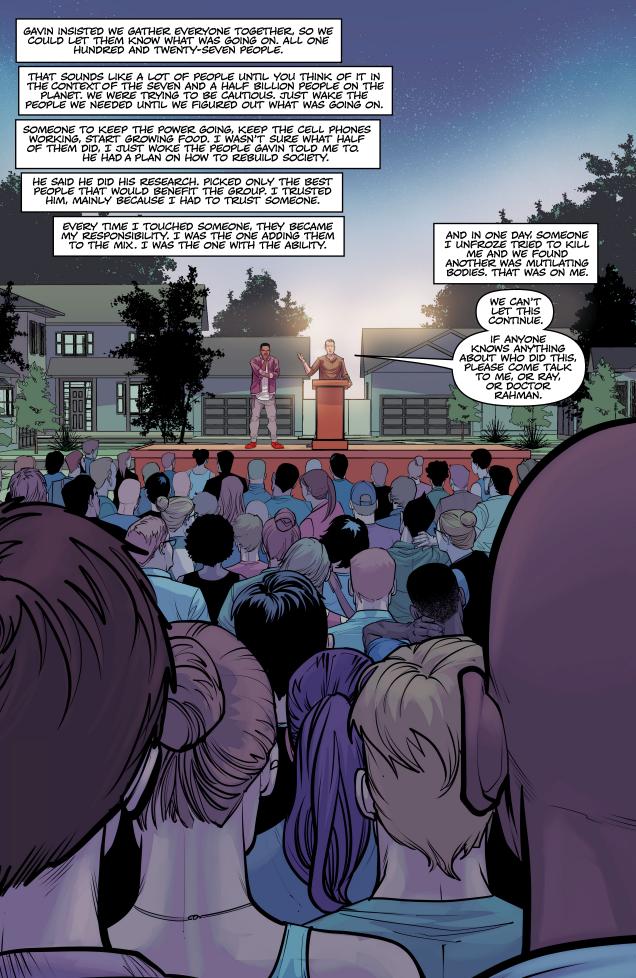
To find the comic shop nearest you, call: 1-888-COMICBOOK

Want more info? Check out: www.topcow.com news & exclusive Top Cow merchandise!

by Image Comics, Inc. Office of publication: 2701 NW Vaughn St., Suite 780, Portland, OR Top Cow Productions, Inc. All rights reserved. "The Freeze." its logos, and the likenesses in Wickine and Top Cow Productions, Inc., unless otherwise noted: "Image" and the Image age Comics, Inc. No part of this publication may be reproduced or transmitted, in any form or burnalistic or review purposes), without the express written permission of Dan Wickline and Inc. All pages, characters, permission of Dan Wickline and Inc. All pages. THE FREEZE #3. February 2019. Published b 97210. Copyright © 2019 Dan Wickline and of all characters herein are trademarks of Da Comics logos are registered trademarks by any means (except for short excerpts Top Cow Productions, Inc., or Image Cor resemblance to actual persons (living or inc. All names, characters, events, and locales in this publication are entirely fictional. Any d), events, or places, without satiric intent, is coincidental. DIGITAL EDITION.

image

















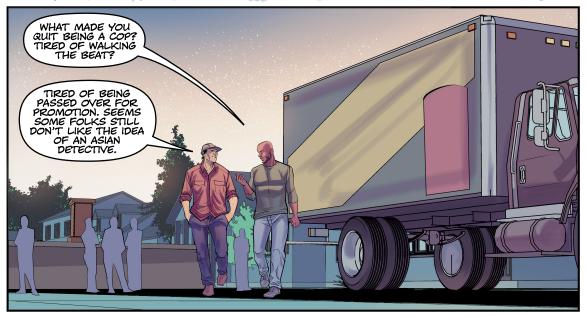








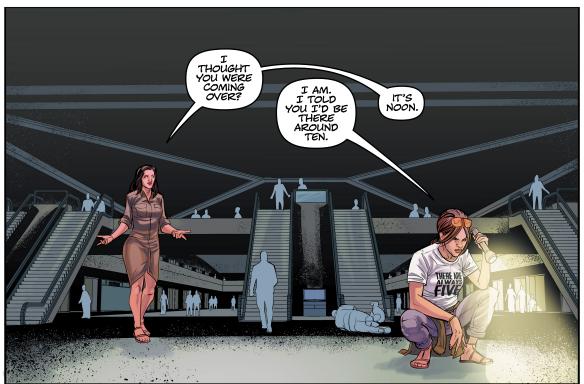


























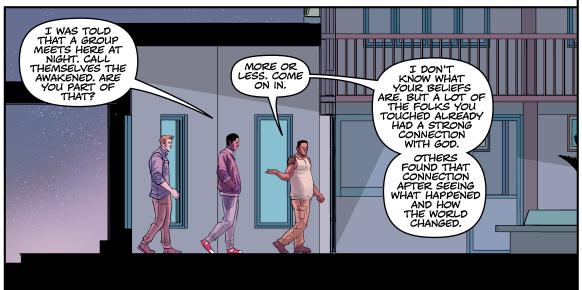


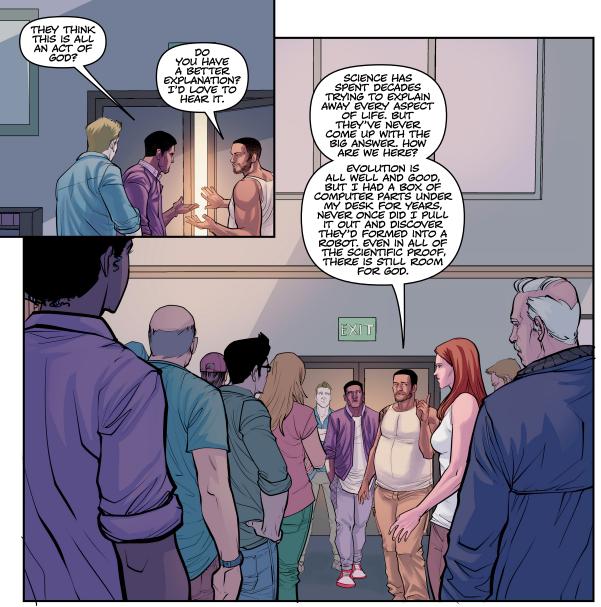
































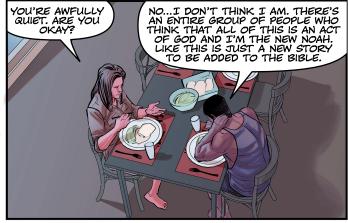














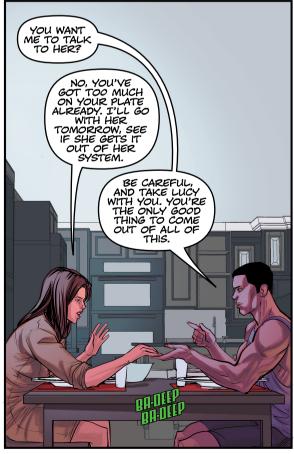












































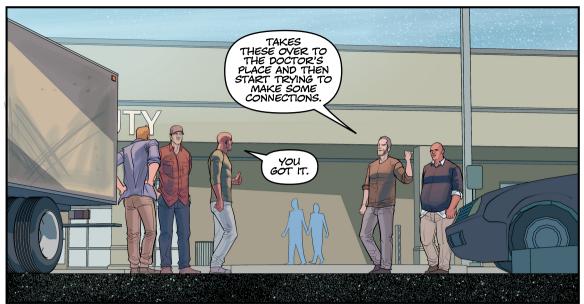












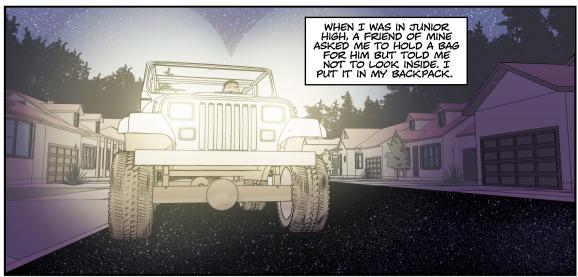








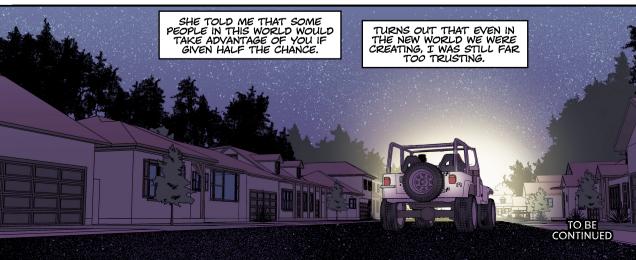














Hey Faithful Freezers! Phillip here. Dan and I were talking the other month and we decided it might be fun for the backmatter of issue 3 if I took over and gave you a tour of my crazy art process. People generally get a kick out of the BTS/WIP shots I post on my twitter (@phillipsevy), but I thought I'd give some context.

I wanted to go through the steps for issue 3, page 15 (the big bodies splash page in this issue) because it was very important, labor intensive, and my favorite page of this issue (perhaps series).

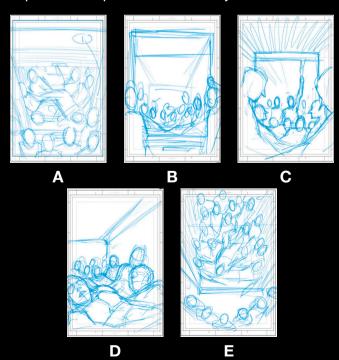
PAGE FIFTEEN (1 Panels)

Panel One: Full-page splash of the inside of the truck. It is filled with a bunch of bodies stacked on top of each other. There are bags of hearts tied to each body. This needs to be a really gruesome scene. Go to town on this page.

WINSTON

Somebody's been very busy.

Everything starts with Dan's script. As you can see, Dan left a lot of the page up to me. After working together for three issues at this point, we're pretty comfortable with what each other expects/can bring to the table. Dan's very cool to generally give me space to either do my thing or screw it up (hopefully you feel "my thing" more than me screwing it up, thus far). I like room to interpret the script to the best of my skills.

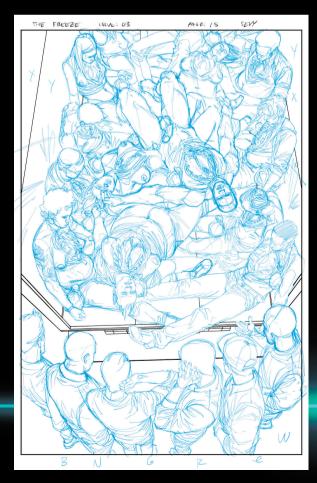


After reading the script, I scribble up thumbnails and then layouts. Because this page was such an important one, I went back to the drawing board and gave Dan five options to choose from. He liked option E and I was cool with it too.

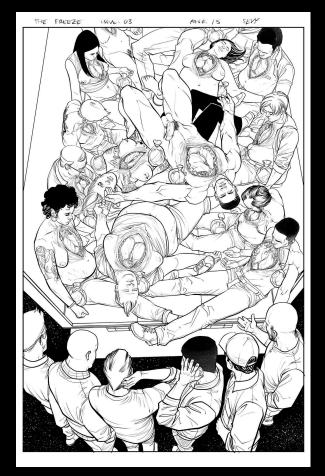
Now, the part that makes everyone laugh. I tend to use a lot of reference when I draw. It speeds up my process and allows me to get subtleties that I might not just drawing straight from my head. While working on a book like Tomb Raider. I actually hired a model to pose for my Lara shots, but for something like THE FREEZE (and other projects) that are more grounded in reality, I just take reference photos of myself. I'll take the photos with my camera, on a poseable tripod, with a timer. I import the photos into my computer, then cut them up, copy and paste them into Clip Studio Paint, and arrange them to match my layouts. What I end up with (as you can see) is often a LOT of Phillips interacting with each other. It's ridiculous. We've started calling them the "Council of Phils." This one particularly cracked me up, because it's a van full of dead mes (I might have some issues).



Next stage is pencils. The reference is the base, but I draw all the different characters, genders, body types, clothing (or lack thereof) etc. from my imagination. I'll spare you all my reference photos of open-heart surgeries and spread-open chest cavities that I had to do for this page. It was gross. Take care of your cardiovascular systems, kids—you don't want that surgery if you can avoid it.



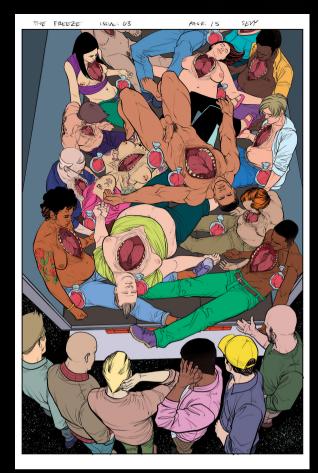
After that, inks! Working digitally, I pencil and ink in Clip Studio Paint using primarily Richard Frenden's amazing brushes. I keep my linework more open right now (and when I'm coloring myself) because of the next step:



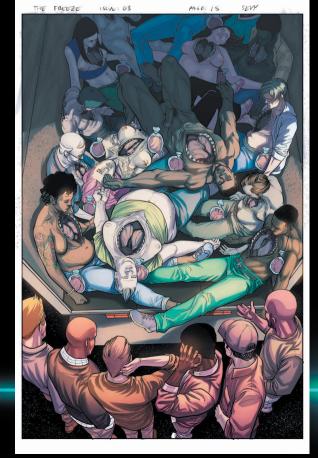
Gray tones. I digitally paint gray tones into my pages. It's an extra step that can be time consuming, but I like the control over the volumization of the shapes I've drawn. It also gives me some value control. In addition, when I color the pages, I use the gray tones as a shadow layer and it cuts down on my coloring time.



After the black and white work is done. I send my pages to my flatter. Fernando Argüello is my trusty and faithful flatter and I owe him my life and sanity. He's flatted nearly every page of this book. However, he didn't flat this page. Because of his crazy workload and some holiday deadlines, I had a former student (and amazing artist in her own right), Lacey LeBlanc, flat a few pages in this issue. She drew the short straw and got this page. But as you can see, Lacey did a great job (she even flatted all the little designs in character tattoos!). Flatting is the process of outlining shapes and throwing in block colors. I take this base and change the colors and use it to start coloring.



Coloring. THE FREEZE has been so fun (and so much work) to do because Top Cow let me color myself. I take all the art and put it in Photoshop. I then press the "Color It" button and viola! It's done. Just kidding. Hardly. There's even more work and choices and thinking that goes into coloring because it's a newer thing for me. But there we go! The insane art process I use to bring the book to you.





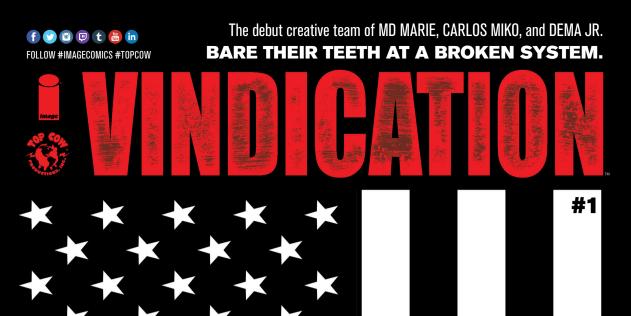
DAN WICKLINE has written for Image Comics, IDW Publishing, Humanoids Publishing, Zenescope Entertainment, Avatar Press, Top Cow and Dynamite Entertainment. He's also scripted for *The Metal Hurlant Chronicles* television series and has penned three novels featuring his character Lucius Fogg—*Deadly Creatures, Malicious Intent*, and *Educated Corpses*. He is currently finishing his next novel, *Blythe: the Trailer Park Knight Rises*.



PHLLIP SEVY loves comics. Always has. Always will. He drew his first one at age 4. Over 25 years later, he was a runner-up in the Top Cow Talent Hunt 2013 and his career began. He graduated with an MFA in Sequential Art from SCAD and has worked for Top Cow, Black Mask, Valiant, Zenescope, Action Lab, and most notably on a long run of *Tomb Raider* for Dark Horse. In between drawing projects, he self-published *Paradox* and wrote *The House* (with artist Drew Zucker). Phillip lives in Utah with his wife (just one) and kids (only two). You can keep up with his work at phillipsevy.com.



TROYPETERI, Dave Lanphear and Joshua Cozine are collectively known as A Larger World Studios. They've lettered everything from *The Avengers, Iron Man, Wolverine, Amazing Spider-Man,* and *X-Men* to more recent titles such as WITCHBLADE, CYBERFORCE, and *Batman/Wonder Woman: The Brave & The Bold.* They can be reached at studio@alargerworld. com for your lettering and design needs. (Hooray, commerce!)









RETURNS MARCH 2019

"One of the best written and looking books out there today."
—AIPT!

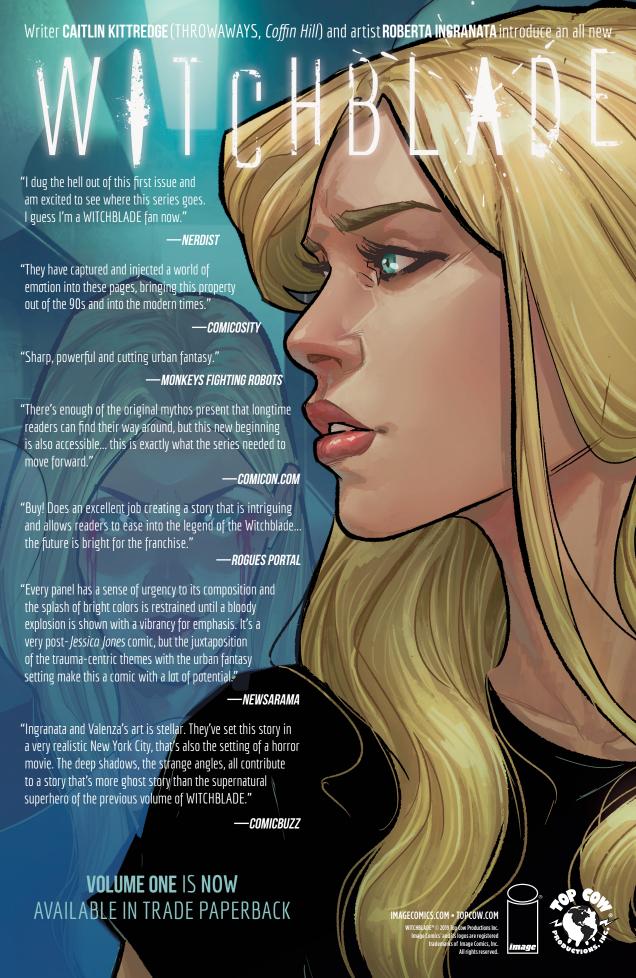
"Adds great depth to an already entertaining and thought-provoking story."

—The Brazen Bull

"Giovanni Timpano's paneling and compositions are outstanding, but it's Dispenza's colors that heighten the tension."

-Multiversity Comics







"It's a bleak outlook with grand originality in its delivery of the story." -OUTRIGHT GEEKERY

"Favorable comparisons could (and should) be made to Grant Morrison and Chris Burnham's NAMELESS for its dalliances with evil, and Kyle Higgins, Alec Siegel and Rod Reis' HADRIAN'S WALL for its simmering whodunit bonafides." -DOOM ROCKET

> "One of the most intriguing mysteries in comics." -COMICBOOK.COM

> > "Creepy and foreboding." -HORROR TALK







RATED M / MATURE









FOLLOW #IMAGECOMICS #TOPCOW

AVAILABLE MARCH 2019