

YET YOU  
BASTARDS  
FORGOT

AND

**zine**

18 - 19

I WOKE UP TO A  
WORLD OF  
THUMPSTERS

THUMP

GRAPHIC  
NOVEL &  
COMICS  
SOCIETY  
UCL



# zine

18/19

big shoutout to keith for doing the amazing cover art for the zine and the comic down below :)



# zhuoran

i've always loved art and started getting into drawing anime style around 4 years ago! this is a piece from 2017 featuring my character with 100 bears (you can count them if you like). this past year, i've been tabling at small conventions and i'm hoping to try larger cons such as hyperjapan and comic con in the future!



theartthatran



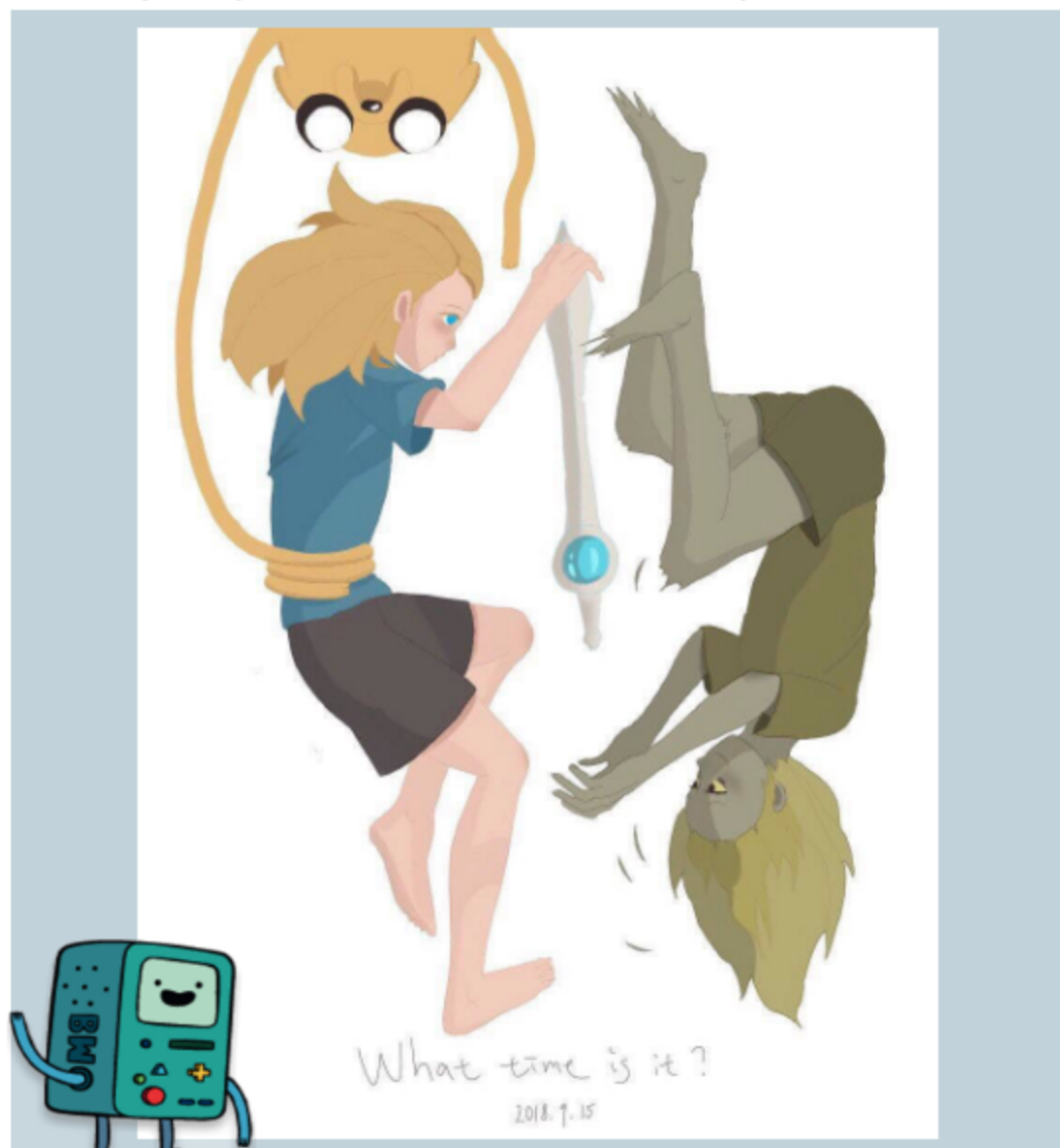
# hans

for me, comics were a way to goof around with my friends to be gin with but as i grew older they became more personal as the best way to bring the ideas in my head to life (seeing as i can't write or animate). for a while now though comics have been on indefinite hiatus while i try to improve myself technically to better realise my imagination. but this hasn't stopped my mind from constantly coming up with ideas and me from experimenting!



# hanxiao

i started drawing because i like being able to illustrate things that pop into my head - getting something you imagine down on paper is amazing! my art is highly inspired by the anime / cartoons i watched (jojo, adventure time etc.) it allows me to share my own depictions of the characters to people who enjoy the same things. i've been practicing drawing anatomy a lot recently, i hope i can draw like araki one day



# inés

i've been drawing since i was little & loved making 'funny' comics with my sister. i've also been sharing some of my fan art online with some my friends but sadly i haven't really gotten round to doing much since uni, which is why i started the society as a way to get some drawing & social time in, as well as encourage others to share their 'funny' ideas :)



# louisa

i spent a long time drawing still life but, as high school ended, i found i had a growing interest in both comics and cartoons. major inspirations for me were the fun colours of 'adventure time,' and the surrealism of 'the tatami galaxy.' the dreamy atmosphere of series like 'kaiba' and 'hyouka,' and the fun colours and designs of shows i remembered from my childhood, such as 'chowder' and 'fosters home for imaginary friends,' all helped me create a tone i always try to achieve in my own art. reoccurring themes in many of my short comics tend to be dreams and misshapen memories, and then characters i have the most fun making are those guided by a sense of unreality, striving towards a fantasy.





# keith

drawing is the one thing i feel like i can do whenever, and i particularly like to create characters. recently i've been trying to push myself and get myself to explore different styles of drawing and character design. i really dig anatomy too. drawing is half the story though, and comics are a crazy, excellent way to expand how you can tell stories through illustration. i hope to be able to put all of that into a good comic one day!



# sasha

i've been drawing on and off for the past 12 years, and i can best describe my drawing style as not picking up a pencil for 3 months then starting again and suddenly i can draw ears or noses. nowadays i'm creating complementary illustrations for roleplaying games, but hope to create a comic one day!



heliumowl\_art

# SOO

soo started teaching himself how to draw last summer and has been improving steadily ever since. he especially enjoys drawing characters from the video video games he plays in his free time in a characteristic chibi-style.



