



JONATHAN BRUNS

THE WORLD OF THIEVES:
ROSA~ROSA: THIEF EXTRAORDINAIRE

THESIS STATEMENT

The *World of Thieves* is an introduction to the world of *ROSA~ROSA: Thief Extraordinaire*. The main feature of the work is the book set in another world where a young girl begins her journey of Goodly-Thiefdom.

Upon setting her sights on emulating the late Robin Hood, a young Rosalynn Crucia creates her own version of his Skeleton Key - a key which can open any lock. However, her grandfather opposes this decision, as he believes no good could ever come from such aspirations. Rosalynn leaves in a huff with her trusty stead, Bork, and enters a nearby town where she makes a life-changing decision that will set her on the path of the razor's edge.

In a world where thieves - both just and unjust - have become legendary in their efforts, how would many react to a new incarnation of Robin Hood; the one original, natural-born legend? Some may cry out in joy of their new savior;, and many may scoff at the idea of crime for the betterment of others. The very moral fibers of the world may be tested through these conflicting views, and redemption may be beyond some. Should the ends justify the means when the Good-of-All is involved? Should so-called *Arbiters-of-Good* hold the right to punish those they deem unjust?

Times are confusing in Rosa's world, especially nowadays. Any one powerful person can simply claim something and have their claim be believed without any evidence or thought. All the while, those same people profit from the suffering of others. There are many out in the world who seek their own justice to counteract the so-called "justice" of the powerful who take from the masses, and profit from their suffering. It may or may not be right that a thief steal. But, how is it that blatant theft by the powerful must be right and so met with applause? Vigilantes have risen to this call; however, they see the cries of the people as nothing more than excuse. They seek no justice other than profit. Who can, and who cannot, be trusted?

As part of a much larger project, the story *ROSA~ROSA: Thief Extraordinaire* seeks to expand upon notions such as: Can those who have wronged before ever be trusted again? Why are some people praised for certain acts, yet others are shamed for them? Is there any such thing as redemption in a world of thieves? Do the ends justify the means?

Thieves are only a symptom of a much larger problem, and this "symptom" shows no signs of stopping.

THESIS PROPOSAL

The *World of Thieves* primarily is a collection of works centered around one major work, a comic book called ROSA~ROSA: Thief Extraordinaire. Another book will also be accompanying the collection in the form of a rough draft of the final version of the ROSA~ROSA comic book. All accompanying images to these two works will be concept works related to the story and themes of ROSA~ROSA.

The two books will consist of:

A finalized, twenty-two page long comic of ROSA~ROSA: Thief Extraordinaire, in complete grayscale. The book follows a young girl named Rosalynn Crucia who wishes to better the world through thievery, just as her role model Robin Hood once did. So, one day, she chooses to throw herself into danger to start off on her path.

A compilation book of the rough-draft versions of each page from the comic book. Each page of the rough shows the original layout and free-hand format of each page before completion.

ARTIST BIOGRAPHY

Jonathan Bruns is an artist born in Lincoln, Illinois and raised in Clarksville, Tennessee. Taking an interest in character animation and design at a young age, he quickly took to comic books and animation. Through these formats, he gained an understanding of story-telling and began to create his own comic books and animations. Likewise, his focus on story-telling through visual media can be seen in his paintings and photographs.

Since 2015, Jonathan has been attending Austin Peay State University in Clarksville, Tennessee, and will graduate in December of 2019. While focusing on his studies in the Studio Arts, Jonathan has adapted and learnt various image-making techniques with which he experiments in combining story-telling elements both visually and verbally. Many of his works focus on themes of: Family, Loneliness, Contradictions, Growing-Up, and Mythology.

CURRICULUM VITAE

Jonathan Bruns

Shows and Galleries

2019

The World of Thieves | Austin Peay State University

2016

Peter and the Wolf | Austin Peay State University
(in collaboration with APSU Gateway Orchestra)

Collaborations

2019

24 Hour Animation Competition | Austin Peay State University
(Animation: Team *The Keyframers*)

2017

24 Hour Animation Competition | Austin Peay State University
(Animation: Team *Pinto Beans*)

Skills

Photoshop
Illustrator
2D Animation
Drawing
Painting
Digital Photography

Education

2015 -- Present

Bachelor's Degree in the Fine Studio Arts | *Austin Peay State University*

2011 -- 2015

Graduate's Degree with Honors | *West Creek High School*

Academic Awards

2015 -- 2019

Dean's List Award | *Austin Peay State University*

2012 -- 2015

Award for Academic Excellence | *West Creek High School*

FIRST PRESENTATION

THE WORLD OF THIEVES

A Look into the World of *Rosa-Rosa: Thief Extraordinaire*

By: Jonathan Bruns

THESIS

- This project is a graphic novel about a goodly thief who aims to rectify the injustices of the world akin to Robin Hood, who was killed 100 years prior. However, she and her compatriots find that “the ends do not justify the means” in both their own actions, and the actions of the villains.
- The story throughout an entire series of novels will follow various themes of “familial love and hardship,” “justice and injustice,” “societal issues,” and “growing up;” among others. Each character is representative of a core value, and will view both the positives and the negatives of these various themes.



PROPOSAL

- This project is meant to explore the idea of young thief who wishes to bring positive change to the world through thievery. I wish to bring to life the story of that young thief and her adventures. To do so, there will various concepts to show, parts of the design process and world-building, and a finalized first volume of the story.

Proposal: More in Depth

- The first book will essentially be like a “first episode” of a television show: showing off the characters in their environment and kicking-off the adventure.
 - Rosalynn Crucia, since a young age, has always admired the long-deceased Robin Hood. Thus, at the tender age of eight, she begins to take an interest in “goodly thievery,” first stealing a piece of bread for her weakened great-grandfather, Jeffuschia. Jeffuschia scolds her, telling her that thievery will only lead to suffering. Soon after, she then helps steal back the money taken from the nearby towns-people by a greedy pixie. In response, Jeffuschia teaches Rosalynn all that he knows about thievery for the next five years. Rosalynn, then, heads into the world, seeking adventure and the opportunity for change.
- The concept-works will present a variety of landscapes, designs, and other informative works.
 - For instance, there will be a set of towns or cities based on the archeological tendencies of various races.
 - Character designs can accompany a proposed “show bible,” which outlines many important traits and contexts for characters and landscapes.
 - A few rough drafts of some pages of the book will accompany the work itself.

RESEARCH

- Much of the research for the story is based around Robin Hood and his exploits with his crew, as Hood is a prominent figure within the world of *Rosa-Rosa*. As well, there will be a significant amount of research toward story-telling and world-building.
- There will also be a number of references to various other literary and visual works, as the story will be set in a modern-fantasy-like time.

Research: Examples of Organisms and Culture

- *Rosa-Rosa: Thief Extraordinaire* sports a variety of animals and races of people.
 - Races: Human, Elf/Dark Elf, Half-Elf, E'mtai, and Rabin.
 - Animals: Generally, there are similar animals to reality in the *World of Thieves*, yet there are also some oddities, such as: Dire Wolves, Avian Nautilus, Bovine Sheep, and so on.
- *Rosa-Rosa: Thief Extraordinaire* also contains a diverse cast of cultures that are representative of their people. Rabin cities, for instance, are built almost completely underground, and connect their many structures through many series of tunnels.

Research: Sketches of Organisms



Example of Rabin general physique



Example of E'mtai general physique

Research: Nick Orsi and Cory Loftis

- Nick Orsi and Cory Loftis are two great inspirations for looking at how to solve anthropomorphizing animals.



Research: Tim Burton



- Tim Burton's light work is incredible to see. Much of the work I am planning for the *World of Thieves* is inspired by his usage of light and shadow.

Research: Story and Artistic Influences

- Eiichiro Oda: *One Piece*
- Gido Amagakure: *Sweetness & Lightning*
- J.R.R. Tolkien: *The Hobbit* and *The Lord of the Rings*
- Robert Jordan: *The Wheel of Time* series
- Disney: *Zootopia*
- Mamoru Hosoda: *Wolf Children*
- Studio Ghibli: *Spirited Away*
- Tim Burton: General work with light
- Rebecca Sugar: *Steven Universe*
- Daron Nafcy: *Star Versus the Forces of Evil*
- Alex Hirsch: *Gravity Falls*
- Disney: *Zootopia*
- Studio Ghibli: *Spirited Away* and *Princess Mononoke*
- Atlus: *Persona 5*
- Kentaro Miura: *Berserk*
- Eiichiro Oda: *One Piece*
- Nintendo: *The Legend of Zelda: Breath of the Wild*
- Various fashions throughout the 1920s to the 1950s
- A variety of animals, including rabbits, various birds, horses, dogs, etc.

TASKS

- Research and reference various works about Robin Hood and other picaresque stories and images.
- Work on a “Show Bible” that will compile much of the information, images, and all else relevant to the creation of *Rosa-Rosa*.
- Create large and small concept images that can help inform the idea of the graphic novel.
- Create the first book of *Rosa-Rosa*, introducing the first protagonists and giving reason for the story to take off, with Rosa-Rosa wanting to achieve goodly-thieftom.
 - The book will take many other steps to process.
 - Writing for the book must be finished.
 - Rough drafts must be made, then inked and colored.
 - The book must be test-printed and re-printed based on color needs.

SCHEDULE

	Month																																	
	JANUARY				FEBRUARY				MARCH				APRIL				MAY				JUNE				JULY				AUGUST					
	Week																																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
TASK																																		
Research																																		
Character Design																																		
Set Design																																		
Writing																																		
Concept Creation																																		
Rough Drafting																																		
Final Inking																																		
Touch-ups																																		
Printing																																		

- Research and the creation of conceptual works will likely take the most time.
- Character design will take the least time, as the characters have already been through a few phases.
- Set design will take the second-most time due to structural design, mostly.
- Rough drafts and Inking rely completely on having writing complete.
- Touch-ups and printing take the least time, and are for final preparations.

PROGRESS: So Far

- So far, much of a potential “show bible” has been compiled and is full of designs that are getting close to completion.
- Concept images are in development that show off the potential landscapes of a world in which thievery runs high, in which rabbit-people and bird-people and elves exist, and in which the people are limited to technology from the early 20th Century.
- Character designs are in-progress, working on overall designs for the characters that appeal to their personalities and are telling of their world.
- The backstory for the over-arching backstory of the world have been planned out. Namely, the history of Robin Hood and his exploits with the Merry Men have been drafted (these events lead to the events “current” to the story).

Progress: Character Designs



Sketch of “Rosa-Rosa”

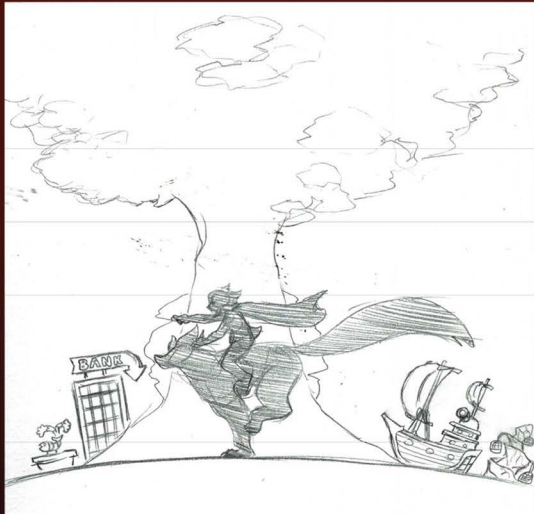


Sketch of “Merigold”



Sketch of “Caval”

Progress: Concept Ideas



Scan of a pencil draft of a “revolving world” concept.



First draft of a second concept illustration.

SPECIAL CONCERNS

- There may need to be additional research that must be gathered through difficult conversation for a better understanding and development of some characters.
- I must find more resources for learning page layout and coloring.
- Feedback on current designs. Insight on what the character designs tell you about the character.
- Usable resources on campus for printing a set of full books.
- Feedback on other ideas presented or discussed.

SECOND PRESENTATION

THE WORLD OF THIEVES

JONATHAN BRUNS



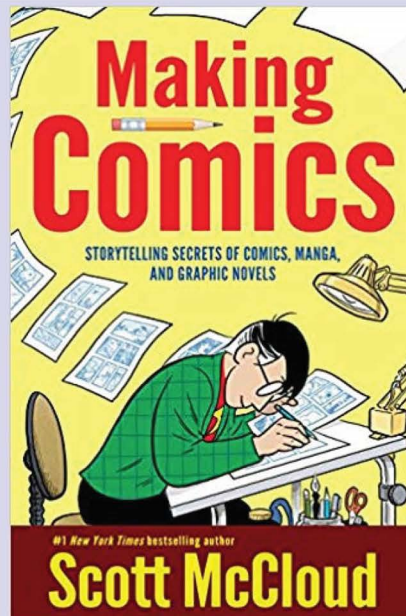
THESIS PROPOSAL

- “The World of Thieves” is a set of two books about a young thief who wishing to change the world through thievery.
- The first book is a comic book about 15-to-20 pages long. The second is a “Field Guide” to the characters and their world.

THESIS CHANGES

- Originally, the Thesis had an emphasis on a fully completed “show bible,” as well as a complete, 40-page first issue/graphic novel.
- Now, “The World of Thieves” will consist of a both a more condensed “Field Guide” and a standard-sized paperback comic.
 - “Field Guide:” Now will consist of character info pages, a world map, and story background information.
 - Comic Book: The comic will be a size of around 15-to-20 pages. It will also be based on a later story point than the very beginning. Changing the point of time in the comic will help to emphasize visual decisions made in the concept works.

RESEARCH: SCOTT MCCLOUD



- “Making Comics”
- “Understanding Comics”

Beth
Krommes

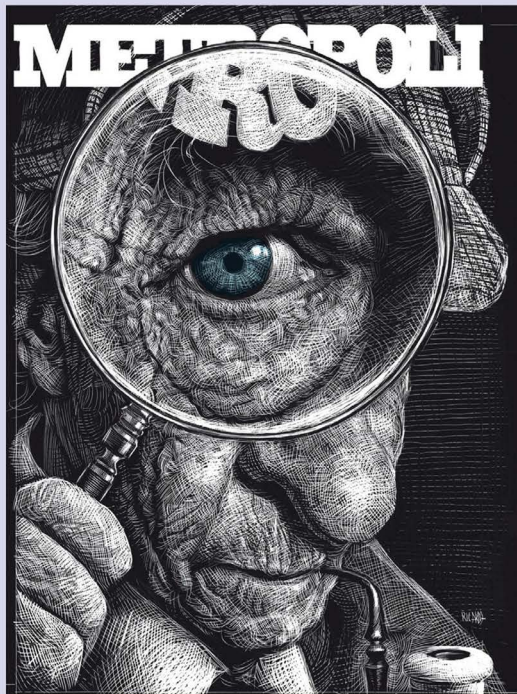


"Bird from the House in the Night"



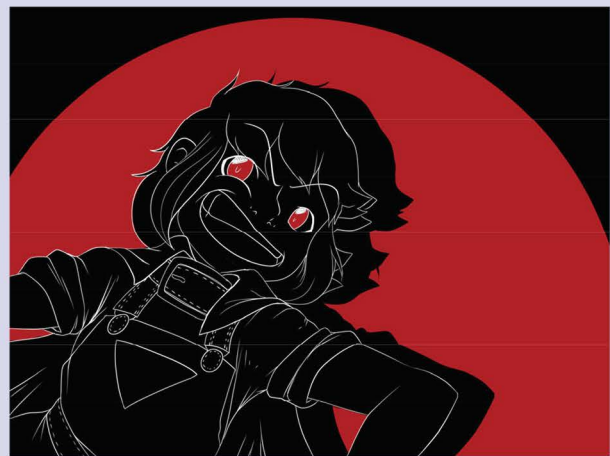
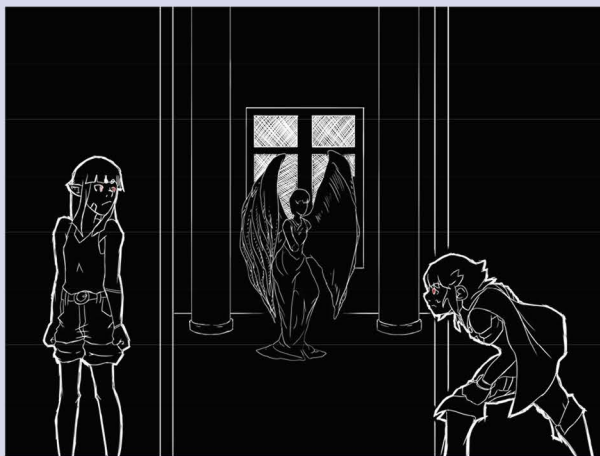
"Child from the House in the Night"

Ricardo
Martinez



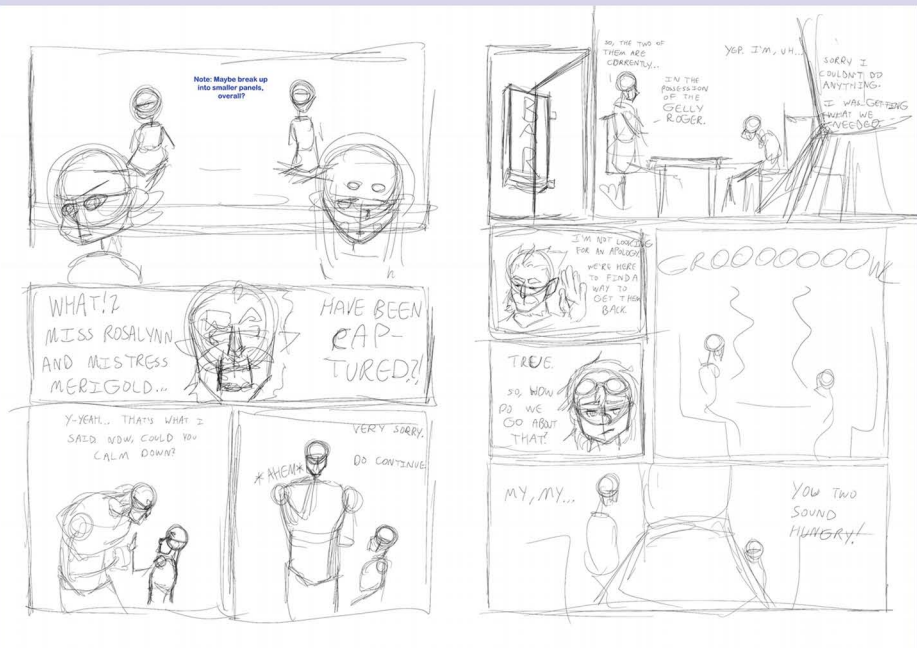
"Mr. Holmes":
Cover for *Metropoli*

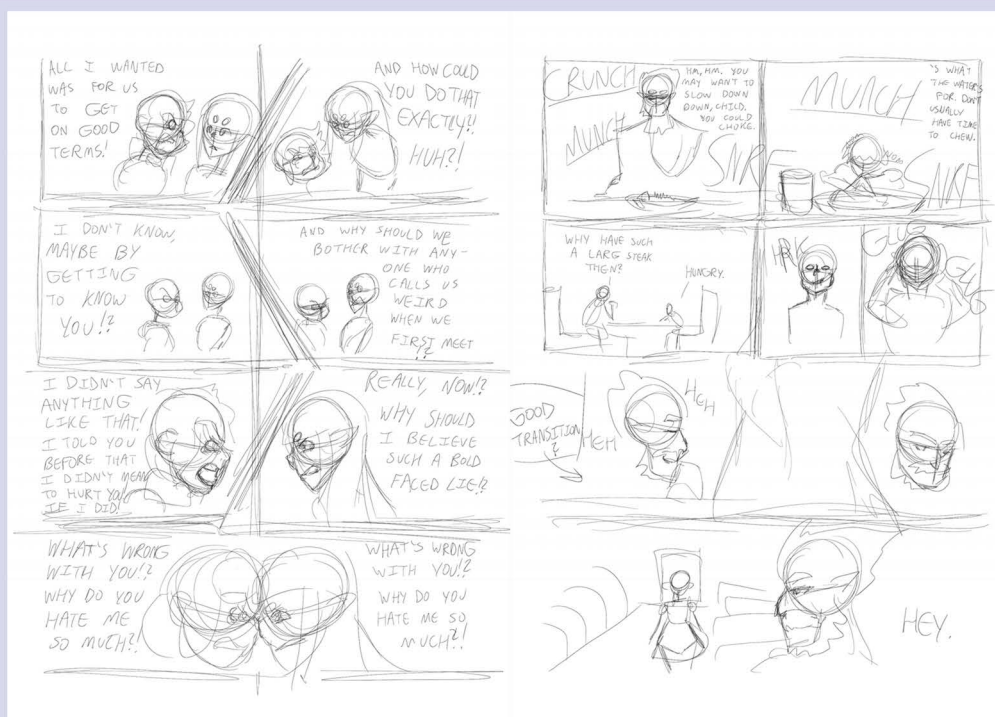
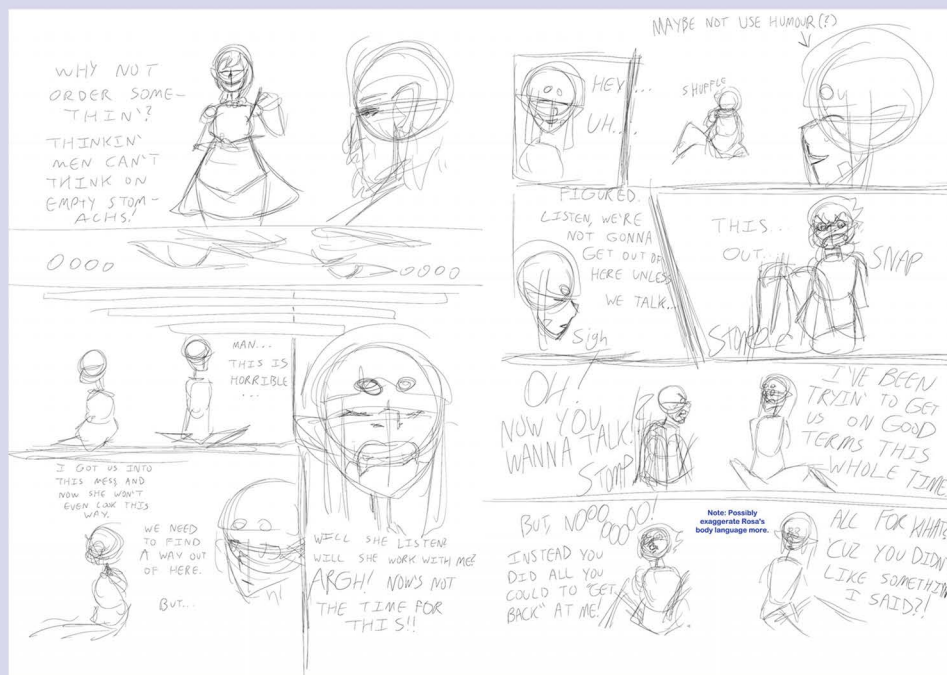
CURRENT
WORK:
DIGITAL
SCRATCH
ROUGHS

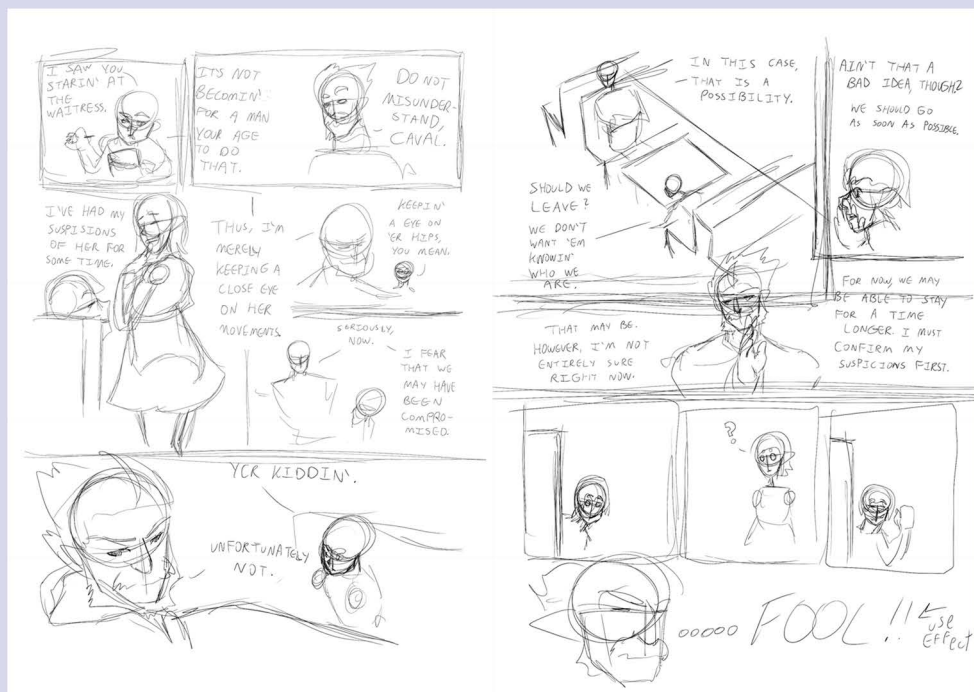




CURRENT WORK: THUMB- NAILS (8 TOTAL)







CURRENT WORK: COLOR PAGE



Page based on first Thumbnail (with alterations).

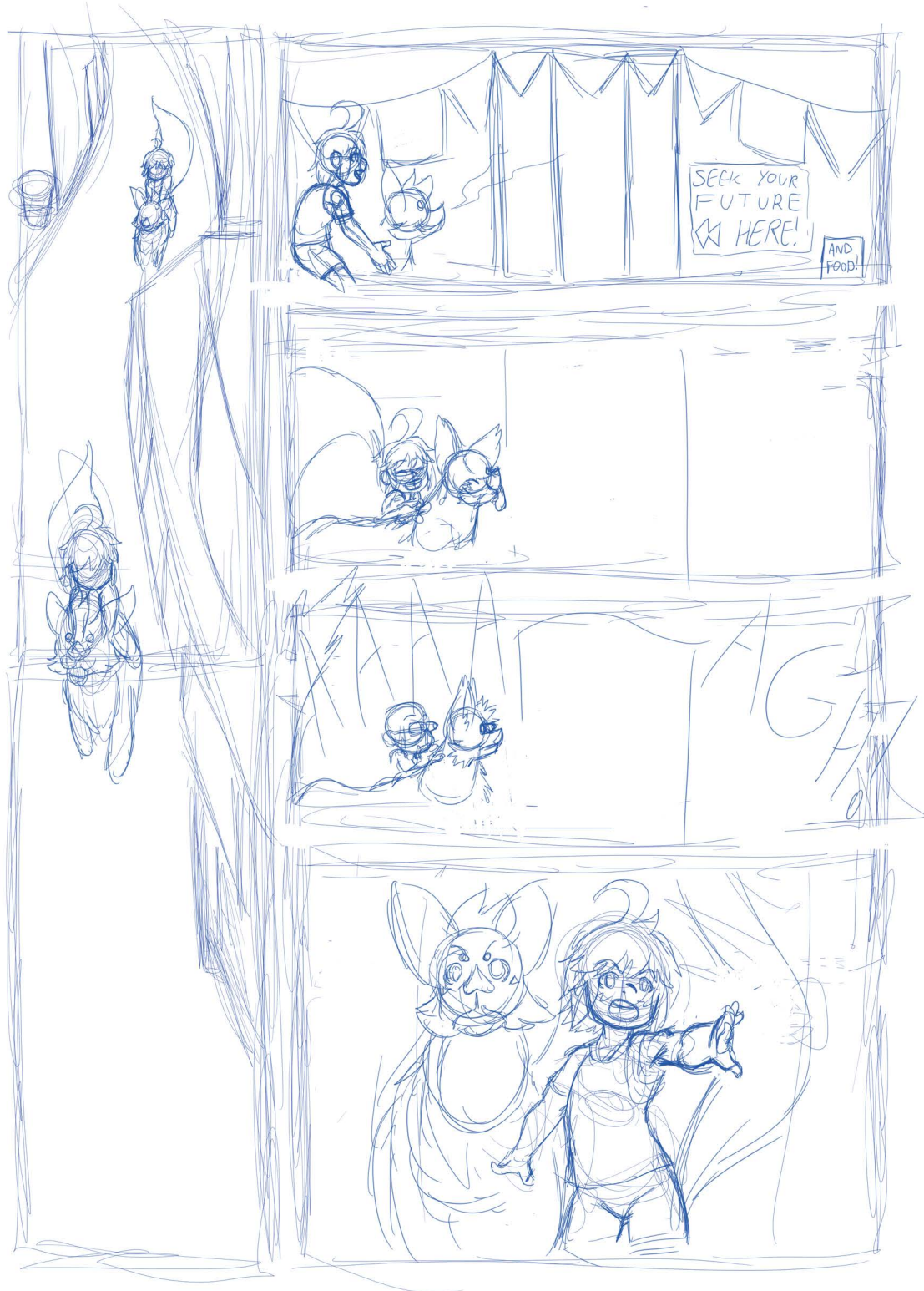
WHAT'S LEFT

- Finishing character model/emotion/background sheets.
- Compiling the world “Field Guide.”
- Creating a final script to use for the comic book.
- Finalizing the line-work and coloring for the comic book.
- Testing and finalizing prints of the comic book.

SCHEDULE:
PROGRESS
SO
FAR

[illegible]

IN-PROGRESS PHOTOS



Rough version of a page from the final book.



Final line-work and coloring of a page.



Final page layout with text and sound effects.

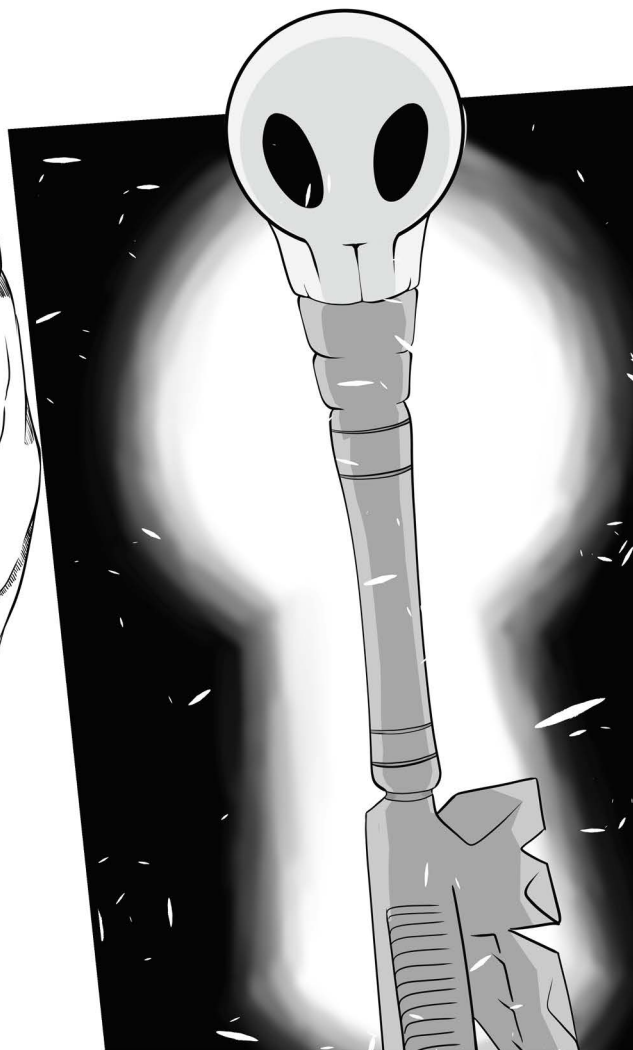


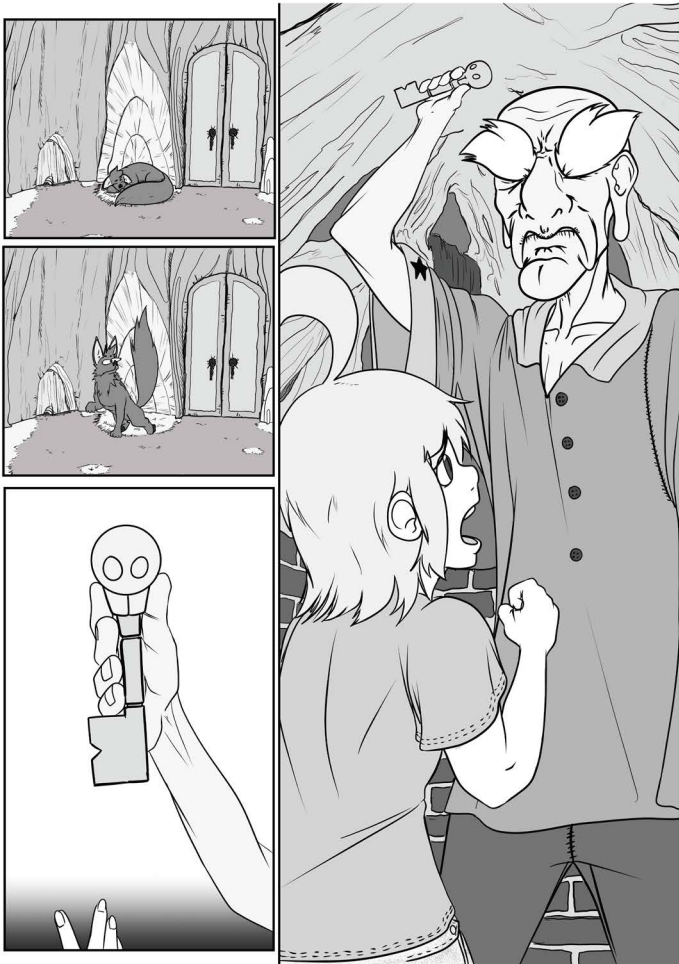
Rough layout of a concept work relating to event prior to the comic book's story.

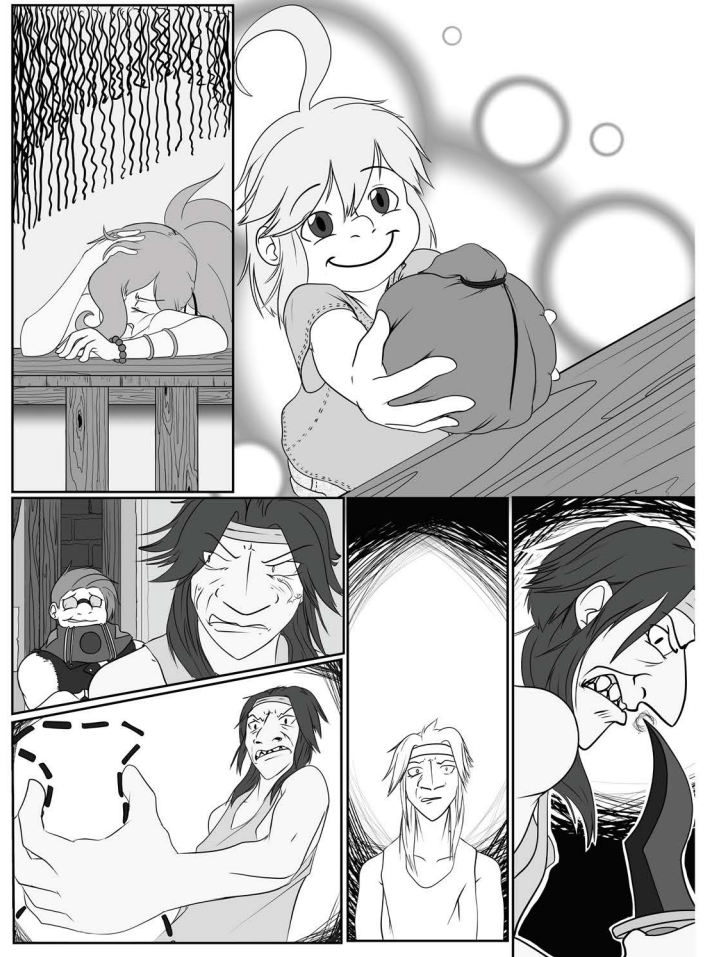


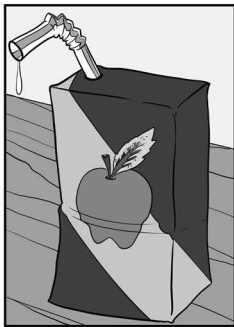
Final layout and coloring of a concept work relating to event prior to the comic book's story.

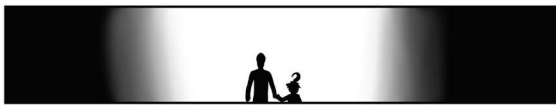
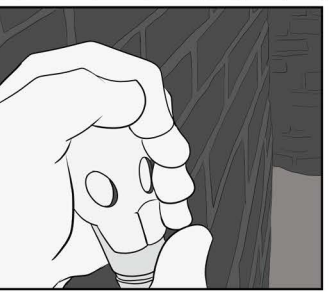
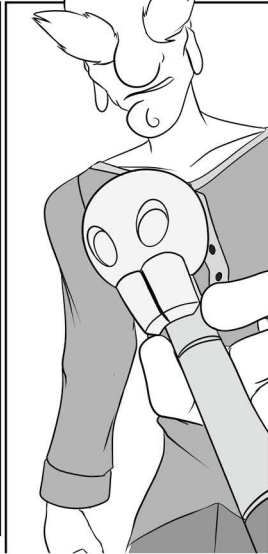
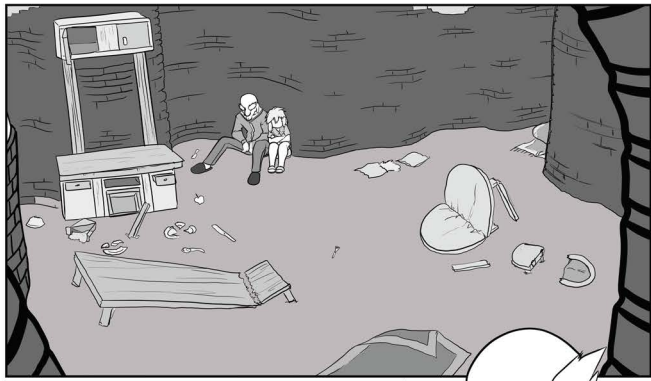
FINAL PAGES PROGRESS







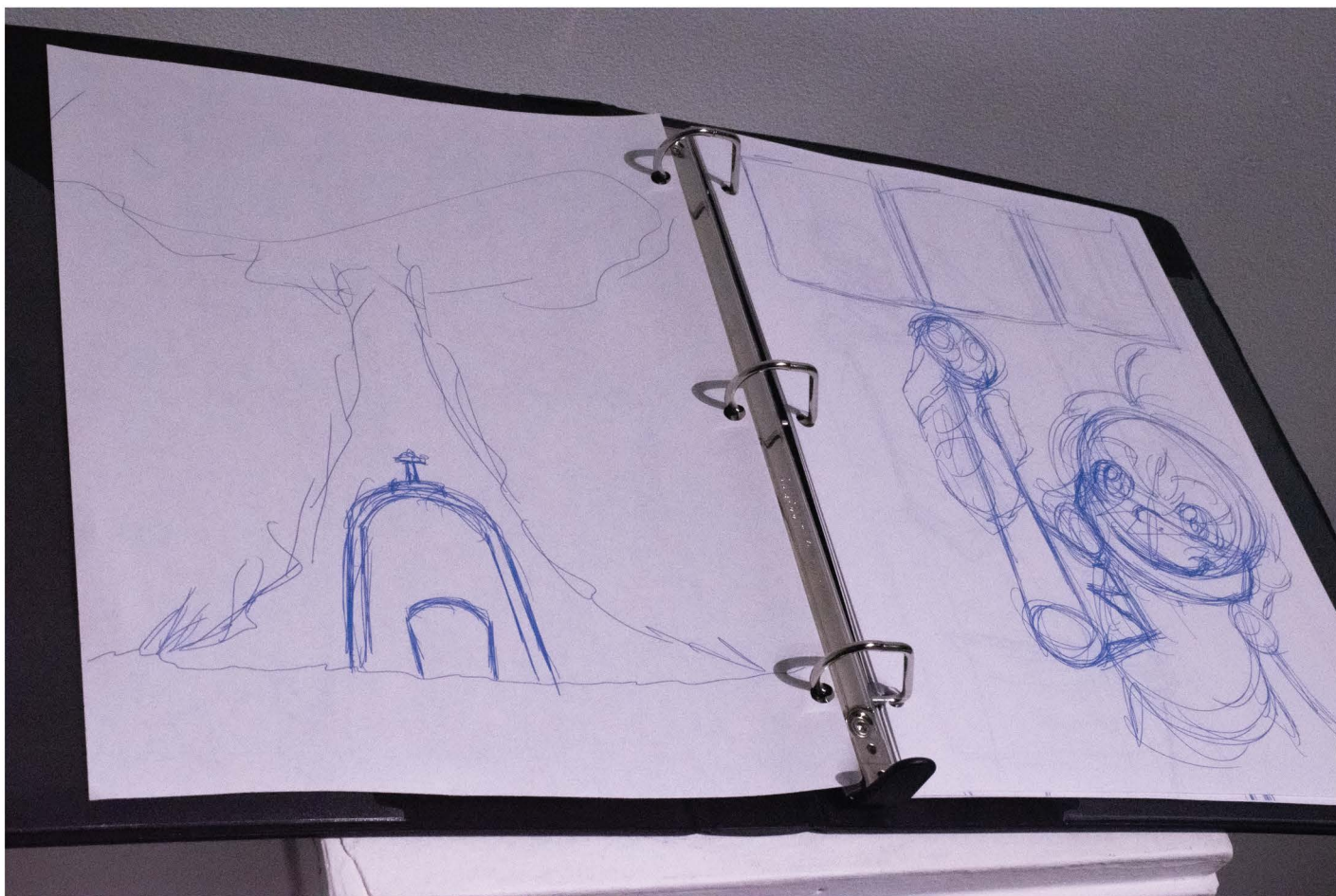
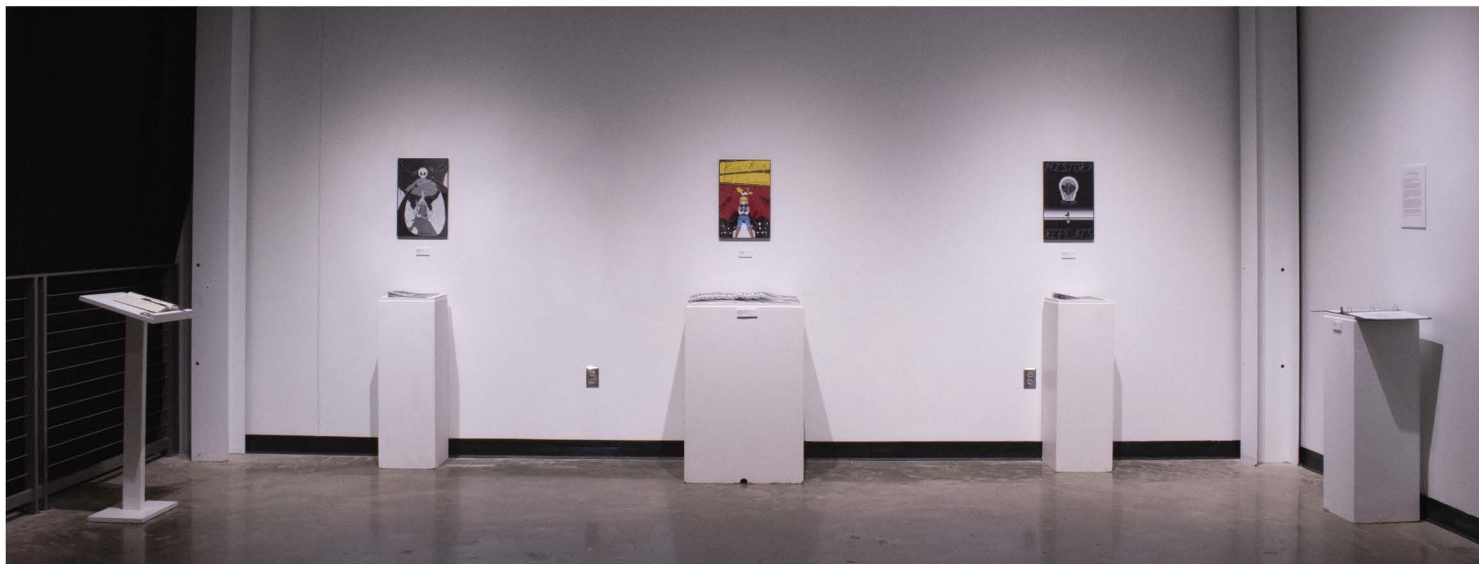




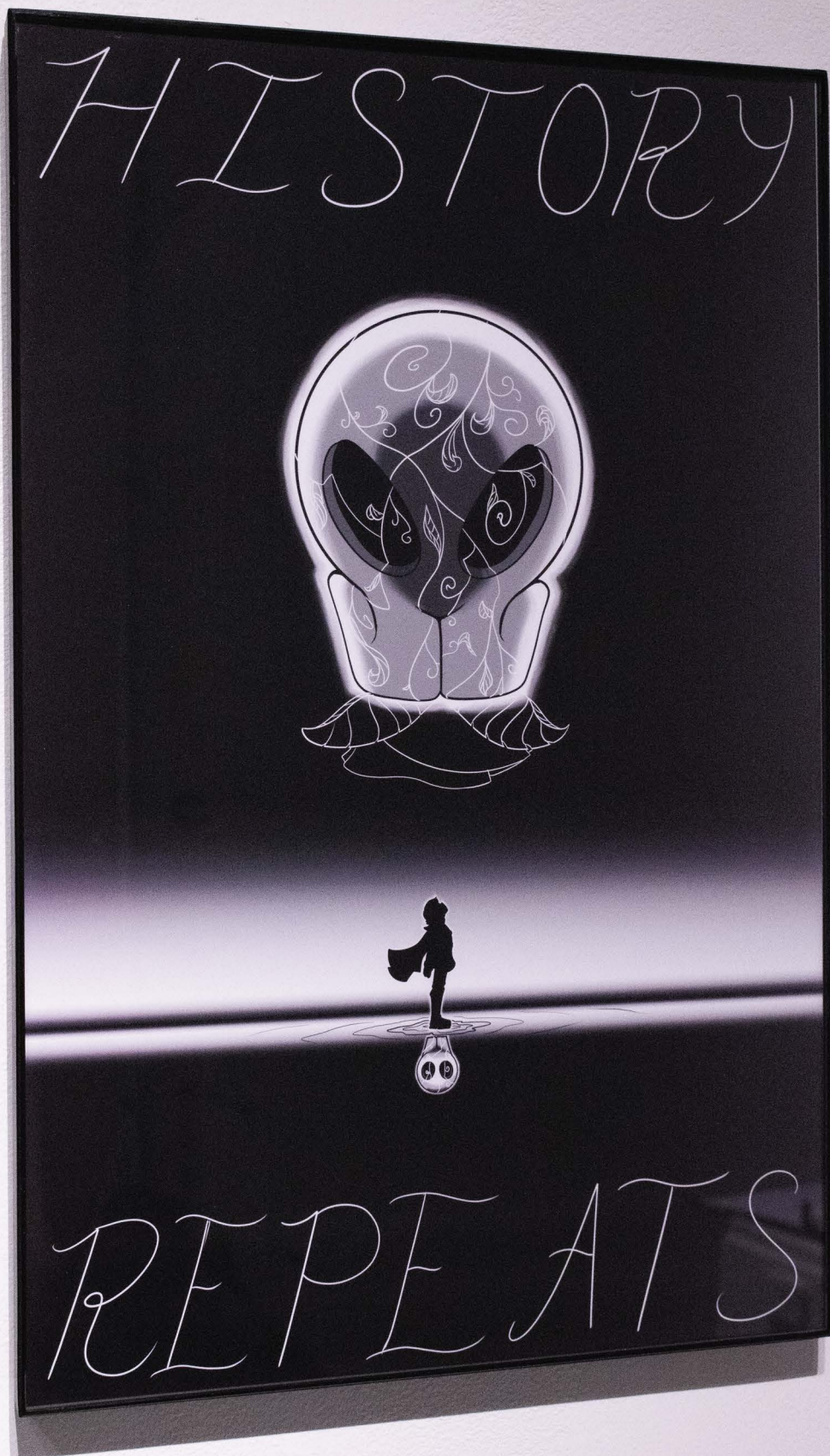




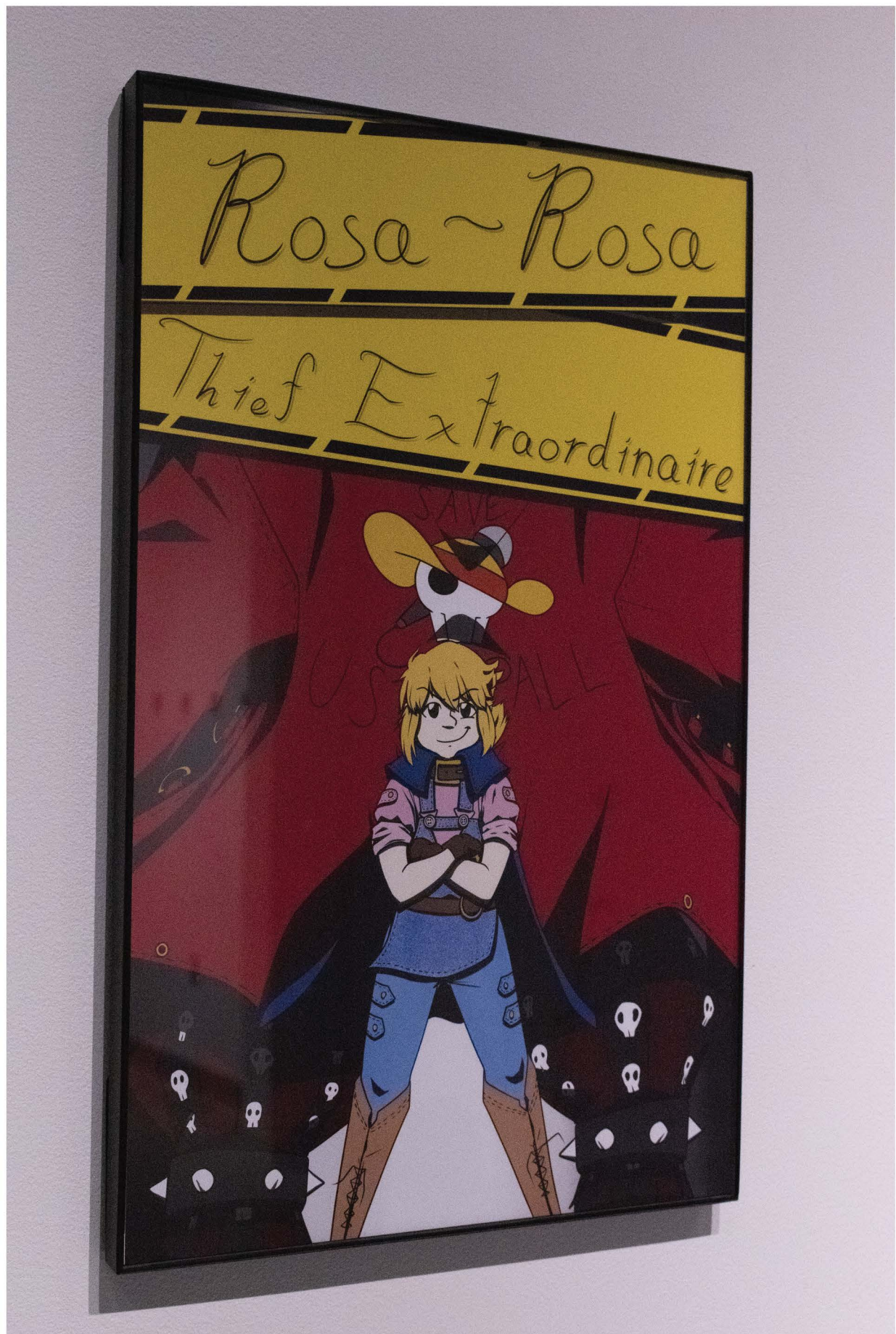
FINAL SHOW PHOTOS



(Top) Full view of floor during thesis show.
(Bottom) *ROSA~ROSA Rough Book*.
Printed inkjet images. 8.5 in. x 11 in. 22 pages.



History Repeats.
Printed inkjet image. 11 in. x 17 in.



The Best is Yet to Come.
Printed inkjet image. 11 in. x 17 in.



Out-of_Reach.
Printed inkjet image. 11 in. x 17 in.



ROSA~ROSA: Thief Extraordinaire.
Saddle-back Comic Book. 11 in. x 17 in. 22 pages.

PROFESSIONAL MATERIAL



Barbara Beach Gallery

October 21st - 26th
Reception: October 21st, 5pm - 7pm
Artist Talk: October 21st, 5:30pm



**JONATHAN
BRUNS**

COMICS & DRAWINGS



• 931-217-5737



• LunarComics
Workshop

(Top) Promotional TV Advertisement
(Bottom) Business Card

SELF-REFLECTION

Working on this project is, admittedly, one of the best experiences that I have had. The feelings of accomplishment after finishing the work and holding the Senior Show gave me an incredible rush. Working on the process of creating a full-length comic book - and displaying it publicly - also served as a good teacher for some important life lessons.

Time-management was very likely the one thing that I had most struggled with to get this project done. Part of the road to completion for this project was that I had to re-script and re-plan the book twice or thrice to get to a point where I felt happy with the quality of the writing and visuals. (Mind, this was after throwing all caution to the wind and deciding to not using a script for the final version.) Once I had the dialogue steps planned out, all that was left was line-art, coloring, sound effects, and dialogue. By that point, I had started to run out of time. Finishing the sound effects and dialogue, did take less time than the visuals; but, I found that writing snap-dialogue and having to position it also took quite a bit of effort.

In other words, I had to learn very quickly how to better manage my time on the fly. Yet, I think doing so also led to a few important discoveries. Since I now had to use more simple line-work for efficiency, I could no longer get the finite detail that I would normally pour into every character. Instead, I had to learn how to better exaggerate the characters poses and emotions. I could no longer rely solely on my technical skill, I had to truly attempt to make the characters shine on their own - rather than letting the over-complicated line-art do the talking for the characters. I feel that - other than better time-management - letting the characters just be the characters is likely the most important thing I learned when it comes to my work.

Overall, I likely will come back to this book later to improve the qualities that I have realised and to improve the overall quality. But, I feel that I can now also go further than just a prologue. The next step is to have at least three full length books planned out within a decent time-frame. This next time, though, I will further utilize everything I have learned from this experience and continue to grow as an artist and a story-teller.