

"Utterly fantastic." - MultiversityComics.com



### Written by GREG PAIK Pencils by R.B. SILVA

Part 1 Inks by PLEXANDRE PALOMARD Assists by DYM & JONAS TRINIDADE

Part 2 & 3 Inks by TYM

Colors by JAVA TARTAGLIA Assists by CHRIS SUMMERS

Letters by CHARLES PRITCHETT

Concept art by TAKESHI MIYAZAWA and REILLY BROWN

Production JACOB BASCLE

Production Intern RICHARD OLNEY



#### ADVISORS

Orlando Bagwell, Director of Media Projects, Ford Foundation Jennifer Jenkins, Center for the Study of the Public Domain, Duke University Jeffrey Levy-Hinte, Antidote Flims Jonathan Zittrain, Harvard's Berkman Center for Internet & Society

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Vision Machine, January 2011. @ 2011 Pak Man Productions. All rights reserved. All characters featured in this book and the distinctive names and likenesses thereof, and all related indicia are trademarks of Pak Man Productions. No similarity between any of the names, characters, persons, and/or institutions in this book with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental.



FAR ONE



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## LIZ EVERS, SPROUT CEO SPROUTVILLE EXPO 2061 KEYNOTE











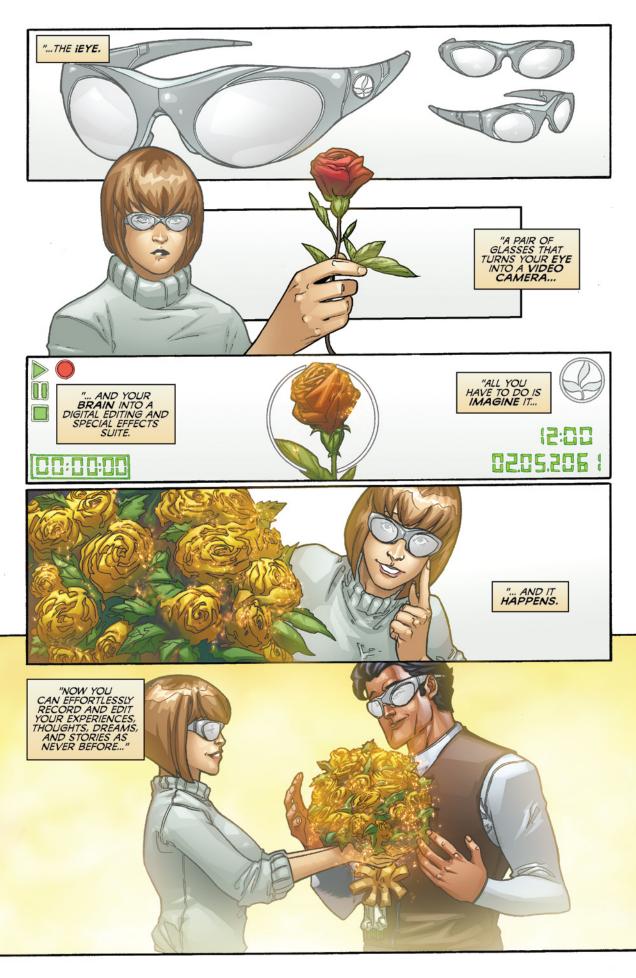


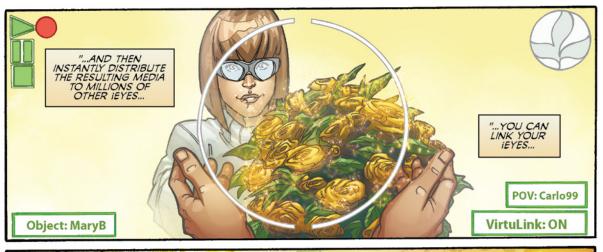






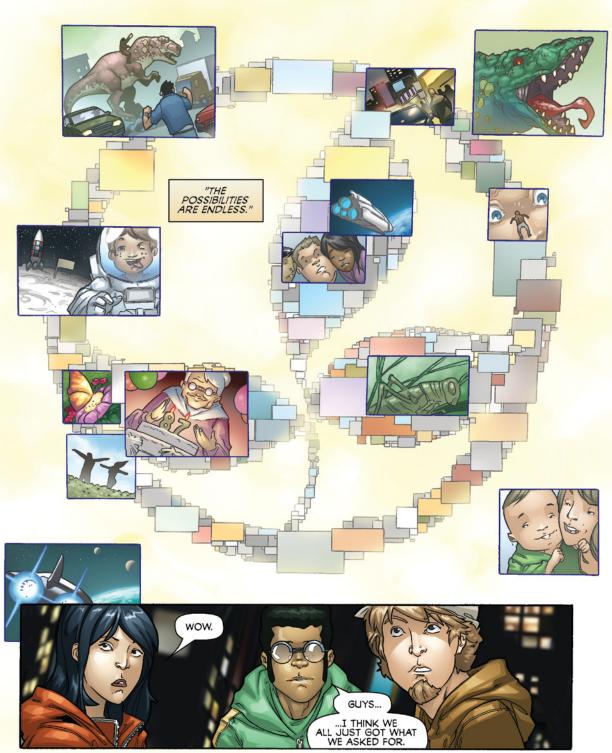






























































SENATOR. YOU
KNOW THE PRESIDENT
WILL NOT SIGN AN
UNCONSTITUTIONAL
BILL.

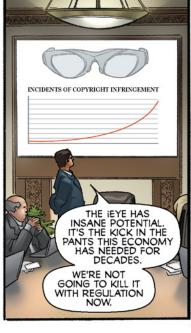
THEN
WE'LL AMEND
THE CONSTITUTION,
SECRETARY
CHAVEZ.

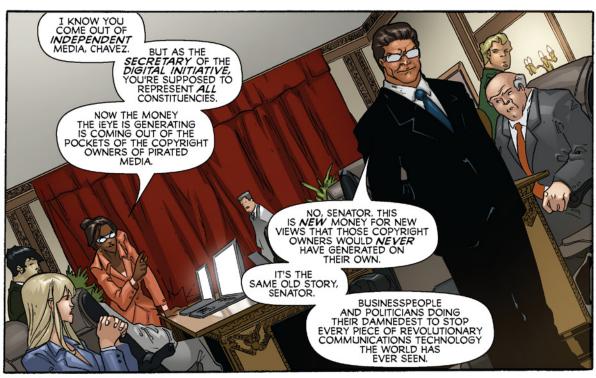
GOOD LUCK WITH THAT. NEXT.

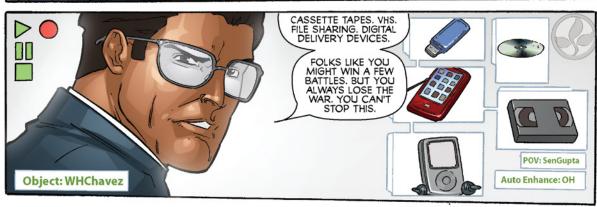
WE ALLOW COMPANIES TO JAM IEYE SIGNALS WITHIN MOVIE THEATERS, CONCERTS, AND BOOKSTORES. ANYWHERE WHERE THE RECORDING OF IMAGES WOULD RESULT IN TRADEMARK AND COPYRIGHT INFRINGEMENT.

























AW, MAN.





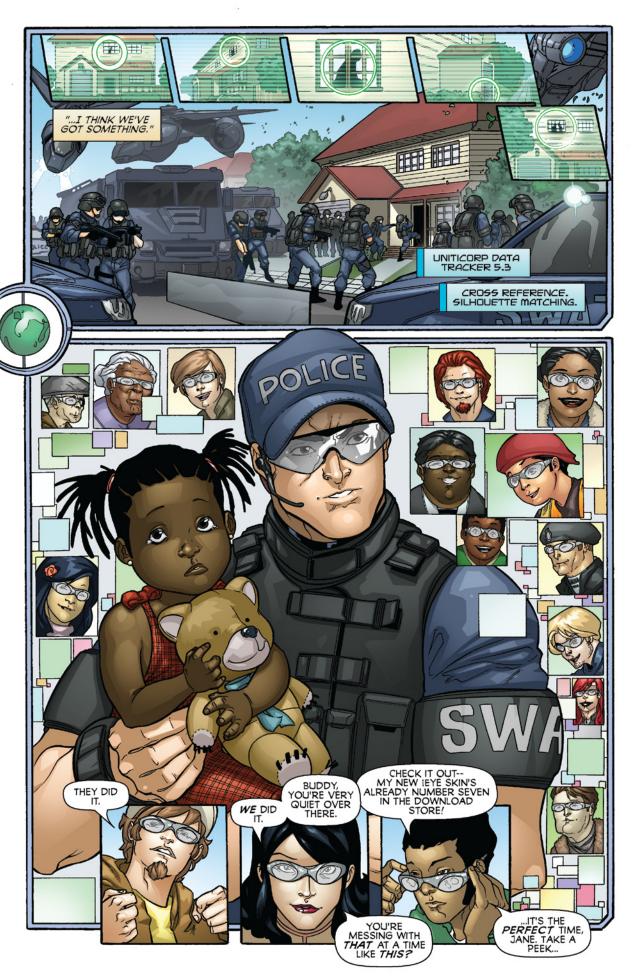




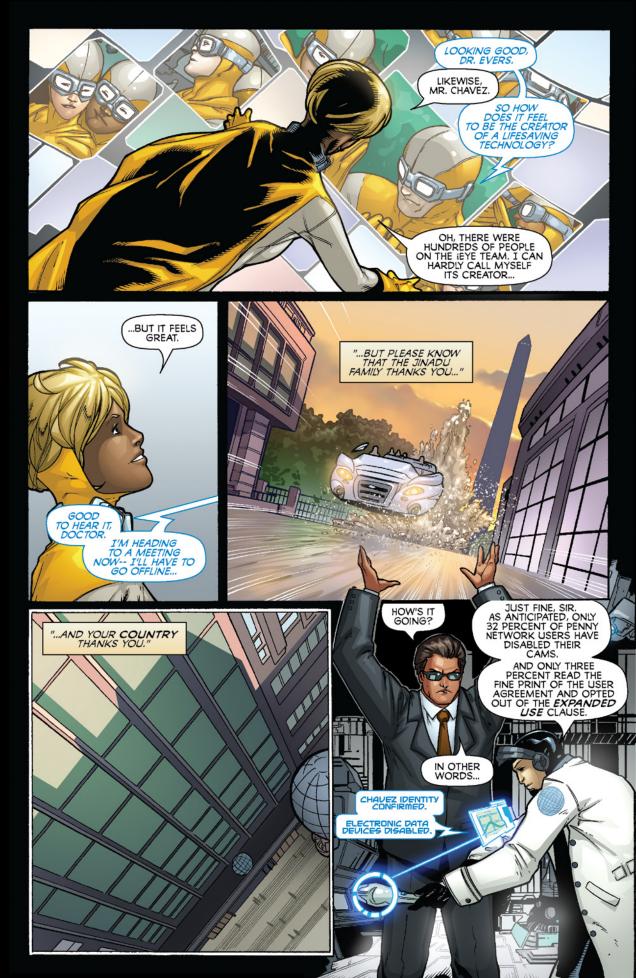












"...NOW WE'RE IN BUSINESS."

# -TOTAL INFORMATION-AWARENESS PROJECT 2.0





PERTINE





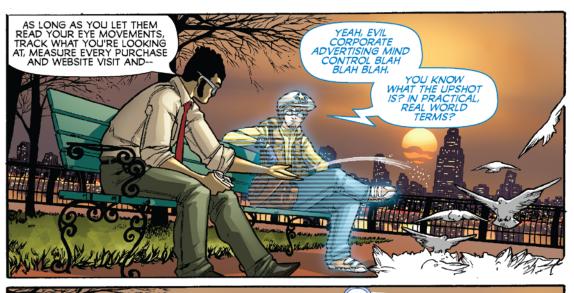
























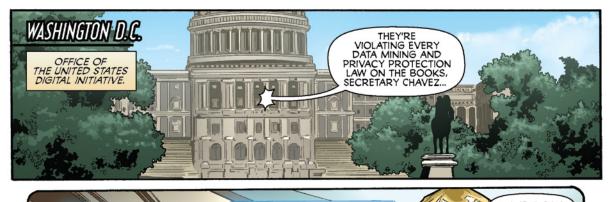


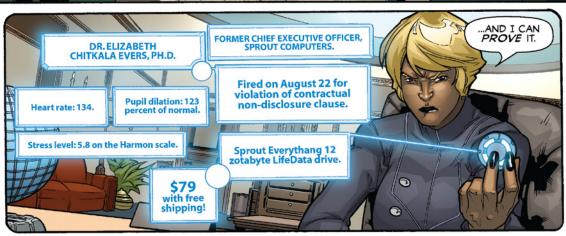


















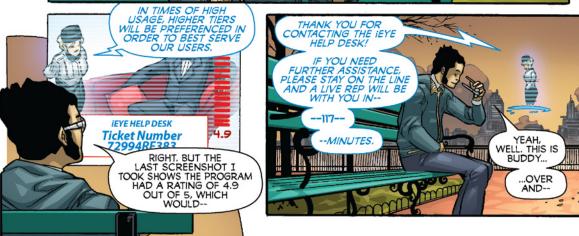


















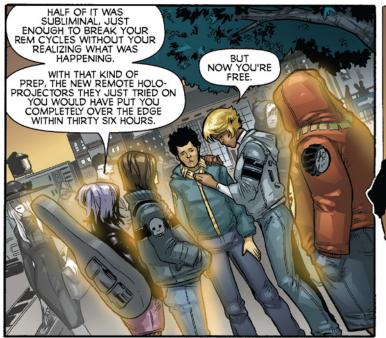






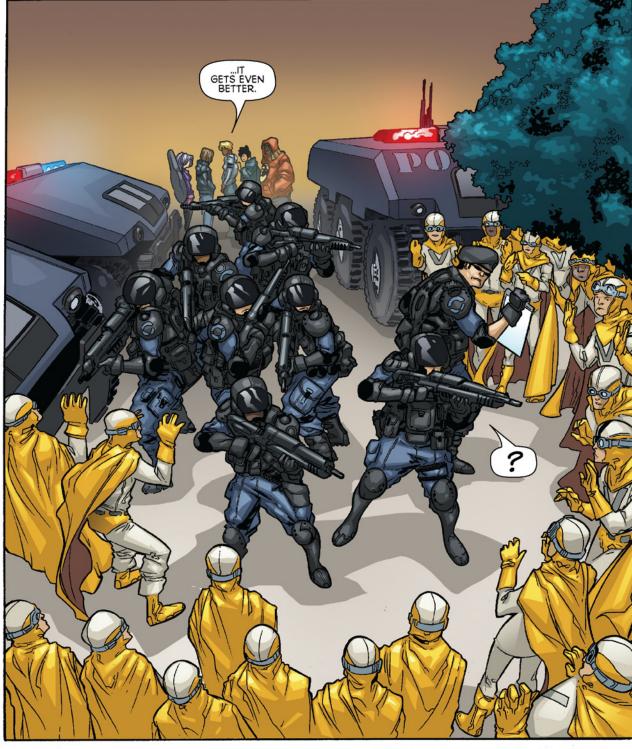




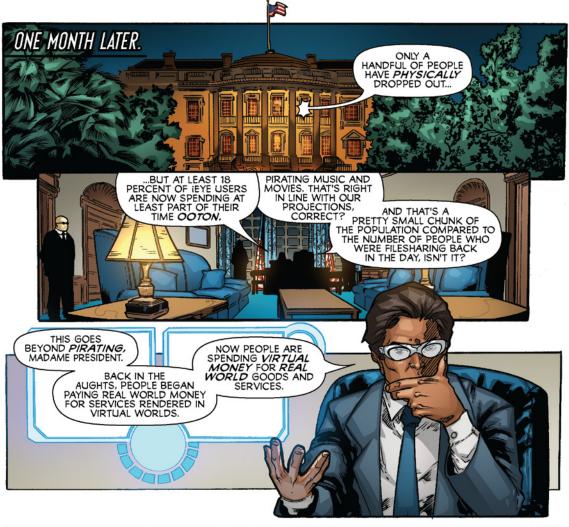








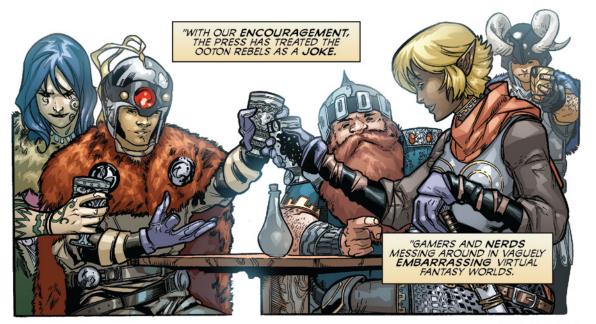








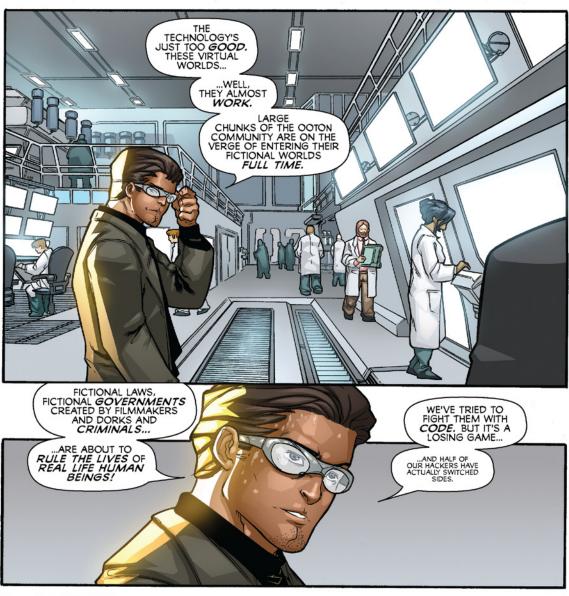












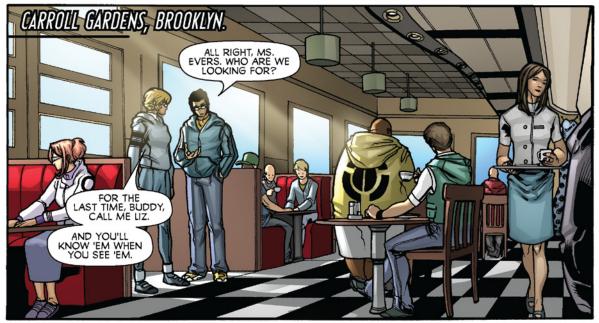








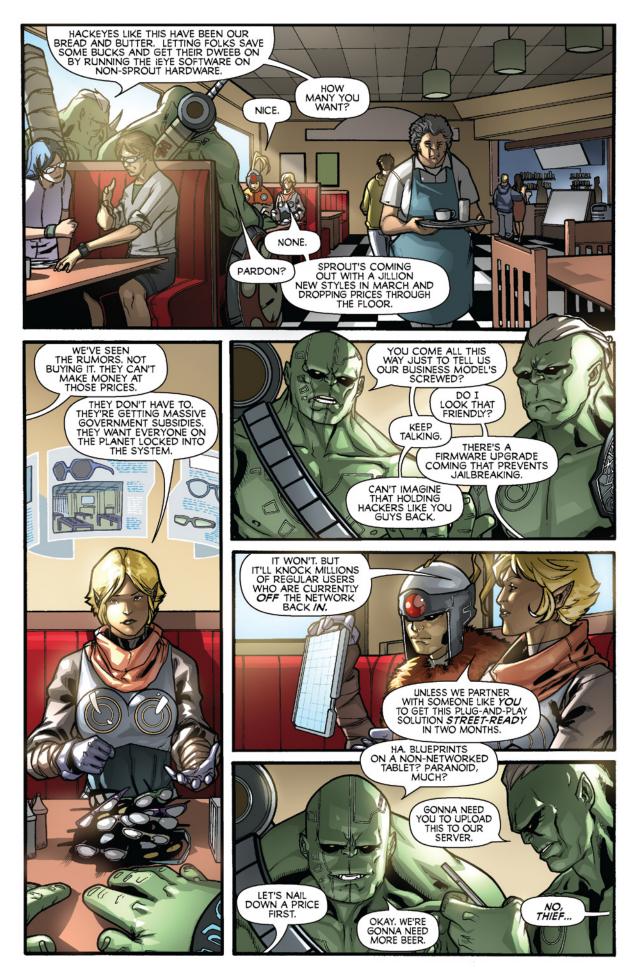
## RETUREE







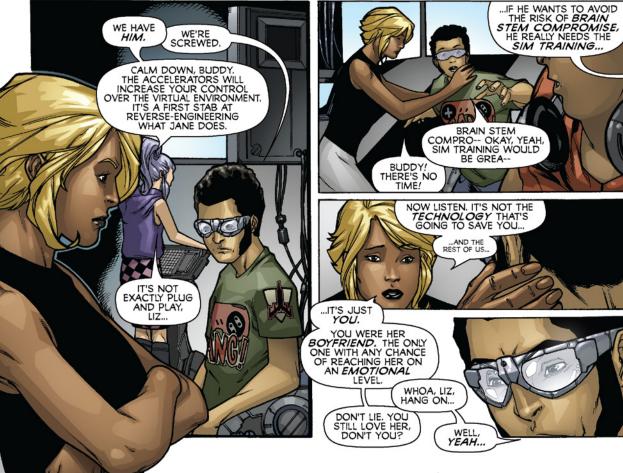






















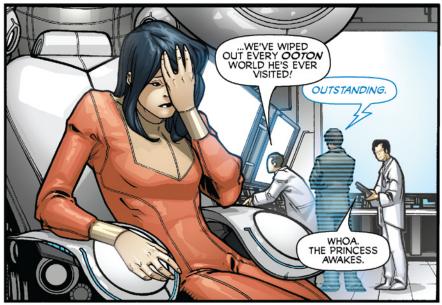


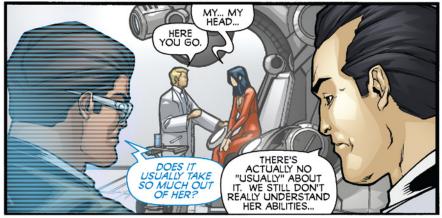








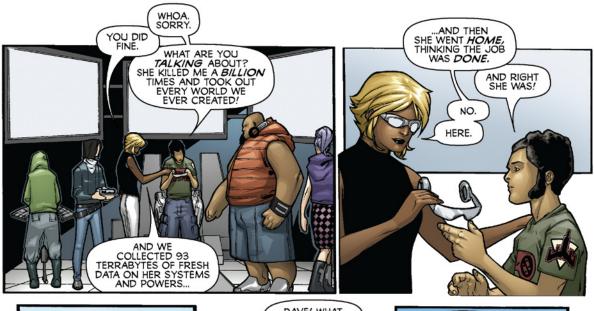




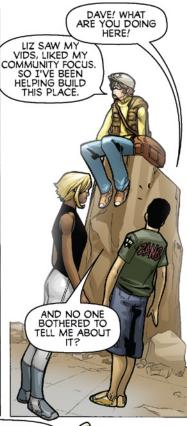






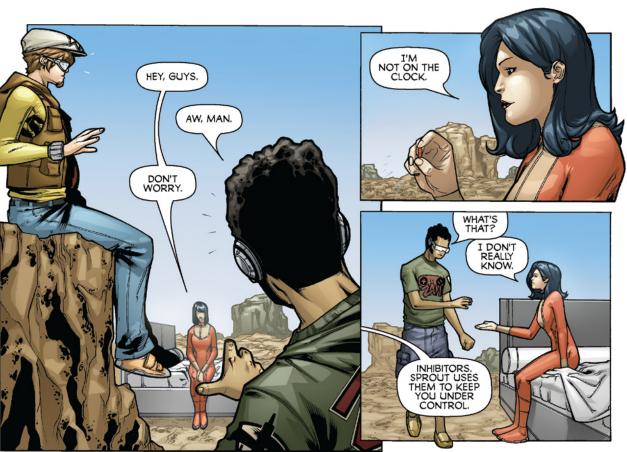
























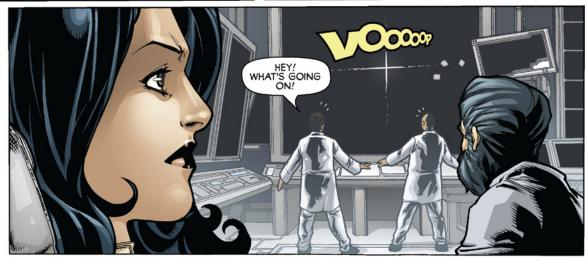












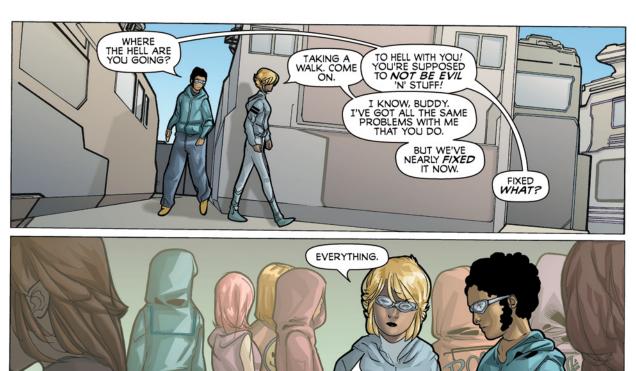












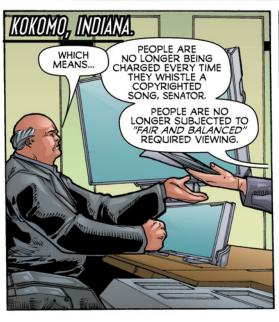
ALTHOUGH MOST PEOPLE WON'T NOTICE IT AT FIRST.











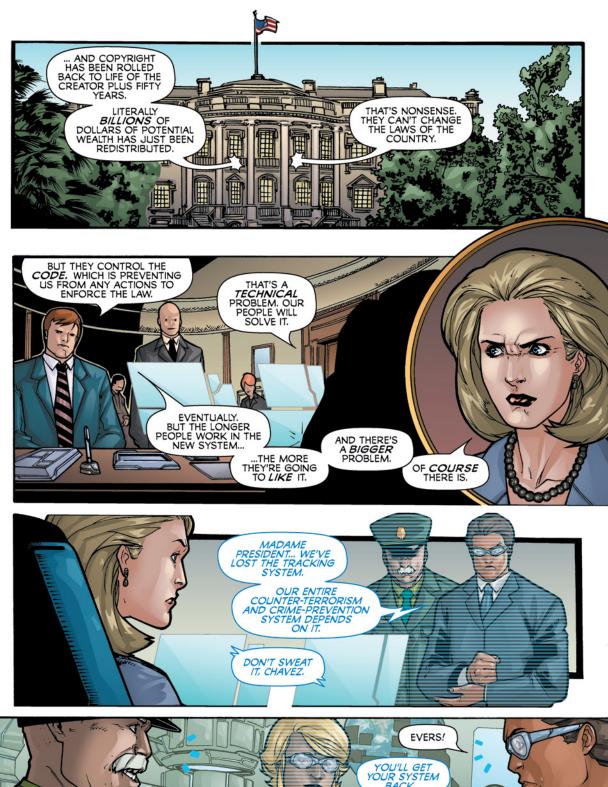
"WE'RE TARTING OVER."

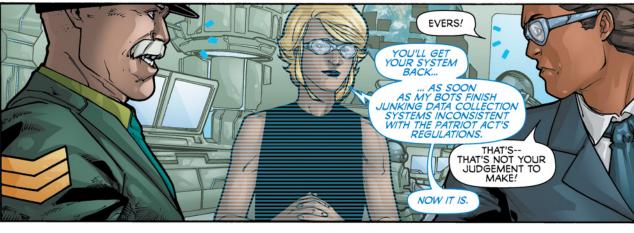
000

OH, BOY.

F0-0 F-0-0





















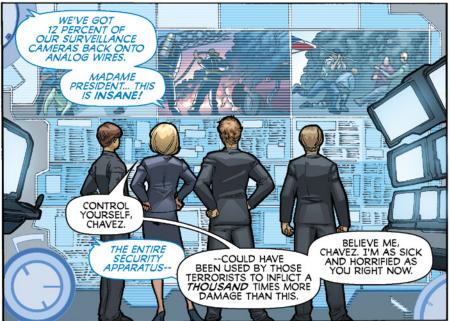






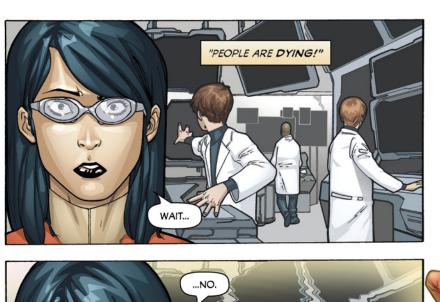
















NO.

BUDDY. CAN YOU HEAR ME?





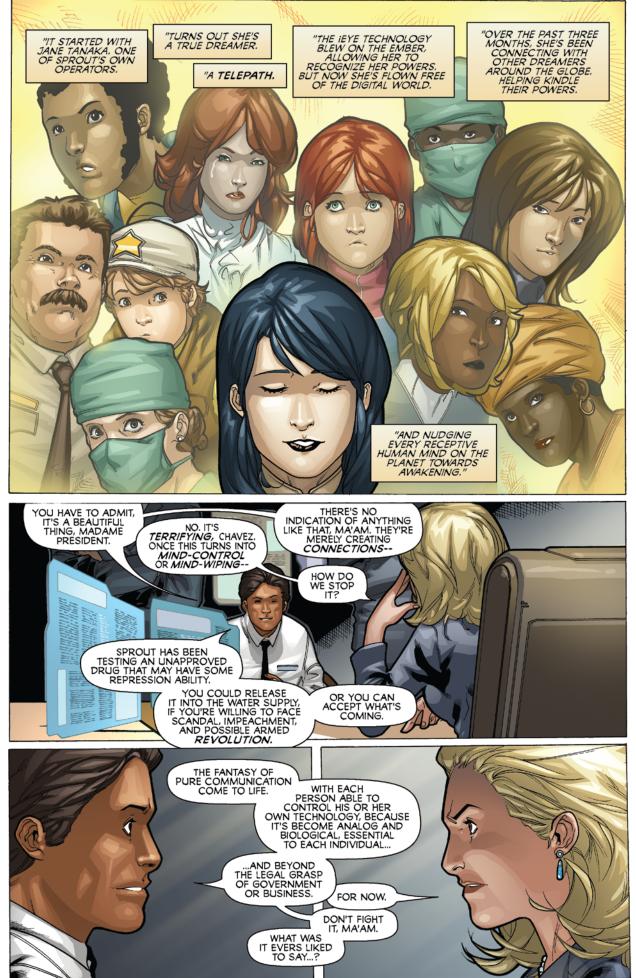


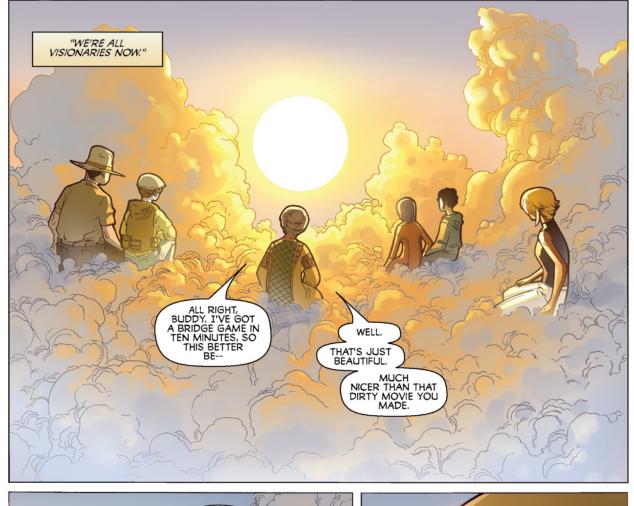




















VISION MACHINE: THE END.

## AFTERWORD ... AND FORWARD

I'm a sci-fi fanatic, a tech geek, a comic book writer, and an independent filmmaker who owes much of his career to digital technology. So when Orlando Bagwell of the Ford Foundation asked me if I'd be interested in creating a comic book that would explore the social, political, and technological changes that will affect independent mediamaking over the next fifty years, I was immediately hooked.

But what made the project particularly enticing was that we weren't just going to speculate about big questions of copyright and free culture within the pages of the book -- we were going to test them out in the real world.

So now I'm thrilled to invite you to come along for the next big step in the "Vision Machine" project.

### **DOWNLOAD / SHARE / REMIX**

"Vision Machine" is distributed under a Creative Commons license that allows anyone to copy, distribute, transmit, remix, tweak and build upon the work non-commercially, as long as you credit Pak Man Productions and license your new creations under the identical terms. For more about the license, visit <a href="https://creativecommons.org/licenses/by-nc-sa/3.0/">https://creativecommons.org/licenses/by-nc-sa/3.0/</a>

That means you can go to www.visionmachine.net, download pdfs of the book, and fileshare them to your heart's content. E-mail them, spread them around, upload them to your websites and share the links.

If you're an educator, you can use the book in your curriculum without payment or permissions. And please visit our website, www.visionmachine.net -- soon we'll be uploading teachers' aides and discussion questions.

Even more excitingly, you could cut and paste the panels of the book to tell your own story, tell new

stories in the world or using the characters of "Vision Machine," or even make a film involving the comic book's story or characters -- as long as your use is non-commercial, you credit Pak Man Productions, and you release your derivative material under the same CC license.

For more information about all of these opportunities -- and for the latest about some more ridiculously exciting, soon-to-be-announced "Vision Machine" events and initiatives -- please visit www.visionmachine.net and twitter.com/gregpak

Thanks so much for joining us on the ride. I can't wait to see what happens next.

-- Greg Pak December 2010

## SPECIAL THANKS TO

Orlando Bagwell and everyone at the Ford Foundation

The Vision Machine advisory board

Shon C. Bury and the entire Space Goat crew

Susie Lee, Andy Ihnatko, Nina Paley, David Steinberger & Comixology, C2E2, David Harper, Gary M. Miller, and Peter Baxter & Slamdance.

And all of the bloggers, Tweeters, and readers who have given us such great feedback and spread the word about the project.

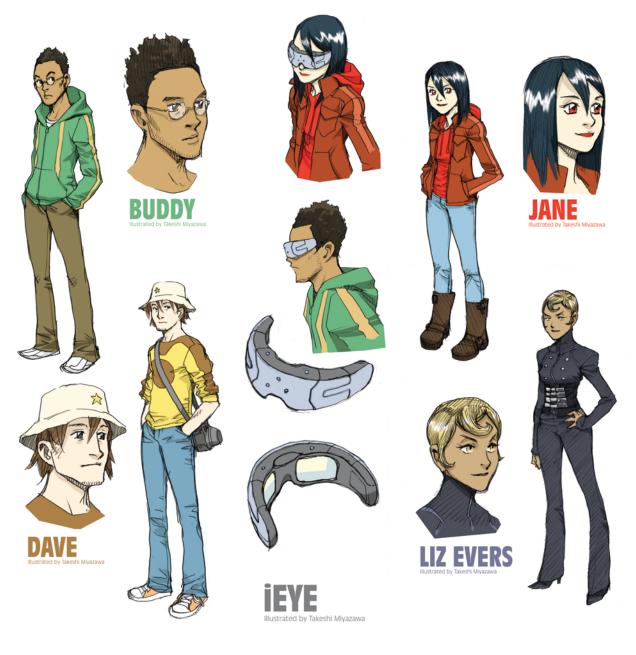
## **VISION MACHINE CHARACTER DESIGNS**

When "Vision Machine" was in the early planning stages, I commissioned the brilliant artist Takeshi Miyazawa, with whom I'd collaborated on creating Amadeus Cho for Marvel Comics, to work up some character designs. Here are the notes I gave Tak on Buddy's look:

He's our main hero. Starts off our story as a film student. He's the satirist and joker of his group of friends. I imagine him as a bit scruffy and rumpled. Glasses, probably. One trick with him (and with all of the characters) is that it's 50 years in the future, so you'll want to play with subtle

changes in clothing styles and whatnot. We're not talking about bubble helmets and Jetsons clothes or anything that screams sci-fi future. After all, the way we dress isn't insanely different from the way folks dressed in 1958. But there could be some interesting differences -- like maybe the sun's harsher because of ozone depletion or global warming, so folks wear hats more often -- or most shirts are hoodies, with hoods that folks can pull over their heads when they step outside.

-- Greg Pak



# CREATOR BIOS

#### **GREG PAK: WRITER**

Greg Pak is an award-winning comic book writer and filmmaker best known for his feature film "Robot Stories" and Marvel Comics stories such as "Planet Hulk," "Magneto Testament," "Incredible Hercules" (co-written with Fred Van Lente), and the upcoming "Silver Surfer" miniseries. For more about Pak's work, visit www.gregpak.com and twitter.com/gregpak.

#### RB SILVA : PENCILER

RB Silva is a Brazilian artist who exploded onto the comic book scene in 2008. With work appearing in Marvel's **War Machine**, RB quickly moved on to a **Superman** backup story as well as work on the TV Guide-featured Jimmy Olsen story appearing in **Action Comics**. RB's career highlights to date include bringing the Smallville Chloe Sullivan character into the DC Universe and penciling **Vision Machine**.

#### DYM: INKER

A native of Brazil, DYM is brand new to the US comic book market. But that has not stopped him from jumping to the top of the inking pack and teaming seamlessly with RB Silva on **Jimmy Olsen** and **Vision Machine**.

#### JAVA TARTAGLIA : COLORIST

Java Tartaglia has been professionally coloring comics since 1999, working from his home in Argetina. He's worked on such titles as **Spider-Man Clone Saga, She-Hulk, Superman,** Mark Millar's **Superior** and, of course, **Vision Machine.** Leinil Francis Yu claims that "Java is definitely one of the best colorists I've ever worked with." Most pencilers feel the same way...

#### CHARLES PRITCHETT : LETTERER

Brought up on the wrong side of the tracks in the bustling metropolis of Labrador City, Newfoundland Canada -- Charles is really terrible at writing epic sounding biographies of his life and times. Someday he will retire, think about writing his memoir and then put it off until it's too late. He currently lives in Prince Edward Island Canada with his wife and two daughters.

#### JACOB BASCLE: PRODUCTION

Raised in the swamps of Lousiana and trained in the graphic arts in the frozen tundra of Minnesota, Jacob now calls the beaches of sunny San Diego home. A graphic designer by trade for over a decade, he's been involved with the comics industry since 2008, offering logo design, lettering, and production services. You can check out his work at **www.freemindgraphx.com**.

### RICHARD OLNEY: PRODUCTION INTERN

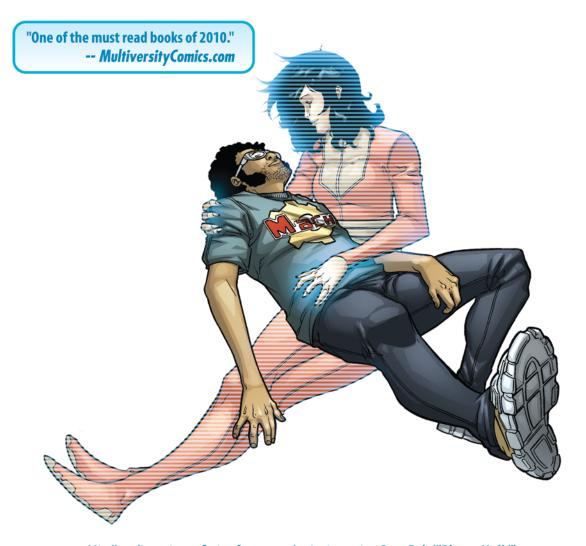
Richard grew up in Western Washington as the son of a professor and an artist. Ever the nerd; he did his undergraduate work at Whitman College, a small liberal arts college in Eastern Washington, and double majored in astrophysics and philosophy. When presented with the opportunity to work in comic book production with Space Goat he jumped wholeheartedly into the task.

#### SPACE GORT PRODUCTIONS, LLC

Established in 2006 by Shon C. Bury, Space Goat Productions is a talent management and comic-book packaging studio representing dozens of artists throughout the industry- including all the artists and production personnel that helped make this book happen. Please visit us at **www.spacegoatproductions.com**.

"Greg Pak has conjured up a product that's as insanely great as an iPad, a technology that changes society even more than Google Search, and a company as dangerous as Facebook. I think if Microsoft hired him away from comics, the company would be innovative, important, and supremely evil again in less than six months."

-- Andy Ihnatko, Chicago Sun-Times, www.ihnatko.com



Mindbending science-fiction from award-winning writer **Greg Pak** ("**Planet Hulk**") and up-and-coming superstar penciller **R.B. Silva** ("**Jimmy Olsen**").

In the year 2061, Sprout Computers releases the iEye, a pair of glasses that allow you to effortlessly record, edit, and add special effects to anything you see -- and instantly share it with the world. It's all of the insane potential of digital media and social networking at the speed of thought, and three film grads named Buddy, Dave, and Jane embrace the new dream. But what happens when the other shoe drops?

Collecting "Vision Machine" #1 to #3 in one volume.



# WWW.VISIONMACHINE.NET WWW.GREGPAK.COM