

Author

Richard B. Bayfield High School

Ever since I could remember, I have wanted to be an author. I can remember writing plays, short stories and composing entire fictitious worlds from as young as the age of six. I was able to apply my untapped potential towards computers and technology since I was even younger and bought my first laptop when I was about ten. I was also an avid cinema buff, being exposed to the works of Martin Scorsese, Quentin Tarantino and Wes Craven from an even younger age and my love of the horror and noir genres brought me toward comic books. Some comic writers have actually had success in the actual world of literature and that led me to the writings of Steven King and Clive Barker.

I have applied all of these skills to my writing, most of which have been stowed away in my database to be revised later. As I got older, I explored various other types of genres of fiction and when I was thirteen I was introduced to Dungeons and Dragons. I ceased everything in order to commit more time to the game, when it ended, I was left with an unfinished storyline and a bunch of files on the story. A year later I began rewriting the entire game into the format of a magazine serial; eventually I had a solid draft for my first entry and a storyboard for the second. So I have been gaining skills with editing as well, considering that the other writers and I have revised these scripts three times. But we eventually met up with the main editor of *Aqueous Magazine* and discussed publication rights.

An editor is the main critique, sensor, and planner who revises writings for newspapers, magazine companies, comic books, or anything of that sort. They typically take over a project once its creators have become satisfied with their work. Editors generally start out as writers for a company and eventually become fairly prestigious and rise far enough through their respective ranks to obtain their position.

Aqueous Magazine gave us three options: we could release the 1st entry of our serial in the final entry of their magazine and see how it would be critically received, independently release it in comic book format. Or he would help us find work elsewhere, we chose the third option.

A final grammar check is being run on the first entry and the second is in mid production. I continue writing to this day and intend to have the first entry of the serial ready by the beginning of next year. It is a fictional Epic Fantasy in a Neo Noir setting.

The dream of becoming an author that had begun when I was a child continues; now I am sixteen managing an independent writing staff while attending high school as well as washing dishes to make some money. That is pretty much how every successful writer, editor or film director starts out. It is about how you apply yourself to your scenario whether you succeed or not.

<http://www.bayfield.k12.wi.us/>

715-779-3201