



# THE LUNCH CLUB

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Q & A



## 1. HOW LONG HAVE YOU BEEN DRAWING? HOW DID YOU LEARN TO DRAW?

Ever since I can remember, I was always drawing. When I was little, even before knowing how to write, I made little comic strips and I filled the speech bubbles with scribbles that I thought looked like letters or numbers. Sure, none of it made any sense, but it was really funny! Later, I learned to draw by copying my favourite comics, especially Achille Talon.

## 2. YOU HAVE ILLUSTRATED MANY PICTURE BOOKS. WHY DID YOU WANT TO CREATE A GRAPHIC NOVEL?

I've always wanted to work on a graphic novel. But over the years, I searched and searched for the perfect person to write one that I could illustrate. Finally, I realized that I already knew that perfect someone ... ME!

## 3. WAS WORKING ON A GRAPHIC NOVEL DIFFICULT? WHAT CHALLENGES DID YOU FACE?

Creating a graphic novel is kind of like running a marathon: at the beginning, you are full of energy and enthusiasm, and then slowly you run out of steam until you find yourself collapsed on your desk with an aching back and cramped fingers.

## 4. WHAT IS THIS GRAPHIC NOVEL ABOUT?

*It Came from the Basement* follows the adventures of Tia and Leo, who discover a stamp club at their school that is pretty unique. The club has no members other than the school volunteer who runs it, an old man named Mr. Peabody. Mr. Peabody explains that the club is actually a front for an exclusive adventurer society (what better secret identity than a club no one wants to be part of). But Leo and Tia have barely discovered the club's underground tunnels before they find out a space turnip and mustachioed alien have invaded the school! Will they be able to stop the alien and save the planet? This hilarious first book introduces our heroes and their dangerous mission.

## 5. WILL THERE BE A SEQUEL?

I'm currently planning to write five volumes to cover an entire school year. Each book will reveal more about the stamp club and the mystery that weaves through the series. The ending will be such a surprise that you will die laughing and beg me to write volume six.

## 6. WHAT ADVICE DO YOU HAVE FOR BUDDING GRAPHIC NOVELISTS?

My advice for beginning graphic novelists would be not to limit yourself to drawing things that you like or that come to you easily. Instead, try something new. For example, for my book, I drew something that I've always found difficult — a bicycle! And I wasn't even scared, haha. But I did have to redo it at least three times!

