

**Chapter 1 : Seconds : Bryan Lee O'Malley :**

*Bryan Lee O'Malley is a Canadian cartoonist. His first original graphic novel was Lost at Sea (), and he is best-known for the six-volume Scott Pilgrim series ( to ). All of his Scott Pilgrim graphic novels were published by Portland, Oregon-based Oni Press.*

The cartoonist behind the blockbuster comic series turned cult film set out to create a standalone graphic novel more than three years ago. Still, the wait is now officially over as today marks the release of "Seconds" from Ballantine Books. Have you gotten any better at that? How would you describe it? Maybe I should start by asking every interviewer that. How did that schedule impact your approach to this book? In the beginning, I wanted it to come out this time last year, but I ended up hurting myself and delaying myself. With this, I could craft it from the ground up and let it be a self contained unit. I guess I did that with "Lost At Sea," but that was over ten years ago. So this could be a more ambitious story with its own universe. That was a new challenge I set for myself. The way I did this book was that I did an outline. I probably spent almost a year on the outline and the character designs and the groundwork. Then Jason [Fischer] came on first. That was obviously a monumental process for a page book. So it was mostly all me for about two years, and then after that -- for maybe six or eight months -- everyone else came on. Jason ended up staying with me for a while. We were cramming, doing hour days. We did two weeks with no breaks at the very end. But it was actually very fruitful as a collaboration because I think he was able to bring more to the table when we were in the same room. Do you think people will play the game where they try to guess which is all you and which is Jason? Later on in the book, he started doing more as it got more fantasy-oriented. He ended up doing more monster stuff and skeletons. As the backgrounds got more elaborate, his influence was more strongly felt. How did you develop the story in terms of the tone? Primarily that was the fact that I was composing on the fly and going straight to dialogue and paneling from my outline. What draws you to that type? I always want to make stories that grow organically out of the character. Part of what I do when I write is try to understand people who are different than me. Influences for her I pull from all over the place -- famous egotistical people or whatever. I think another thing "Seconds" shares with "Scott Pilgrim" comes in the plotting of the story. That fairy tale conceit that Katie has almost makes the repeated parts of the story like a video game in a way and gives the book a different kind of structure. Were you conscious of that as a natural part of your style? I guess I would call this a kind of time reversal mechanic, which has been a thing in video games for over a decade, so it was definitely on my mind. That was just always the story I wanted to tell -- the story of someone who feels like they got it pretty good but could have it better. What became the element that unified all the others? So I worked at a restaurant. I was forced to get a job right after the first "Scott Pilgrim" book came out. A friend of mine worked in a restaurant that was basically similar to Seconds. It was kind of cavernous and maze-like and had checkerboard floors. I worked there for three or four months as a food runner, so I was just taking stuff from the kitchen to the floor and then back. I never had to interact with anyone so much, so I was just this silent observer. I felt like it was a place I wanted to set a story in one day. At the time I was working on the second "Scott Pilgrim" volume and writing down ideas for that book, and I remember hanging out with my co-workers one night, and I had this idea for a Russian-style house spirit that lives in a restaurant. This building in Toronto in particular was like years-old. Maybe you could go in public records and find all the different occupants and businesses that have been in there. So I thought of old world house spirits hanging on into this modernizing world and what they would be like. Are you the kind of person who watches ghost hunter shows? Like, not at all. To me, the house spirit is more a positive thing unless you start fucking with it -- which is what Katie does. The counterpoint to Katie in this story is Hazel, who is more quiet and more respectful of the house spirit idea. I feel like she also helps accomplish the goal you set out for yourself after "Scott Pilgrim" in terms of making the cast of your books more diverse. How did those ideas and Hazel kind of fit in with this story as you were drafting it out? Working in a restaurant, the staff was very multicultural, I guess. And yeah, when I did it it was black and white, and they were just cartoon characters to me. So I definitely, consciously tried to switch that up here. I guess I wanted to jam myself in there in some form. But I

like how it ended up. So here the protagonist is the outgoing one, and the other girl is the quiet one. So you started on your own comics with "Lost At Sea" as a standalone story and then jumped into "Scott Pilgrim" as an epic series. After doing another book on its own with "Seconds," do you have an idea of which direction feels best for where you want to go next? Was "Seconds" a kind of palate cleanser meant to get out of that monthly grind or is it the thing you want to keep doing? It was sort of designed as a palate cleanser, although it ended up taking the time that it took. I wanted to do something that had some more weight and darkness to it. That was part of it.

Chapter 2 : Bryan Lee O'Malley - Wikipedia

*Seconds is a graphic novel by Bryan Lee O'Malley. Published on July 15, by Ballantine Books, the novel tells the story of Katie Clay, head chef at a prospering restaurant named Seconds, who obtains the ability to fix her past mistakes by writing them down in a notebook, eating a mushroom, and falling asleep.*

Like Scott Pilgrim, it marries real world troubles with fun, supernatural elements. Scott Pilgrim dramatized twenty-something dating using the language of videogames. Seconds takes a chef opening a new restaurant and places her inside of a world of house spirits and magic mushrooms. His cartooning is more mature in this book, and, for me, more charming. I got a copy of it in the mail on a day when I was sick. I had to ask him a few quick questions about it. Do you have sketches of character designs that are just like "I want to hang out with this person"? And then you develop the story based on the character design? Or does the story come first, then the character, and then the design? With Seconds, the idea of the restaurant came first—the restaurant and the chef and the house spirit. Then I needed a character who could be knowledgeable about the house spirit. So those three, Katie, Hazel and Lis, were always at the core. I changed their names a bunch of times. I wanted to have a short character and a tall character, because relative height is something I had trouble conveying, or remembering to convey, in Scott Pilgrim. Lis went through a bunch of versions. I just always knew I wanted her to be kind of bird-like and perch on stuff. How did you develop Katie? I worked in a restaurant for a while and I never knew the "boss" there but I sensed she was an intimidating woman. Everyone in the restaurant really respected her but kept their distance. So I guess that was the initial inspiration for Katie. Katie is like an evolution of Scott Pilgrim. When I started writing the book I just folded all that stuff into Katie and tried to make her as entertaining as I could. Why do you think this story about a woman and her restaurant asked for the house spirit element? I remember hanging around with some coworkers and saying I was going to do a comic about a Russian house spirit in a restaurant. I always liked the idea of the Domovoi, this guardian spirit that hangs around your house. The restaurant was old and mysterious and had probably been used for a lot of different purposes over the years. And then, how did the house spirit turn into the "second chance" magic mushrooms? My mom used to read me this story as a kid, called "The Second Chance Ticket", and Seconds kinda spun out of my lingering memories of that story. It was about a kid who dreams about an elf or a sprite of some kind living in his attic that gives him a ticket that can reverse a mistake. I crossed it with the Russian Domovoi concept and stuck it in a restaurant and made it all about the stresses of adult life. The mushrooms came about because I wanted a visual element that was also a food element, and then I liked how it became kind of weird and alarming because mushrooms are also frequently used as a psychotropic drug. Did working on the Scott Pilgrim movie change that? Did you have to learn some social skills? If so, what kind of skills? On the other hand, my assistant Jason Fischer stayed with me in LA for almost a month during the later days of inking, and that was actually great. We got along really well and some great ideas for the book, visual and thematic, came out of us chatting while we inked. That was pretty surprising and new for me, and I hope I can work like that again in the future. In the last couple weeks of work I redid the ending, and that new ending definitely came out of our talks while inking. One night I was lying in bed after like sixteen hours of inking, and this whole new sequence came into my head fully formed. That sort of thing always happens to me late in the game, but something about working side by side with a like-minded artist just made the whole process feel more fruitful I guess. Do you think of yourself as combining Canadian cartooning like Seth with Japanese cartooning like Rumiko Takahashi? They brought the world of comics basically to my doorstep. It was a real "duh" moment for me. I think the story of my work in the past ten years makes sense and is exactly what I set out to do. What did you learn from Tezuka? I just like his drawings. Everything is round and squishy and feels alive. He conveys motion so well. I keep telling people I want to do some short comics. I have a bunch of ideas that have accumulated over the years that could maybe be fleshed out into 16 pages or 30 pages or whatever. It seems like a good palate cleanser after a huge graphic novel.

**Chapter 3 : A Second with Bryan Lee O'Malley | The Comics Journal**

*Bryan Lee O'Malley (born February 21, ) is a Canadian cartoonist, best known for the Scott Pilgrim series. He is also a musician using the alias Kupek.*

It was released on July 15, The story centers around the heroine Katie, a talented chef , who runs the successful titular restaurant. Life is generally good for her, as she has grand ambitions of expanding her business to a second restaurant. However, things end up going awry in a big way, starting off with business ordeals bogging down the expansion. A chance encounter with her ex-boyfriend who left her on ambiguous terms also leaves her in distress. In turn it sours up a fling she has with one of her chefs, and all of it culminates with her inadvertently causing an accident, leaving a waitress hospitalized. All she wants now is a second chance, and she gets one when a mysterious girl shows up in her bedroom, granting Katie a notebook, a red-capped mushroom and a list of instructions. The instructions she receives are as follows: Write your mistake Go to sleep Wake up anew The next morning she finds that history has been revised and that the mistakes leading to the accident have been rectified. With this mysterious ability in hand, Katie continues to revise the past to work in her favor. No relation to the film of the same name. Seconds provides examples of: Hazel, in the literal sense. We all make bad decisions that we wish we could take back. Lightly parodied at the end, where Ray points out that a poster featuring that Aesop has been hanging in his office the entire time. The office that Katie has been going to every day for the last three years. When Katie speaks to Max after the first revision, the man he is having dinner with is crying, implying that they just broke up. Later, when Katie is talking to Hazel, the conversation leads to Katie asking her if she likes girl or boys. In her more chibi moments, her entire head is just a bush of hair with eyes and a mouth. Even more so than Scott Pilgrim. Panels have been seen jumping around from cute Super-Deformed appearances to rather realistic illustrations. In a sense, as Katie starts using the mushrooms to make long term changes in her life. Because You Were Nice to Me: Lis only gives Katie the first mushroom because Hazel, the only one caring for her, burns her arms. In the timelines where Max and Katie are married, any insinuations that the second restaurant belongs to only Katie as opposed to the two of them instantly put Max in a crappy mood. Almost all of the important action happens inside the titular restaurant, due to the mushrooms only working inside its walls. Hazel gives off this vibe. At one point, when Katie brings the cauldron into Seconds from Lucknow, Hazel grabs and observes it, and everyone in the room imagines Hazel with green skin, a robe and pointy hat, as well as a broom. She likes sweeping, you see. The Seconds restaurant employs some walking, talking skeletons when reality starts to break apart. Abusing the mushrooms seems to empower a demonic being who warps time. All the dishes presented through the book are drawn with lovingly detail. This is a comic about restaurants after all. The result of Katie avoiding the breakup with Max, to her utter surprise. Andrew and Max, both towards Kate. They trade places throughout the story being the hopeless one, and at one point both play the role at the same time. At the end, Hazel cutting her hair short symbolically represents her growth into a more social person. In her few appearances standing at full height, she appears a bit shorter and less "gangly" than Hazel, whose appearance is described as attractive. In Spite of a Nail: The corruption that gains power with the constant rewriting of timelines. The strange red mushrooms that grow underneath Seconds. Katie talks to her father on the phone, but her mom is never mentioned. Yana, the ultra-social and personable waitress at Seconds who insists on keeping the shy, quiet Hazel on staff because "she makes me look good. Nobody but Katie seems to be at all bothered or perplexed by the presence of walking, talking skeletons being under the employ of the restaurant. Nice Job Breaking It, Hero! It revealed that in trying to fertilize the mushrooms with the dust from the cauldron, Katie wound up bringing the house spirit of Lucknow into Seconds, who slowly starts taking it over from Lis and becoming strong enough to warp time on its own. No Good Deed Goes Unpunished: Lis gives Katie the mushroom to fix time and space so that Hazel never burns her arms. Seconds, named after the restaurant in which most of the plot transpires. The titular restaurant most of the book takes place in. Max puts up with a lot throughout the story. Essentially what the mushrooms are. The shadow monster growing in the walk-in is actually the house spirit of Lucknow, vengeful at Katie for abandoning the building. Katie can recall

how everything originally happened when she fixes a mistake. This is likely the result of not really using time travel to do so, but rather traveling to alternate timelines. The red mushrooms give Katie this ability, which she starts to irresponsibly abuse and ends up sending everything to hell. After waking up from Revision 6, Katie looks like she outright cosplaying Radical Ed. Katie watches all of "Baking Bad" in one sitting at night, and she makes a revision to have gone to bed earlier. Hazel and Katie have a brief conversation about how bread makes you fat, with Hazel being as surprised as Scott Pilgrim was. As time is altered and the restaurant becomes situated in an infernal landscape some skeletons provide musical atmosphere. How is a skeleton playing a woodwind? A motif in the latter half of the book is that falling snow takes the appearance of consuming the fabric of the current reality. A number of preview panels have shown characters Art Shift into this. After a quiet breakup, Max moved on but Katie still has feelings for him. Void Between the Worlds: The eventual fate of Seconds. Upon discovering just how well the mushrooms work, Katie abuses them to hell in the following ways: One revision is used to rewrite Katie getting way too drunk during dinner and getting a little too personal with the other employees. A second revision is used after coaxing Andrew into having sex with her, which she describes as having her cake and eating it and also not having it and not eating it too. Another still is used to reverse her binge watching a whole TV series in one night and getting too little sleep. What the Hell, Hero? Katie gets called out multiple times for her callous actions, especially when Max confronts her when he learns she was cheating on him with Andrew. In the timeline where Katie and Max are married, Katie is still having flings with Andrew, though she does not realize this until it is pointed out to her that she is, in fact, married.

**Chapter 4 : Interview: Scott Pilgrim Creator Bryan Lee O'Malley - Anime News Network**

*"Bryan Lee O'Malley's Seconds is adorable, haunting, funny, and beautiful. A perfect recipe for a great graphic novel."*  
â€”Scott McCloud, author of *Understanding Comics* Read more.

Registering is free, easy, and private. Discuss in the forum, contribute to the Encyclopedia, build your own MyAnime lists, and more. Lost at Sea, your first work. You drew it when you were 24 years old. How old are you now? That was fifteen years ago. Do you think that you reflected your own adolescent feelings in Lost at Sea? When I was in my early twenties I definitely felt like a teen girl. What do you remember from those years? What kind of worries and aspirations did you have as an artist? I wanted to have friends, moving on from school to real world. Lost at Sea is a really personal comic, somehow poetic. When did you get the spark to create Scott? I think what happened was that when I was working on Lost at Sea, I was just and my life at the time became like what you see in Scott Pilgrim. I was living in Toronto, I have a roommate who was gay, I had a band I was playing in Was Scott Pilgrim consciously attempting to soften that emotional rawness, and make these feelings a little easier to digest? So yeah, I definitely wanted to make something that would make my friends happy, that would make them laugh. They were my initial audience and when the book came out, that helped it relate to many more people than I ever expected. When you first meet him, Scott is kind of an idiot, but we watch him grow into someone with self-worth and confidence. Did you have particular inspiration for that personality type? And I found it was very fun and easy to write a characters who was really stupid laughs. How do you manage success? Does making a big hit like Scott Pilgrim change your perspective on life? I have to be nice to them. In you published Seconds, which deftly mixes the ideas developed in Scott Pilgrim with the ideas and emotions in Lost at Sea. Was that always your goal? So I think Seconds is very good, I was happy with it. What kind of narrative style would you say you feel more comfortable with? Do your friends ever feel worry about saying something that you might put in one of your comics? I do have friends, but I lost lot of my friends from the Scott Pilgrim days when I moved to California. Besides that, I took some of my friends to the Scott Pilgrim premiere in Toronto and it was so awkward, they left without saying anything at the end, no comments. We all had different versions of the things we were experiencing. And to see my version on big screen - it was very uncomfortable for some people. How do you feel about that kind of collaboration? Leslie Hung and I were good friends, I always liked her art. And I think any good artist should draw a comic, because I think not enough people draw comics. I encouraged her to make a comic and eventually I offered to help her, and it became a collaboration. Snotgirl is more complex than the initial concept might suggest. What are you aiming to express with this series? Snotgirl is about the modern world, modern technology and social media, about how we interact with people in And like in our own world, nothing makes sense. What can you tell us about that? Taking in consideration your previous work, what can we expect? Your drawing in Worst World seems different from your previous work, Seconds. How are you handling your artistic approach to this new series? Seconds was very chibi, very cute, like in manga. With Worst World I want the characters to take me to a different place, with more realistic proportions. And I feel like I got more comfortable with drawing. Everything so far has been preparatory art. Will this be the case for Worst World? Yes, I hope so laughs. Would you like to work on something other than comics? I have thought about doing other stuff outside of comics. For a while I was talking to some people about doing animation, I was pitching cartoon ideas. But I realized it was taking too much time, even to come up with the ideas it was taking a lot of time away from comics. And if I was successful, pitching an idea, it would take years of my life going to an office everyday to work on the cartoon. It sounds really boring! Even so, do you feel any pressure to reinvent yourself with every new work? So on one hand I have to keep the fans happy. But with Worst World I feel more responsibility towards that existing fanbase, to make something that can appeal to them and speak to them as they get older.

**Chapter 5 : "Scott Pilgrim's" Bryan Lee O'Malley Goes For "Seconds" | CBR**

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### Chapter 6 : Truth, Beauty, Freedom, and Books: Review: SECONDS by Bryan Lee O'Malley

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### Chapter 8 : theinnatdunvilla.com: Seconds: A Graphic Novel eBook: Bryan Lee O'Malley: Kindle Store

*After unleashing "Scott Pilgrim" on the comics world, Bryan Lee O'Malley needed a break. But even he didn't know it would take him three years to release his follow up. The cartoonist behind the blockbuster comic series turned cult film set out to create a standalone graphic novel more than three years ago.*

### Chapter 9 : Graphic Novel Review: Bryan Lee O'Malley's Seconds - IGN

*The highly anticipated new standalone full-color graphic novel from Bryan Lee O'Malley, author and artist of the hugely bestselling Scott Pilgrim graphic novel series. Seconds is a complex and novelistic standalone story about a young restaurant owner named Katie who, after being visited by a magical apparition, is given a second chance at love.*