

Paul Enami is a phenomenal illustrator whose work I would describe as being characterized by hyperviolent super sentai monsters and biomechanical sci-fi supersoldiers, all lovingly rendered in a tight yet frenetic linework-centered style. He's done me the huge honor of being the first artist to sit down and answer some questions for me! Check him out on twitter [here](#) or go pick up an issue from his awesome zine series, "Brain Peace" [here](#). Intro out of the way, let's get on with the interview:



Logan: How long have you been drawing? Are you the type of person that's been doing it more or less their whole life or did you make a conscious decision at some point that it was something you wanted to do?

Paul: I've been drawing ever since I was little. I just couldn't stop. All of my school notebooks were covered in drawings. It became detrimental to my study at one point! I just can't see myself not drawing at this point.

Logan: How did you learn to draw? And what do you think has helped you the most in learning/improving?

Paul: I'm self-taught. I took a lot of classes but I'm awfully stubborn so I didn't like the way people taught drawing. It sucked. Too many rules and too many considerations. However, nowadays I try and revisit fundamentals because I realize it's what I'm sorely lacking. I try and draw a lot with pen so it forces me to have confidence in my work and to be more concise with the images in my head and lines. I am drawing what I set out to draw! No hesitation!

Logan: Who are your favorite artists? And in general, what are your go-to sources of inspiration?

Paul: I have too many favorite artists. A lot of people who I've encountered through social media are constantly influencing my work (the [Burzok's crew](#)¹, [Dustyray](#), etc), but people like Tsutomu Nihei and Frank Frazetta stay in my mind pretty regularly. When it comes to inspiration, it sounds weird but I like when I have misinterpreted an image or a mess of shapes and then I try and abstract it in my head even

further without looking for clarity in that source image or shape. It makes for a lot of cool armor or character designs. It's kind of like when you make tiny space ships out of very few lego pieces, you know what I mean?



Logan: Most of your work is digital- do you do any traditional drawing? Or work in any other media?

Paul: I have a lot of pen drawings! I just never show them because oftentimes they are on pages of notes or homework. Not to mention I often have a bad camera. I'd like to learn traditional painting. Maybe gouache?

Logan: Are you currently pursuing or planning on pursuing art as a career? Or is it more of a hobby for you?

Paul: I want a nice mix of art as both a hobby and a career! I am very easily burnt out on work so I balance art with other jobs and I'm finding a nice balance, but ultimately I would like to find myself as a full time artist.

Logan: Got any big hobbies/interests outside of art?

Paul: I love cooking, fishkeeping, lifting, skateboarding and building models/collecting toys.

Logan: Best Lego theme of all time?

Paul: Aquanauts² hands down



Logan: How do I get big and strong like you?

Paul: Safely lifting 5 times a week and eating enough calories to hurt.



Logan: Anything else you want to say? Any questions for me? Say whatever you like!

Paul: I thank you very much for this opportunity! I'm wondering if we're going to see any more publications from you? Any more excursions into the amazing worlds you have up in your noggin'?

Logan: I've got some stuff in the pipeline. I've been dipping my toes into comics with a sporadically-uploaded short story about space elevators and micromanaging bosses as a [Patreon](#) exclusive. I'm also contributing work to an upcoming collaborative book. It's still in the early stages and kind of hush hush so for now I'll just say that my contribution involves revisiting an old idea of mine about [Dyson tree inhabitants](#). My personal stuff is all moving pretty slowly right now, though. At the moment I'm just chugging along doing commissions- I've been working on like five or six different TTRPGs since January with some more on the way this Spring and Summer so that's taking up most of my time. Still getting used to doing this as a full time job, but it's fun!

Anyway, thank you so much for your time. This has been a blast and honor to get some of my burning questions about you and your art answered!

Editor's notes:

1. I swear I didn't tell him to say this
2. We would also have accepted Ice Planet 2002 or Rock Raiders as answers