

Unremembered Loss

For all the news and information from the world of Hathrae, and for the story Unremembered Loss

Issue 26

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Welcome to October newsletter, which is about a dear friend – Jessie – who has been working on another of my many projects. To sign up for the newsletter go to <http://www.douglasclarke.com/lists/?p=subscribe>

Doug

Jessie

You may know the name as the young woman that I met at Comicon in the summer of 2010. We were both sitting outside of one of the conference rooms waiting for a panel discussion on comic book cover design to start.

We talked for a few moments. I discovered that she was an artist and did a lot of her work directly on a computer using a graphics tablet. I had my brand new iPad with me and asked her if she had ever drawn on one.

She hadn't, so I let her borrow mine. For the next half hour I watched as she drew and erased, and drew some more and erased some more. When she was finally done (which I'm not sure was because of she was done artistically or because she ran out of time) she had created a portrait of a man.

We exchanged e-mail addresses and I told her I was going to keep the picture so

that someday, when she became famous, I would have an original Jessie.

Fast-forward to January of 2011. We had kept in contact - I had given her some information on buying web domain names and some ideas about how to set up a web store.

Then I had an idea. I had been learning how to program the iPad and asked her if she would like to work on a project with me.

So began a journey.

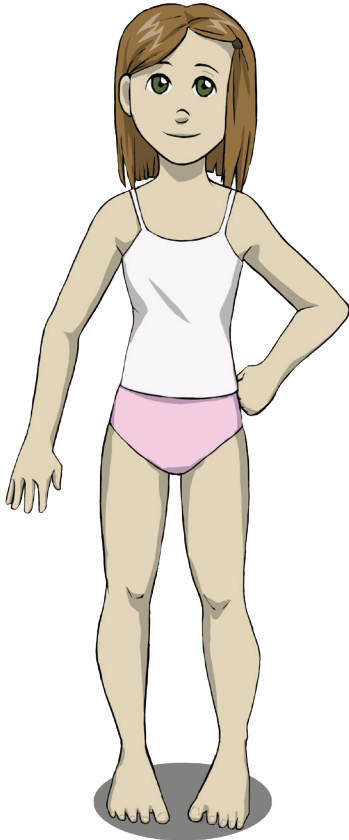
As I have become aware, in the last few years, it is the journey and not the destination that matters. I wrote about this revelation in one of my first blogs for my character Hector in September of 2009 (<http://www.hathrae.com/hector/wilderness/>)

After some brain storming, we decided to work on a paper doll application. She would do the art and I would do the programming.

I started coding and Jessie started sketching.



By March we had come up with iPad Girl.



Jessie also created a set of clothing for her to wear. In fact she had to create two sets - one for iPad girl to wear and another set on hangers.



On my side I learned how to create sprites, detect when one was touched, move them around as the touching finger moved, interact with other sprites as they ran into each other, and change the sprites from “hanging” to “wearing”

as they were dragged off the clothes rack.

While all of this creating was good - and mostly fun - it was not the important part of the journey.

As we started working together, it was not the work, but the relationship that was built that was important. Jessie gave me a reason larger than myself to work on my programming. As we worked I tried to be a good mentor and show her how to work as part of a team.

I remember it took a while to get her to think of us as partners instead of me being her boss. When we talked about the direction of the project, I told her how important her input was. Over time I saw her confidence build. She learned to “fight” for her ideas.

We also started video chatting once a week. This scheduling of our lives gave us focus. It also gave us a chance to talk, not just about the project, but about life.

This month the journey ended. Not with the release of a program on the AppStore, but with Jessie getting a full time job in another state. I would be lying if I said that it didn't hurt when she told me, but mostly I'm excited for her.

Despite all the things we didn't get accomplished, it feels like a year well spent.

On this, the fourth anniversary of Nigel's death, I wonder if I am coming to terms with the fact that the journey with him was great, even if we didn't get to where I thought we were going.

Doug

