This is Degler! #48, published for apa L and apa F by Andy Porter, 24 east 82nd street, New York, NY, 10028. Porterpublication #72. New York in '67!!!/////

I've decided to continue this as going to both apa's until someone gets around to asking me for \$1.00 for member ship in LASFS. At which time these are very likely to be discontinued. Matter of fact, this may be the last mimeographed Degler! to be published, as tomorrow I will become the owner of a better than present duplicator. With an automatic feed, which is something my current machine lacks.

"Over the weekend I'll have four children"

-- Hanna Eckert

But I actually don't go in for interlineations that much, you understand. I'd use them for breaking up empty spaces or monotonous type or as the end of one thot and the beginning of another; but not solely to have them covering the page. Or in the middle of a paragraph, which is a very effective way to make sure all sense of what the person has been reading is entirely lost to him. Hey there, Barry Gold. This last part was typed at a strength of four.

And this is being done at six, Dave. I think I can notice a difference in the strength of the typing, or at least a difference in the amount of noise this thing generates. That's considerable as is, tho.

I have an idea. This idea will take the form of an illustration (or fillo, in this case), to the left -gulp, I mean right, of these words. Tho I have some sort of interesting mental block against type casting myself as a drawer of one type of scene, I do feel that it's very interesting to explore whatever can be gotten out of one type of graphics. In this case, that's the drawing of cities, landscapes, etc. in that general vein. Shading I have mastered; for a long time the only drawing I did for fanzines could be reproduced using offset, or at the least electronic stencilling (vis. Jelerang #3), but I seem to have gotten away from this; now shadows as shading aren't of any interest to me, but rather shadows as pure plack areas. Sorta like the stuff that ATom does, and even moreso like the kind of work tyat Steve Stiles usedto do. Steve now makes intensive use of shading, perhaps as a result of his exposure to the commercial world, where the pure black and white method is seldom used. If it's a drawing, it will use shading as an extension of reality, in order to make the picture the most real it can be. And in publishing the use of blacks are restricted to design of lettering and that sort of thing. More layout work than actual creative drawing. This, incidentally, has been first drafted, making up as I go along, and as a result this is opinion, not gospel. I think I've got it right, generally