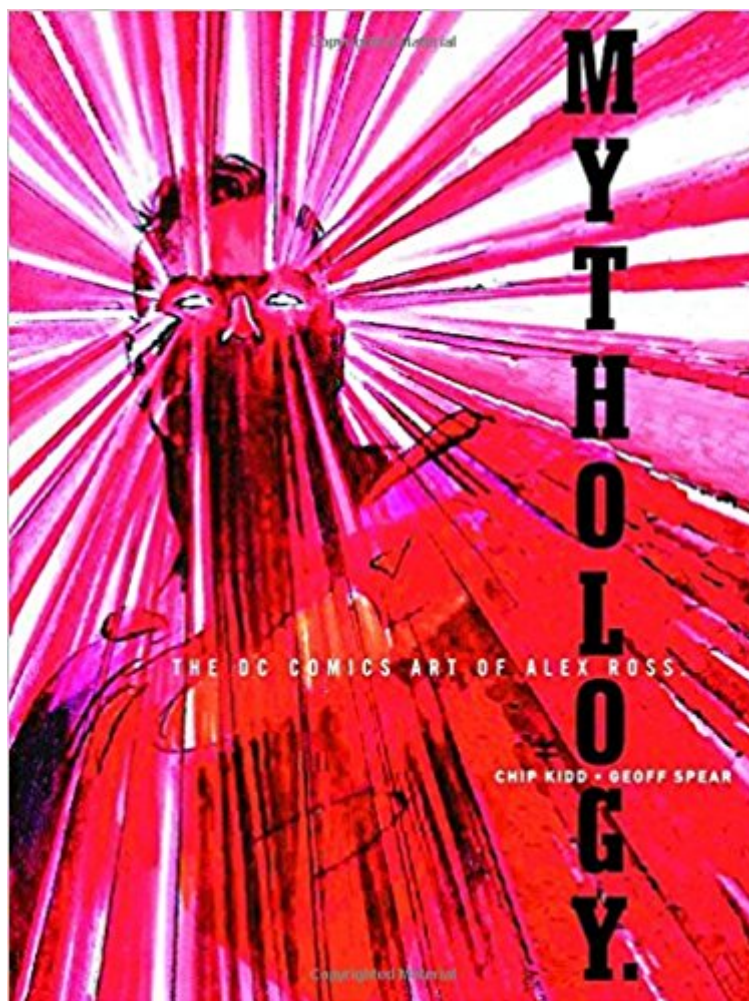


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Mythology: The DC Comics Art Of Alex Ross (Pantheon Graphic Novels)



Synopsis

THE EISNER AWARD-WINNING, NATIONALLY BEST-SELLING MYTHOLOGY IS HERE IN PAPERBACK, IN AN EXPANDED EDITION WITH 32 NEW PAGES. Mythology returns, in a newly expanded paperback edition of the book Entertainment Weekly awarded a grade of A, saying: "Alex Ross brings to his work an unparalleled sense of the real. His heroes—both super and mortal—have weight; they exist in space, and that space is affected by them in ways never before seen on the page. And so here they are, the incomparable cast of the DC Comics universe: Superman, Batman, Wonder Woman, the Flash, Aquaman, the Green Lantern, and the rest of the Justice League as you've never seen them before. Mythology brings together the best loved comic characters in the world, brought to life by Alex Ross, one of the most astonishing young artists working in the medium today. The award-winning designer/writer Chip Kidd and photographer Geoff Spear have teamed up to create a book like no other, with an introduction by M. Night Shyamalan, the acclaimed director of *The Village* and *The Sixth Sense*. Ross has often been called the Norman Rockwell of comics, and this book reveals not only his lifelong love of these classic superheroes but also his vision: *Mythology* takes you into the studio for a behind-the-scenes look at his fascinating creative process. The combination of Ross's dynamic art and Kidd's kinetic design makes images from his most memorable stories—including *Kingdom Come*, *Superman: Peace on Earth*, *Batman: War on Crime*, and *Uncle Sam*—soar off the more than 300 pages. The new material centers on Ross's startling new comic book series, *Justice*, including sketches, preliminary art, prototype figures, and more. *Mythology* is a book in which every page explodes with the power of the icons it celebrates.

Book Information

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Customer Reviews

With art that looks like a hybrid of Norman Rockwell and Jack Kirby, artist Ross has become the preeminent painter of superheroes of his generation. This lavish coffee-table tribute puts him into a pantheon as exalted as the superbeings he depicts. The son of a preacher and an illustrator, Ross was always captivated by superheroes, but it wasn't until he discovered the use of live models in art school that he was able to realize his visions of Superman, Batman, Wonder Woman and the rest. Like Rockwell, Ross uses photographs to set up lighting and staging—a process documented in a section at the end of the book—and like Rockwell, he favors otherworldly lighting effects that somehow serve to make his figures more realistic. Like Kirby, he has an innate belief in the iconic power of superheroes that gives them a dimension far beyond the usual four-colored adventures. Whether in *Kingdom Come*, a renowned tale of the twilight of the superheroes; his own oversized stories written with Paul Dini; or countless posters, covers and commissions, Ross's vision of beings so powerful they verge on arrogant will make viewers glad they don't exist in the real world. Kidd's text is laudatory but never cloying, and the book includes numerous studies, sketches and photos to show Ross's method. While collectors and fans gush over Ross's output, the sheer weight of pictures of every superteam in DC's universe does become somewhat numbing by the end. Still, the immense power of Ross's best images cuts through any clutter, and this volume deftly showcases just that. Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

Adult/High School—This is a coffee-table tribute to the work of the cartoonist. Kind of an odd blend of Norman Rockwell meets Saturday morning cartoons, Ross's gouache painted art glows on the pages. Interspersed with quotations by the artist and those who know him, Kidd's sparse text takes readers on a brief tour of Ross's childhood to his early days in advertising and comic books, finally ending with the limited series *"Kingdom Come"* (Warner, 1998), which combined hyper-realistic artwork with unusually complex storytelling. The book not only displays samples of finished works but also includes sketches, photographs of live models, and comic art dating back to the 1930s. For a humorous touch, Kidd includes samples of Ross's childhood art, with pieces ranging from rough

copies of comic covers to endearing sculptures of Batman and others made out of construction paper. Ultimately, Ross is an artist who quests to reuse and redevelop classic characters like Superman and Wonder Woman and elevate their stories to a level more sophisticated readers can enjoy. High goals, but this man makes it work. Matthew L. Moffett, Northern Virginia Community College, Annandale Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

I'm a baby boomer and love the mythology in superhero comics. If you like DC comics, then this book is for you. If you like Alex Ross's interpretation of DC comic characters or just his amazing artwork, this book is for you. If you want to know more about Alex's biographical and professional history beginning with childhood, family influences, professional beginnings and into his creative process this book is for you. The wonderful writer/designer Chip Kidd and photographer Geoff Spear have teamed up to produce an extraordinary "illustrated biography" of Alex Ross and his DC characters. Kidd's text is descriptive and insightful and includes numerous studies, hundreds of sketches and artwork and photos on almost every single page that highlight Ross's creative process and method. In addition to Kidd's narrative, the book is peppered with Alex Ross quotes and personal insights. I am especially drawn to how Ross re-envisioned the major characters of the DC universe and created three dimensional icons that owe a debt of gratitude to artists like Rockwell and Wyeth. Now I know how Ross uses photographs to set up other worldly lighting effects that make his characters look more realistic. Like Kirby, he has an innate belief in the iconic power of superheroes that gives them a dimension far beyond the usual four-colored adventures. The end result includes lush and vibrant colors with a scrupulous attention to detail that re-imagine the great super-heroes as they might actually appear if they existed today. His sense of realism is totally cool. I'm no artist, just a fan. so this book took me "behind the scenes" to experience Alex Ross at work in his studio. There is a video review in one of the other reviews where you can see the whole layout of the book. This is my second copy of this book, if I could give it a rating a six stars I would.

Alex Ross' comic art is stunning. There are comics where the characters are brought to life by the art and story, but you know they are still created from imagination. With Alex Ross, it's like he's drawing a character that really exists. His sense of realism is unparalleled. He blurs the line between fantasy and reality. He's compared often with Norman Rockwell and it's apt. He, too, uses photographic references to amazing results. However, Alex Ross is in a class of his own too. This book is packed with breathtaking paintings, many are full page. There are also sketches and

accompanying commentary talking from anything about his childhood, comic characters and influences like Andrew Loomis and various comic artists. There are lots to read. There's a section which details his drawing process, from getting a reference, to inking and then colouring. Although there are no chapters, the content is grouped by the superheroes he drew, namely Superman, Batman, Wonder Woman, Shazam, The Justice Society, The Justice League, Aquaman, Martian Manhunter, Green Lantern, Plastic Man, Green Arrow, Hawkman, The Atom, The Flash, Supergirl, Batgirl and a whole lot more. These superheroes must have felt honored to be drawn by Alex Ross. This book is really value for money with 320 pages of top quality art. Highly recommended to all artists and comic fans.

This book will astonish you even before you open it. The jacket has the images of two of the most iconic superheroes of DC, Superman and Batman, and below the jacket you'll find an unbelievable piece of art showing almost every DC superhero battling versus their respective villains. With an introduction from M Night Shyamalan, the book presents Alex from his early beginnings as a child trying to create comic book characters and how his mother kind of influenced him (even though he affirms this didn't happen, take a look at her mom's works and try to believe him) He then presents the DC characters one by one (the Batman session has some pages dedicated to the Joker only, no other villains are shown), the early drawings, original artwork from classics and the homage he has paid for covers, posters or special editions. Analysis on the symbols and the myths of each character are used to describe what Ross wants to project with his images. I don't think it necessary to mention which character has the larger amount of pages dedicated to himself only. You get to see in drawings the creative process he follows when creating a piece, the ideas scratched on a piece of paper, the drawings and possible posing and then the final image. There are pictures I has never seen until I got this book, when I first saw them my first thought was 'I need to frame these', which came up as a bad idea as I would have had to frame the entire book. The abandoned ideas for 'Portraits of villainy' are presented here in the form of pencil sketches that look pretty well, it is hard to imagine how they would have looked if the project had been completed. His takes on Hanna-Barbera, Mad magazine, Alan Moore, the animated style and World's finest are also present. Then there are pages and pages dedicated to 'Kingdom Come', from the early concepts and ideas, passing through sketches until the realization of the project. The possible prequel that never occurred, 'The Kingdom' is also mentioned and the preliminary sketches by Ross are shown. Uncle Sam is also analyzed near the end of the book in the same way the other projects previously were. Then we have this section called 'The process', in which we obviously get to see

how Alex works using the book's cover as example. The final part of the book is a very nice bonus, a Batman/Superman special story written by Chip Kidd and Alex Ross created exclusively for this book. Indeed a great piece of collection, this book is a must for comic book fans. The hard cover presentation, the paper in which it is printed and the bonus stuff are worth the price to pay.

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