

# Secrets In The Shadows The Art And Life Of Gene Colan

Decoding **Secrets In The Shadows The Art And Life Of Gene Colan**: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its capability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Secrets In The Shadows The Art And Life Of Gene Colan**," a mesmerizing literary creation penned by a celebrated wordsmith, readers embark on an enlightening odyssey, unraveling the intricate significance of language and its enduring impact on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

ComicBook Babylon Clifford Meth 2013-11-30 Digital version of Clifford Meth's ComicBook Babylon  
**Biblioteca Dracula-La Tumba de Dracula 1-iDracula vive!** Archie Goodwin 2022-02-16 Comienza la recopilación, en diez volúmenes quincenales a precio único, de la mítica cabecera de los años setenta protagonizada por el Príncipe de las Tinieblas. Marv Wolfman y Gene Colan dieron vida a uno de los títulos clave de la Marvel de entonces. Una de las más soberbias interpretaciones del mito creado por Bram Stoker. ¡Dracula camina por el Universo Marvel!

*Iron Man Masterworks Vol. 3* Stan Lee 2019 Tales of Suspense (1959) #66-83, Tales to Astonish (1959) #82  
*The Obits: The New York Times Annual 2012* William McDonald 2011-11-11 The obits. It's the first section many of us turn to when we open the paper, not to see who died, but rather to find out about who lived to discover the interesting lives of people who've made a mark. A new annual that collects nearly 300 of the best of The New York Times obituaries from the previous year, The Obits Annual 2012 is a compelling, addictive-as-salted-peanuts "who's who" of some of the most fascinating people of the twentieth century. Written by top journalists each entry is a jewel, a miniature, nuanced biography filled with the facts we love to read, with the surprise and serendipity of life. There's David L. Wolper, the producer of Roots—and the story of how he got his start purchasing film footage from Sputnik. The jazz singer, Abbey Lincoln, and her change from glamorous performer—she owned a dress of Marilyn Monroe's—to civil rights activist (she burned the Monroe dress). Owsley Stanley, the quirky perfecter of LSD, who blamed a heart attack on the fact that his mother made him eat broccoli as a child. Patricia Neal—known by most as a movie star, but her real life, filled with tragedy, adversity, and incredible professional ups and downs, is almost a surreal play of triumph and tragedy. Arranged chronologically, like the obits themselves, it's a deliciously random walk through the recent past, meeting the philosophers, newsmen, spies, publishers, moguls, soul singers, baseball managers, Nobel Prize winners, models, and others who've shaped the world.

*Doctor Strange Masterworks Vol. 9* Roger Stern 2019-10-16 Collects Doctor Strange (1974) #47-57, Marvel Fanfare (1982) #6; material from Crazy (1973) #88, OHOTMU (1983). This Halloween, the Marvel Masterworks cast an enticing spell with the newest volume of Doctor Strange! All-time great writer Roger Stern joins a host of the best artists ever to draw the Master of the Mystic Arts. The result? Pure magic. The tales in store feature the return of classic enemies such as Nightmare, Baron Mordo and Dormammu; introduce Morgana Blessing; team Stephen Strange with Brother Voodoo; draw Clea into a war for the Dark Dimension; and send Strange back in time - both to ancient Egypt alongside the Fantastic Four and to World War II with Nick Fury! Painstakingly restored and packed with extras galore, this amazing tome honors one of the greatest eras in Doctor Strange's history.

**Marvel** Sean Howe 2016-01-01 „Howe vás přesvědčí, že tvůrci komiksů mají životy mnohem podivnější než jejich zmutované výtvořiny.“ — Rolling Stone Příběh Stana Leeho, který toužil po slávě a získal ji díky Spider-Manovi, Avengers, Fantastické čtyřce nebo X-Menům. Příběh Jacka Kirbyho, o němž jste nikdy neslyšeli, přestože v kině fandíte i jeho hrdinům. Příběh o autorských právech, kdo na nich vydělal a kdo ošouhal. Příběh o proměně kreslených superhrdinů ve figurky, reklamní předměty, videohry, televizní seriály a velkorozpočtové filmy. Příběh o budování značky i kultu osobnosti. Příběh o tom, že komerční úspěch je pěkná věc, ale někdy vás přinutí dělat dost ošklivé věci nejlepším kamarádům. Tohle je skutečný a srdcervoucí příběh vydavatelství Marvel. Sean Howe napsal fascinující dějiny slavné společnosti a zachytil

její přerod od skromných začátků po současnou nadvládu nad Hollywoodem. Obnažil pravdu skrytou za červenobílým logem a spouště z nás vzal veškeré iluze. Na základě ohromujícího množství výzkumů, rozhovorů a rešerší vznikl poctivý portrét Marvelu, který se některým z těch, o nichž se v knize píše, nelíbí. Ale čtenářům rozhodně ano. "Epická" New York Times "Fantastická" Booklist "Nepostradatelná" Los Angeles Times "Ohromující" Boson Globe "Zásadní" The Daily Beast "Fascinující" GQ "Uchvacující" USA Today Howe Sean Sean Howe je americký publicista a kritik. Sestavil knihu Give Our Regards to the Atomsmashers!: Writers on Comics, ve které současní spisovatelé hodnotili svoje oblíbené i nenáviděné komiksy. Jeho články se objevily v Entertainment Weekly, The Los Angeles Times, Spin, The Village Voice, The New York Observer nebo The Economist. Vydání knihy Marvel: Co jste neměli vědět o komiksovém zázraku mu přineslo prestižní Cenu Willa Eisnera i místo na seznamu lidí, kteří už nikdy nemají volat Stanovi Leemu. Žije v newyorském Brooklynu.

*Tales of the Batman: Gerry Conway Vol. 3* Gerry Conway 2019-09-03 In these 1980s tales from BATMAN #349-359 and DETECTIVE COMICS #515-526, the Dark Knight takes on evil with the help of the Human Target, Jason Bard, Batgirl and others and faces the threats of Catwoman, Hugo Strange, Deadshot, Solomon Grundy and more. Plus, it's the introduction of Killer Croc!

*Marvel 80 For 80* Various 2019-10-09 Experience 80 iconic images representing 80 years of Marvel! Throughout its eight-decade history, the House of Ideas has published countless unforgettable covers, splash pages, posters, pinups, panels and sequences by an array of timeless talents. This volume celebrates 80 of the best, drawn from every era of Marvel, along with commentaries and appreciations from Marvel's greatest creators and other notables! Legendary characters including Spider-Man, Captain America, the X-Men, the Avengers and the Fantastic Four join Marvel monsters, genre stars and modern-day champions like Kamala Khan in the ultimate visual celebration of Marvel Comics!

*Tomb Of Dracula Masterworks Vol. 2* Marv Wolfman 2022-11-16 Collects Tomb of Dracula (1972) #12-22, Werewolf By Night (1972) #15, Giant-Size Spider-Man #1 and material from Dracula Lives #4 and #6. Dracula's reign of terror continues, brought to you by the fan-favorite creative team of Marv Wolfman, Gene Colan and Tom Palmer! While being pursued by Frank Drake, Rachel Van Helsing and Taj Nital, the King of the Vampires draws attention from other parties - including Jack Russell, the Werewolf by Night! What unexpected role has Dracula played in the family history of Marvel's most famous werewolf? And it's not just vampire hunters that Dracula must worry about in his pursuit of power: The Count has his hands full with other members of his bloodthirsty brethren, not to mention the inimitable super villain Doctor Sun! Also featuring the dire secrets of the Darkhold and the origin of Blade: Vampire Hunter!

**DC Comics Before Superman: Major Malcolm Wheeler-Nicholson's Pulp Comics** Malcolm Wheeler-Nicholson 2018-10-09 Before Batman and Superman were even a glimmer in Bill Finger and Jerry Siegel's eyes, Major Malcolm Wheeler-Nicholson created National Allied Publications, which would then go on to become DC Comics; one of the largest comic publishers in the world. Nicky Wheeler-Nicholson (the Major's granddaughter and noted comics historian) contributes a historical essay that provides an in depth look at the formation of National Allied Publications and the man behind New Fun, New Comics, and other memorable original comics that predated DC Comics' inception. All the comics included in this tome have been painstakingly reproduced and repaired to show how they would have looked back in the 1930s; and also included are all the pulps that the comics were based on! This groundbreaking book explores the

history of DC Comics before it became the behemoth we know today; the pulp stories that formed the basis for all the different kinds of comics that exist today.

*The Comics Journal* 2006

**Daredevil** Roy Thomas 2008-03-20 Inducted into the comic book hall of fame in 2005, Gene Colan's legendary work spans from Tomb of Dracula to Howard the Duck, but Daredevil is considered his signature series. Fan forums have long cried out for a definitive collection of his Daredevil works, so this compendium follows his finest works from the early 70s in collaboration with writers Roy Thomas and Gerald F. Conway. UK exclusive.

*Moon Knight Epic Collection* Doug Moench 2014-11-26 Collects Werewolf by Night (1972) #32-33; Marvel Spotlight (1971) #28-29; Defenders (1972) #47-50; Peter Parker, the Spectacular Spider-Man (1976) #22-23; Marvel Two-In-One (1974) #52; Moon Knight (1980) #1-4; material from Hulk Magazine #11-15, #17-18, #20; material from Marvel Preview #21 (Moon Knight Epic Collection Vol. 1).

**Crime Comics Confidential** Various 2021-09-01 Relive the days when gangsters ruled the streets in this gripping collection of notorious vintage pre-Code crime comics! True life criminals Al Capone, Legs Diamond, Pretty Boy Floyd, Dutch Schultz, Lucky Luciano, and John Dillinger are featured alongside colorful pulp fiction characters with rods ablaze. These mobsters flaunted their sexy gun molls and ill-gotten gains of big cars and fancy suits, living outside the law until getting their just desserts in the end. Features masterful creators Charles Biro, Dick Briefer, John Buscema, Gene Colan, Jack Cole, Reed Crandall, Fred Guardineer, Everett Raymond Kinstler, Bernie Krigstein, Mort Meskin, Bob Powell, John Prentice, Mike Sekowsky, Leonard Starr, Marvin Stein, Alex Toth, and many others. These Senate-investigated stories are fully restored—over 20 full comic stories in all! Plus, you'll love—and Dr. Wertham will hate—the insightful illustrated introduction by Steven Brower to the best of the reviled Pre-Code crime classics!

**Icons of the American Comic Book [2 volumes]** Randy Duncan 2013-01-29 This book explores how the heroes and villains of popular comic books—and the creators of these icons of our culture—reflect the American experience out of which they sprang, and how they have achieved relevance by adapting to, and perhaps influencing, the evolving American character. Multiple generations have thrilled to the exploits of the heroes and villains of American comic books. These imaginary characters permeate our culture—even Americans who have never read a comic book grasp what the most well-known examples represent. But these comic book characters, and their creators, do more than simply thrill: they make us consider who we are and who we aspire to be. *Icons of the American Comic Book: From Captain America to Wonder Woman* contains 100 entries that provide historical background, explore the impact of the comic-book character on American culture, and summarize what is iconic about the subject of the entry. Each entry also lists essential works, suggests further readings, and contains at least one sidebar that provides entertaining and often quirky insight not covered in the main entry. This two-volume work examines fascinating subjects, such as how the superhero concept embodied the essence of American culture in the 1930s; and the ways in which comic book icons have evolved to reflect changing circumstances, values, and attitudes regarding cultural diversity. The book's coverage extends beyond just characters, as it also includes entries devoted to creators, publishers, titles, and even comic book related phenomena that have had enduring significance.

*A Philosophy of Visual Metaphor in Contemporary Art* Mark Staff Brandl 2023-02-23 Metaphor, which allows us to talk about things by comparing them to other things, is one of the most ubiquitous and adaptable features of language and thought. It allows us to clarify meaning, yet also evaluate and transform the ways we think, create and act. While we are alert to metaphor in spoken or written texts, it has, within the visual arts, been critically overlooked. Taking into consideration how metaphors are inventively embodied in the formal, technical, and stylistic aspects of visual artworks, Mark Staff Brandl shows how extensively artists rely on creative metaphor within their work. Exploring the work of a broad variety of artists - including Dawoud Bey, Dan Ramirez, Gaëlle Villedary, Raoul Deal, Sonya Clark, Titus Kaphar, Charles Boetschi, and more- he argues that metaphors are the foundation of visual thought, are chiefly determined by bodily and environmental experiences, and are embodied in artistic form. Visual artistic creation is philosophical thought. By grounding these arguments in the work of philosophers and cultural theorists, including Noël Carroll, Hans Georg Gadamer, and George Lakoff, Brandl shows how important

metaphor is to understanding contemporary art. *A Philosophy of Visual Metaphor in Contemporary Art* takes a neglected feature of the visual arts and shows us what a vital role it plays within them. Bridging theory and practice, and drawing upon a capacious array of examples, this book is essential reading for art historians and practitioners, as well as analytic philosophers working in aesthetics and meaning.

*Marvel Comics in the 1970s* Eliot Borenstein 2023-05-15 *Marvel Comics in the 1970s* explores a forgotten chapter in the story of the rise of comics as an art form. Bridging Marvel's dizzying innovations and the birth of the underground comics scene in the 1960s and the rise of the prestige graphic novel and postmodern superheroics in the 1980s, Eliot Borenstein reveals a generation of comic book writers whose work at Marvel in the 1970s established their own authorial voice within the strictures of corporate comics. Through a diverse cast of heroes (and the occasional antihero)—Black Panther, Shang-Chi, Deathlok, Dracula, Killraven, Man-Thing, and Howard the Duck—writers such as Steve Gerber, Doug Moench, and Don McGregor made unprecedented strides in exploring their characters' inner lives. Visually, dynamic action was still essential, but the real excitement was taking place inside their heroes' heads. *Marvel Comics in the 1970s* highlights the brilliant and sometimes gloriously imperfect creations that laid the groundwork for the medium's later artistic achievements and the broader acceptance of comic books in the cultural landscape today.

*The Secret History of Marvel Comics* Blake Bell 2013-11-16 *The Secret History of Marvel Comics* digs back to the 1930s when Marvel Comics wasn't just a comic-book producing company. Marvel Comics owner Martin Goodman had tentacles into a publishing world that might have made that era's conservative American parents lynch him on his front porch. Marvel was but a small part of Goodman's publishing empire, which had begun years before he published his first comic book. Goodman mostly published lurid and sensationalistic story books (known as "pulp") and magazines, featuring sexually-charged detective and romance short fiction, and celebrity gossip scandal sheets. And artists like Jack Kirby, who was producing Captain America for eight-year-olds, were simultaneously dipping their toes in both ponds. *The Secret History of Marvel Comics* tells this parallel story of 1930s/40s Marvel Comics sharing offices with those Goodman publications not quite fit for children. The book also features a comprehensive display of the artwork produced for Goodman's other enterprises by Marvel Comics artists such as Jack Kirby and Joe Simon, Alex Schomburg, Bill Everett, Al Jaffee, and Dan DeCarlo, plus the very best pulp artists in the field, including Norman Saunders, John Walter Scott, Hans Wesso, L.F. Bjorklund, and *Marvel Comics #1* cover artist Frank R. Paul. Goodman's magazines also featured cover stories on celebrities such as Jackie Gleason, Elizabeth Taylor, Liberace, and Sophia Loren, as well as contributions from famous literary and social figures such as Isaac Asimov, Theodore Sturgeon, and L. Ron Hubbard.

*Hulk Visionaries* 2006-05-17 The third collection of Peter David's Hulk comics, originally published in 1988 and 1989. A circle of cyborgs with Spider-Man in the middle break into the gray Hulk's life in Las Vegas. Then Doctor Doom, the Thing and the green Hulk show up and threaten his life as Mr. Fixit.

*Marvel Comics: Una storia di eroi e supereroi* Sean Howe 2013-10-31 Dal suo ufficio sulla Madison Avenue, nei primi anni Sessanta una piccola casa editrice di nome Marvel Comics presentò al mondo una serie di personaggi dai costumi sgargianti, dalla parlantina fluente e pieni di umanissimi problemi. Spider-Man, i Fantastici Quattro, Capitan America, l'Incredibile Hulk, gli Avengers, Iron Man, Thor, gli X-Men, Devil... Supereroi che in breve tempo conquistarono il cuore dei ragazzi e accesero l'immaginazione di artisti pop, intellettuali e attivisti studenteschi. Nel giro di mezzo secolo l'epico universo della Marvel sarebbe diventato il più grande e complesso affresco narrativo della storia. Una moderna mitologia americana, per un pubblico di milioni di lettori. Nel corso del viaggio che l'avrebbe fatta diventare un'impresa con un giro d'affari miliardario, l'identità della Marvel - di volta in volta grintoso outsider o colosso industriale - è costantemente mutata. E mentre l'azienda si trovava ad affrontare speculazioni di Wall Street, fallimenti hollywoodiani e profonde crisi dell'industria del fumetto, i suoi personaggi sono passati di mano in mano attraverso generazioni di supervisori, disegnatori e scrittori: il celeberrimo "Bullpen" della Marvel. Incaricati di portare avanti la tradizione, col tempo i collaboratori della Marvel - tra cui bambini prodigio cresciuti nella miseria, pacifisti sotto allucinogeni e carrieristi mercenari - si sono ritrovati a dover combattere contro imposizioni commerciali... Prefazione di Marco M. Lupoi.

*The Superhero Reader* Charles Hatfield 2013-06-14 Despite their commercial appeal and cross-media

reach, superheroes are only recently starting to attract sustained scholarly attention. This groundbreaking collection brings together essays and book excerpts by major writers on comics and popular culture. While superhero comics are a distinct and sometimes disdained branch of comics creation, they are integral to the development of the North American comic book and the history of the medium. For the past half-century they have also been the one overwhelmingly dominant market genre. The sheer volume of superhero comics that have been published over the years is staggering. Major superhero universes constitute one of the most expansive storytelling canvases ever fashioned. Moreover, characters inhabiting these fictional universes are immensely influential, having achieved iconic recognition around the globe. Their images and adventures have shaped many other media, such as film, videogames, and even prose fiction. The primary aim of this reader is twofold: first, to collect in a single volume a sampling of the most sophisticated commentary on superheroes, and second, to bring into sharper focus the ways in which superheroes connect with larger social, cultural, literary, aesthetic, and historical themes that are of interest to a great many readers both in the academy and beyond.

*International Journal of Comic Art* 2009

#### **COMICS THROUGH TIME** M. KEITH BOOKER

**Star Wars** Kieron Gillen 2016-08-10 The unstoppable march of the Dark Lord of the Sith continues! The natives of the planet Shu-Torin are revolting. And there's no way the Empire will stand for that. Darth Vader is tasked with leading a military assault against Shu-Torin! Could it be that his rise to glory has begun? But who will follow Vader into war? Would you? Then again, it's better to fight alongside Vader than against him. That's a lesson that the Ore Barons are about to learn...COLLECTING: DARTH VADER ANNUAL #1, DARTH VADER #16-19.

**The Death and Life of Great American Cities** Jane Jacobs 2016-07-20 Thirty years after its publication, *The Death and Life of Great American Cities* was described by *The New York Times* as "perhaps the most influential single work in the history of town planning....[It] can also be seen in a much larger context. It is first of all a work of literature; the descriptions of street life as a kind of ballet and the biting satiric account of traditional planning theory can still be read for pleasure even by those who long ago absorbed and appropriated the book's arguments." Jane Jacobs, an editor and writer on architecture in New York City in the early sixties, argued that urban diversity and vitality were being destroyed by powerful architects and city planners. Rigorous, sane, and delightfully epigrammatic, Jacobs's small masterpiece is a blueprint for the humanistic management of cities. It is sensible, knowledgeable, readable, indispensable. The author has written a new foreword for this Modern Library edition.

**Steve Gerber** Jason Sacks 2019-06-27 Steve Gerber (1947-2008) is among the most significant comics writers of the modern era. Best known for his magnum opus *Howard the Duck*, he also wrote influential series such as *Man-Thing*, *Omega the Unknown*, *The Phantom Zone*, and *Hard Time*, expressing a combination of intelligence and empathy rare in American comics. Gerber rose to prominence during the 1970s. His work for Marvel Comics during that era helped revitalize several increasingly clichéd generic conventions of superhero, horror, and funny animal comics by inserting satire, psychological complexity, and existential absurdism. Gerber's scripts were also often socially conscious, confronting, among other things, capitalism, environmentalism, political corruption, and censorship. His critique also extended into the personal sphere, addressing such taboo topics as domestic violence, racism, inequality, and poverty. This volume follows Gerber's career through a range of interviews, beginning with his height during the 1970s and ending with an interview with Michael Eury just before Gerber's death in 2008. Among the pieces featured is a 1976 interview with Mark Lerer, originally published in the low-circulation fanzine *Pittsburgh Fan Forum*, where Gerber looks back on his work for Marvel during the early to mid-1970s, his most prolific period. This volume concludes with selections from Gerber's dialogue with his readers and admirers in online forums and a Gerber-based Yahoo Group, wherein he candidly discusses his many projects over the years. Gerber's unique voice in comics has established his legacy. Indeed, his contribution earned him a posthumous induction into the Will Eisner Comic Book Hall of Fame.

**Hulk Visionaries** Peter Allen David 2021 Peter David's 100-plus-issue run on *INCREDIBLE HULK* remains one of the character's most popular periods. Now, see how it all began in David's first string of Hulk stories as the gray-skinned goliath - or is that the sardonic strongman? - leaps into action against horrors from the

grave, the stars and the house next door! Featuring the revitalization of one of the Hulk's longtime foes, the Leader! Guest-starring the original X-Men!

**Black Panther** Don McGregor 2022-06-14 The Penguin Classics Marvel Collection presents the origin stories, seminal tales, and characters of the Marvel Universe to explore Marvel's transformative and timeless influence on an entire genre of fantasy. A Penguin Classics Marvel Collection Edition Collects *Fantastic Four* #52-53 (1966); *Jungle Action* #6-21 (1973-1976). It is impossible to imagine American popular culture without Marvel Comics. For decades, Marvel has published groundbreaking visual narratives that sustain attention on multiple levels: as metaphors for the experience of difference and otherness; as meditations on the fluid nature of identity; and as high-water marks in the artistic tradition of American cartooning, to name a few. The Black Panther is not just a super hero; as King T'Challa, he is also the monarch of the hidden African nation of Wakanda. Combining the strength and stealth of his namesake with a creative scientific intelligence, the Black Panther is an icon of Afro-futurist fantasy. This new anthology includes the Black Panther's 1966 origin tale and the entirety of the critically acclaimed "Panther's Rage" storyline from his 1970s solo series. A foreword by Nnedi Okorafor, a scholarly introduction and apparatus by Qiana J. Whitted, and a general series introduction by Ben Saunders offer further insight into the enduring significance of Black Panther and classic Marvel comics. The Deluxe Hardcover edition features gold foil stamping, gold top stain edges, special endpapers with artwork spotlighting series villains, and full-color art throughout.

**Comics through Time [4 volumes]** M. Keith Booker 2014-10-28 Focusing especially on American comic books and graphic novels from the 1930s to the present, this massive four-volume work provides a colorful yet authoritative source on the entire history of the comics medium. Comics and graphic novels have recently become big business, serving as the inspiration for blockbuster Hollywood movies such as the *Iron Man* series of films and the hit television drama *The Walking Dead*. But comics have been popular throughout the 20th century despite the significant effects of the restrictions of the Comics Code in place from the 1950s through 1970s, which prohibited the depiction of zombies and use of the word "horror," among many other rules. *Comics through Time: A History of Icons, Idols, and Ideas* provides students and general readers a one-stop resource for researching topics, genres, works, and artists of comic books, comic strips, and graphic novels. The comprehensive and broad coverage of this set is organized chronologically by volume. Volume 1 covers 1960 and earlier; Volume 2 covers 1960-1980; Volume 3 covers 1980-1995; and Volume 4 covers 1995 to the present. The chronological divisions give readers a sense of the evolution of comics within the larger contexts of American culture and history. The alphabetically arranged entries in each volume address topics such as comics publishing, characters, imprints, genres, themes, titles, artists, writers, and more. While special attention is paid to American comics, the entries also include coverage of British, Japanese, and European comics that have influenced illustrated storytelling of the United States or are of special interest to American readers.

**Corpse on the Imjin!** Harvey Kurtzman 2012-11-15 EC reprint series kicks off with war-story masterpieces from the legendary Harvey Kurtzman. The creation of MAD would have been enough to cement Harvey Kurtzman's reputation as one of the titans of American comics, but Kurtzman also created two other comics landmarks: the scrupulously-researched and superbly-crafted war comics *Two-Fisted Tales* and *Frontline Combat*. Here were finally war comics without heroic, cigar-chomping sergeants, wisecracking privates from Brooklyn, or cartoon Nazis and "Japs" to be mowed down by the Yank heroes, but an unflinching look at the horror and madness of combat throughout history.

**Howard the Duck** 2008-08-06 "Collecting Adventure into fear no. 19, Man-Thing no. 1, Giant-size Man-Thing nos. 4-5, Howard the Duck nos. 1-33 & Annual no. 1, Marvel treasury edition no. 12 and Marvel team-up no. 96."

**Die Gruft von Dracula Classic Collection, Band 1 - Die Nacht des Vampirs** Gerry Conway 2020-03-24 Ab 1972 setzten Marv Wolfman, Gene Colan und viele andere die unsterbliche Legende von Bram Stokers Vampirfürsten Dracula in der Marvel-Gegenwart fort. Der Horror-Klassiker zeigt Dracula als Bösewicht, der von Rachel van Helsing, Blade und anderen gejagt wird, als Antiheld jedoch auch gegen andere Monster antritt. Nun gibt es Draculas Abenteuer als Marvel-Figur in einer edlen, ultimativen Hardcover-Edition.

**Icons of the American Comic Book** Randy Duncan and Matthew J. Smith

*Kill My Mother: A Graphic Novel* Jules Feiffer 2014-08-25 A Vanity Fair Best Book of 2014. A Kirkus Reviews Best Fiction Book of 2014. When three daunting dolls intersect with one hapless heroine and a hard-boiled private eye, deception, betrayal, and murder stalk every mean street in...Kill My Mother. Adding to a legendary career that includes a Pulitzer Prize, an Academy Award, Obie Awards, and Lifetime Achievement Awards from the National Cartoonist Society and the Writers Guild of America, Jules Feiffer now presents his first noir graphic novel. Kill My Mother is a loving homage to the pulp-inspired films and comic strips of his youth. Channeling Eisner's *The Spirit*, along with the likes of Hammett, Chandler, Cain, John Huston, and Billy Wilder, and spiced with the deft humor for which Feiffer is renowned, Kill My Mother centers on five formidable women from two unrelated families, linked fatefully and fatally by a has-been, hard-drinking private detective. As our story begins, we meet Annie Hannigan, an out-of-control teenager, jitterbugging in the 1930s. Annie dreams of offing her mother, Elsie, whom she blames for abandoning her for a job soon after her husband, a cop, is shot and killed. Now, employed by her husband's best friend—an over-the-hill and perpetually soused private eye—Elsie finds herself covering up his missteps as she is drawn into a case of a mysterious client, who leads her into a decade-long drama of deception and dual identities sprawling from the Depression era to World War II Hollywood and the jungles of the South Pacific. Along with three femme fatales, an obsessed daughter, and a loner heroine, Kill My Mother features a fighter turned tap dancer, a small-time thug who dreams of being a hit man, a name-dropping cab driver, a communist liquor store owner, and a hunky movie star with a mind-boggling secret. Culminating in a U.S.O. tour on a war-torn Pacific island, this disparate band of old enemies congregate to settle scores. In a drawing style derived from *Steve Canyon* and *The Spirit*, Feiffer combines his long-honed skills as cartoonist, playwright, and screenwriter to draw us into this seductively menacing world where streets are black with soot and rain, and base motives and betrayal are served on the rocks in bars unsafe to enter. Bluesy, fast-moving, and funny, Kill My Mother is a trip to Hammett-Chandler-Cain Land: a noir-graphic novel like the movies they don't make anymore.

**Secrets in the Shadows** Tom Field 2005 From *Daredevil* to *Dracula*, from *Batman* to *Brother Voodoo*, from *Howard the Duck* to *Stewart the Rat*, *Secrets in the Shadows: The Art & Life of Gene Colan* is the ultimate retrospective on one of comics' all-time unique artists. Featuring rare childhood drawings, photos, recently-discovered wartime illustrations, and original art and sketches from throughout his nearly 60-year career, this book offers new insight on the inspirations, challenges, and successes that shaped Gene 'the Dean' Colan. Among the highlights are: A comprehensive overview of Gene's glory days at Marvel Comics! Marv Wolfman, Don McGregor and other favorite writers share plot/script samples and anecdotes of their Colan collaborations! Tom Palmer, Steve Leialoha, and other noted artists show how they approached the daunting task of inking Colan's famously nuanced penciled pages! Plus: a new portfolio of never-before-seen collaborations between Gene and such masters as John Byrne, Michael Kaluta, and George Perez, and all-new artwork created specifically for this book by Gene Colan, who is still inspired by the *Secrets in the Shadows*.

*Babes in Arms* Trina Robbins 2017 During the Golden Age of comics, publishers offered titles supporting the war effort -- presenting fighting men and their feminine counterparts -- babes in arms! Comic books during this period featured US service-women fighting all of the axis bad guys and gave several of the most noteworthy women artists of the era opportunities to create action-packed, adventure-filled, four-color stories. Now for the first time renowned pop-culture historian Trina Robbins assembles comic book stories by artists Barbara Hall, Jill Elgin, Lilly Renee, and Fran Hopper together with insightful commentary and loads of documentary extras to create the definitive book chronicling the work of these important Golden Age artists. This magnificent art book offers page-after-page of good girl action!

**Book Review Index** 2006 Every 3rd issue is a quarterly cumulation.

*Silver Age* Daniel Herman 2004 This book takes an inside look at the artists who created the Silver Age of comics. Based on dozens of interviews, this book carefully shows the development of the art of comic book storytelling from its roots in comic strips and the first generation of comic book artists in the Golden Age. Hundreds of pieces of original artwork illustrate the lengthy text.

*Captain America Masterworks Vol. 15* J.M. DeMatteis 2023-06-28 Collects CAPTAIN AMERICA (1968) #261-269 and ANNUAL #5, and DEFENDERS (1972) #106. J.M. DeMatteis and Mike Zeck made CAPTAIN

AMERICA their own in a celebrated three-year creative collaboration! Theirs is one of the Star-Spangled Avenger's greatest eras - and it begins when a Captain America movie causes Cap to cross paths with a new Nomad, the Ameridroid and the Red Skull! Next, the American Dream comes under assault by an enigmatic force - and in a two-part tale guest-starring Spider-Man, the cyborg S.U.L.T.A.N. sets his sights on Washington, DC! Finally, the Defenders join up with Cap to stop the psychopathic physicist August Masters from embroiling America in a war with the Soviet Union! Plus: Veteran Cap artist Gene Colan returns for a double-sized Annual pitting Steve Rogers against the Constrictor and Samson Scythe!

**Gil Kane, the Art of the Comics** Daniel Herman 2001 A comprehensive overview of the career of one of the most significant artists of comic book stories in the 20th century. This book takes an in-depth look at Gil Kane, his art, and the art of comic books. Features black-and white art, color art, and epilogue, footnotes, checklist, and interview with Gil Kane, and more!

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