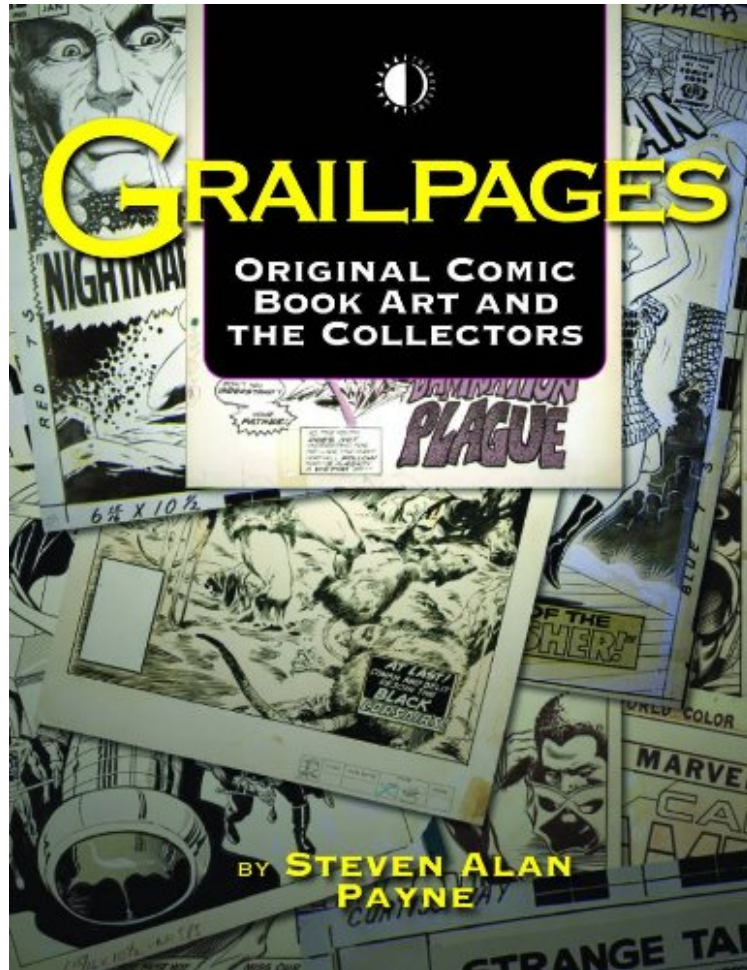


(Free download) Grailpages: Original Comic Book Art And The Collectors

## Grailpages: Original Comic Book Art And The Collectors

Steven Payne

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**Steven Payne : Grailpages: Original Comic Book Art And The Collectors** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Grailpages: Original Comic Book Art And The Collectors:

0 of 0 people found the following review helpful. Collecting Marvel. By Henry Katt 142 Marvel originals are shown. 20 from DC. 3 EC comics. And except 3 from Jaime and Gilbert Hernandez and 1 from Dave Sim, no artists from independent publishers. Mainly Marvel of the '60s to late '70s. Same with interviews of the artists. Which is understandable. A) Most of the collectors interviewed belong to a generation who started to read and collect comics at that time. B) The publisher itself (and his readers) are mainly focused on this period. The text is interesting mixing interviews of artists, collectors, writers, and techniques. But when the author tries to see hidden meanings in some art he's just ridiculous (i.e. his explanations of the cover of Amazing Spider-Man #68 as a metaphoric image of capitalism against proletariat). Speaking of capitalism, everybody talk a lot about price and how they make money, and sell and buy this and that and how much it costs now and then. The most disappointing point is the quality of reprints. Don't

expect to see inside the beautiful quality of scans on the cover. The level of quality is just the same as an Essential Marvel. That means an ordinary BW printing on a cheap paper. As a result, you can't really see the work of inkers, letterer or penciller or read the indications of artists or corrections. All the details which make the price of an artist edition book. But we can't demand more for \$16.10 of 11 people found the following review helpful. But where's the DC art? By Mark Before I talk about this book here, I'd like to get an observation about 's packaging off my chest. In a word, it's inadequate. My copy was merely inserted with another item in a box too large, without buffering materials to thwart sliding on the sides or additional cardboard, resulting in cover scratching and bumped corners. This experience has caused me to reconsider whether I want to buy books from in the future, even at discount. "Grailpages" itself is something I've waited a long time to see, a work devoted to a hobby and pastime that's near and dear to my heart, and apparently to those of lots of other people. I found myself reluctant to put this book down and much of it engrossing, in spite of a couple of problems. For one thing, author Payne has an annoying habit of referring to examples of comic book pages in the copy that aren't available for convenient viewing relative to the descriptions. This happens quite a bit, and becomes frustrating. The writer, himself a collector of original comic book art and a dealer, has interviewed many of the names and personalities I've seen displayed for years on sites like Comicart-L, The Lowry Gallery, and Comicartfans, and shares brief biographies and insights into their collections and thoughts on the hobby. These are the best parts of the text, entertaining and richly threaded with personal anecdotes that shed light on how so many collectors can afford the astronomical costs of these pursuits (and often can't). These are interspersed with the author's observations about collectors and the merits of a couple of the artists whose work is sought avidly and hoarded, sometimes for amounts as high as five figures or more. Unfortunately, some of the wording gets a little stuffy for the subject matter (we ARE, for pity's sake, talking about comic art), with some of the prose so dense and overwritten as to be almost impenetrable. Curiously, emphasis runs high and hot and heavy on Marvel art, but DC's is reduced to a virtual footnote, which makes no sense at all and is more than a little strange in historical context. Could Payne find NO DC collectors to interview? The lapse is compounded when a chapter waxes eloquently and gushes over a chosen few independent creators (Los Bros. Hernandez and Dave Sim, basically), but nobody else. Maybe DC collectors and those of other artists are being saved for a sequel? One hopes so. 2 of 2 people found the following review helpful. Why we collect... By MpMI'm rather new to the whole concept of buying / collecting comic book art, so I was rather intrigued by this book when it was recommended to me by my local shop. Looking for reviews, I came across one from professional comic writer Tony Isabella, who gave it a glowing review. This prompted me to go back and purchase the book. Like most collectors, I'd like to think I have pretty extensive knowledge of the comic book industry as well as a good handle on the history behind some of my favorite books. What I truly enjoyed about Steven Payne's book was the insight into not only the mind of the collector, but also the artist who created the pages. He does a great job of starting with an overview of the hobby, then discussing how much money some pieces have been sold for, and then (what I enjoyed the most) leading into the conversations he had and continues to have with fellow collectors. At the heart of it, all collectors have their stories about the "one book," or that "one page." This is what makes collecting fun. This is what Steven understands, the fun behind the hunt, the fun behind the "find," and also the fun behind making the painful decision of selling a page. I wasn't looking for a "history" on collecting comic book art, I didn't need a lesson as to the how's and why's, what I was looking for was exactly what I found, that being a great collection of thoughts, stories, and interviews with those who found, bought, lost, and penciled these amazing works of art. Lastly, what I admire about Steven is that he wrote about what he enjoys. He took the time to research and write on a topic that hasn't been extensively written about from which you can see the passion he himself has for this hobby. Reading the book, I found myself recollecting my first purchase and my first "hunt." I highly recommend this book to the experienced collector and the novice. It will remind you that the reason we're collecting is that we enjoy and still see it as fun.

Grailpages brings to light the burgeoning hobby of collecting the original, hand-drawn art that was used to create comic books! Beginning more as a novelty, the hobby of collecting original comic art has expanded to a point where some of the seminal pages commonly run more than \$10,000 each! Author Steven Alan Payne allows you to meet collectors from around the globe and hear their passion in their own words, as they detail collections ranging from a few key pages, to broad, encompassing collections of literally hundreds of pages of original comic art by such artists as Jack Kirby, John Romita Sr., and others! Balancing out the narratives are incisive interviews with industry pros, including writers Gerry Conway, Steve Englehart, and Roy Thomas, and exclusive perspectives from Silver Age artists Dick Giordano, Bob McLeod, Ernie Chan, Tony DeZuniga, and the unparalleled great, Gene Colan! Completing the book is a diverse sampling of breathtakingly beautiful original comic art, some lavishly presented in full-page spreads, including pages not seen publicly for decades!