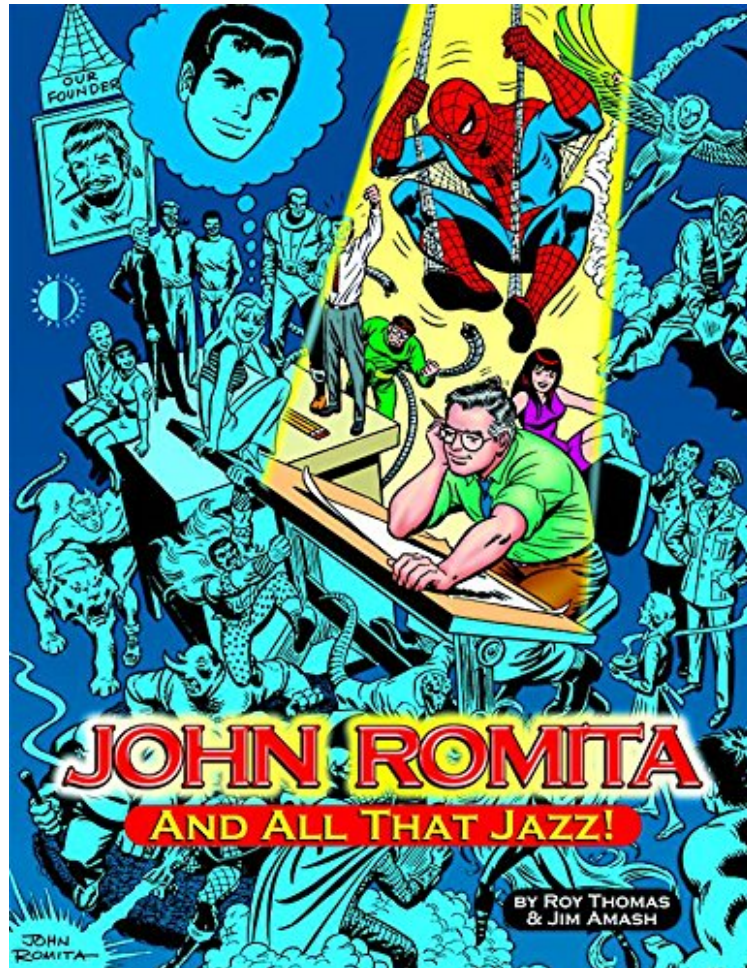


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John Romita, And All That Jazz (softcover)

Roy Thomas, Jim Amash

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Roy Thomas, Jim Amash : John Romita, And All That Jazz (softcover) before purchasing it in order to gage whether or not it would be worth my time, and all praised John Romita, And All That Jazz (softcover):

1 of 1 people found the following review helpful. Not Just for Romita Fans -- A Great, Trustworthy Account of the Early Marvel Bullpen Too!By Jimmy HanzoI strongly recommend TwoMorrows' John Romita: And All That Jazz, not just for his work but because it's probably one of the most accurate and trustworthy recountings of the Marvel Bullpen era. He almost never tries to take much credit for anything and it doesn't seem like he has the "skin in the game" for credit like Stan or Jack, plus he actually worked in the bullpen and met most of the guys who worked at Marvel. His memory seems very good and if he isn't sure or can't recall, he says so. He idolizes other creators but is still honest in assessing them as people and co-workers (for example, he clearly thinks Kirby is the GOAT and all that, but is honest when he noticed little personality flaws like criticizing other artists behind their back, etc.). He seems like one of the nicest guys in comics.One great story was him riding on a bus with other comics creators. Frazetta was there and one

of his personal favorites. He heard two young artists behind him say to each other, "Man, can you believe we're on a bus with John Romita?!" He turned around and said, "Want to hear something? I can't believe I'm on a bus with Frank Frazetta!" Anyway, an absolutely MUST for Romita fans and essential for fans of early Marvel as well! 3 of 3 people found the following review helpful. "Very good" By V. Field Opening I bought this book wanting to get a little more insider knowledge and history of the comicbook industry (from one of the classic creators), and ended up getting that and then some. I learned so much more than I expected! Seeing all the old artists, their artwork, and hearing about John Romita Sr. tell all the old stories was very entertaining and insightful. To tell you the truth, it made me feel like buying some of the other comicbook artists' (my favorites) books by the same publisher they listed in the back... definitely a good read... oh for some reason, I was expecting full-color, but the book is entirely b/w (which is okay for me as I do enjoy seeing the pencils and inking work)... my only problem was that, as this was soft-cover (and sized pretty wide), when I took it out of the box, it already had a large permanent crease in the back cover... no doubt from when the packer picked it up and the soft cover just buckled under the weight of the pages, making the permanent damage :/... 1 of 2 people found the following review helpful. Make Mine Romita! By NiTE Owl The listing for this 192page paperback has a decent Look Inside option, an informative official product description, and many solid customer reviews images, so theres not much Im going to be able to add except maybe this. Do a search here on using the ASIN: B016Z9TTC4 and you will find a slightly younger version of this paperback cover reproduced as a quality 24 x 32 poster. Personally, I believe that comic books can be like any other form of entertainment; a fans Golden Age often corresponds with when they first discovered the medium. Though I still follow certain characters to this day, my prime time will always be Marvel comics of the late 60s/early 70s. I was hooked on SpiderMan, and Jazzy Johns visuals always bring back such incredibly good memories of that time. With no internet, Xbox, Playstation or Atari, and Magnavox Odyssey was still in development, we occupied our downtime playing neighborhood sports, or a game called mowing lawns. For \$2.50 your lawn would be cut, raked trimmed (with hand clippers) and having 45 regular customers amply funded my weekly appetite for comic books, plastic models, and a couple trips to McDonalds. The cool ride was called a Spyder bicycle (seriously) which we peddled to a local drugstore to get our comics off a squeaky turnstile. I remember how irate I became with Marvel when the cover price skyrocketed from 12 to 15 cents. It was extortion of the teenage working class, pure simple! Next, there was this one big tree in my neighborhood that I'd crawl up into with a bag of burgers a handful of comics. Truth be told, aside from the many race riots, National Guardsmen shooting college kids, social/political assassinations, the threat of nuclear war the looming Viet Nam draft it really was a pretty neat time to be a teen.

In this new book, "Jazzy" John Romita the artist who made The Amazing Spider-Man Marvel's #1-selling comic book in the 1960s talks about his life, his art and his contemporaries! Authored by former Marvel Comics editor in chief and top writer Roy Thomas and noted historian Jim Amash, it features the most definitive interview Romita's ever given, about working with such comics legends as Stan Lee and Jack Kirby, following Spider-Man co-creator Steve Ditko as artist on the strip, and more! Plus, Roy Thomas shares memories of working with Romita in the 1960s-70s, and Jim Amash examines the awesome artistry of Ring-a-Ding Romita! Lavishly illustrated with Romita's art original art and unseen masterpieces as well as illos by some of Marvel's and DC's finest, this is at once a career overview of a comics master, and a firsthand history of the industry by one of its leading artists!

About the Author Roy Thomas is the editor of TwoMorrows Publishing's Alter Ego magazine and is the author of the All-Star Companion, Volumes 1-3, as well as other books examining comics history. He began his career in comics as Stan Lee's righthand man at Marvel Comics in the 1960s, becoming their star writer in the 1970s, and eventually editor-in-chief of the company. He still writes several comics today. Jim Amash has had a multi-faceted career in the arts. As a fine artist, he has exhibited in galleries and museums. He has written for newspapers, gallery catalogues, DC's Archive series, various TwoMorrows magazines, and is an associate editor for Alter Ego. He has illustrated books, video games, television commercials, and for several newspapers. He has also inked for all of the major comic book companies the last fifteen years.