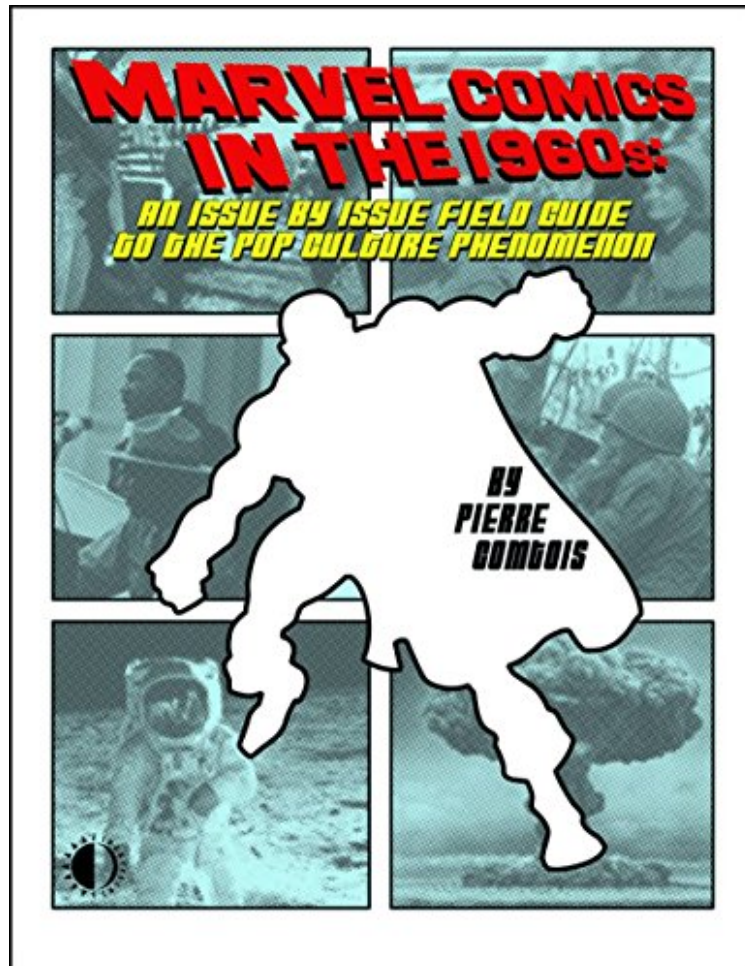


Marvel Comics In The 1960s: An Issue-By-Issue Field Guide To A Pop Culture Phenomenon

Pierre Comtois

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Pierre Comtois : Marvel Comics In The 1960s: An Issue-By-Issue Field Guide To A Pop Culture Phenomenon before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Marvel Comics In The 1960s: An Issue-By-Issue Field Guide To A Pop Culture Phenomenon*:

45 of 46 people found the following review helpful. Revives Happy Memories By Customer If you are looking for an artsy coffee table book, don't bother with Comtois's book. But if you actually read comics in the 60s and you'd like to relive those memories, this one fits the bill. From FF #1 through the end of 1969, Marvel published 831 comics with at least one new superhero story. About 25% of those are individually described by Comtois (plus a few Sgt. Fury and one Marvel Tales with reprints), with a heavy emphasis on FF (41 issues) and Spider-Man (31 issues). He gives plot and character descriptions, connections with other happenings in the Marvel universe, information and thoughts about the creators, and analysis of the stories. Sometimes it reads like an extended, enthusiastic letters page from a 1960s

issue, but that's all fun. You'll also get interesting tidbits (Hulk #2 was inked by Ditko). Comtois does a good job in picking out individual issues (such as FF #51) as well as longer continued stories (Spidey 31-33), important events, and innovative artists. The book is interspersed with biography pages of sixteen creators and some commentary that sketches the larger picture. Every page includes some original artwork from the Marvels, thumbnail covers, photos of the Marvel bullpen, bits from related comics (mostly D.C.) seemingly random pictures (Adolph Hitler? A cover of the Iliad?), and more pictures that seem a shallow attempt to characterize the 60s (Martin Luther King, Ayn Rand, an anonymous rocket)--all in black and white. At first, I thought that color would have been nice, but then I realized that it would be impossible to reproduce the way that comic book paper of the 60s absorbed and showed colors. I would have liked some references because it's impossible to tell what is fact and what is mere speculation on Comtois' part. For example, did Bradbury's "Chrysalis" really inspire FF #67-68? Was a Star Trek episode the inspiration for Him? An index of issues reviewed and characters (particularly for villains and guest appearances) would have been useful. I was annoyed at the last minute nixing by Marvel of a beautiful color cover for this book. The replacement is a lame layout of off-blue 60s photos with the silhouette of a character who is clearly not a Marvel hero of the 60s. Also, the book could use a good round of copy-editing both for grammar (e.g. "between he and Mr. Fantastic") and to delete material that is repeated verbatim in several places. But overall, the book is a great buy, and I look forward to the next volume that will cover "The Twilight Years" (1969-1973?). Here is a list of the comics reviewed in the book (which are presented in roughly chronological order, though some are out of order for no obvious reason). Many of the selections show Comtois' personal preferences (though I can't argue with lots of Kirby). Amazing Fantasy 15 (Spider-Man) Amazing Spider-Man 1-8, 14, 17-19, 25-28, 31-33, 38-40, 48-52, 63-64, Annual 1 Avengers 1, 3-5, 15-16, 19, 32-33, 43-44, 57-61 Captain America 100-105, 108-109 Daredevil 1, 16-19, 25-27, 29-32, 42, 44-48 Dr. Strange 169, 173, 178 FF 1-5, 9, 11-12, 25-26, 33, 38-40, 44-53, 57-67, 76-77, Annual 2-3, 5-6 Incredible Hulk 1-6 Iron Man 1 Journey into Mystery 83, 97, 112, 105-106, 109, 114-115, 125, Annual 1 Marvel Super-Heroes 12 Marvel Tales (reprints) 1 Nick Fury, Agent of SHIELD 1, 3, 5 Sgt. Fury 13 and (with no super-heroes) 1, 6, 18, 29 Silver Surfer 1, 3 Strange Tales 101, 110, 114-115, 120, 135, 141-143, 146, 151, 153, Annual 2 Sub-Mariner 1, 5-6 Tales of Suspense 39, 48-49, 54-55, 57, 59, 63, 66, 71, 73, 79-81, 98-99 Tales to Astonish 35, 49-51, 60, 70, 82-83 Thor 126-135, 140, 142-144, 154-157 X-Men 1, 4, 9, 11-16, 46, 50-51, 530 of 0 people found the following review helpful. Five Stars By Gregory M. great0 of 0 people found the following review helpful. Great read! By David W. A great fun read and walk through the past. Plenty of BW photos of Marvel milestones.

After being relegated to the realm of children's literature for the first 25 years of its history, the comic book industry experienced an unexpected flowering in the early 1960s. A celebration of that emergence, *Marvel Comics in the 1960s: An Issue-by-Issue Field Guide to a Pop Culture Phenomenon* presents a step-by-step look at how a company that had the reputation of being one of the least creative in a generally moribund industry, emerged as one of the most dynamic, slightly irreverent, and downright original contributions to an era when pop-culture, from Tom Wolfe to Andy Warhol, emerged as the dominant force in the artistic life of America. In scores of handy, easy-to-reference entries, *Marvel Comics in the 1960s* takes the reader from the legendary company's first fumbling beginnings as helmed by savvy editor/writer Stan Lee (aided by such artists as Jack Kirby and Steve Ditko), to the full maturity of its wild, colorful, offbeat grandiosity. With the history of Marvel Comics in the 1960s divided into four distinct phases, author Pierre Comtois explains just how Lee, Kirby, Ditko, et. al. created a line of comic books that, while grounded in the traditional elements of panel-to-panel storytelling, broke through the juvenile mindset of a low brow industry and provided a tapestry of full-blown, pop-culture icons.