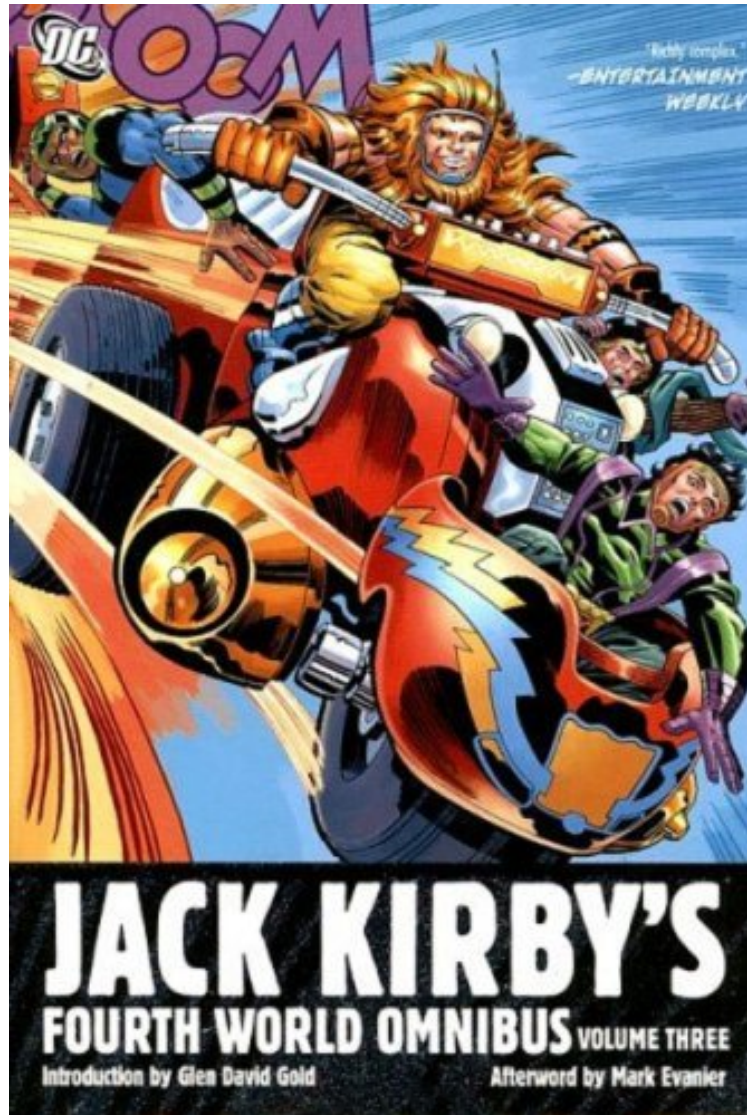


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## Jack Kirby's Fourth World Omnibus, Vol. 3

Jack Kirby, Mike Royer  
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#757041 in Books DC Comics 2007-11-07 2007-11-07 Original language: English PDF # 1 10.50 x 1.15 x 7.00l, 1.59 #File Name: 1401214851396 pages | File size: 48.Mb

**Jack Kirby, Mike Royer : Jack Kirby's Fourth World Omnibus, Vol. 3** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Jack Kirby's Fourth World Omnibus, Vol. 3:

0 of 0 people found the following review helpful. Kirby Unlimited By Elvin Ortiz I loved this book as I did the first two since Kirby never let's you down. He shows unlimited creativity in each of these comics. Readers get to see Kirby's last contributions to Jimmy Olsen, while he continues with his other three projects. His art is consistently astounding and his stories are spellbinding. More new characters show up: The Forager, a new hero for the The New Gods; Chief of Police Turpin turns out to be quite a character; Professor Vulcanum (a character with a resemblance to Captain

Nemo) and billionaire Mister Bates. The sexy Big Barda also has a greater presence in the MM venture. However, readers will miss Infinity Man, generated by The Forever People. Infinity was a super unique concept that I missed in their stories. Sunny Sumo also disappears in this volume. In addition to this, Kirby starts giving us background stories about the war between New Genesis and Apokalips in "The Pact" (The New Gods #7) and "Himon" (Mister Miracle #9). In these issues readers will also find out about the origins of Orion and Scott Free. Although almost every story here (I confess I wasn't so attracted by the Deadman stories in the Forever People) is unforgettable, Mister Miracle's match with the Lump, and the way he defeats the Lump makes it quite unique in superhero lore. I have never seen a resolution like this one ever in comic books. I think I mentioned this before about Kirby, that he must have been an influence on George Lucas's Star Wars: Kirby always starts his stories right in the middle; he doesn't mess around with intros. With two great pictures, a one-page illustration and a two-page illustration sets the conflict, mood, and atmosphere for his stories. And that is just great. These are great comics!

0 of 0 people found the following review helpful. The first superhero Graphic Novel is also the biggest and STILL the greatest! By Brad Barnes Jack Kirby's Fourth World epic is best-remembered for introducing Darkseid to the DC Universe and also for Mister Miracle, who was a member of Justice International (even though it would have been more accurately called Justice League Intergalactic)! What Kirby accomplished back in 1970-1972 is much more impressive than that. With 4 interlocking titles (Jimmy Olsen, New Gods, Forever People, Mister Miracle), over 55 comics, published about every two weeks, Kirby delivered the equivalent of 5 years of comics in the space of 2 years! Beyond the sheer speed of Kirby's typewriter and pencil, the Fourth World is bursting with creativity: dozens of new characters are introduced and each costume design is ornate. These costumes are actually uniforms designating each character's allegiance and rank in the war raging between peace-loving New Genesis and mercy-crushing Apokolips. Visually, the Fourth World is the most coherent mainstream graphic novel ever produced, as well as the longest!

0 of 0 people found the following review helpful. The Best of all the Kirby Sagas Part III By Picardfan007I can't get over how DC wouldn't allow him to finish this story. This is Kirby's greatest work period. His main villain, Darkside, is the main nemesis in Young Justice. It's a shame that editor at the time (in the 1970's) declared his books "failures". Those "failures" have been the subject of so many New Gods revivals that I lost count. Now for the first time, you can get the unedited collection in this four volume series in paperback. This is a series that you can read several times and still marvel at its artistry and epic nature. A true visionary that advanced the art of comics. Although this is a work from DC comics; I have to say without Kirby's art, Marvel would have been only a foot note in comics history.

From Booklist The battle of new gods continues in the third roundup of comics-legend Kirby's very eccentric Fourth World saga, which sprawled across four separate DC comic books in the 1970s. Vividly restored in the volumes of this series, Kirby's creation exemplifies the comics at their busiest, with more action more colorfully splashed across the pages than seems possible. No artist drew more kinetic panels; few wrote stiffer, odder dialogue (amusing, though, like Monty Python or SCTV in epic-movie parody mode). But what's with the Planet of the Apes mugs on everybody except Superman? --Ray Olson

About the Author Jack "King" Kirby's comics career began in 1937 and continued for nearly six decades. With partner Joe Simon, Kirby first made his mark in comics in the 1940s by drawing and/or creating numerous features for DC Comics including Captain America, the Young Allies, the Kid Commandos, Sandman, the Newsboy Legion and Manhunter. As the most valued team in comics, Simon and Kirby went on to create titles and concepts including Fighting American, Boys' Ranch and the creation of the romance comics genre. In 1961, the first issue of Marvel's Fantastic Four cemented Kirby's reputation as comics' preeminent creator, and a slew of famous titles followed that elevated him to legendary status, including Incredible Hulk, Avengers and X-Men. Kirby returned to DC in 1971 with his classic "Fourth World Trilogy," which was followed by The Demon, Omac and Kamandi. Kirby continued working and innovating in comics until his death in 1994.