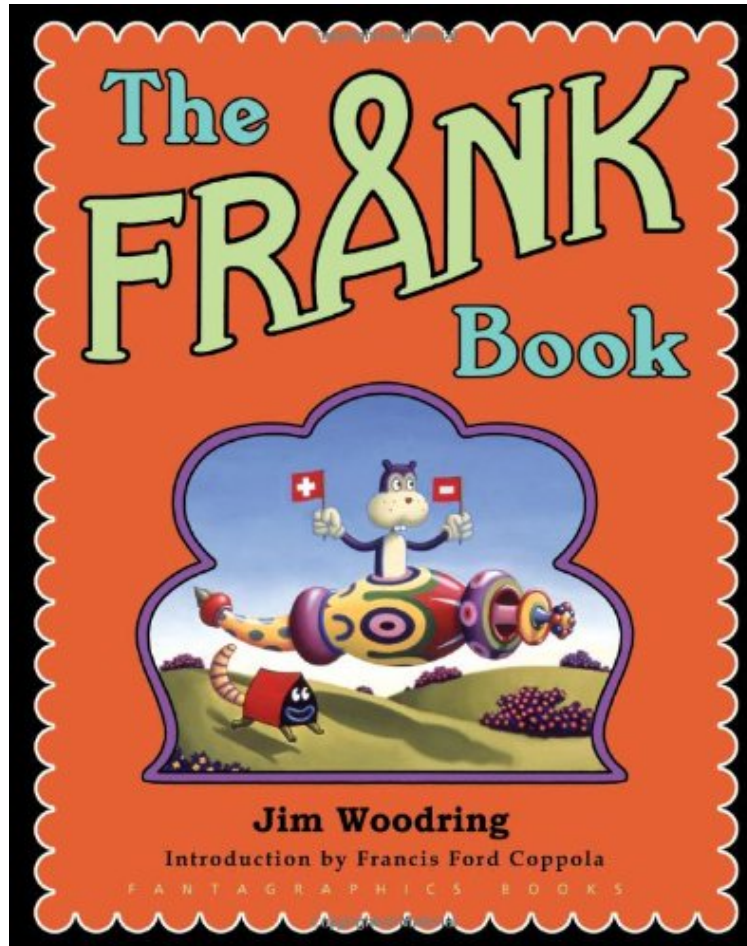


The Frank Book

Jim Woodring

*DOC | *audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



READ ONLINE

#2775412 in Books 2011-10-10Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 11.30 x 1.20 x 8.90l, 3.45 #File Name: 1606995138352 pages | File size: 33.Mb

Jim Woodring : The Frank Book before purchasing it in order to gage whether or not it would be worth my time, and all praised The Frank Book:

0 of 0 people found the following review helpful. Five StarsBy seanWhat an amazing collection of comics.1 of 1 people found the following review helpful. A Masterpiece Of Sequential Art in a Fittingly Grand FormatBy EisNinEI've been following the work of Jim Woodring, in particular the Frank stories, since the late nineties. He is one of the few artists able to translate the rules and revelations of dreaming into something cohesive and beautiful. Many try it, but most fail. Everyone finds their own dreams fascinating, but listening to someone else recount the 'crazy nightmare' they had last night is always a mind-numbingly dull experience. Even the best writers struggle and fail when it comes to incorporating dreams into their stories. Paintings, however, in particular the canvases of Dali, Ernst, Delvaux, Beksinski and Neo Rauch, seem far better suited to reproducing elements from dream. Film, too, has proven to be a medium able to play with the stuff of dreams, as the films of David Lynch demonstrate. Sequential Art is perhaps better equipped than any other, including Film and Painting, at representing both the visual idiosyncrasies and

internal logic of the human subconscious. The earliest masterpiece in Comics history, dating back to 1905, is 'Little Nemo in Slumberland', by Winsor McCay. Every Sunday, readers were dazzled by McCays' virtuosic depictions of a young boys adventures in the world of dreams, giving his imagination free rein as he illustrated monsters and mythical beings, invented worlds and strange transformations. The visual aspect is no doubt the most important reason behind the failure of prose and poetry to harness the power inherent in dreams. Jim Woodring understands that words have diminished potency in 'The Unifactor', a small corner of psychic real estate set aside in his subconscious mind. This is the world in which the 'Generalized Anthropomorph' Frank lives and plays, encountering the stupid and selfish brute known as 'Manhog', a powerful sorcerer called 'Whim', and a protective godling-pet, 'Pupshaw' (as well as her male companion, 'Pushpaw', who appears later in the stories). These tales are wordless, and require no explanations. Whatever bizarre, wonderful or horrifying events take place, they unfold according to the skewed logic of dreams, effect sometimes preceding cause. Woodrings' talent as an artist cannot be overstated. His massive, incredibly detailed charcoal drawings are in great demand, as are the 'Designer Toys' he has produced for Presspop Gallery in Japan (i.e. Lorbo) and Strangeco (i.e. Mr. Bumper). His artwork in 'The Frank Book' is pitch-perfect for the subject matter, utilizing both a highly stylized black-and-white and a brightly-colored, fully-painted technique. Both are beautiful in their own right. This volume, bearing purple-cloth covers with embossed black titles, and specially illustrated end-papers that depict a star-chart with constellations seen from the Unifactor (a Frank constellation, a Whim constellation, etc.), compliments the full-length Frank books also released by Fantagraphics. At 360 pages, this oversized collection contains over a decades worth of stories. Like The Simpsons: Seasons 3 - 10, or Seinfeld: Seasons 3 - 9, this is one more relic of the 1990's that never gets old. Along with Charles Burns, Daniel Clowes and Chris Ware, Jim Woodring is one of the greatest cartoonists working today.

The definitive collection of Jim Woodrings mysterious anthropomorph! Since 1991, Jim Woodrings lusciously rendered, hypnotic fables have dazzled readers the world over, and the runaway success of the Frank-co-starring graphic novel Weathercraft and the first true Frank graphic novel Congress of the Animals have only whetted readers appetites for more. In honor of Franks 20th anniversary Fantagraphics is re-releasing the massive, long out of print Frank Book omnibus, which collected all the Frank material up to the mid-aughts, including several jaw-droppingly beautiful full-color stories, literally dozens of lushly-delineated black-and-white stories, and a treasure trove of covers and illustrations. The Frank Book also features an introduction by one of Franks biggest fans (himself a Frank, or almost): Francis Ford Coppola. 32 pages of full-color and 320 pages of black-and-white comics

Over the last few decades, Jim Woodring has been drawing a series of wordless, blissfully cruel slapstick fables, set in a world of grotesque entities and psychedelic minarets: half unshakable nightmare, half Chuck Jones cartoon filtered through the Bhagavad Gita. - The New York Times Book Woodring is fantastic... his stuff will outlast all but one in a thousand of his peers. His stuff is a revelation. - Scott McCloud, author of Understanding Comics I can't think of much other art that's both so unironically devoted to pleasure and entertainment (in this case, in the form of funny-looking animals doing amusing things in colorful, inventively odd settings) and so deeply, primally unsettling and ambiguous. - Douglas Wolk, Comics Alliance Happily, Woodring never tries to offer up his own explanations for what transpires in his stories. The closest he gets is some vague, oblique hints in this collection's afterword, but -- like those occasions when David Lynch pretends to try to enlighten viewers about his similarly challenging movies -- Woodring's clues only lead to more questions. - Dave Wallace, Comics Bulletin Woodring suggests that each strip is intended to be a mystery but that one concept runs through each one, like a sort of moral. . . this obscurity and strangeness is a large part of what gives the book its charm. - Grovel About the Author Jim Woodring lives on Vashon Island in Washington States Puget Sound with his wife, Mary. The recipient of numerous rewards including a Genius Award he is an animator and a fine artist as well as a cartoonist.