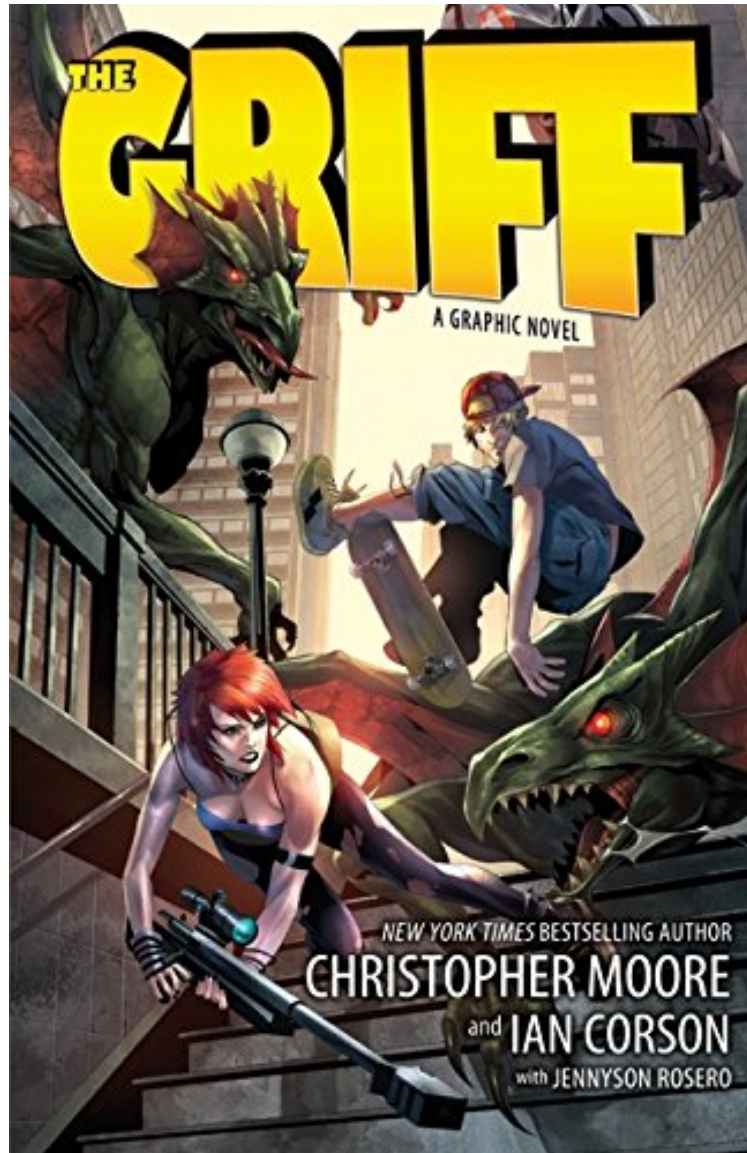


[Free pdf] The Griff: A Graphic Novel

The Griff: A Graphic Novel

Christopher Moore, Ian Corson
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Christopher Moore, Ian Corson : The Griff: A Graphic Novel before purchasing it in order to gage whether or not it would be worth my time, and all praised The Griff: A Graphic Novel:

2 of 2 people found the following review helpful. Spoiler-Free Review By Zac Hanscom I decided to read The Griff by Christopher Moore and Ian Corson because I read Moore's Island of the Sequined Love Nun ten years ago. I also downloaded Moore's most famous novel, Coyote Blue in audiobook format, and I'd been listening to it for a few days.

Today, The Griff came in the mail, and I was pretty excited about it. It's basically the story of five people who survive an alien invasion of griffin-like creatures that come out of a giant spaceship. The main characters are a wannabe' Army guy, a slacker, a guy who wears a squirrel outfit at Sea World and two hot babes: a video-game programmer and a killer whale trainer. I found a lot I didn't like about this novel. I really don't mind if none of the characters are sympathetic, but when none of them are the type I want to see eaten by monsters either, I get bored. I didn't like or dislike anyone. Another complaint I have is that it's a basic Gilligan's Island scenario, with a bunch of jerk-offs as the male characters, with the female characters the smart ones you want to screw. I mean, there were a couple of clever bits here and there, and I do enjoy Moore's writing in general, but I'd advise to stay away from this one. *3/43 of 3 people found the following review helpful. MehBy loriWhile I am a devoted Christopher Moore junkie, I am not really a graphic novel reader. I decided, however, to step out of the black and white story format with The Griff and felt confident this was a cannot miss endeavor. How could I possibly go wrong, when Mr. Moore is one of my favorite authors of all time? I have read and re-read every one of his novels, follow him on Facebook, and recommend him to all of my reader friends. I was not impressed in the least. I finished the "story" in about 2 hours. The storyline was boring, the illustrations were average, and there was no hint of the Christopher Moore style that I love so much. I think I understand why the author chose this format and I appreciate his willingness to try new things, but the plot could have been more involved and the graphic novel format skipped completely. I am sorry, Mr. Moore! It pains me to say I did not like something you have created. If you have never read a Christopher Moore novel, please do not introduce yourself to him via this graphic novel. 1 of 1 people found the following review helpful. Moore Should Be AshamedBy ZornkIf you are an avid Moore fan then you might like this. To me, it was horrible. There is very little dialogue or writing of any kind. I'm only keeping it because it might be worth something as one of the worst graphic novels ever. The art is just flimsy. Hated it.

If theres a funnier writer out there, step forward. PlayboyThe always outrageous Christopher MooreNew York Times bestselling author of Bite Me, Lamb, You Suck, The Stupidest Angel, and a host of other prime cuts of literary hilarityjoins forces with award-winning screenwriter and director Ian Corson to bring you The Griff. An absurdly entertaining graphic novel about alien invasionin the grand tradition of Cowboys and Aliens, but considerably more ridiculousThe Griff is vintage Chris Moorewith pictures! Get ready for thrills, chills, and a chain-smoking professional squirrel, in this high-octane tale of the infestation of Earth by extraterrestrial interlopers and the motley crew of humans who save the worldsort of.

.com Christopher Moore Ian Corson Discuss The Griff Q: Is there a specific reason you decided to make The Griff a comic book instead of a novel? Chris: The story came to me, partially, in a dream, and it was so visual and action-based that I didnt think it was appropriate for a novel. Most of my novels are character based, and with The Griff, the characters were going to be secondary to the bigger action. Initially I thought it would be appropriate for a film, which is where Ian came in. Ian: After wed written the original screenplay, Chris and I talked about the idea of one day turning this into a graphic novel. Soon after, the comic book publishers reached out to Chris to write for them, so then The Griff graphic novel became a possibility. Q: What was the process like working with each other? Chris: We work together pretty well, I think. I think we both have a very practical approach to the work and can just get it done without infinite discussion of details. Ive been in the room when other screenwriters are working together and it seems like they waste a lot of time hashing out every single element of the script, every line, and its excruciating. With Ian and me its like, Okay, you kill all these sons-a-bitches, and Ill write the next scene where they clean the blood off their hands. Then we just do the work. Ian did most of the liaison with the artist because I was on deadline for my next novel, Sacre Bleu, although we consulted on the changes we asked for nearly every day by phone. Ian: Before I met Chris, I was a big fan of his work. When he wanted to collaborate it was a little intimidating at first. I kinda felt like Danny DeVito stepping onto the basketball court with Michael Jordan. Luckily, those inhibitions disappeared pretty quickly and Chris and I fell into a comfortable work relationship. It was a lot of fun and Im proud of the end result. Q: Who is your favorite character from The Griff? Chris: My favorite character is Mo (short for Maureen), who is sort of a punky/gothy 20-something computer game designer with a snarky attitude. I like that even though shes never been in a life-and-death combat situation before, she understands strategy and weapons and shes not really afraid of anything. Shes a great ad-hoc leader for the survivors and really was sort of the precursor for similar characters I would create for my vampire books and my novel, A Dirty Job, which is a comedy about Death. Ian: I like Mo, too. It was a lot of fun to write for her, especially when she put Steve in his place. Steve is also a favorite character since he's a well-meaning doofus. It's probably a little too much information, but I can relate to him on some level. Plus we named him after Chris' goldfish at the time. Q: As long as we're talking about comic books, if you could have any super power, what would it be? Chris: I wouldnt mind Wolverine healing. And if you only had the healing thing, you wouldnt really be obligated to fight crime and stuff. Someone would be, Hey Chris, theres a super-villain on the Golden Gate bridge! And Id be like, Good luck with that, I cant even bench-press my weight. Im going to the library, where I have no fear at all of getting paper cuts. Ian: Not sure about super powers, but Batman has some pretty awesome toys. He kinda

wins in the car, boat and cave departments. Hes also pretty good at kicking ass and apparently has no fear of heights. I wouldnt mind any of that but Id hate having to apply black makeup around my eyes for the mask. Guess you gotta give up something. Parts of this conversation were taken from Comic Impact and Romantic Times. A Look Inside The GriffClick on the images below to open larger versions. From the Back CoverOutrageously funny New York Times bestselling author Christopher Moore and award-winning screenwriter-director Ian Corson team up for a wacky and entertaining graphic tale of alien invasion and a motley crew of Earthlings trying to stay alive and, oh, yeah, save humankind. The mayhem begins when an ancient alien beacon is unwittingly activated, summoning behemoth spaceships from the far reaches of the galaxy. Hovering in Earths atmosphere, they release a biblical stream of pods that transform into minivan-size, people-eating, flying lizardy things that look like mythological griffins. Destroying communications, emergency, and military infrastructure, they systematically kill everyone on the planet. Well, almost everyone. A pesky trio of New Yorkers isnt about to roll out the red carpet or roll over and die for these unwelcome intergalactic marauders. Unlikely heroes Mo, a snarky, Gothic game-goddess; Steve, a skateboard-punk schrag whore; and Curt, the obligatory buff commando expert in weaponry (and a genius with cosmetics), are going to take it to the aliens and Florida is where the fight is. Armed with M-16s, a BFG (big f**king gun), and a surplus of guts, theyll battle their way from the Big Apple to Orlando, where a downed spacecraft is the most awesome new attraction. And in the Sunshine State another pair of courageous (and pretty damn lucky) humans who have outwitted the toothy berlizards await: Liz, a babelicious killer whale trainer at Ocean World, and Oscar, a chain-smoking middle-aged professional squirrel (seriously hes paid to wear that squirrel costume). Once united, the intrepid warriors will attempt to infiltrate the alien spacecraft, defeat the spacer invaders, and save (whats left) of the world and, if Steve plays his cards right, begin the fun of repopulating Earth all over again. About the Author Christopher Moore is the author of fourteen previous novels, including Lamb, The Stupidest Angel, Fool, Sacr Bleu, A Dirty Job, and The Serpent of Venice. Ian Corson is an award-winning screenwriter and director whose credits include Bloodline for Castle Rock Entertainment and Starting Five for Paramount Pictures. He has also directed Monster Garage for the Discovery Channel and the feature film Malicious (starring Molly Ringwald). He teaches screenwriting at the Academy of Art University in San Francisco. He lives in Los Angeles, California.