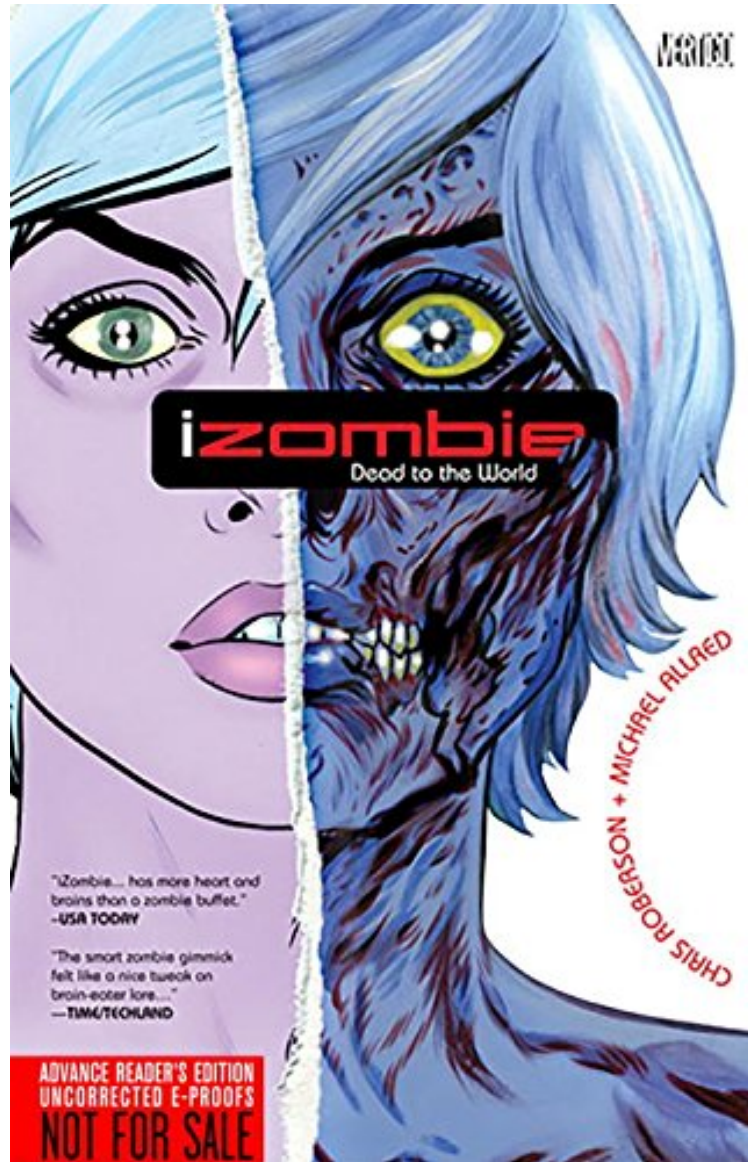


(Mobile pdf) Dead to the World (iZombie)

Dead to the World (iZombie)

Chris Roberson

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#433432 in Books DC Comics 2011-03-22 2011-03-22 Original language: English PDF # 1 10.20 x .30 x 6.60l, .57 #File Name: 1401229654144 pages Great product! | File size: 24.Mb

Chris Roberson : Dead to the World (iZombie) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dead to the World (iZombie):

0 of 0 people found the following review helpful. I like Allred's way of drawing By Sam7768 The writing annoyingly jumps about from little underdeveloped tease of a plot to the next. I suppose it's going for zaniness but this sort of thing has been done to death, and was much fresher with Madman and X-Statics. I like Allred's way of drawing, but I think he's gotten kind of lazy when it comes to comics. This whole series could have been better organized easily

down to about a quarter of the size, but instead most of the pages have one or two panels on them (or half a panel when you consider the two-page spreads). It's not hard to imagine how numerous pages and panels could be reduced and edited to half their size, but it seems like Allred can't resist drawing entire figures that often take up whole pages. Overall not that great. 1 of 1 people found the following review helpful. unique zombie story, pretty art
By Cute Toast
First of all, I absolutely love the art, both in the drawing style as well as the awesome colors (this is something I love about all of Allred's work that I've encountered). The story is also really unique. It's definitely not your typical zombie story. The main character is a very different type of zombie in that she's not completely mindless. There are also other interesting characters as well, including a ghost and a were-terrier (awesome). I have only read this volume so far, and I would say that so far it's really intriguing, but not necessarily the most exciting thing I've ever read. I hope that it picks up a little more as I read more, but I did really enjoy this first volume nonetheless. 1 of 1 people found the following review helpful. Brilliant and entertaining
By Reviewer from Terra
What do you get when you cross a great story, wonderful art work and tremendous, original characters? iZombie is what! Gwen is a brain eating zombie, Elle is her friend, a ghost and spot is a were-terrier. I won't say anymore so not to spoil the fun!

Told from a female zombies perspective, this smart, witty detective series mixes urban fantasy and romantic dramedy. Gwendolyn Gwen Dylan is a 20-something gravedigger in an eco-friendly cemetery. Once a month she must eat a human brain to keep from losing her memories, but in the process she becomes consumed with the thoughts and personality of the dead person until she eats her next brain. She sets out to fulfill the dead persons last request, solve a crime or right a wrong. Our zombie girl detective is joined by a radical supporting cast: her best friend Eleanor, who happens to be a swinging 60s ghost, a posse of paintball blasting vampires, a smitten were-dog and a hot but demented mummy.

.com Alex Carr's iZombie for Omnivoracious While fans of AMC's The Walking Dead gnash their teeth in anticipation for the second season, Vertigo offers a surprising new take on the zombie genre this month with iZombie. Written by Chris Roberson and with artwork by cult favorite Mike Allred, Volume 1: Dead to the World is a significant tonal shift from most zombie comics on the market. Its told from the perspective of a female zombie named Gwen Dylan, whose undead existence comes with a great twist: in order to maintain the pretense that she's alive, Gwen must consume human gray matter once a month or else her zombie instincts take over. Along with the brainy aftertaste comes selective memories from the deceased, and Gwen is cursed with flashbacks that are not her own. Its a tough gig, coupled with a job digging graves (bright side: her day job provides those necessary late-night snacks that she reluctantly craves), and the irony is not lost on her: This is, by the way, totally some kind of symbol for my entire existence. Digging holes in the morning, filling them up in the afternoon, and sneaking in at night to dig em back up again. Over and over. Like that guy in the Greek hell who rolled a big rock up and down a hill all day. What was his name? Syphilis? Something like that, anyway. Whatever. Seriously, though, Id switch places with the dead Greek guy in a second. Gwens best friend, Ellie, is a lonely ghost stuck in 1960s fashion, but she wears it well. Her melancholic state is just as interesting as Gwens predicament, and Roberson develops both female characters with an easy-going, natural manner, giving iZombie a refreshingly frank attitude. When Gwens oblivious coworkers ask her to join them after work, she off-handedly dismisses them: Ive got to wash my hair, or something suitably girly like that. Even undead, Gwen is too cool--a graveyard hipster, hiding her secret under a thick coffin liner of aloofness. Once Gwen cracks the latest cranium and devours its innards, however, she uncovers a murder mystery that threatens to spoil her detached routine. She, Ellie, and their were-terrier pal, Scott, form an askew Scooby-Doo alliance to solve the case, and along the way they cross paths with a sorority comprised of vamping vamps, a pair of strange men in white coats, and a Hugh Hefner-esque mummy who might hold more answers than Gwen imagined. Mike Allreds pop art leanings imbue iZombie with a sly, ever-smirking temperament. His characters inhabit a canvas thats instantly recognizable as his own: bold, unblended lines case characters who seem partially aware of the comic panels that frame their stories. They knowingly pose, at once a part of and removed from their backgrounds. The artwork is muddier than Allreds Madman series, yet not as sharp-edged as his X-Force/X-Statix run. The paperback collection includes over ten pages of sketchbook material from Allred, and its fun to see his pencil-work before it gets handed off to his wife, Laura, for coloring. Seattle fans of Chris Roberson can catch up with the writer at this weekends Emerald City Comicon 2011, to be held in the Seattle Convention Center. The official website has the full list of attendees and events, including panel discussions with creators and publishers, a list of comics vendors, a map of Artists Alley, and QAs and autograph sessions with media guests. Its an impressive batch of comics celebs, and I have my backissue checklist already queued up on my phone. --Alex
About the Author
Chris Roberson's writings include the novels Here, There Everywhere, The Voyage of Night Shining White, Paragea: A Planetary Romance, X-Men: The Return, Set the Seas on Fire, The Dragon's Nine Sons, End of the Century, Iron Jaw and Hummingbird, Three Unbroken, and Warhammer 40K: Dawn of War II, and the comic book series Cinderella: From Fabletown With Love. His short stories have appeared in such magazines as Asimov's, Interzone, Postscripts, and Subterranean, and in anthologies such as Live Without a Net, FutureShocks, and Forbidden Planets. Along with his business partner and spouse Allison Baker, he is

the publisher of MonkeyBrain Books, an independent publishing house specializing in genre fiction and nonfiction genre studies, and he is the editor of anthology *Adventure Vol. 1*. He has been a finalist for the World Fantasy Award four times--once each for writing and editing, and twice for publishing--twice a finalist for the John W. Campbell Award for Best New Writer, and four times for the Sidewise Award for Best Alternate History (winning the Short Form in 2004 with his story "O One" and the Long Form in 2008 with his novel *The Dragon's Nine Sons*). Chris and Allison live in Austin, Texas with their daughter Georgia.