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Brian Wood

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Brian Wood : DMZ The Deluxe Edition Book Three (Dmz (Deluxe)) before purchasing it in order to gage whether or not it would be worth my time, and all praised DMZ The Deluxe Edition Book Three (Dmz (Deluxe)):

0 of 0 people found the following review helpful. Five StarsBy Courtney H Canfijngreat series0 of 2 people found the following review helpful. Five StarsBy J.LucioBuy the entire DMZ run!0 of 5 people found the following review helpful. Five StarsBy Mary Joyce SchnellIt was a gift that I gave.

In the near future, America's worst nightmare has come true. With military adventurism overseas bogging down the

Army and National Guard, the U.S. government mistakenly neglects the very real threat of anti-establishment militias scattered across the 50 states. Like a sleeping giant, Middle America rises up and violently pushes its way to the shining seas, coming to a standstill at the line in the sand--Manhattan or, as the world now knows it, the DMZ. In this new DMZ hardcover, a new leader rises in the DMZ - but what will that mean for Matty Roth, a journalist who calls the zone home? After a near-tragic misadventure in Staten Island, Matty returns to find Parco Delgado in office as provisional governor of New York. Matty's first task under the Delgado regime? Tracking down the source of one of the DMZ's greatest urban legends. Collects DMZ #29-44.

"Reflects the anxieties of many living in the world today and continues the kind of mature storytelling Vertigo thrives on." Publishers Weekly "Wood and Burchielli gut-wrenchingly portray the chaotic reality of life in a war zone." Washington Post "If residents of Manhattan often feel at odds with the rest of the country, the comic book series DMZ magnifies that anxiety with its radical premise." The New York Times About the Author Brian Wood developed his skills as a comics writer and designer while working a string of internet design jobs. Since then he has created a series of successful comics and graphic novels, most notably DMZ, DEMO, NORTHLANDERS, Channel Zero and The Couriers. In addition to earning him international acclaim, these projects have also resulted in four Eisner award nominations. Brian was also a designer for the video game franchise series Grand Theft Auto for Rockstar Games. His more recent work includes the titles Conan the Barbarian and The Massive for Dark Horse, and X-Men for Marvel.