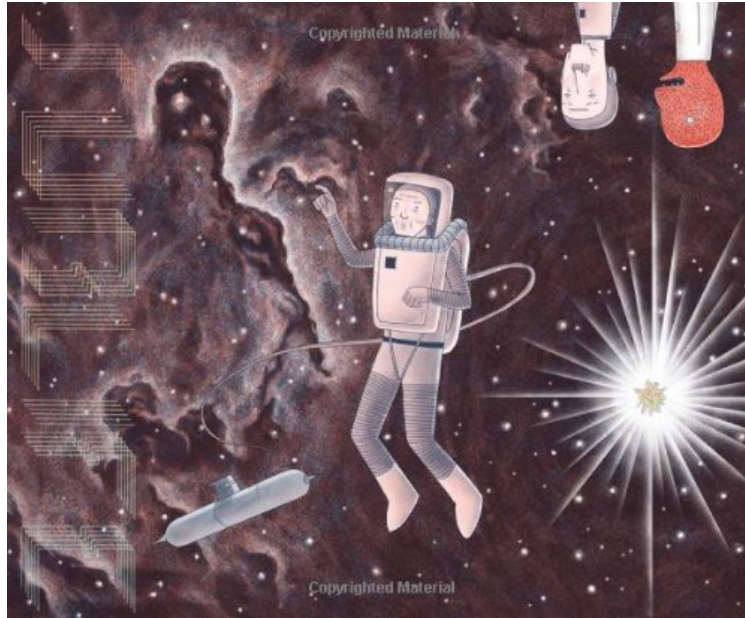



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Sublife #2

John Pham

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John Pham : Sublife #2 before purchasing it in order to gage whether or not it would be worth my time, and all praised Sublife #2:

Nominated for three 2010 Ignatz Awards (Outstanding Artist, Outstanding Series, and Outstanding Comic): the second issue of Pham's quiet, satirical take on modern prejudice: one of contemporary comics' most acclaimed debuts. The acclaimed graphic novel anthology continues with Sublife Vol. 2. Creator John Pham enlarges the scope and expands the style of his series with an all-new collection of stories and strips. The Kid is a self-contained short story set in an eerily familiar post-apocalyptic future. Bloodthirsty marauders roam the blasted desert. A nomad and his dog, scavenging the road for gas and supplies, stumble upon a sealed bomb shelter, the contents of which will test whatever humanity he has left, as the marauders pursue him to a violent, frenetic climax. Deep Space continues the atmospheric science fiction serial begun in Volume 1. In this episode, Captain Ho, Commander Wallach, and their newly adopted space-faring companion Deek attempt to harness the power of an alien crystal with the hopes of finding a way back home. But will their best-laid plans survive Captains fragile mental state and impulse-prone behavior? In 221 Sycamore St, teenage runaway Phineas accompanies his uncles on a training session with their dog Freya, but what theyre training Freya to do illustrates the disturbing lengths to which his uncles will take their racist ideology. This chapter builds and expands upon the characters and themes established in the first volume, showcasing a vision of Los Angeles that is sometimes dark and fractured, inhabited by a quirky cast of characters. As if that were not enough, the artist includes various, stand-alone short strips including Socko Sarkissian, a single-page gem about baseballs greatest fictional Armenian slugger, St. Ambrose, a fractured memoir about the authors parochial school alma mater, and Mort, a story that answers the burning question, what happens when a jealous blogger encounters his nemesis?Sublife Vol. 2

is filled to the brim with a dizzying variety of stories and styles, all of which surprisingly coalesce into a unified reading experience thanks to their shared themes and motifs, much like Chris Ware's annual ACME Novelty Library. Dogs, missed connections, ad hoc family units, desert landscapes are all elements that pop up and recur among the different stories. It makes each volume of *Sublife* eminently readable on its own, and proves why Pham is among the most compelling new voices in comics today. 48 color illustrations

From Publishers Weekly
The second volume of Pham's biannual anthology continues some stories from the first and adds several new ones. In the space adventure that begins the book, Pham uses spectacular imagery to convey the experience of a time/space warp, symmetrically drawn designs that are precise, hallucinatory, and fascinating. A brief episode from the Sycamore St. story about a household of white supremacists is followed by a short autobiographical strip in which fragmented panels recall episodes from grade school. Pham's sharp sense of humor makes an appearance in a strip about conflict between bloggers, and the final, long story, which is wordless, expresses a powerful sense of darkness as much through its moody shading as through its violent events. The variety of stories and styles is unified by duotone inking and thin, precise lines, and Pham's consistently innovative graphic storytelling makes every page of this short volume worth dwelling on. A gem. (Dec.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. A superb storyteller who lets his drawings carry symbolic elements as well as psychological details. - Publishers Weekly
Sublife weaves a tighter, more focused narrative with intelligently ornate Chris Ware inspired design... - Raina Lee, Lunch
I want to marry this comic book: John Pham's *Sublife* Vol. 2 is so lovely... I just can't keep my eyes and hands off it. - J. Caleb Mozzocco, Newsarama
In some ways in many ways actually the first two volumes of *Sublife* evoke memories of the early volumes of ACME Novelty Library. And that could be a very good thing. - Jared Gardner, The Comics Journal
This one-man anthology featured Pham fully harnessing every aspect of his skills as a writer and artist. ... Pham alternately pushed the reader away and then pulled them in, depending on the story, a tension that made this his most successful work to date. - Rob Clough, The Comics Journal
Deftly juggling the melancholy of Adrian Tomine's *Optic Nerve* with some Cormac McCarthy-inspired apocalyptic action and plenty of skillfully subdued deadpan humor, Pham proves himself a master of multifarious emotions and artist stylings. - We Love You So
John Pham's latest *Sublife* features a group of longer pieces that conjure a philosophical, nomadic vibe that's rare and welcome. ... Pham's fondness for sci-fi odysseys of lonely adventurers in endless, barren landscapes whether the desert of outer space or the desert outback of Australia is a real good thing. - Byron Kerman, PLAYBACK:stl
About the Author
John Pham lives in Los Angeles, CA. He won the Xeric Grant in 2000 and has been featured in publications such as *Giant Robot*, *The Face*, *MOME* and *The Comics Journal*.