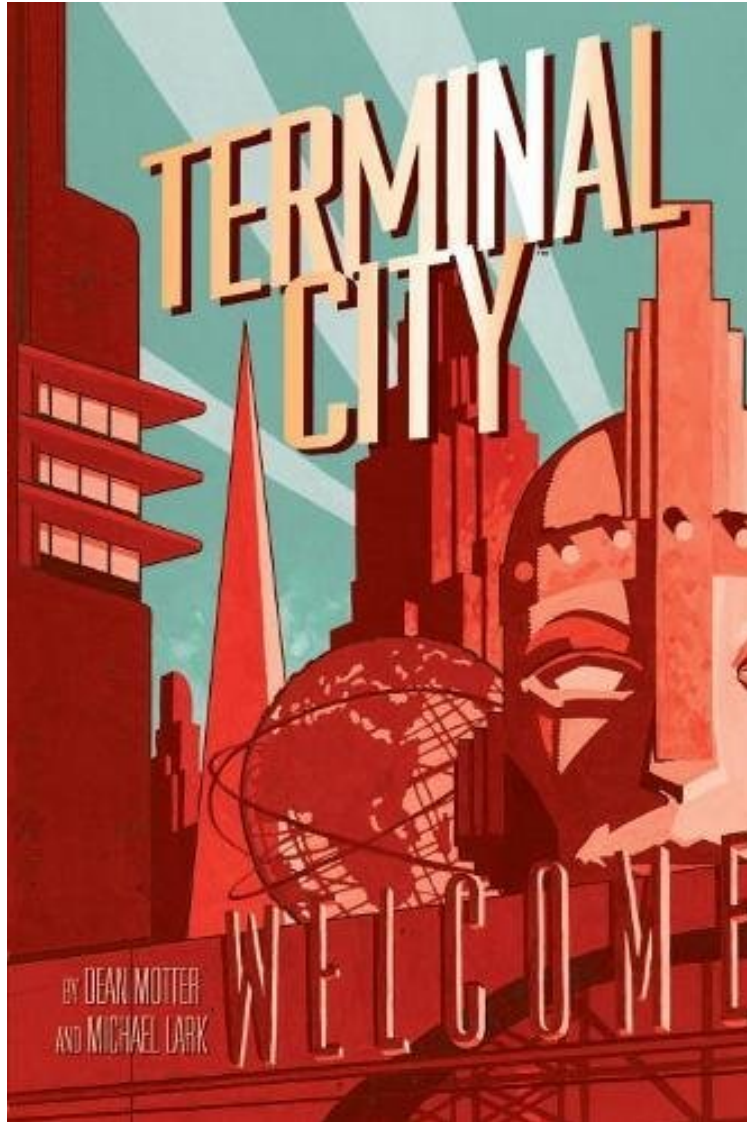


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## Terminal City Library Edition

*Dean Motter*

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**Dean Motter : Terminal City Library Edition** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Terminal City Library Edition:

2 of 3 people found the following review helpful. Grade A story, Grade A art By Arturo Ruiz Dean Motter has a masterpiece here. The art is nostalgic and moody and it reminds you of film noir. So does the story. And this was going on a bit before Sin City. I really liked this book and fully recommend it. 0 of 0 people found the following review helpful. Fantastic retro-futuristic fun By Spidey My favorite work by Dean Motter. Terminal City is a retro-futuristic fictional city that is starting to rust and decay from its glory days. Motter has assembled a quirky, ensemble cast

connected by the Herculean Arms, a hotel and crossroads of Terminal City. He mixes gangsters, politicians, daredevils, robots, boxers and more and makes you care about every character. Michael Lark's art looks fantastic. He's designed a Metropolis (the movie) inspired locale that stands on it's own. 6 of 6 people found the following review helpful. Zany Retro-Futurist Fun By A. Ross Kind of noirish, kind of retro-futurish (think Art Deco and Streamline design), Terminal City is loose but entertaining story of aging daredevils and a mysterious briefcase. The city is a vividly reimagined New York (complete with Coney Island) with beautiful lines, a monorail, zeppelins, and all manner of lovely to look at decay-here, flyers and newspapers are always billowing in the wind at the edges of panels. The plot is a zany half-baked affair involving a crooked mayor, crooked industrialist, land schemes, a mysterious cases, missing legendary crown jewels, a naive newcomer to town, an old boxer, and too many others to mention. While the hero is nominally Cosmo Quinn, former "Human Fly" daredevil turned window washer, the Grand Hotel-like plot jumps between multiple stories and people. Readers will catch references and homages to Kiss Me Deadly (the pinnacle of noir film), Fawlty Towers (John Cleese's hilarious post-Python British screwball comedy), Tintin (the European comic series), Abbott and Costello, Orwell and Huxley (although this futurist vision is much more benign than theirs), Casablanca, and many others. The art is straightforward and easy to look at, while the colors and vivid and expressive, a very fun experience overall-although the punning gets too cutesy at times.

Venture back into Dean Motter and Michael Lark's Terminal City in this oversized library edition! The city has been in decline since a group of celebrated adventurers--Kid Gloves, the boxer; Monty Vickers, the explorer; Eno Orez, the Man of 1,000 faces, and Cosmo Quinn, the human fly--each disappeared into obscurity. Now, a series of strange mysteries brings the four men together once again . . . with explosive results! This new edition of Motter and Lark's beloved work features new, never-before-seen sketchbook materials, housed in an oversized hardcover--sure to delight any fan! Collect Terminal City #1-9, Terminal City: Aerial Graffiti #1-5.

About the Author Dean Motter has worked as art director, designer, illustrator and writer in the entertainment and publishing industries for over twenty years. Following a stint as staff illustrator for Holt Rinehart and Winston of Canada, he went on to become Art Director at CBS Records Canada. He later formed his own studio, Diagram Studios, aka Modern Imageworks. During that time he designed numerous record jackets, as well as continuing to illustrate children's books. He was responsible for the covers for many major Canadian recording acts including Loverboy, The Nylons, Triumph and Anne Murray. His work has won several awards including two Juno Awards (the Canadian counterpart to the Grammy award) for album cover design. He also created promotional graphics and stage designs for many performers and stadium events. He created the '80s comic book sensation, Mister X. He also wrote and illustrated the graphic novel, The Prisoner, based on Patrick McGoohan's television series of the '60s, for DC Comics. Currently Dean makes his home in Georgia where, under the Futura Novelty Co. banner, he continues to create graphic works in the entertainment, book publishing and comic book industries.