8 pg. GIANT INFANTINO COMICS

MYSTERY IN SPACE

The ELONGATED MAN

FUTURA

INTERIOR DESIGN

Featuring the ART of the LEGENDARY Carmine INFANTINO
The interesting dichotomy in Adam Strange is when you first see him on Earth, and then you see Rann. Two different places that is the important thing. You can't get that difference then you lose.

"The idea here was to put all the weight on the figure, and keep the background linear. Linear is the way you get dimension. That's the way I always worked."

"I failed to save her."

"This panel was influenced by a Chinese painter named Chen Chi. He's the most beautiful water-colored artist; I studied him like mad! He would do one small figure, and the rest of the painting would be nothing but a brick wall!"
The space museum stories were interesting because they stood alone.

I had a lot of fun.

I was able to be loose with my lines because I penciled loose.

I didn’t want to draw, photographically; comics had a distinction about it you couldn’t get with a photo. I felt you could make something real and still draw it unreal and it worked!
I enjoyed doing Star Wars. I loved working on it. I enjoyed working with George Lucas. I really enjoyed working with Ralph McQuarrie, who worked on all the designs in the film. Because George Lucas had to see everything first.

At Marvel in the late '70s, I got a call from Mark Evanier, the editor of their Weekly, asking if I'd like to do an episode of their weekly series of Star Wars stories. At first, I didn't want to do Star Wars. I thought it was a bad idea. But then I thought about it, and I decided to do it. So I did it. It was fun to do, and it was a good experience. I got to work on a lot of different characters and situations. It was a great opportunity to work on a classic franchise.
EIGHT OF THE GREATEST COVERS BY THE TEAM SUPREME OF ANDERSON.

- Mystery in Space
- I Spy!
- The Flash
- Spectre
- Justice League of America
- Earth Crisis

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