

Amazing World of Carmine Infantino HC

J. David Spurlock, Carmine Infantino
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J. David Spurlock, Carmine Infantino : Amazing World of Carmine Infantino HC before purchasing it in order to gauge whether or not it would be worth my time, and all praised Amazing World of Carmine Infantino HC:

0 of 0 people found the following review helpful. CI was THE artist and his art work graced the covers of virtually every DC super hero comic. Too many words, not enough art. For most of us who started reading DC comics in the early 60's, CI was THE artist and his art work graced the covers of virtually every DC super hero comic, but they were woefully underrepresented in the book. I really don't care to read what Neil Adams thinks of him, I make my own determinations, nor do I particularly care how he fit into the corporate structure of DC. It's all about the art, stupid! 3 of 3 people found the following review helpful. A piece of Americana. By Christopher Chance. The World according to Carmine Infantino is a deep, look into one of the industries giants. Full of clever writing, and lots of historic analogies and tidbits of life in the times. Reviews Carmine's career from day 1 (birth) all the way to modern time. When you read this and see what this man has brought to field of Art, you immediately want to go grab up everything you can get by him just to see in more detail what has gone on in the background of these pulp paper gems of art history. Cleverly done, the book appears as if it could have been part of a series of treatises on the men who made comics what they are today. Very enjoyable, one of those you can't put it down til your done type of books, that you will have no regrets purchasing. 0 of 0 people found the following review helpful. no nice big splashes. By Jerry Harris. Very few pictures in color, lots of small covers, no nice big splashes, poorly described.

In his 60-year career, Carmine Infantino has practised nearly every job that there is in the field of comics, for a Who's Who list of publishers. But Infantino will always be remembered as the personification of DC Comics' Silver Age. Infantino helped to resurrect the dying comics industry in 1956, as the artist who launched the Silver Age with his co-creation, the Flash, and remains the best remembered Flash artist of all-time. Infantino proved one of the all-time, great sci-fi artists with his elegant, cityscaped Adam Strange. The only sci-fi comic to rival the sales of Adam Strange

was Star Wars, to which Infantino also contributed. In 1964, Infantino became indispensable to the Batman legacy. He, with editor Julius Schwartz, saved the Caped Crusader's comics from impending cancellation with the New Look;. Infantino also redesigned the Batmobile and with Schwartz, created Batgirl. In 1971, Infantino became Publisher and ultimately, President of DC Comics. Infantino's brave corporate moves include: comic books of pulp characters; the Shadow and Tarzan; the Adams/O'Neil Green Lantern-Green Arrow series; Jack Kirby Fourth World saga; the revival of Captain Marvel; pay raises, royalties, and the return of originals to artists. This is Infantino's own history of comics, through his experiences, from the industry's primordial, Golden Age, through his artistic achievements, corporate years at DC Comics, and post-corporate years including his animation work, teaching, return as a top artist to DC, and Batman newspaper strip. --This text refers to an out of print or unavailable edition of this title.