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# The Silver Age Of Comic Book Art (Revised Edition)



## Synopsis

Carmine Infantino. Steve Ditko. Jack Kirby. Gil Kane. Joe Kubert. Gene Colan. Jim Steranko. Neal Adams. Some of the greatest comic book artists of their generation, who created some of their greatest work during The Silver Age of Comics (circa 1956-1970). They not only drew definitive versions of the medium's greatest characters, but set trends in the art of comic book storytelling. Now this popular and influential body of work, along with each artist's thoughts, ideas and commentary, is presented in *The Silver Age of Comic Book Art*, a coffee table comic book art history book written and designed in a daringly different format by comic book historian and illustrator Arlen Schumer, and published in hardcover and digital/e-book editions by Archway Publishing (from Simon & Schuster). Dynamic spreads of the actual printed comic art, graphically enlarged, are integrated with comic-styled text, often by the artists themselves, that replaces the original comic book copy with more personalized prose that places the art firmly in the period it was created: the turbulent 1960s. By creating a comic book history book that reads like a comic book, Schumer succeeds spectacularly in making you see, as if for the first time, the comics you've been reading your whole life.

## Book Information

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## Customer Reviews

I recently acquired the excellent book *The Silver Age of Comic Book Art* by Arlen Schumer, and have been joyfully looking it over ever since. The timing is interesting, since I just finished incorporating several thousand newer comics into my main comics collection, something that gave

me the opportunity to revisit comics from the 1930s to the present time, with a lot of the material being from that same 1950s/1960s era that is covered so well in Arlen Schumer's book. I've tried to stay away from the type of thinking that elevates the things of the past and denigrates current works, and I do realize that great things exist in all time periods. Still, I've found that the comic books of that time period (and especially the examples that are covered in Schumer's book) have an honesty and a lack of pretension about them that exemplify true artistry and offer a timeless quality, while contemporary examples of the same type of stuff seem cold and calculated and so blatant in their attempts to be "on the cutting edge" that they are often hopelessly dated by the time they see print. A lot of current comics material seems to be a more cut-throat version of the lesser works of the latter 1960s wherein misguided and inept ... but straightforwardly innocent ... attempts were made by forty-year old comics creators to speak to their assumed young readership in what they mistakenly took to be those readers' own "fab" and "groovy" language. It's wonderful to contrast that artificiality with the examples that Schumer offers in *The Silver Age of Comic Book Art*. He introduces the uninitiated to ... and not-too-subtly reminds the long-time devotees of ...

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