



design by richard corben.

THE NEAL ADAMS STORY

*A Compilation of Articles
Condensed by Rudy Franke*

This issue I am extremely proud and happy to present one of the real greats in the world of graphic art-- NEAL ADAMS. I also want to thank my good friend Mike Friedrich for obtaining the interview as well as the original art that is presented herein. And here's the real scoop--an original gag done especially for *Voice of Comicdom* by Mike and Neal. But enough of this fanfare and on with the show.

Neal was born June 15, 1941 in New York which makes him extremely young for such a competitive field as comic art.

Upon graduation, at the age of 18, he was working professionally for *Archie Comics* on our freckled face teenage idol. He was also assistant on the comic strip *Bat Masterson* TV series doing backgrounds. Adding to this list of accomplishments is his work in the field of advertising, working on *Esso*, *Miles Shoes*, *Time Magazine*, *National Guard*, *Bell Telephone*, *Norelco*, *Tintex*, *American Machine* and *Foundry* and *Avon Cosmic*.

A very short time after reaching the very tender age of manhood--21, he had signed a contract for the syndicated strip *Ben Casey* which he had worked on for 3 1/2 years. Soon after the demise of this strip Neal's work could be found in some of the Warren publications. And finally in 1967, *National* was fortunate enough to gain his services. The rest is all history which I need not repeat. Now that I have set the groundwork, how about carrying on with the interview Mike.



FROM OVER THE FENCE

mike friedrich

I was asked by the dear, kindly VOC (rhymes with SOB) editor to try to get some interviews with a few of the artists that work making the little errors that fans just love to hunt for and point out in comics. I, being young, exuberant and having the misfortune of being a personal friend of abovementioned editor, agreed to the idea. So, winging my way across beautifully bumpy Mid-western thunderstorms that always occur in the middle of June, I came to that land of perpetual dirt, New York City. Finding out that getting to see these artists is easier said than done was my first blow. So I took the easy way out and talked to one of the few guys that is at the DC offices almost every day. I don't think you'll be disappointed, since the man is none other than comicdom's best:

NEAL ADAMS

Q (for Question): When did you get started in the comics field?

A (for Adams): In 1959

Q: Who has been an influence or inspiration to you?

A: Anyone good--I try to pick up the best from everything good I see.

Q: Well, can you pin it down to a few specific names?

A: Sure, Gil Kane, Joe Kubert, Jack Kirby, Stan Drake, Austin Briggs.

Q: Can you remember your first printed work?

A: Yeah, one panel in *The Fly* #3 for Joe Simon at *Archie*. It was the kid changing his identity into *The Fly*.

Q: Did you ever do any ghost work? For whom?

A: Stan Drake and John Prentice.

Q: Did you attend art school?

A: Yes, the School of Industrial Design here in New York.

Q: What do you think is the best way for an artist to break into the field art school or ghost work?

A: Art school, definitely. The field is changing so fast you'd get stale work for someone who of necessity is the "past" era of comic art.

Q: Any other words for prospective artists?

A: Skip comics--prepare for other fields of comic art.

Q: What kind of characters do you prefer working with?

A: No preference at all. I've done comedy, super-heroes, war stories, mystery stuff. I do like developing new techniques of presenting the stories.

Q: Do you like to ink as well as pencil?

A: If time allows--I really have no preference. What I'd like to do sometime is ink a story done by Jerry Grandenetti.

Q: Who do you think has inked your work best?

A: Only two people have done that--so I've got no judgement yet. I'd like to see more do it.

Q: Have you ever worked with anyone as a team, like "Simon and Kirby"?

A: No.

Q: What direction do you feel comic art will take?

A: It won't get out of the soap opera it's in--which is not necessarily a bad thing. I think it's moving away from super heroes now toward science fiction and mystery stories like Joe Orlando is doing. It will reach the quality of "adult" fiction--and already has in places -- but it won't be accepted as such for a long time.

Q: Do you visualize any new and exciting directions?

A: I feel the things Steranko is doing are "new and exciting". I think there will be more success for Steranko's imitators, though.

Q: What materials do you use?

A: Mostly pen--though I use "anything that comes to my mind" like zip and craftint. There will soon be a *House of Mystery* story done only in pencil by me--specially treated with something or other so it'll reproduce.

Q: What do you consider your goal in the world of graphic art?

A: To make a difference. To do something new that people knew about and respected.

Q: What do you consider to have been the greatest example of your work?

A: I don't think in those terms...I guess a couple of *Deadman* stories that I've done.

Q: What is the best kind of relationship, do you think, between the artist and the writer?

A: The greatest.

Q: Thanks a lot.

A: Your'e welcome...I think the greatest and central thing of the artist-writer relationship must be a mutual respect.

Continued on the next page.

MONSTERS RULE

NO. 3

AGENT 429, ON A MISSION TO A REMOTE PLANET HAS BEEN CAPTURED BY ITS NATIVES. ONE BRUTE HAS STARTED BEATING JORCUS FOR REMAINING SILENT



HIS DEFENSES USELESS, 429 SEES THAT HIS ANTAGONIST FULLY INTENDS TO BEAT HIM TO DEATH! HE HAS NO CHOICE BUT...

...TO GO ON THE OFFENSIVE!



AS THE BRUTE FALLS OVER, 429 DELIVERS A PUNISHING THRUST KICK TO THE FACE.

SUDDENLY, THE NATIVE HAS A NEW RESPECT FOR THE HUMAN.

...you... guards! help!



WITH NEW OPDS, JORCUS IS SOON OVERPOWERED.

put the beast in a cage!



PERHAPS I SHOULD HAVE TRIED TO REASON WITH HIM(?)



ARE THOSE PEOPLE?

HEY! COME CLOSER!



UG-OK!

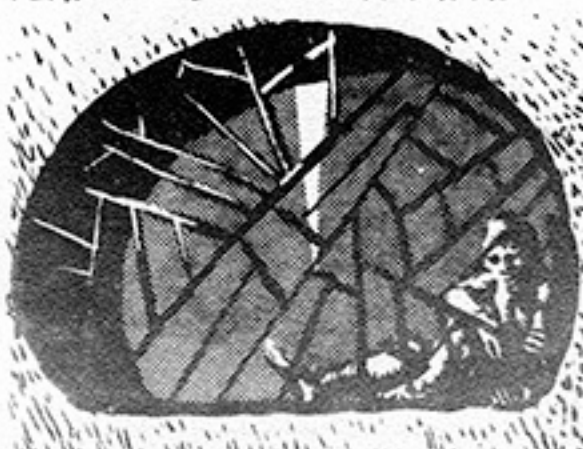
NU-NU-NOK!



IS THAT A LANGUAGE? ... A PRIMITIVE ONE, ... PERHAPS!



HOURS PASS. JORCUS SITS IN IGNORANCE, WONDERING WHAT HIS CAPTORS INTEND TO DO WITH HIM.



A FIGURE APPROACHES STEALTHILY.



sunnyface, are you there?

you are nar/a!



your speech shows you are more intelligent than the apes! i cant let them put you in the arena!



CONTINUED

MONSTERS RULE

NO. 4

RC

rather than have them
tear you apart in
the arena... i'll set
you free!

thank you narla.
can you
get my things?

well... i don't..

at least the instrum-
ent i was wearing
strapped to my waist!

but...
please!

...very well, i must
hide you in my
room!

THE NATIVE GIRL AND THE
ALIEN AGENT TRAVELED A
CIRCUITOUS ROUTE THROUGH
A MAZE OF TUNNEL STREETS.

you had best hide in there...
my father might enter at
any moment! i shall
return with the item you
wish!

IT APPEARS THAT
HOMO SAPIENS
IS **NOT** THE
RULING SPECIES
HERE!

SOON...

here! is this the
article you wanted?

yes! thank
you narla!

narla!... narla!
where are you?

go ahead! i have merely
come to tell you
about the ape!

are you shy before
your father? con-
tinue your bath!
i shall tell you
as you wash!

the creature we caught
this morning... you
know the one wearing
the strange clothing.

bathing, father!

the ape?

well... somehow he's managed to
escape from his cage!

don't worry...
the city guards
will have him
shortly! i'll
lock your door
as i leave! good
nite!

...he will have my door
watched too!... you must
remain here tonight!

CONTINUED

MONSTERS RULE

NO. 5
RC

FEDERATION AGENT 429 FINDS HIMSELF IN THE ARMS OF AN EXTRATERRESTRIAL WHO HAS AIDED HIM IN ESCAPING FROM THE LOCAL "PEOPLE" KENNELS.

ON THE TRAIL OF FEDERATION CRIMINAL "LIBRUN", 429 HASN'T HAD A SINGLE CLUE.

WHILE SPENDING THE NIGHT IN NARLA'S ROOM, JORCUS IS INTRODUCED TO THIS RACE'S BIOLOGICAL AND SOCIAL CUSTOMS, WHICH HE FINDS VERY INTERESTING.

WHILE HIS HOST SLEEPS HE CHECKS THE HALL TO SEE IF THE GUARD IS ACTUALLY THERE.

THANK YOU FOR EVERYTHING NARLA! THERE IS NO GUARD APPARENT SO I MUST BE ON MY WAY. I MAY NEVER SEE YOU AGAIN, BUT I'LL NEVER FORGET YOU!

NARLA'S DIRECTIONS PROVED INVALUABLE. HE FOUND THE UNDERGROUND CITIES BORDER UNHALTED.

WOULD SHE ALSO BE RIGHT ABOUT THE TRIBES OF HUMAN BEINGS SAID TO ROAM THE UNCHARTED CAVERNS?



no! dont kill it. i want this one alive!

it's the one that insulted me!



429 DUCKS BEHIND A ROCK BEFORE THE OFFICER CAN RUN HIM DOWN.

AS THE AGENT TAKES AIM... A SPEAR STRIKES!



CONTINUED