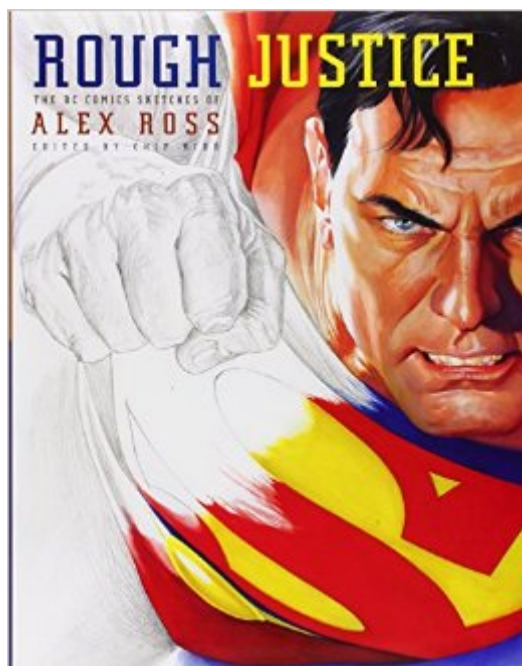


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# Rough Justice: The DC Comics Sketches Of Alex Ross (Pantheon Graphic Novels)



## Synopsis

Alex Ross opens his private sketchbooks to reveal his astonishing pencil and ink drawings of DC Comics characters, nearly all of them appearing in print here for the first time. Thousands of fans from around the world have thrilled to Alex's fully rendered photo-realistic painting of their favorite heroes, but as they may not realize, all of those works start as pencil on paper, and the origins of the finished images are rarely seen. Until now. From deleted scenes and altered panels for the epic Kingdom Come saga to proposals for revamping such classic properties as Batgirl, Captain Marvel, and an imagined son of Batman named Batboy, to unused alternate comic book cover ideas for the monthly Superman and Batman comics of 2008-2009, there is much to surprise and delight anyone who thought they already know all of Alex's DC Comics work. Illuminating everything is Alex's own commentary, written expressly for this book, explaining his thought processes and stylistic approaches for the various riffs and reimaginings of characters we thought we knew everything about but whose possibilities we didn't fully understand. As a record of a pivotal era in comics history, *Rough Justice* is a must for Alex's legion of fans, as well as anyone interested in masterly comic book imagination and illustration.

## Book Information

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## Customer Reviews

Length: 0:30 Mins

I would say this book is as good as *Mythology: The DC Comics Art of Alex Ross*, his other art book featuring his paintings. In this book, we see the groundwork he lays for those paintings. There are sketches storyboards and layouts, character designs, covers and hand scribbled notes. Many of the sketches, like various iterations for covers, are appearing from the first time. And it's not really all black and white, there are a few pieces painted quickly with colour for quick colour tests. I've to add that the scans are really good also, showing off the marvelous shading and grain. You get to see the final pencil stage, before shadows and paint are added, as he focuses on the contours and surfaces. The usual powerhouse cast of DC characters are all in: Batman, Superman, Wonder Woman, Aquaman, The Flash, Green Lantern, Black Canary, and many more. But it's not all character art. There are also design sketches for the Justice Batmobile, logo designs and concepts he did for a literacy campaign (which shows Batman hanging from a stone gargoyle from some skyscraper while reading a book). The drawings look really quite different without the colours and I could barely recognise to compared with the original paintings from his previous book. But make no mistake, the same flair and realism is still there on every page. You can still see the intense attention paid to the detail of musculature, composition, lighting, facial expression, drapery and mood. There's also commentary by Alex Ross himself, in addition to the hand scribbled notes. He talks about his designs, the creative process and on why some ideas just didn't make the cut. Highly recommended to fans and comic artists. (More pictures are available on my blog. Just visit my profile for the link.)

I was really looking forward to this since first hearing about it. This really is an excellent companion to any of Ross's other books , being that this book is mostly pencil renderings with a few colored works. It also gives Alex's own personal insight on a lot of the projects that did and didn't make it past the proposal stage. That to me is really some of the coolest stuff because this might be the only real chance to see some of that work that isn't going anywhere. (Alex's rework of Captain Marvel) . If you are a fan of Alex's work or concept ideas in comics, then you should pick this book up !

More than the finished works themselves, the sketches our favorite artists produce are often sought after more than the published masterpieces given to the public domain. We all just want to know, "Is he or she REALLY that good?!" In the case of Alex Ross, the answer is a resounding YEEEESSSS!!!! He's got it in spades, and I actually went through this book in one evening: I am on a mission. It is quite easy to take the masters for granted; you know, the ones that you are willing to pay the BIIIIIGGGG! bucks to own what they create. Here, you discover even more why Alex Ross

is truly R.O.U.G.H.~~Re-defining Our Understanding of Great Hands~~and you'll appreciate his outstanding ability even more. The book explains that much of what is presented has never been for our consumption, but I guarantee that once you taste it, like me, it will become a necessary part of your dietary nutrition, both mentally, expressed through the hands physically. He shows us, he teaches us, literally, Practice makes Perfect.~No diggity, No doubt~

I feel like I need to write a lot to tell you how great this book is. I haven't even actually read the book Justice (of which this is something of a "making of" book). However no matter how much I say it can't convey how awesome this man's talent is. Even his rough sketches (which there are plenty of) have more life and character than pictures I work on for a long time. He might just be the comic book equivalent of Norman Rockwell. Heâ™s that good.

I bought this as a present for a family member who is obsessed with comic books and superheros, as well as an art graduate and current art teacher. I spent roughly three years searching for something like this and finally found it! The description of the item and preview doesn't do it justice. It is just absolutely perfect and the sketches are amazing. It's like a look into not only the superhero and comic book world, but a look into the behind the scenes process of developing the characters along the way.

Chip Kidd designed a hardbound collection of Alex Ross's concepts, which turns out to be spectacular stuff indeed. I am WOWed by this and so glad that it graces my book collection: This is what the "process" actually is, and rarely do we have this type of insight into what could be. I was impressed by a weird spread, typical Kidd stuff: an extreme blow up of what was probably faxed Ross sketches of two heroines. That kind of stuff is what makes Chip Kidd the patron saint of book designers: he catches something mysteriously there but overlooked in the pencil lines, the xeroxed image and the flair of a brushstroke: everything that is the soul of the work. Here it is all over again, the Kidd touch to homage an artist's work, and like his PEANUTS collections, showing us that he's at an atomic level of examination of the work. Ross contributes notes on it all, which shows where the good ideas generate and why. If every picture tells a story, ROUGH JUSTICE is a lot of stories. Your fav fanboy will adore this! I sure do!

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