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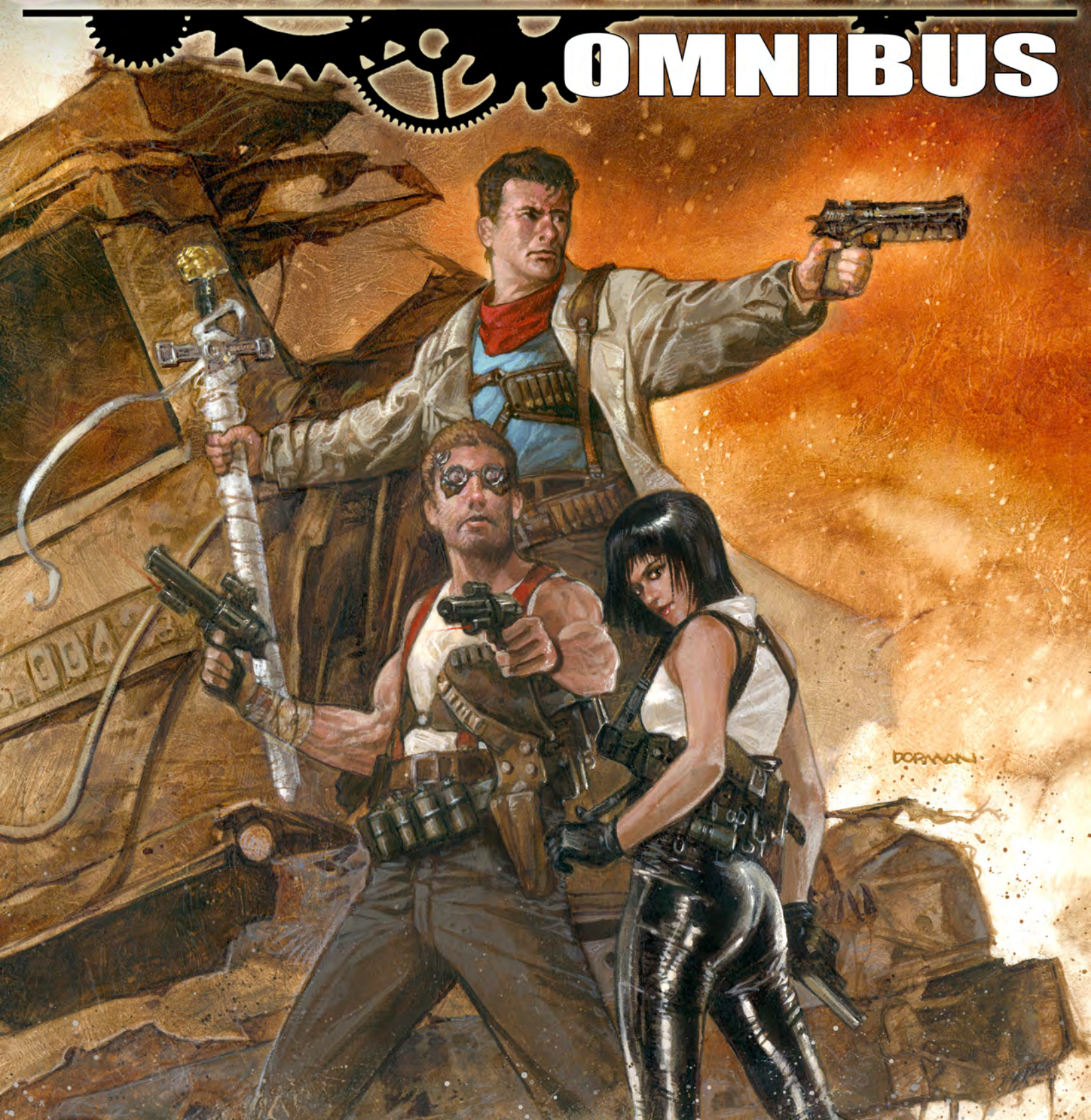


PRESS KIT

DAVE DORMAN'S

WASTEDLANDS

OMNIBUS





SELL SHEET

Specifications:

- Hardcover
- 152 pages
- 8.5" x 11"
- Full Color
- Sci-Fi / Western / Fantasy
- ISBN: 978-0-9913324-3-4
- Diamond Code: MAY141479
- Carton Quantity: 20 copies
- Title Rights: Available

Key Selling Points

- Featuring out-of-print and brand new material all brought together in a new, introductory continuity for new readers.
- Smooth matte finish hardcover is wrapped in a textured cardstock dust jacket with die-cut window, and silk ribbon bookmark.



*TEXTURED CARDSTOCK JACKET
W/ DIECUT WINDOW REVEALS
SMOOTH MATTE WRAPAROUND
COVER ART BENEATH!

"The great art, cool story, and awesome world makes me want to be Marshall Edgar Wallace (the Edge), kiss M d'Cease, and kick ass in the futuristic Wild West of The Wasted Lands."
- MICHAEL DAVIS, director "Shoot 'em Up"

Notes:

WRITTEN AND ILLUSTRATED BY **DAVE DORMAN**

WITH ADDITIONAL ARTWORK BY **CHRISTOPHER MOELLER, JON FOSTER,
AND DURWIN TALON**

DESIGN BY **NEUROBELLUM PRODUCTIONS**

**ENTER THE FUTURE BADLANDS OF A WORLD BROUGHT
TO ITS KNEES BY GREED, HUBRIS, AND A TOUCH OF
THE SUPERNATURAL...**

Award-winning artist Dave Dorman takes you on a high-speed, adrenaline-charged adventure to his world of post-industrial chaos, an unforgettable place and time where passion, greed, corruption and love color the everyday struggle to exist, where ordinary men, eccentric heroes and their horrific adversaries battle for power, and for the hearts and minds of mankind.

Written and illustrated by Eisner Award-winning artist Dave Dorman (Star Wars, GIJoe), this volume collects numerous conceptual works and short stories that define the shared universe of Wasted Lands!

M This book contains violence, nudity, and suggestive situations.
It is intended for **MATURE** readers.

SCIENCE FICTION

\$24.99 US

ISBN 978-0-9913324-3-4

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STORY &
DESIGN

BEHIND THE STORY

Fusing a wealth of inspiration into a single epic adventure, author Dave Dorman pays homage to the many loves of his youth: Westerns, Adventure Serials, locomotives, the legend of King Aurther... the pool of ingredients that make up THE WASTED LANDS is vast. Seeking to create a universe that encompasses all of that energy and excitement has been an adventure in and of itself, stretching back nearly two decades, with separate corners of this alternate history fleshed out in short stories that appeared in various publications and anthologies, including Heavy Metal and Penthouse Comix. With each seemingly self-contained element realized, the greater picture started to take shape, and soon those shorts, along with several prose pieces co-written with friend and award-winning author Del Stone Jr, outlined the whole of THE WASTED LANDS. It was only a matter of time before this unique blend of genres demanded to be collected in a single volume as the primer for what comes next.

Part sci-fi fairy tale, part medieval western, the exploits of Edge, Iguana, and M d'Cease define a whole new genre which Dorman often refers to as 'Diesel-punk' – an alternate turn-of-the-century West, but with its own laws of nature and technology. And in exploring this strange new world, readers – as well as the author – have found it to be a place from which escape may be impossible.

BEHIND THE DESIGN

His signature style, which he refers to as "Dynamic Realism" has made Dorman's work instantly recognizable to fans and connoisseurs world wide. Eschewing the growing dominance of digital painting for tried-and-true physical media, such as graphite and oil, his work transcends mere 'illustration' to be unquestioningly true Art. Whether it is a standalone plate focusing on a single world detail or a larger tableau setting the mood and stage for an entire sequence or story, each piece speaks volumes and invites hours of study and appreciation.

This new volume features a smooth matte wraparound cover left intentionally free of title and text clutter. The case is then wrapped in a heavy, textured cardstock dust jacket with a cog-shaped die-cut window on the front revealing just a peek at the adventure that lies beneath.

"...a true master of his craft, whose imagery has thrilled and enchanted almost everyone somehow and somewhere....."

-Sketch Magazine

FACT: George Lucas is such a fan of Dave's work that he has purchased numerous original Star Wars pieces for display at Skywalker Ranch.



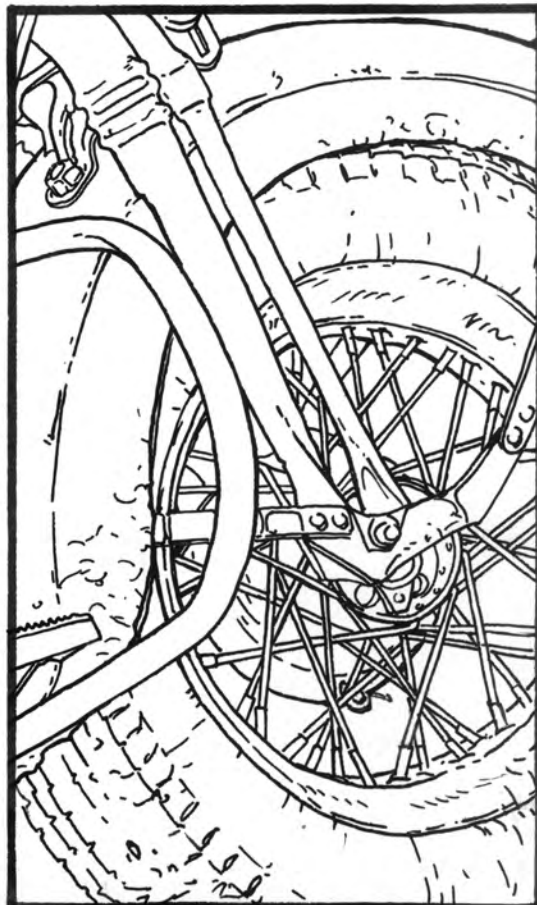
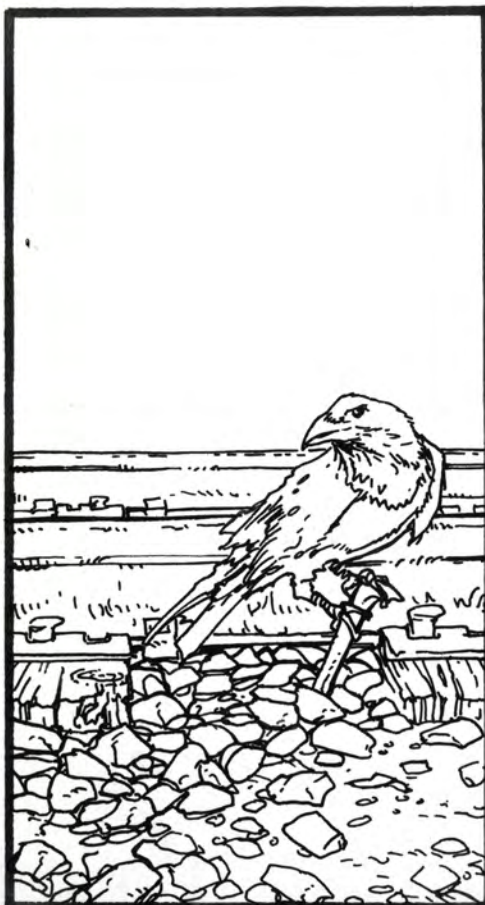


THE AUTHOR

DAVE DORMAN, CREATOR / WRITER / ILLUSTRATOR

Artist, storyteller, and creator Dave Dorman was voted “#1 Star Wars Artist of All Time” by *Star Wars Galaxy* magazine, an accolade he cherishes almost as much as his Eisner and Bram Stoker Awards (for *ALIENS: TRIBES*) and Inkpot Lifetime Achievement in the Comic Book Industry Award in 2010. Dave has worked on every major licensed character over the years, including Indiana Jones, Star Trek, Battlestar Galactica, Batman, Captain America, Predator, Transformers, D&D, Magic: The Gathering, and G.I. Joe.

For more information on Dave Dorman and his work, please visit www.davedorman.com or his Wasted Lands fan page <http://facebook.com/davedormanwastedlands>.





INTERVIEW WITH **DAVE DORMAN**

You've been developing WASTED LANDS for nearly 20 years. What was the original inspiration for it, and what about it has stuck with you for so long?

DD: The original concept was born of a video game entitled "Skyborg: Into the Vortex." It was a game produced by Skybox, the card company, to cross over into video gaming. The style of the game was very Myst-like, but had a collectible card element. For the game, the concept was that there were five different worlds that the player would travel through. Each of those worlds was created by a different artist: Brom, Julie Bell, Brian Stelfreeze, Dave McKean and me. For that project, I created a set of characters and a semi-finished world to place them in. At the time, it was called "Projectile World." Within that world were the main characters that eventually became the focus of my WASTED LANDS universe: Edge, Iguana, M. d'Cease, etc.

The world was realized enough to work within the game, but as I continued to roll the characters around in my head, a much different, grander story began to develop, which eventually lead to the RAIL: BROKEN THINGS graphic novel in 2001.

It stuck with me because I've loved the comics medium and storytelling since I was a kid. My career, however, has been mostly built on creating art for other characters and licenses. By creating these characters in this world, I have an opportunity to show my fans that I can do more than just work with previously established licenses. This is my opportunity to contribute to the media I've loved all of my life: comics.

There have been glimpses into this world released through a variety of outlets over the years, including prose shorts, graphic novel anthologies, and self-published single issues. How did you approach collecting all of these materials into a single volume and continuity?

DD: The graphic novel series that started originally with RAIL was intended to be a five-book series, following EDGE and his comrades through their adventures in THE WASTED LANDS. Unfortunately, after the release of RAIL, things got sidetracked both legally and financially. I was unable to follow up the book at that time with its continuation. However, over the years, it has lived as a reality inside of my head. I have been able to tell smaller stories through various avenues such as Dave Elliott's A-1 anthology, the Penthouse Comics magazine and other media outlets. These stories give you a little more information about the characters and their world. Unfortunately, there's no direct tie to any of these diverse stories because they were published as disparate entities.

Now that I am planning to continue the graphic novel series and finish the story of RAIL, we decided it would be good to bring all of these stories together as a bigger introduction for the new readers to get a little deeper into the characters and background of THE WASTED LANDS world. Along with the comic stories that have been published, we will be including two text stories written by my writing collaborator Del Stone Jr. Both stories—once again printed in very obscure media—will be reformatted, re-edited and contain new artwork by me and other renowned artists.

The characters in this world are all so well defined and unique – The Edge, Iguana, Skid, M. d'Cease, etc. What inspired these characters?

DD: The origins of the characters are very diverse, but the one tie binding them all together is they're offshoots of my personal interests in various genres of storytelling - Westerns, police procedurals, noir detective stories, Asian film, surfing, etc. The original strong influence can be found in visual imagery suggested by Sergio Leone's Spaghetti Westerns. To put it in Hollywood elevator speak, it originally started out as a motorcycle western in the Sergio Leone feel.

Read the full interview at www.MAGNETIC-PRESS.com!

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