

Heavy Metal

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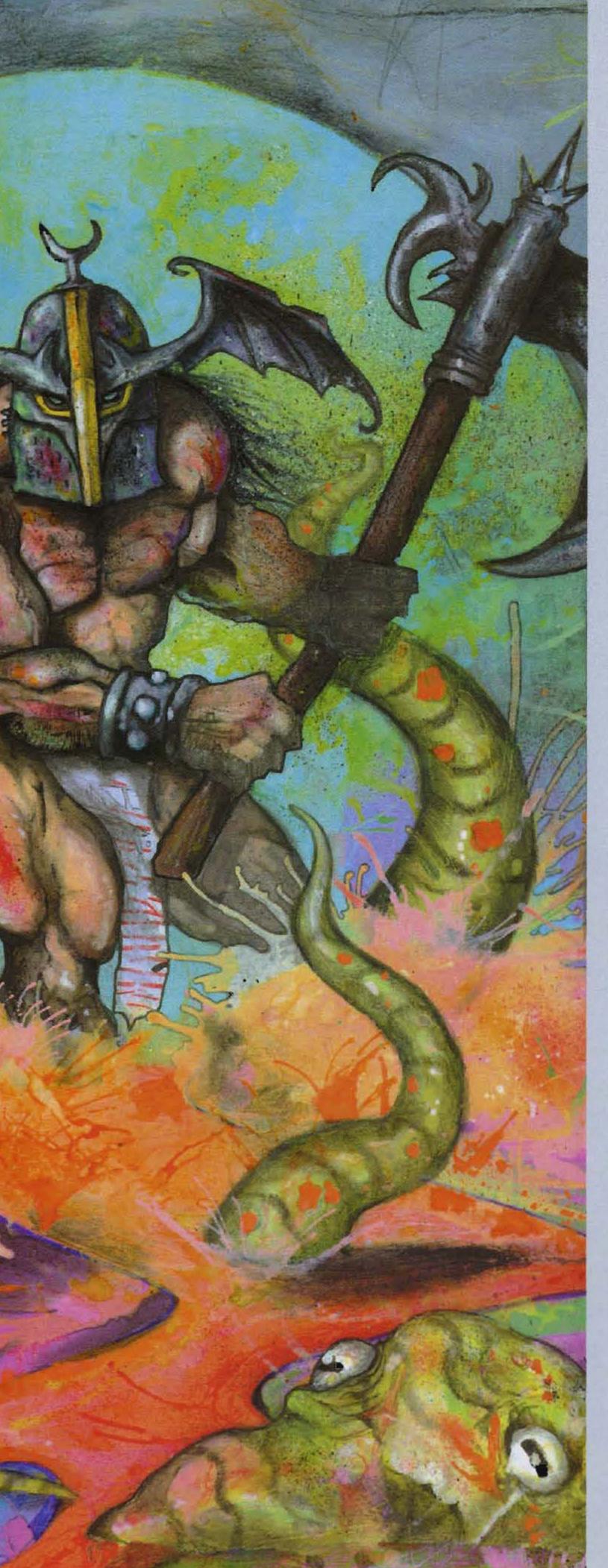
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◄ Illustration by Grant Cross To find out more about Grant's work, contact him at: www.grantcrossgallery.org

PUBLISHER'S NOTE

Man do I love the cover of this issue! It really has a bit of a different feel to what we normally run, and I thank Gary Freeman for creating such a knockout piece. Actually I'm hoping you all have noticed all the new talent we've brought to the covers as they always bring the sales we need to keep things going around here. It was a thrill to see that fans didn't shy away from the Beet cover (July 04), James Ryman's killer piece (Summer 04), or Tariq Raheem's beauty (November 04)! Looking forward to exploring more talent there in the future.

So here it is 2005- - sort of... I mentioned in my November publisher's note (which hit stands in September), I write these a bit in advance so you'll be reading this in late November while I write it in October! Crazy to think by the time you read this we'll have a new President, or the same one... I hope you guys got out there and voted and I think in these times, this one was a critical one for all of us to be heard. It's been interesting to follow the debates, I watched the third and final one last night, and it's been great to have the chance to see the "freedom of speech" in full swing with films like Fahrenheit 9/11. With that thought, I'll just wish you all a great 2005 and we'll talk more about it in the next issue.

As for this issue, there's A LOT of fans out there that will be thrilled to see the third installment of "Requiem" in the following pages. Not since we started running Frezzato's "Keepers of the Maser" a number of years ago, have we gotten so much fan mail on a series. By the way, we should see the final "Keepers" story late 2005, and have just heard the Mr. Frezzato himself has committed to come to the San Diego Comic Con this year! Very cool.

In the gallery our old friend Chris Achilleos gives us a sneak peek at his upcoming new book, "Amazona"! Looking forward to adding that book to my collection, and we promise to get Chris back on the cover soon. I'll let you know when the book ships and where to find it once I get the details.

One of the coolest new things we're adding to this issue is the first installment of an all new "Mudwogs" series produced for Heavy Metal by the AMAZING Art Suydam! It's been far too long since we've had the good fortune to have Art back in the magazine and we're celebrating by adding an extra "Mudwogs Gallery" section to kick it off. We'll be serializing the new graphic novel over the next eight issues or so, and look forward to your thoughts on it. Welcome back, Art!

I also want to give a special welcome to Grant Cross who got the "Featured Artist" section - - he worked real hard to get there, and we're glad to have him. As always, I picked out some fun "Shorts" for you, with titles like "Six Seconds in Hell" and "Sins of the Father", how could you go wrong? You'll also find the new original works "Sepie's Garden" alongside a classic, unpublished in the states, rare Luis Royo story -- there'll be more of those in the future too!

My final thanks go to S.C. Ringgenberg and Karl Kofoed for their contributions. I'll sign off by reminding you all we've got five, yes count them, "FIVE" killer 2005 calendars that just hit the store shelves and the Heavy Metal web-site store! Check'em out, and I'll be back yakking at ya soon.

Best.



LETTERS TO THE EDITOR

Dear H.M.,

Several H.M. editions over the past few years have had Frezzatos' "Keeper of the Maser" stories in them. How do those stories relate to the Maser series books available for purchase from H.M.? Are the stories published in the H.M. magazine edition the same as the books for sale? Is it a cut down story? Is it a story set "between" the other stories? Similarly, was the recent piece, "The Regulator" by Moreno a special H.M. version? Is there a large piece of work somewhere? It might be useful to have this explained inside the pages of H.M. magazine or perhaps on the web-site. Stephen

Dear Stephen,

In addition to the printed version we run in the magazine, we also print a "hardcover" version for the collectors market. It is the same version. The same goes for all the other stories we publish in both the magazine and hardcover versions. "The Regulator" is an ongoing series of roughly four books. We published the second installment in 2004 and will do part three in 2005. As of this date we have no plans of issuing a hardcover of it.

Dear H.M.,

Every now and then I get a bit down when I get a H.M. edition. Galactic Geographic is interesting to some people I suppose, but it's not my thing. A number of comics have good artwork, but are poorly translated or have weak or unfinished storylines. I wonder is it all worth it? And then along comes "The Regulator". OMFG is all I can say about this incredible artist and the fantastic universe he has created with this story. Reading "The Regulator" was like discovering Richard Corben for the first time so many years ago. Cannot wait to see more of Moreno/Corbeyran!

Stephen

Dear Stephen

Generally I think the translations are pretty good - - we mainly use a writer who has lived in Paris for 30 years and owns his own publishing company. I think some of the problems could lie in the original writing. Yes, "The Regulator" is fast becoming one of our hottest new series just behind "Requiem"! Loved the Corben comparison - Heavy Metal is where I first found Corben as well!

Dear H.M.,

I've been reading H.M. since Volume 1, Number 1. Now, 27 years later, I must comment on the most profound, disturbing and possibly prophetic feature I have read yet. "Endocosmia" by Alex Ebel, in I believe the September 2003 issue. "Endocosmia" is an exquisitely written and illustrated analogy how humankind may destroy earth or- - hang on- - natu-

rally consume it to migrate to outer space to consume yet another planet, and another and another... for eternity. In other words, Ebel presents the thought provoking philosophical notion that self indulgence, causing environmental destruction of host planets, is part and parcel of life's evolutionary process. It should be noted, though, that it is the thinkers and doers who escape to perpetuate the species leaving the indulgers behind to perish. Oh, jeez, not again! Thanks for publishing this great and provocative tale.

Stan

Dear Stan.

Glad to get a note from you, and I'm thrilled you liked "Endocosmia"! I love all the short stories I pick for each issue, but some of them really do rise above the rest.

Dear H.M.,

It is great to see each new issue of H.M. I guess you could call me an "addicted" collector of H.M. material-movies, books posters, cards, every issue of H.M. (in mint condition) as well as promo products and the like. The special editions are welcomed supplements to the regular issues- keep up the fantastic work. Through H.M. I have been exposed to many artists like Olivia, Frazetta, Boris and many others who's artistic work can be further seen and explored. All in all it has been a great journey over the many years and may it never end.

Janna

Dear Janna,

Thanks a billion for the note! You're in good company over here for sure. I love my job, and I love getting the chance to turn others on to the kind of stories and art that blew me away when I was a kid!

Dear H.M.,

I've been collecting H.M. since 1989. I did buy an entire box from a comic shop in Winnipeg for almost \$200. It was full of most of the late 1970's and 1980's issues. That was nice. Anyhow, the only thing that is bugging me is that I really miss that whole "Striptease" section and the little taste of lowbrow art you guys used to have. Other than that you guys are cool.

Greg

Dear Greg,

I really do miss that section as well! My good friend Mark Martin used to edit and compile that section before he moved on to other things. We've talked about collecting them all in a big hardcover but keep setting it aside for other new projects that come along. I'll rethink the idea.

Check out our web-site at: www.heavymetal.com



GALACTIC GEOGRAPHIC

GALLERY

WHAT DAVE SAW

Work of art recalls film that sparked a generation and a space program.

ew motion pictures have inspired more speculation than Stanley Kubrick's ground breaking 2001-A Space Odyssey produced by MGM in the year 1968. Painting with a stream of deftly placed photons, the famous neo-classical artist Jusk Legiac created "What Dave Saw" to illustrate something not shown to audiences viewing the movie.

In the film a lone astronaut, floating in space, confronts an unknown intelligence via a featureless black slab which is a gateway to the universe. At least that's the interpretation most often made by film historians. All we know is inferred from Dave, the astronaut's, awestruck gaze and his famous line; "My God, it's full of stars!"

"The beauty of art, and the reason I paint," says the artist of his work, "is to capture images of the mind. Imagination is a magical gift we all share. With it we see what cannot be seen."

Following this theme the painter has conjured many memorable images. But arguably the most famous of all his works is "What Dave Saw,"

reproduced on the opposite page.

The painting has become Legiac's most requested piece. But the artist refuses to part with the original. "Perhaps it is my most personal work," he explains. "When I look into Dave's eyes I see the expression of a child. When we face the unknown we are all like



Dave, like children. Always I try to see the universe through child's eyes. It keeps me young and inspired to paint."

When asked if he is breaking an artist's rule by revealing what the film maker had chosen to keep secret, Legiac tells of a childhood ruined by a crippling disease. "I was a lonely kid with movies as best friends. I'd borrow them from our local data center. When I saw "2001" it sparked my imagination and made me want to paint what the man saw, not solve the film's mystery. After all, a picture is just a moment in time. Life is more like a movie. And it's through living that life's mysteries are revealed."

These days the painter lives in semi-retirement, using a light-pen to reveal his wonders. He scoffs at the notion that technology has bypassed the artist. "Nonsense," laughs Legiac." It gives me better tools to use in my work!"

Outspoken and light-hearted, Legiac makes a very good point. Thinking young has been proven by science to extend longevity.

Yet why this happens remains another of life's unsolved mysteries.

Perhaps it is a good for all of us to try to see our universe and ourselves as children.
As Ligiac might say; "In wonder we are made, in wonder we grow, and in wonder we first reached for the stars."

KARL KOFOED - GALACTIC GEOGRAPHIC SOCIETY



GALLERY

AMAZONA CHRIS ACHILLÉOS





GENESIS

KNIGHTS TEMPLAR

hris Achilléos has created some of the best-loved fantasy and glamour art of the past thirty years. His work ranges from Taarna, the famous *Heavy Metal* heroine, through classic



Conan covers and Amazonian women to his more recent fetish paintings, all the time experimenting with new techniques and different materials.

Achilléos was born in Cyprus and later moved to London where, after leaving art college in 1969, he embarked on a career as a commercial artist. His work to date has included numerous book covers, such as *Conan, Doctor Who* and *Star Trek*, video sleeves, CD covers, film design work, erotic pin-ups, movie posters and much more.

Chris has had three previous internationally bestselling collections of his art published (*Beauty and the Beast, Sirens* and *Medusa*) and this Fall, Titan Books is publishing Chris's eagerly awaited new book — *Amazona*. In *Amazona* you'll find a stunning selection of his previously uncollected artwork from the past fifteen years.

Amazona presents the erotic pinups that made him famous, paintings inspired by Greek mythology, Tolkien

and Robert E. Howard, and Chris's commissions for role-playing and computer games.

"I am constantly on the move, creatively," says Chris. "I have learned to use all kinds of mediums and materials in my work, from airbrushing with inks and acrylics to watercolour and gouache, to oils. I have even painted with fabric dyes. I have painted on commercial art boards of all sorts, I have painted on hardboard (maisonite), on hand-made papers of assorted colours and textures, and on all kinds of stretched canvases and linens.

"The reasons for this are obvious. My pictures vary so much in subject matter, just as much as my techniques and materials do, from slick graphic works to figurative dragons and



landscapes. Painting technique and skill is important - with some images demanding very tight detail on a smooth base, some looser, others heavier with a more textured base - but technique alone is not enough to create good work. Most importantly the picture has to be pleasing to the eye, it has to look great. If it also makes one think, then all the better. The other reason is that I would simply be bored to tears painting the same way all the time, year after year. To me, being a painter is all about learning. I like to think that I've learned a little more every time I finish a picture. There's so much to learn, I could live ten lifetimes and not learn it all!"

Chris's approach to his work is summed up by a motto which is written on his drawing board: "Always striving for that unobtainable perfection, that's what it's all about."



www.chrisachilleos.co.uk www.titanbooks.com



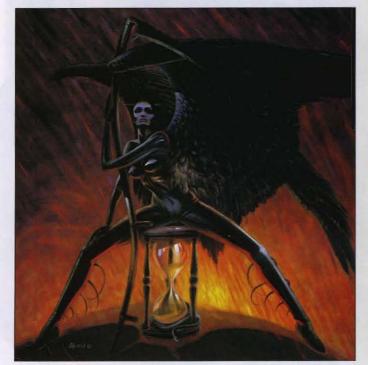
BRÜNHILDE (Detail)

TAARNA (Detail)

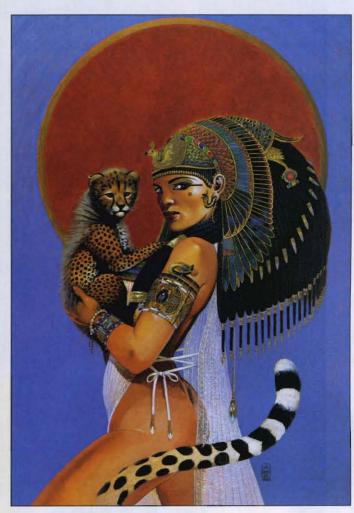




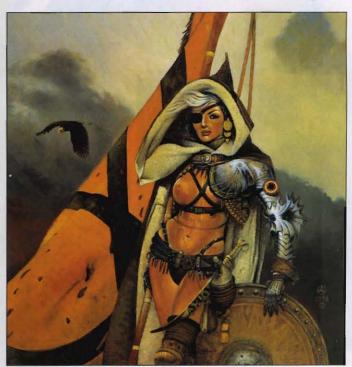
KATANA



THE DARK ANGEL



PRINCESS'S FAVOURITE



MERCENARY 2



Suydam Interview By S.C. Ringgenberg

Many people who work in the comics industry aspire or claim to be Renaissance Men, but Arthur Suydam is a Renaissance Man. His accomplishments extend far beyond comics, into the worlds of music, film, television, illustration, writing, editing and art direction. An entirely self-taught artist, Suydam has been working in comics since his late teens, first contributing to DC's line of mystery comics under the editorship of the late Joe Orlando, then going on to do stellar work on "Mudwogs" for Heavy Metal. From there he went on to create the outrageous and hilarious "Cholly and Flytrap" for Marvel's Epic anthology. Since then, Suydam has divided his time between art and music, composing and arranging film scores, working as the musical director for Bill Haley's Comets after Halley's death and also playing rockabilly and zydeco music at venues all over the U.S. In recent years Suydam was also editor-in-chief of Forbidden Zone, an excellent but short-lived SF-fantasy anthology as well as contributing covers to Dark Horse for its Tarzan and Aliens titles, and to Marvel's revival of Savage Tales. His other projects have included writing and drawing a sequel to Wind in the Willows, the Demon Dreams anthologies for Pacific Comics, and Visions: The Art of Arthur Suydam. Heavy Metal is proud to welcome back one of its most popular and talented contributors. Stay tuned to the pages of HM for Suydam's upcoming "Mudwogs" and "Toads" series.



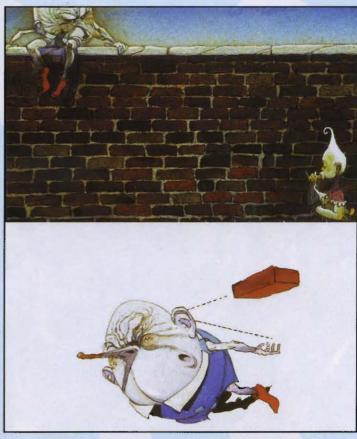
Arthur Suydam: The Return of a Favorite Son

HM: You've been kind of away from the comics scene for a while doing other things, so what are you doing for *Heavy Metal* now?

SUYDAM: Well, with regard to being away from the comics scene, I really haven't been away as much as one might think. I've been working on some projects in the comics scene for the last eight years. It's that some of the projects never saw light of day because they ran into some bad luck. Some of them disappeared, the artwork to some of them were stolen. A project that I had up at Marvel, I did a Conan graphic novel for them. It was over 48 pages and in the process when they were actually scanning it somewhere in the process when they laid off a lot of those folks up there at Marvel somebody apparently picked up the artwork and disappeared with it is the word that I've got... So, it's fallen into the cracks and they haven't returned it...but, yeah, there's a full graphic novel that I did for them. I'm trying to think of some other stuff on the comics work. I've been doing some odd things here and there, but like you said, working a lot in TV and movies basically.

HM: You also worked on a science fiction-fantasy magazine called Forbidden Zone. For people who haven't heard of the project because I believe it only lasted one issue. Can you just give us a quick rundown about what Forbidden Zone was and what happened to it?

SUYDAM: Yeah. Forbidden Zone was an anthology magazine and the blueprint was laid out before me. They wanted sexy science fiction and I kind of put the whole thing together for them based on the specs of what they wanted and I thought it was a very good magazine actually. It was venture capital-based and was a Dotcom company. They were into shooting movies and developing their own TV shows, and they were also into publishing as well. And the first issue did very well as a matter of fact. It's just that because it was a



Dotcom company...when they had that big Dotcom crash, this company, unfortunately, the funding got pulled out from under them and they had to go down as well. But we did actually have issues two and three and were working on those and were pretty well along the way with those. We had a lot of great talent working for us. Giger was going to do some work. We had some Roger Dean stuff. We had a lot of great talent. I was starting to bring in some of the excellent illustrators who generally... work outside the comic industry, into the comic industry and so I was really looking forward to those magazines coming out. So it's kind of a shame that, as I said, that the Dotcom thing happened...but people were pretty happy with the product. It did pretty well. I did most of the writing on it, did a lot of artwork in it, did a lot of storyboarding, did some coloring behind the scenes and actually acted as editor-in-chief for the magazine.

HM: Let's go back to Heavy Metal. It seems you're returning to the pages of Heavy Metal after an absence of some years, so why don't you tell us what you're doing?

SUYDAM: Okay, well I've always had a fondness for *Heavy Metal*. In my eyes, they are solely

responsible for the, what I call the Renaissance in comic art in the comic industry and so right now we have scheduled two full graphic novels of unpublished material that should be appearing in *Heavy Metal*.

HM: What material are you doing for the magazine?

SUYDAM: One of them is the continuation of the "When Giants Walked the Earth Mudwog" series that I started a long time ago. And another one is a new thing, a new project that I'm working on. It's called "Toads."

HM: What is "Toads" about?

SUYDAM: What is "Toads" about? Let me think about this for a second. "Toads" is about the abil-





ity of small individuals to achieve great things. That's what it's about.

HM: Okay, I see. And is "Toads" in a particular genre?

SUYDAM: It's in the genre of the..."Cholly and Flytrap" work that I did.

HM: So, kind of wild, freewheeling science fiction-fantasy?

SUYDAM: Yeah, pretty wild.

HM: Will it have as much humor in it as the "Cholly and Flytrap" series?

SUYDAM: As much as the later stuff. Maybe not as much as some of the earlier stuff but yes, it's funny.

HM: And with "Mudwogs," is that going to be a direct continuation of the earlier strips?

SUYDAM: Yes, it's going to be a direct continuation...Since "Mudwogs" was written as one large book, what we're doing is, we're printing the whole book. It's going to be serialized, so we're doing the whole book. It is one long story, so we're going to print the story in its entirety.

RINGGENBERG: Is that going to be serialized in *Heavy Metal?*

SUYDAM: I said it's going to be serialized, yeah. None of what will appear in *Heavy Metal* has ever been in *Heavy Metal* before.

HM: When did you do this work?

SUYDAM: I started on it, I guess, back in 80's and I've been working on it all the way through.

HM: Were you intending to take it back to *Heavy Metal* or was this just a happy coincidence?

SUYDAM: Just a happy coincidence.

HM: The earlier "Mudwogs" work was done in what looked like a watercolor technique.

SUYDAM: Right, that's correct. So it's the exact same style. The artwork's probably a little bit better because hopefully I got better over the years.

HM: Will the "Toads" work be done in that same kind of color technique?

SUYDAM: A similar style yes.

HM: I know from talking to you and talking to Renee, your partner, that you've been quite busy. Why don't you tell me what else you've been doing besides "Mudwogs" and the "Toads" strip?

SUYDAM: Well, let's see, we have a lot of things...we've got a lot of movie interest in some projects. I do a lot of writing. Always have. I've always written all my own stuff, and so (I'm) getting a lot of interest in my writing especially from publishing and the movie industry. Doing some song writing, doing a lot of that. I used to do a lot of soundtrack work for movies, more songwriting and studio work, singing and guitar playing and that kind of thing.

HM: Would you say you've done more musical work on films than you did design work and things like that?

SUYDAM: Yeah. I've done more music than artwork. Lately, I've been doing a lot of artwork in the last six years. I've been doing a lot of art and a lot of writing. More writing actually than artwork, some artwork as well Unfortunately, they were for these Dotcom entertainment companies that were working on their movie projects and TV projects and we got as far as we got before the funding ran out, so I did a lot of work on them, and unfortunately a lot of these things have not gotten to see the light of day.

HM: What are some of the specific projects that you have lined up for Image and Dark Horse and some of the other publishers?

SUYDAM: We have a Cholly and Flytrap comic that's going to be coming out from Image and we're going to do a trade paperback on the Collected Cholly and Flytrap at the end of the run of that story. That starts in November. We have "The Art of the Barbarian" coming out in October/November. That features my work on Conan, Tarzan and Death Dealer among other barbarian characters. Many more poster books and possible series will be coming out from Eva Ink and Image. We also have an art book coming out from Vanguard Publishing entitled "The Fantastic Fantasy Art of Arthur Suydam." I also painted four trading cards for Mark Irwin at Upper Deck for the Marvel Knights game that comes out in February. Nice painted pieces of Zarathos, Mephisto, Ghost Rider, and El Guapo. Let's see what else do we have? We have an "Alien Encounters" poster book, some new artwork in there.

HM: What's in it? I know you did a number of *Aliens* cover paintings for Dark Horse.

SUYDAM: Yeah, so it encompasses some of the best paintings that I did, some unpublished work, and one, we'll call it the Arthur Suydam Lost monster Painting. There's a new painting in there as well. If it's not in stores you can order it from Renee at: evaink@aol.com. All my projects can be ordered through her.

HM: Will the book include any of your studies or roughs for some of the paintings?

SUYDAM: Yes. It'll include some of the drawings.

HM: With the Cholly and Flytrap stuff you're doing for Image, is that going to start with reprinting the original stories or with new material?

SUYDAM: It's going to be both.

HM: So each comic is going to be a combination of new work and reprints?

SUYDAM: Yeah, it'll have a combination of stuff in it. Also, we're doing a barbarian art book, the Art of Barbarian book. It's going to have a lot of unpublished stuff and it's going to feature some of the...people will get to see for the first time what some of the Death Dealer art looked like without the computer coloring because it looked quite different than it actually appeared in the book.

HM: Will the barbarian book include any of your Tarzan paintings?

SUYDAM: I don't know if we'll have any of the paintings, but we'll have some of the drawings for sure, some of the preliminaries and some of the finished sketches and a lot of unpublished work. Brett Evans at Image is designing the book right now. Renee provided the text and I provide the commentary.

HM: Were you a Tarzan fan growing up?

SUYDAM: Yes. (Laughs)

HM: Do you feel like you had any special feel for the character? Was he fun to do?

SUYDAM: Yeah, yeah. Just because I've always been very

much a student of anatomy, so I wouldn't say growing up, but once I got into my twenties then yeah I very much had an interest in Tarzan. I always really wanted to get a crack at him to kind of show what I can do with the character.

HM: Are you a fan of any of the earlier Tarzan artists like Foster or Frazetta?

SUYDAM: I like 'em all.

HM: It didn't seem like your approach was particularly influenced by anybody because of the palette you used.

SUYDAM: No, no, probably not. I'd say at the time that I was working on those particular Tarzan paintings, I go through periods where I'm always studying, so I mean I'm always studying to try and better my art skills. And they usually last seven years for each, I'll call it, study period and that particular study period I was really heavily studying the Renaissance artists. So I would say that they might have been the biggest influence when I was working on those initial Tarzan pieces for Dark Horse.

HM: Before we close let me just get back to "Mudwogs" again. Did it feel odd getting back to the "Mudwogs" characters again?

SUYDAM: No. It felt as natural as slipping into a comfortable old pair of shoes. It was very easy and very comfortable.

HM: Were these characters alive in your imagination even when you weren't actually drawing them?

SUYDAM: Yeah. Very much so. I mean, for me, my artistic development with regards to developing stories and artwork, I started it when I was age four and I spent hours on it probably almost every single day since, and what I do now is, for me, is no different than what I did then. It's more I like to create stories and then put the pictures to go with the stories. I don't really consider myself a cartoonist. I consider myself a creator.



THE ELUSIVE ARICHMENT Agallery look at a mysterious mind By: Renée Witterstaetter



If tales of myths and magic and giants roaming the hills seem wonderfully possible and matter of course...

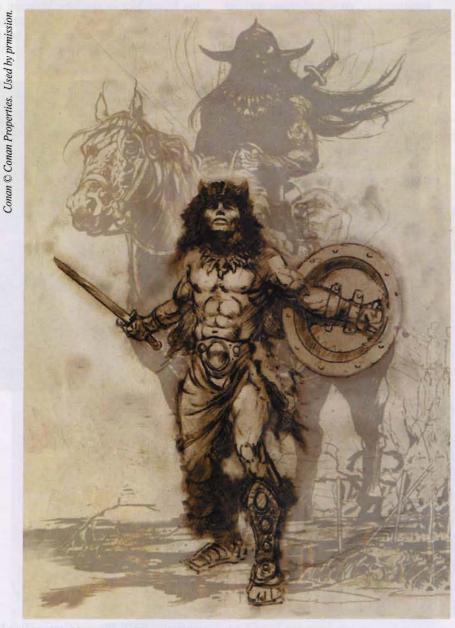
If a train whistle blowing raises an eyebrow and stirs desires to hop aboard like some modern Huck Finn to ride out the rails to fantastical adventure...

If you sense haunting mountain lullabies behind blue eyes, that force their own birth through bent, scarred, fingers, emerging full blown on the strings of an old wood-top guitar...

If you can imagine all of these things and more becoming reality in the rooms of one man's mind...

Then perhaps you are familiar with the wry writing, mad wit and amazing artistry of one of the world's most gifted yet elusive talents-- who is making his long awaited return to **Heavy Metal** in this very issue, with the continuation of his definitive character, the "**Mudwog**." In this, the first of 11 chapters, **Heavy Metal** begins this feature of some of the finest watercolor art ever created from this ultimate storyteller. Not to be missed!

But first, what of this mysterious fella anyway?



"Arthur Suydam: Art of the Barbarian" Image Comics/Eva Ink.

Tome say he draws and paints like a Dutch master, writes like Disney, composes like Dylan and sings with the earthy vocals of a Gene Vincent and Roy Oribison combined, while playing a guitar like Jeff Beckdemonstrating a depth, variety and raw talent that has transcended his initial notoriety in comics *entirely*.

His name is Arthur Suydam.

Coupled with his singleness of focus, instinct for storytelling, and knowledge of science that is so abundant in his work—Suydam reminds one more of an alchemistic mix of Spielberg, Chaplin and DaVinci, men with that rare ability to crystallize the creative process and excel in a myriad of creative areas simul-taneously!

In truth, some have speculated if this mysterious writer, artist and composer known as Arthur Suydam really exists at all. Like the Yeti or Bigfoot, people have claimed to see him...but how do we really know! Sure there are a few photos, but that could be some actor! And really, how is it even possible that one man could have so many talents? History would have us believe, as stated above, that over the course of the past three decades that this ONE man named Arthur Suydam emerged on the scene and: Was vastly instrumental in the 1980's comic book Renaissance when the uniquely American pop genre fully

came into it's own; that he influenced generations via his cut-ting-edge writing in "Heavy Metal" magazine, breaking barriers and creating tales which are socially relevant to this day; And then, like some Ulysses, he remerges following a decade of woodshedding with a whole new take on the genre with the

revolutionary "Cholly and Flytrap," (no doubt influencing the whole "road warrior" craze.)

It's even more suspicious that

simultaneously throughout the 80's and 90's, someone named Arthur Suydam was also composing and performing roots music on the New York scene, belting out tunes with the disembodied voice of...at various times...that Vincent/Orbi-son combo or Junior Brown. His original classical acoustic music...strummed longingly--on an instrument given to him by Bruce Springsteen--has even been said by some eyewitnesses, to have made people...cry.

Those who claim to know this Suydam

(but who are obviously lying because he is of course a myth) explain him by saying that this secretive man of Dutch and Blackfoot Indian heritage is 100% self-taught He supposedly hides himself away from the world and his peers, honing his crafts in the confines

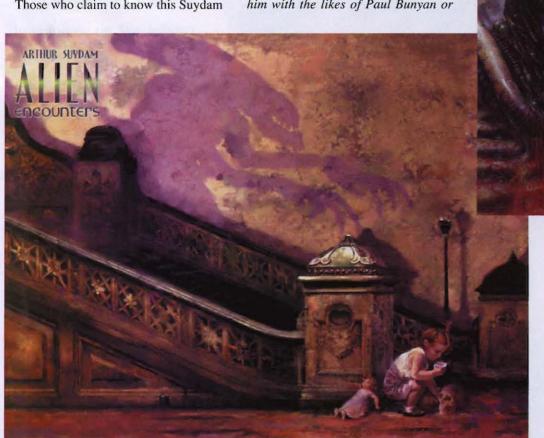
of one room, married to his art, shunning the mainstream and preferring to "grow and create without distraction" on the less lucrative fringe.

As Aristotle said, they point out, "No great genius is without an admixture of madness."

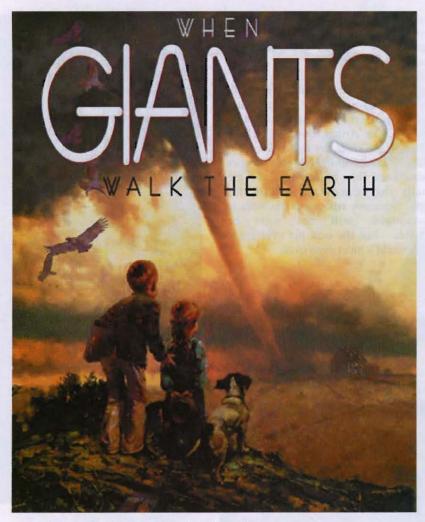
These same leg-pullers have gone on to supply a history for their own legendary Arthur (I say this only because we must NOW surely rank him with the likes of Paul Bunyan or Babe the blue cow). They would have us believe that young Suydam was an artistic and creative prodigy at the age of four. Really no big surprise. Arthur was surrounded by ample role models. His great uncle, James Augustus Suydam, was a renowned Hudson

River painter who, along with Thomas Cole and Frederick Church, pioneered recognition for American artists internationally. His great uncle Edward Henry Suydam

celebrated as one of America's finest architectural artists, with drawings in the White House and The Museum of New York. Though self taught (at least the yarn spinners are consistent), some regard the young inheritor of this



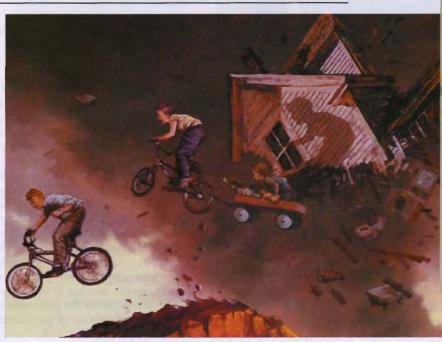
Two images from the Alien Encounters Poster Book. Image Comics/Eva Ink



Top and right: "When Giants Walk the Earth."
Under film option with Dark Horse Productions.
Note Suydam's homage to one of his influences, Norman Rockwell.

creative legacy to be indirectly linked to Norman Rockwell, through a collection of lessons passed on to him from John Suydam, who studied with Rockwell privately.

In his early years, the mythical Suydam's life took many artistic paths. At age fourteen, he was already an award-winning writer, artist and musician, performing professionally in his native New Jersey. By age eighteen, Arthur was a tournament-caliber tennis player with a thriving career internationally as a writer and illustrator for some of the world's most prestigious publishers of illustrated fiction. In the 70's, following Bill Haley's tragic death, The Comets reorganized and hired Suydam as musical director for their American-Canadian tour. This was followed by a stint with "Tony Williams and the Platters," where he was discovered by film producer Bill Delia, who hired him

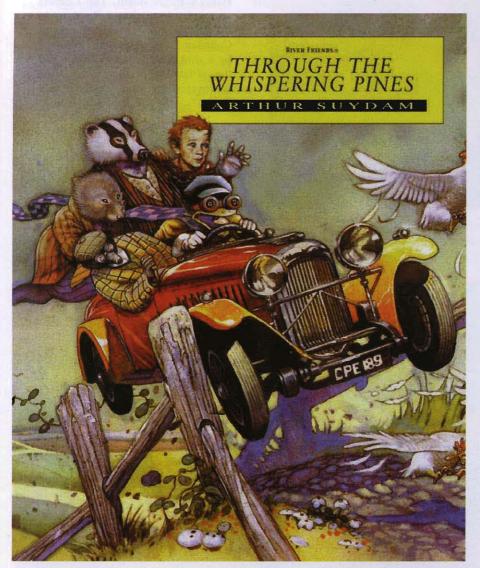


"Art of the Barbarian." Image Comics/Eva Ink.

musically direct, compose and perform music for his first movie soundtrack for Pulitzer and Oscarwinning writer Thomas Berger's film, The Feud, taking his sidemen from Paul McCartney's Wings, Joe Cocker, UB-40, Elton John, The Cars, the Brian Setzer Orchestra and Billy Joel's and the Rolling Stone's horn section, The Uptown Horns...to name only a few.

Yet the over-riding passion of Suydam's life seems to be undoubtedly creating stories, characters and memorable moments in a wide range of fiction via either his words, his art, or sublimely. cocoon every ten years or so to deliver these gifts, placed on the stoop of our hearts, to see which are perceptive enough to discover them.

Suydam-ites—which most assuredly include underground artists and discerning peers--will insert here that someone like Arthur Suydam (whose existence, we must say again for legal reasons, seems unlikely) only comes around once in a blue moon, and are usually only discovered AFTER his death. Someone who, once his work is encountered, will not soon be forgotten—like the best pie ever made in the world's most even oven.



Graphic Novel sequel to "Wind in the Willows." Image Comics/Eva Ink 2005



Cheesecake. Art of Arthur Suydam. Image Comics/Eva Ink 2005

exhibiting his work, called Suydam's watercolors "the finest comic book art ever created."

His body of writing includes "The Adventures of Cholly and Flytrap", "Demon Dreams", "Mudwogs", and "Visions: The Art of Arthur Suydam." He has contributed text and artwork to hundreds of comic publications, as well as writing the long awaited sequel of "Wind in the Willows." His current projects include witty looks at rural life, mystery, magic and universal themes in such works as "Fireflies", "Mouse in the House' and " When Giants Walked the Earth"-currently under film option with Dark Horse Entertainment, and his newest project "Bedtime Stories for the Incarcerated", as well as a plethora of publications

due out in 2005 from Image Comics and Eva Ink Publishing.

Suydam in rare phone interviews (most likely that same actor) cites Mark Twain and the youth oriented authors of the nineteenth century as major influences on his work. His Mississippi was the Hudson, however, and paddle wheelers were superimposed with fishing boats returning with the days catch to working class families. But kids still fished there, just as in Twain's day, and skinny-dipped and made-believe--that adventure was around the corner, and that maybe...just maybe...giants lived in the hills.



"Death Dealer" Poster Book. Image Comics/Eva Ink 2005.



In truth, this reporter believes that much like Lassie, we will no doubt some day discover that there was MORE than ONE Suydam. How else can you explain it?

Yet, we would very much like to believe that there IS one singular and unique person named Arthur Suydam.

If so, we must brand him an anomaly, an artistic anarchist, but most ASSUREDLY rare. (Oh, and if by chance you encounter photographic proof of his existence, please forward it post haste!

Afterall....somehow, it would be good just to know.)

(For more information on ordering Arthur Suydam's past and future projects from Image Comics/Eva Ink Publications, contact: evaink@aol.com, as well as Joe Koch at www.fpnyc.com for back issues.)

MUMOG

WRITER - ARTIST - CREATOR: ARTHUR SUYDAM













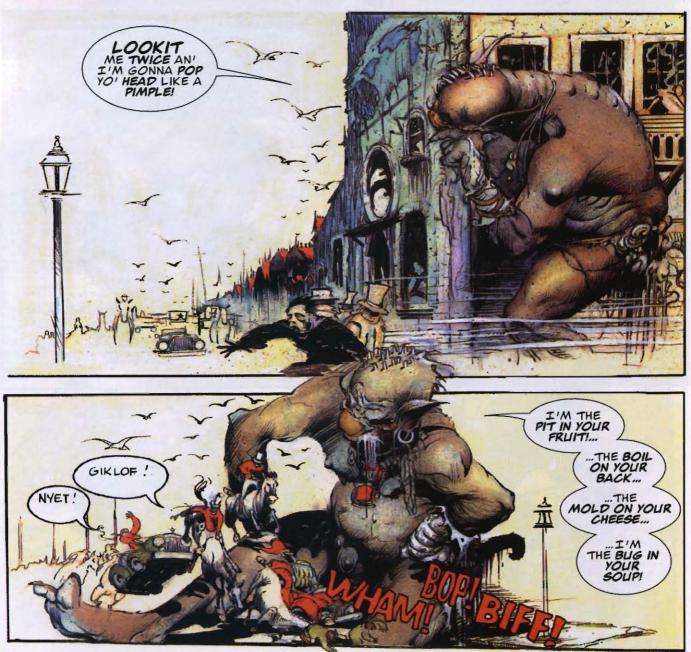


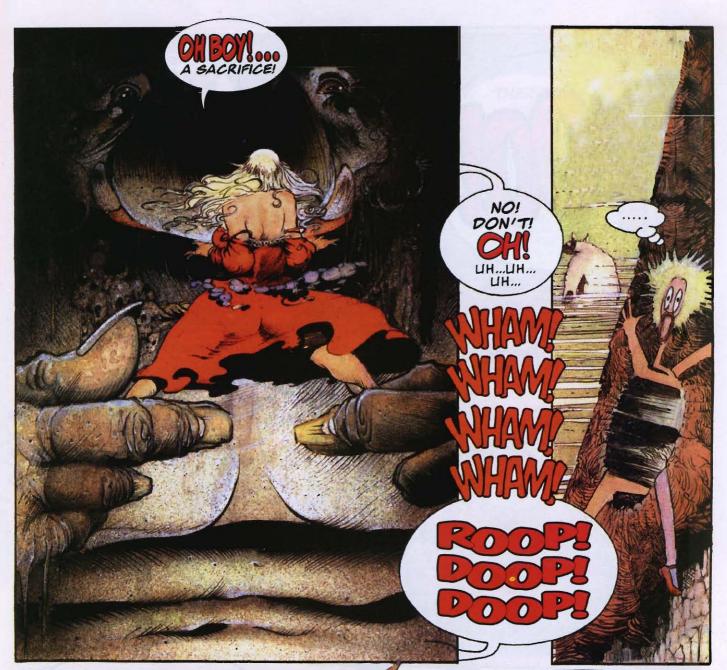




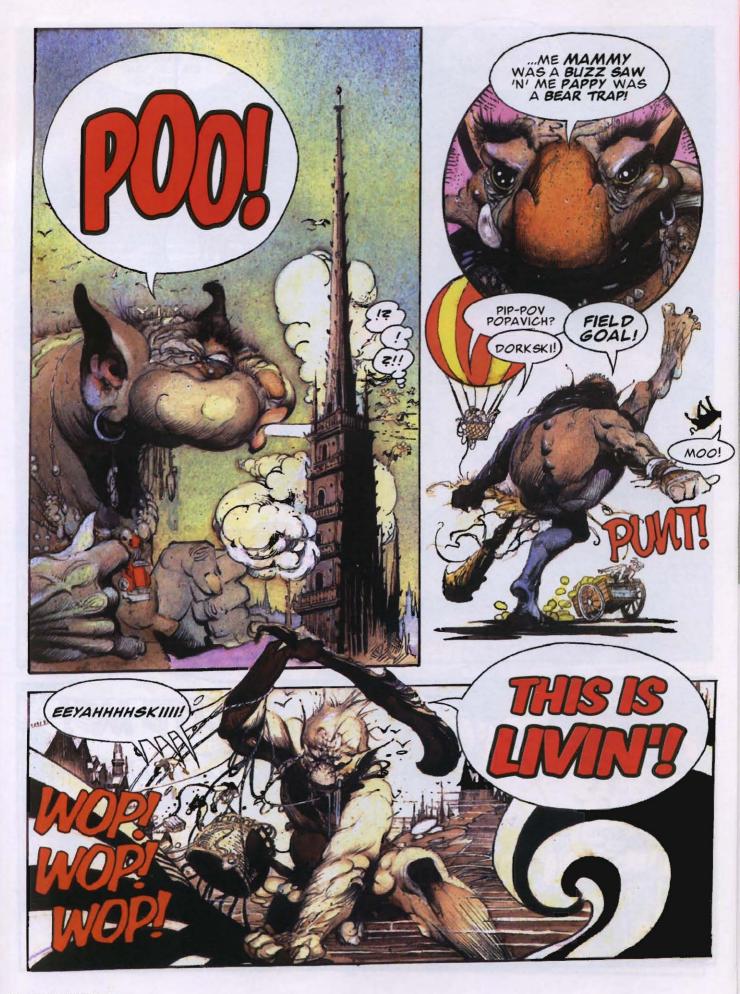










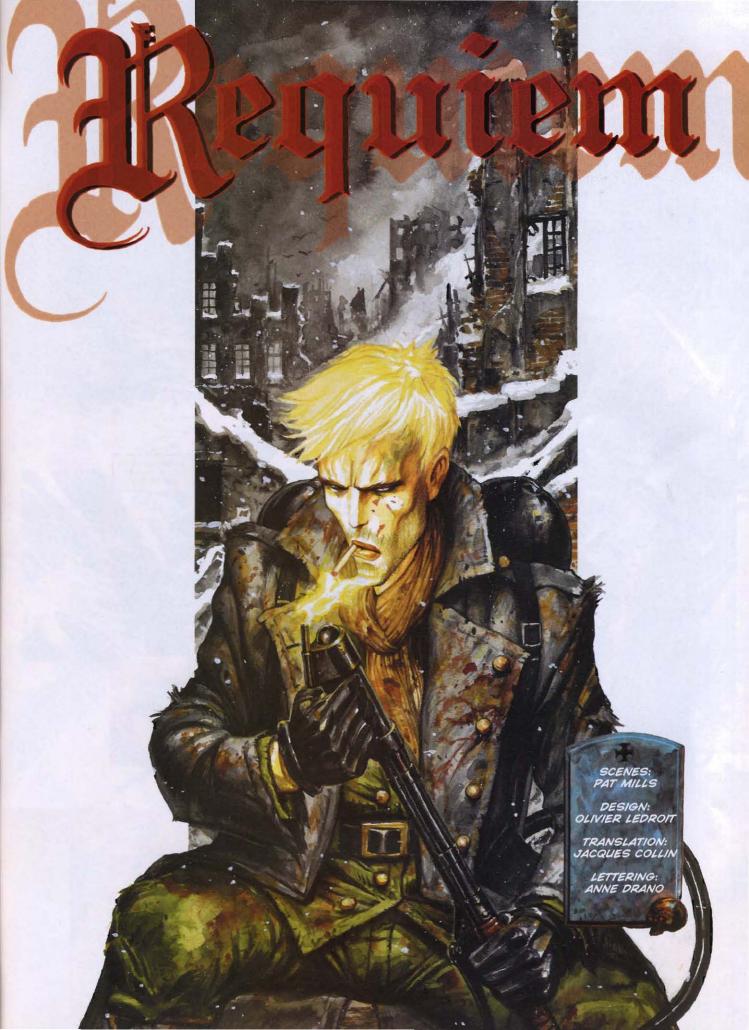












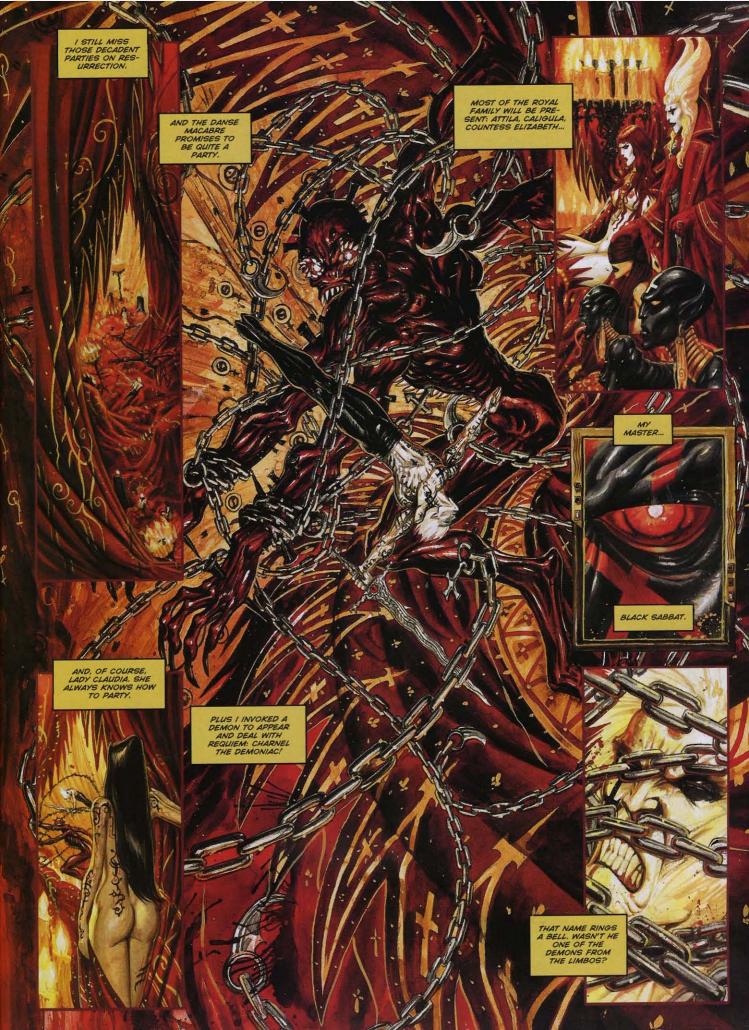














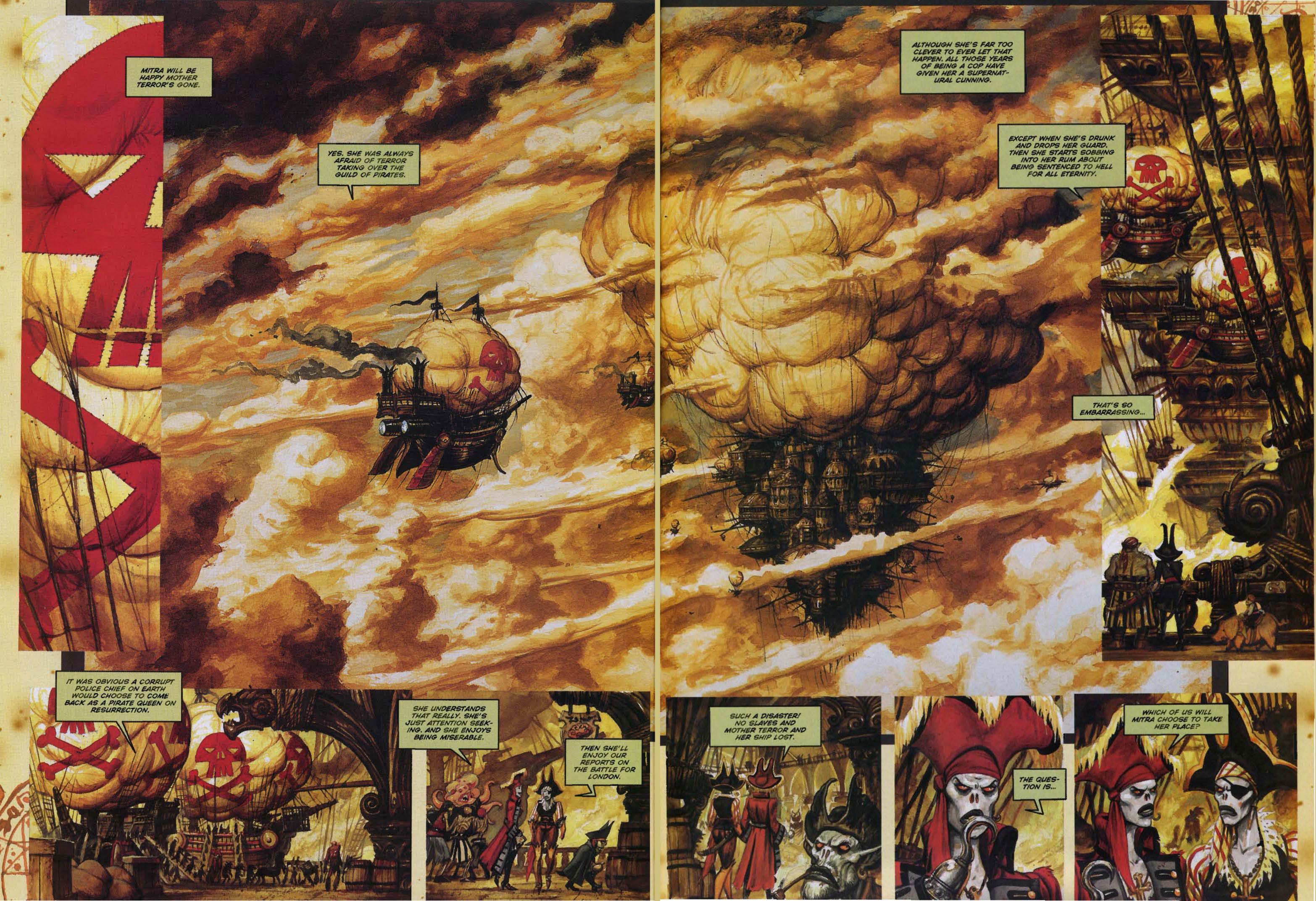


























STAYS BEHIND.

I DON'T THINK HIS BABBBLING WOULD BE APPRECIATED IT YOU'RE LUCKY ENOUGH TO MEET DRACULA.









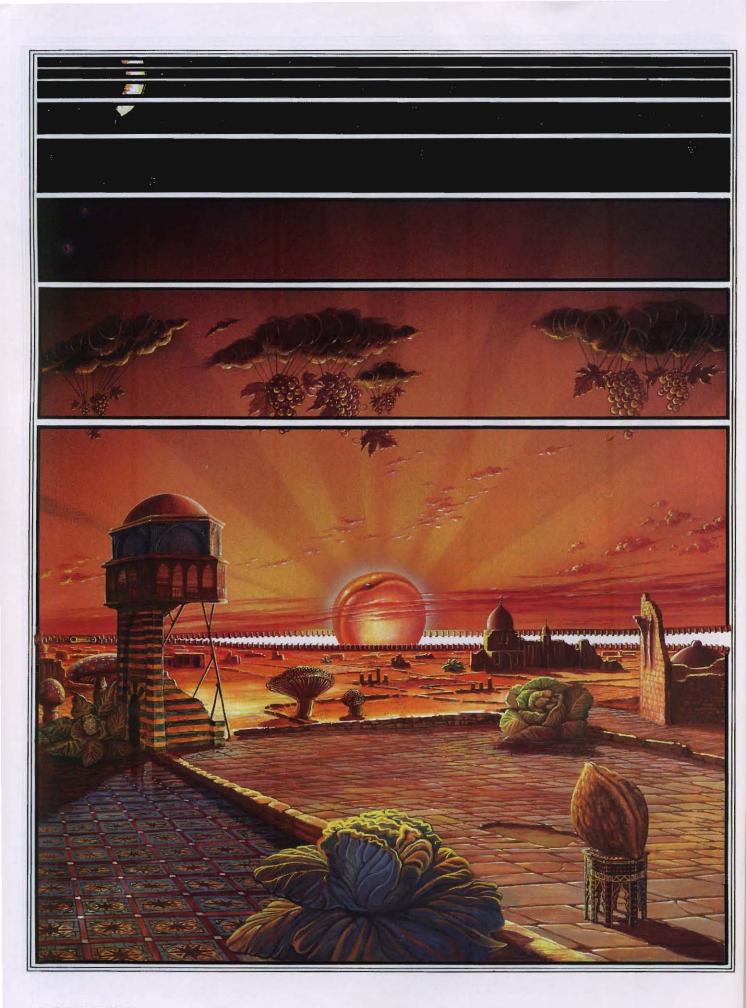




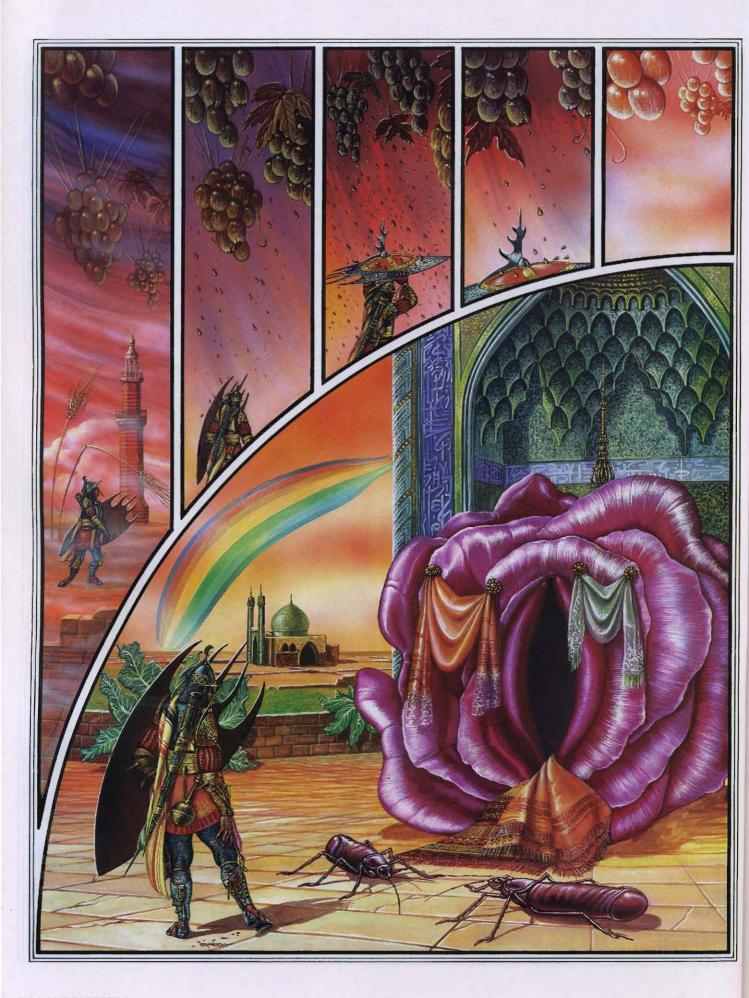






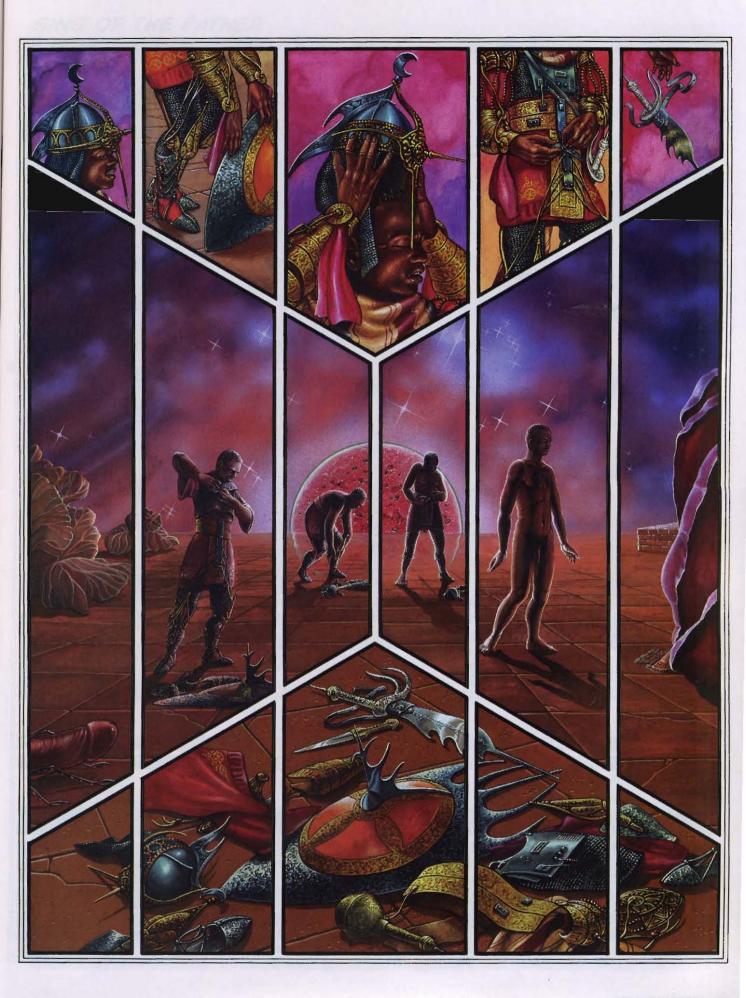


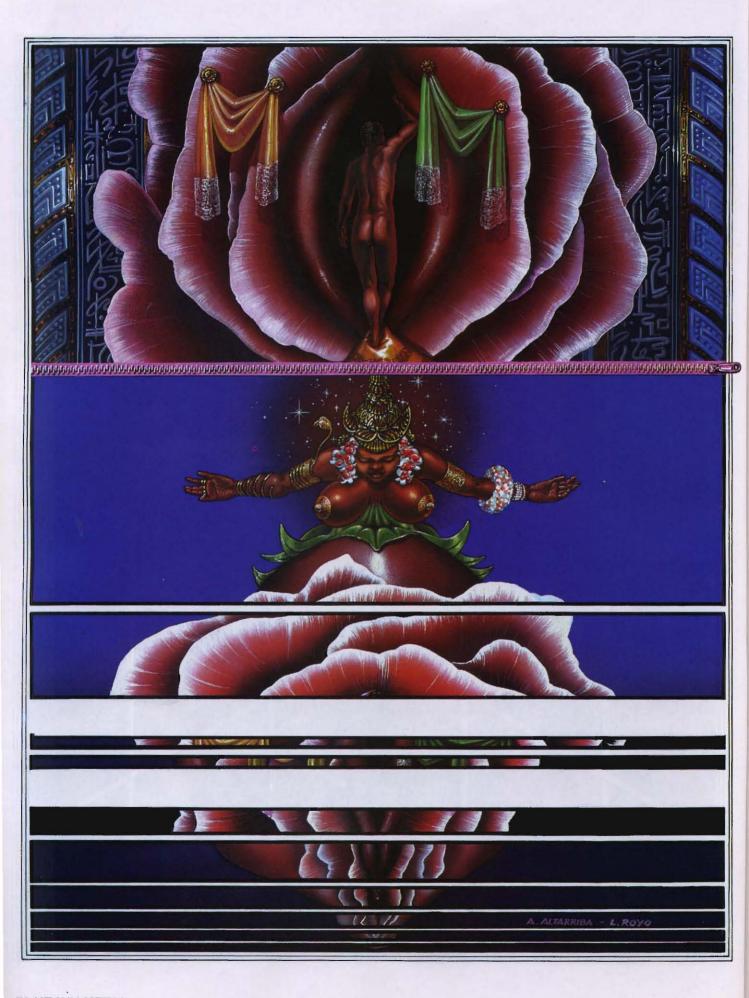




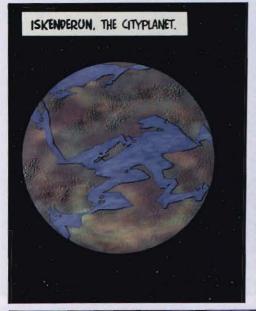


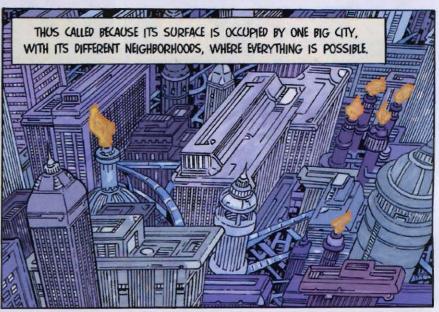






SINS OF THE FATHER



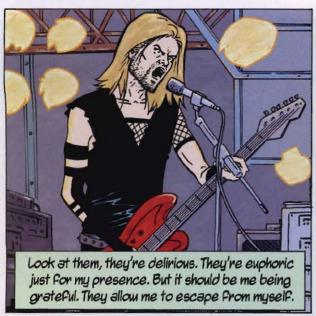


THE EDGE, A NEIGHBORHOOD ON THE OUTSKIRTS OF THE CITY, MEETING PLACE FOR ISKENDERUN'S REJECTS. MANY OF THESE, BY NIGHT, FIND SHELTER AT THE DESIGUAL, WHERE THEY SAY YOU CAN FIND ANYONE, EVEN YOURSELF.























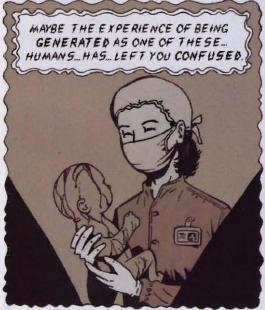






























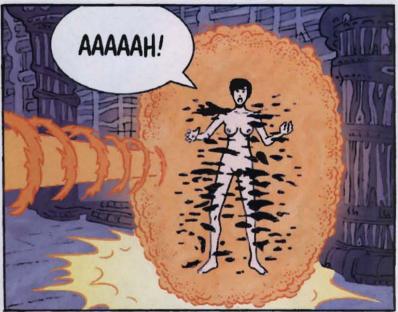








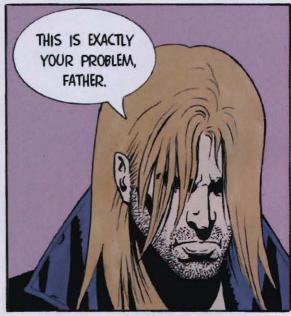
























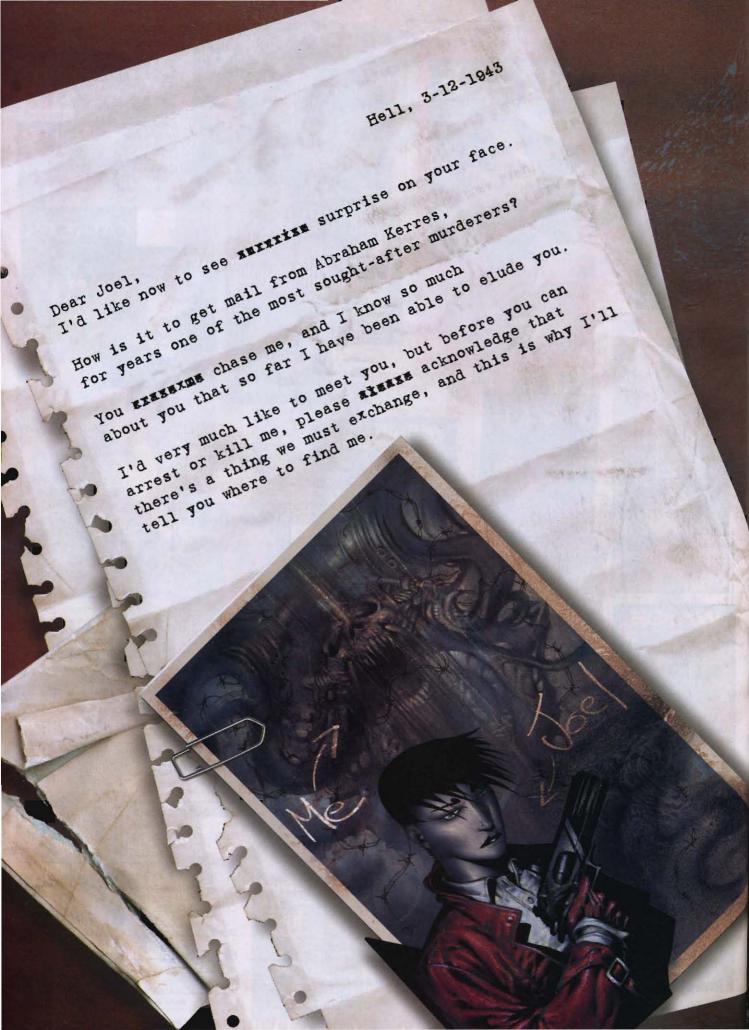






SINS OF THE FATHER

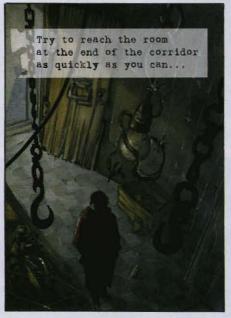
story by SILVIO SCHIRRU art and lettering by RAFFAELE MARINETTI colors by ELENA SANJUST translation by NICOLA D'AGOSTINO











































































THIS IS AN OUT OF BODY PERCEPTION OF YOUR SPIRITUAL BEYOND, IT CAN TAKE PLACE DURING TEMPORARY COMA, OR JUST BEFORE DEATH. IT LASTS SIX SECONDS.

































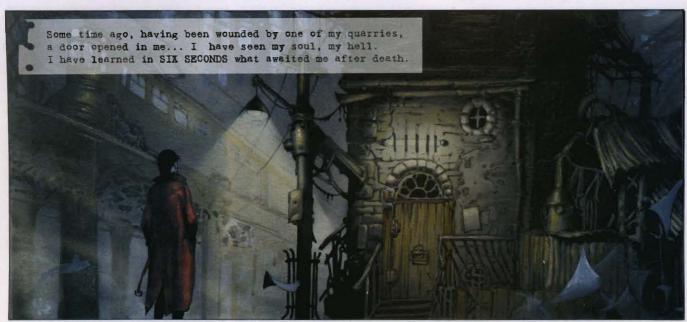


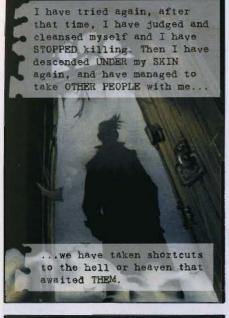
I'M GETTING SO TIRED,
DORIAN. I'D RATHER HAVE
REACHED THE END
OTHERWISE, BUT I TRUST
THAT EVERYTHING WILL GO
DOWN AS PLANNED.
JOEL IS NO FOOL. KEEP TO
MY INSTRUCTION. FOLLOW HER,
BUT DON'T DO ANYTHING.

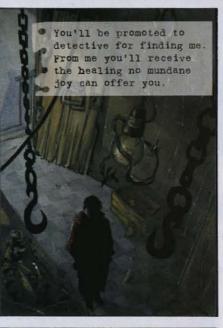




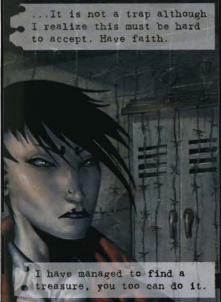


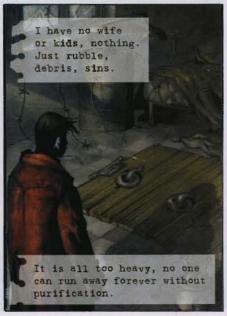














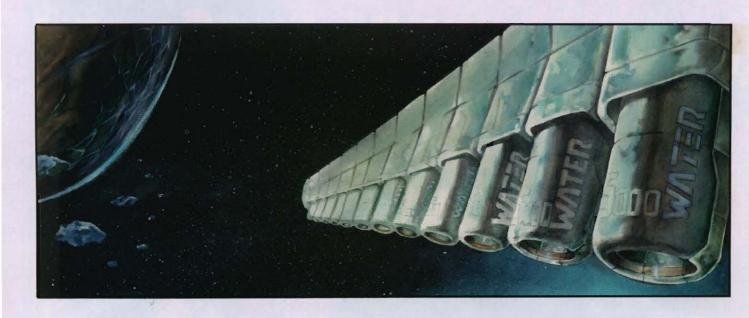








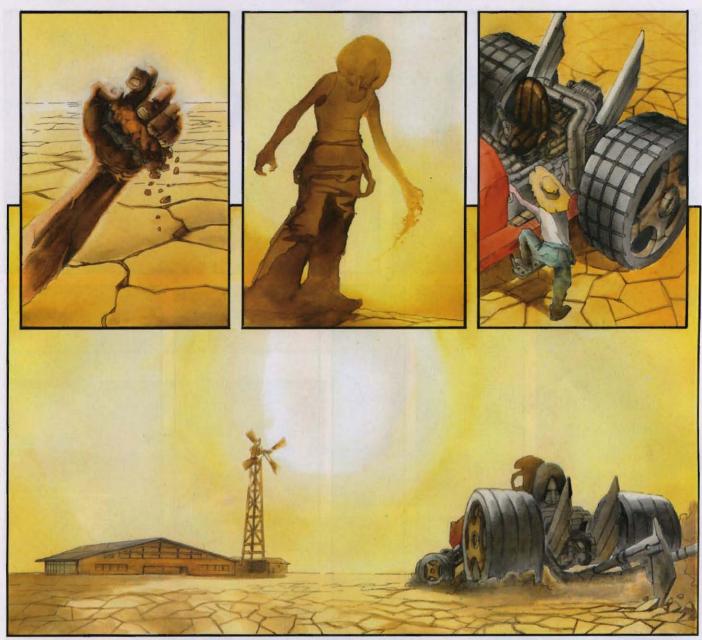




DRYNESS

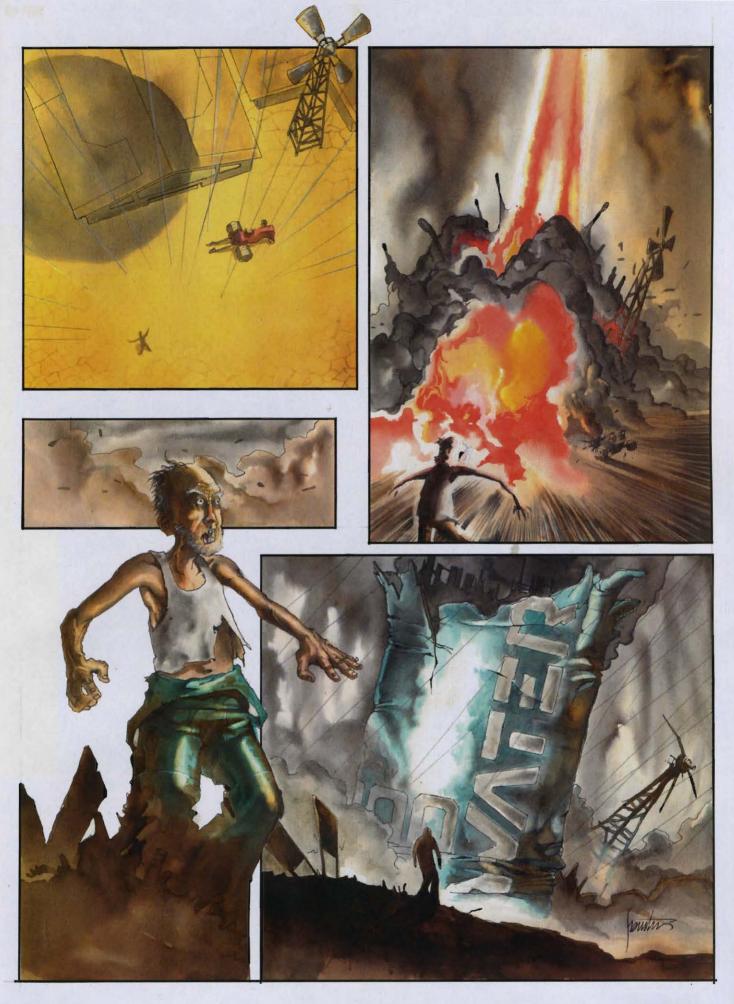


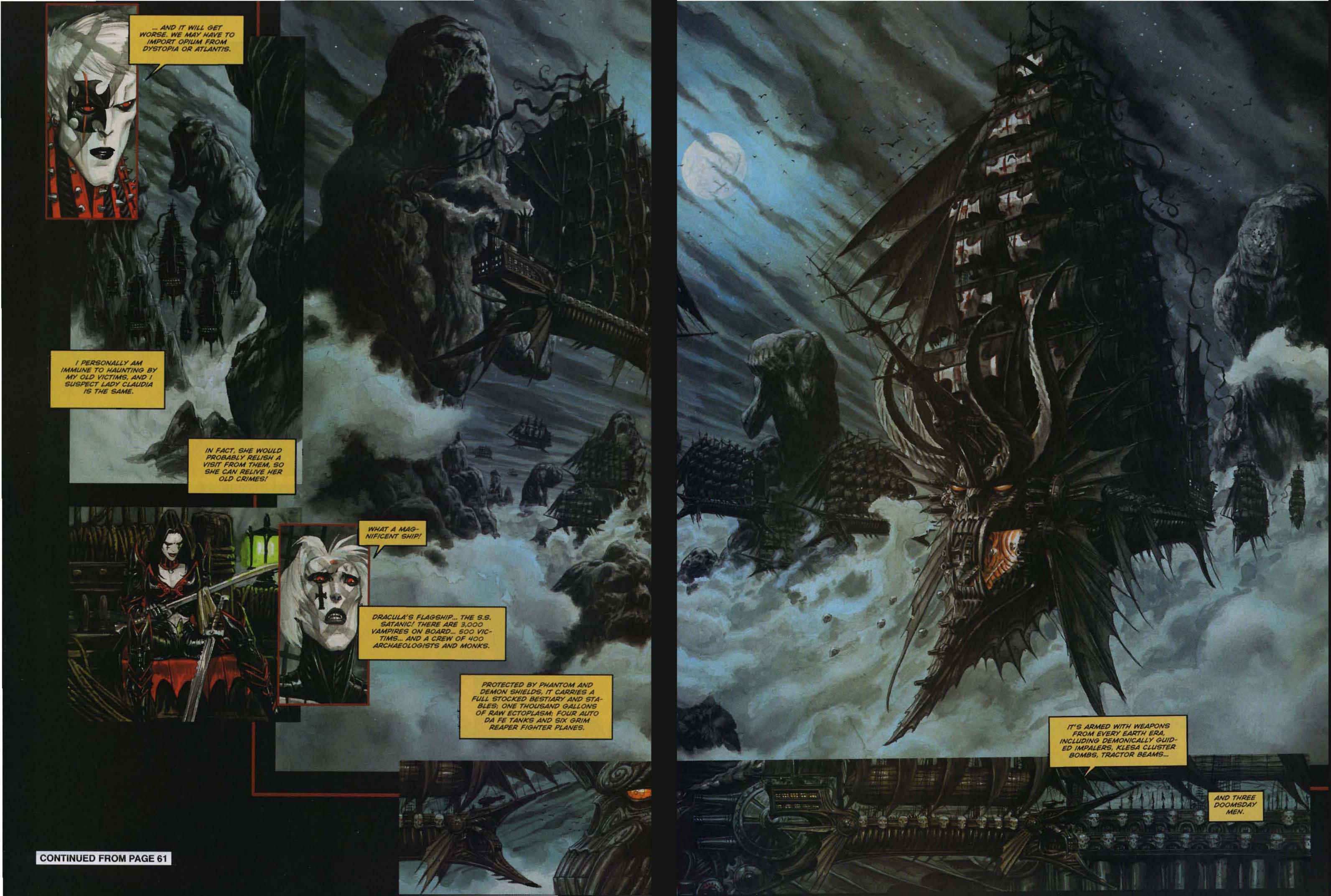


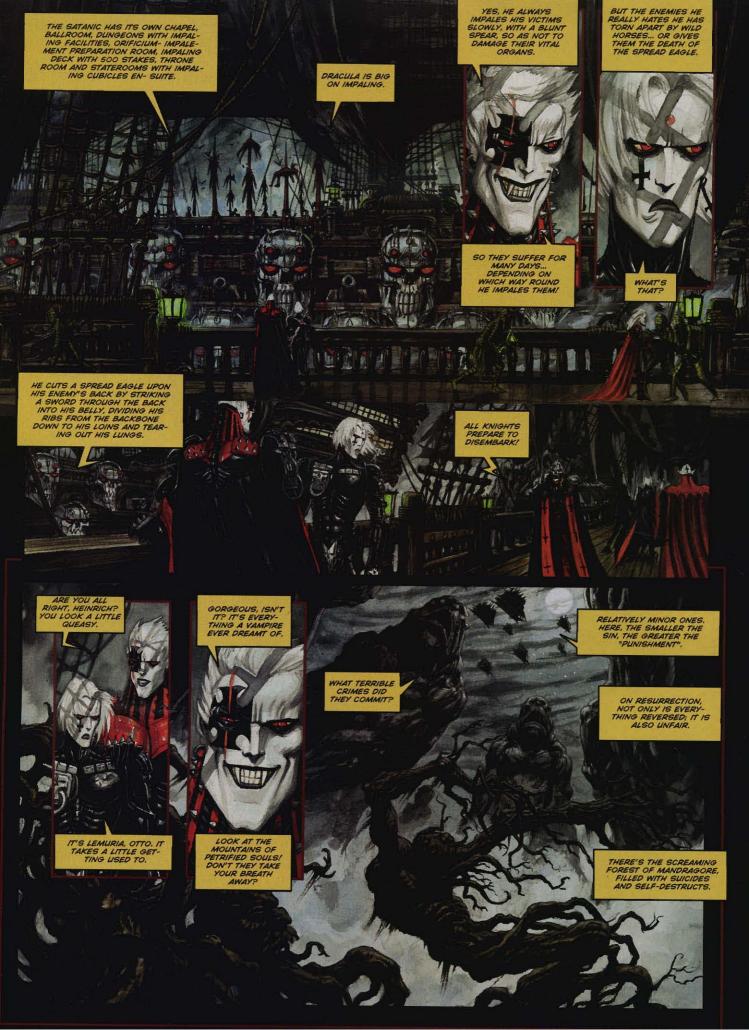






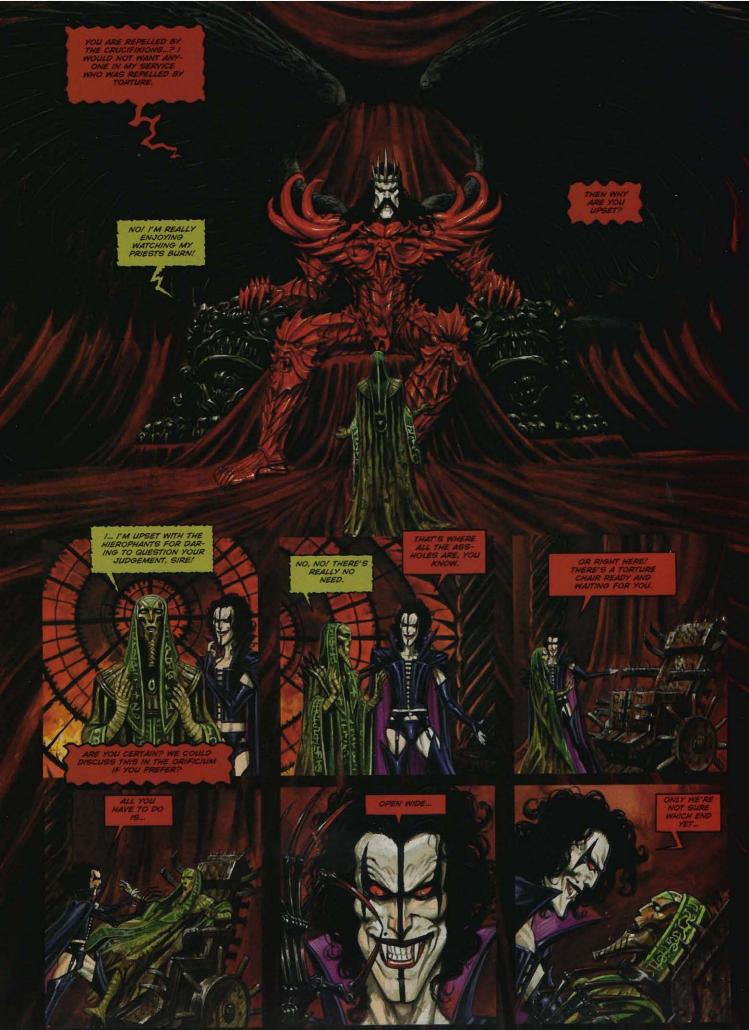
















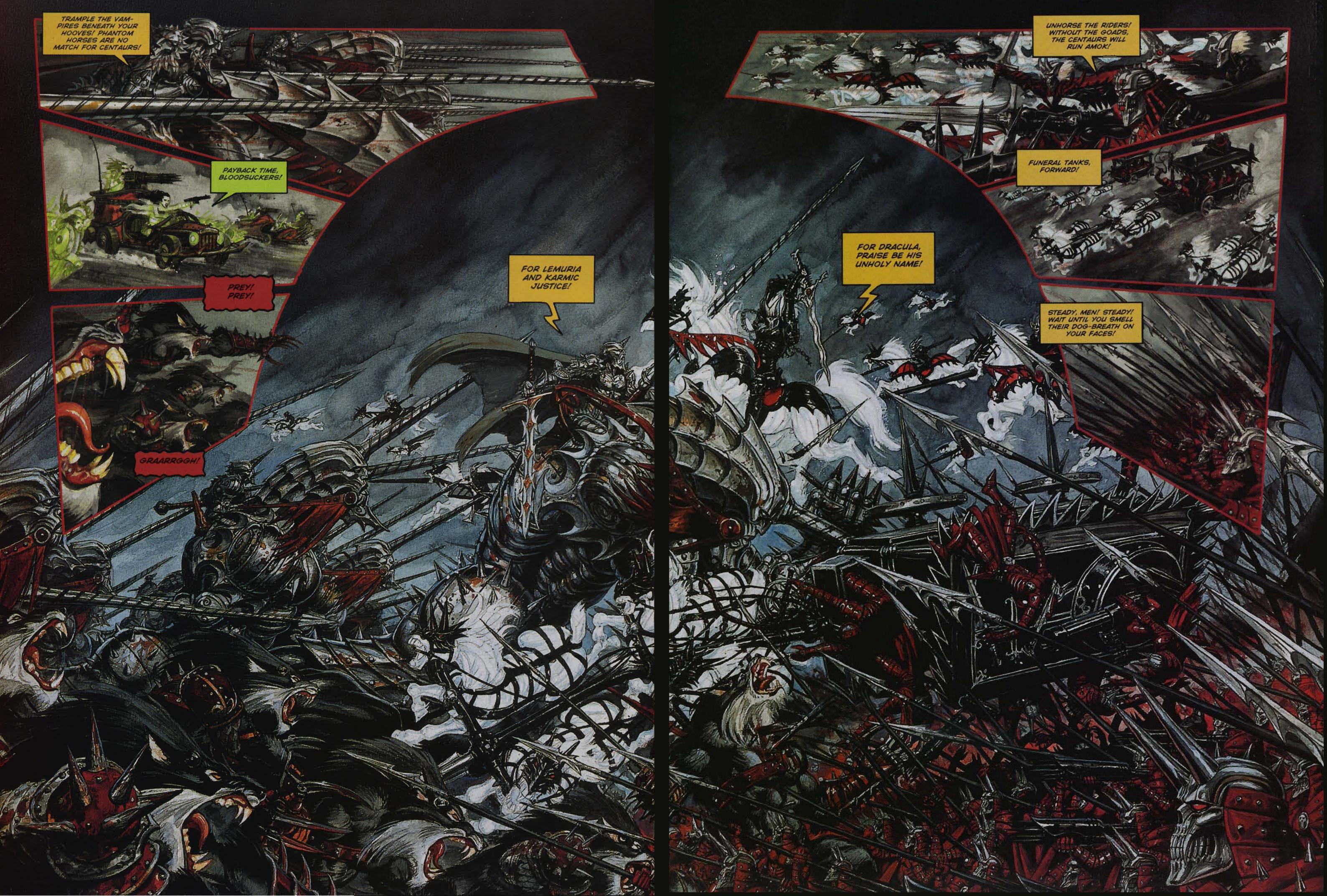






















FEATURED IN THIS ISSUE:

REQUIEM #3: DRACULA BY MILLS & LEDROIT

> GERMINATION BY ROYO

MUDWOGS #1
BY ARTHUR SUYDAM

PLUS MUCH MORE!



Art from "Requiem #3" by Mills & Ledroit