

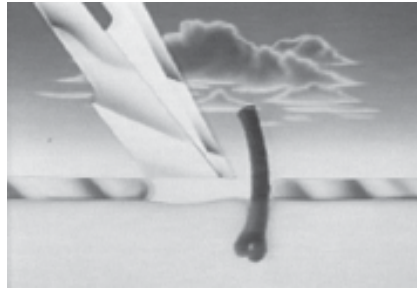
A RARE COLLECTION...

A COLLECTION OF COMIC, ILLUSTRATION & ANIMATION ART BY VERNE ANDRU

Chances are pretty good you've seen a lot of "The Art of Verne" already. From the comics you've read over the holidays to those high-tech animations around the evening news, the art of Verne Andru usually isn't far away.

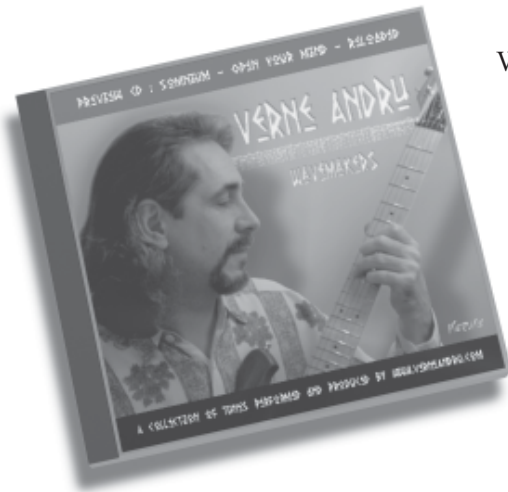
Before the days of computer animation, it was his steady hand that brought the Philishave lift and cut razor to the world. His Saturday morning cartoons, record album and comic book art have been entertaining for generations.

For the first time, "The Art of Verne" brings together some of the



most influential pieces from his comic, illustration and animation portfolio. It faithfully reproduces a collection of his more popular published works and includes several pieces never seen before.

A COLLECTION OF COMIC, ILLUSTRATION & ANIMATION ART BY VERNE ANDRU



WWW.VERNEANDRU.COM



THE ART OF

A COLLECTION OF COMIC, ILLUSTRATION & ANIMATION ART BY VERNE ANDRU

VERNE

THE ART OF VERNE



For a career that's encompassed just about everything from pencil drawing to designing high-tech, it's hard to stay focused on just one part of "The Art" of Verne Andru. Born in Vancouver during 1955, he grew up in the dawn of the television era with its wacky worlds of Beatlemania and Bugs Bunny.

While he dabbled in music and drawing, it wasn't until he met the crew from Captain Canuck Comics at a high school "career day" that he found his calling. He quickly became the studio pest, dropping by weekly to show off his latest and get a much-needed serving of humble pie.

Out of high school he took a job with Canadian Pacific Railway where he set about to learn the fine art of comic book illustrating, partially to help stay awake during the night shift. His career got a boost with his first paid job - cel painting on "Blowhard", a National Film Board animated short. This was followed by animation assignments for Hanna Barbera's Saturday morning lineup. At the same time, he continued working in comics, illustrating stories for Phantacea, doing ink and colour on Captain Canuck and cover art for Charleton Comics Group.

During a feature assignment on Nelvana's "Rock and Rule", he worked with a leading special effects team and

became intrigued with the opportunities computers held for fantasy creators. Upon completing that project he attended college, graduating on the honour roll a few years later as a computer systems specialist.

Given the state of technology in the 1980's, it would take another decade for it to catch up to Verne's vision. He spent that time teaching computer sciences as well as doing creative, design and advertising in Toronto and Vancouver. He provided the creative behind a number of high-tech success stories including "Simply Accounting", a brand that remains the best selling small business accounting software to this day.

Verne has always been on the leading edge, applying new technology in novel ways. Desktop publishing replaced traditional typesetting and pre-press. He pioneered digital paint for location and character colour styling on animated series work. His state-of-the-art desktop animation system produces a range of content for web and broadcast, including the highly successful Kid's Club spots for Swedish furniture retailer, IKEA.

Verne creates best in Vancouver where he enjoys life with family and music. He can always be found on the web at www.VerneAndru.com.

THE COLLECTION

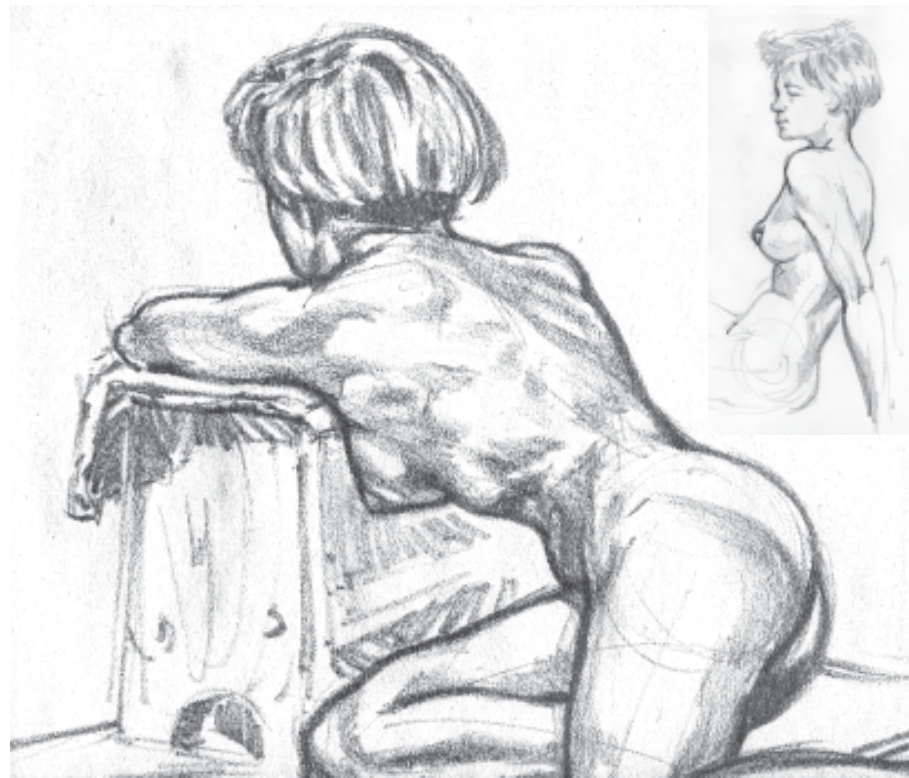
- 00 - 00 The Popcorn Man / pencil
- 01 - 01 The Art of Verne Andru / Rick Etkin, photography
- 03 - 04 Pencil / China marker studies
- 05 - 06 Captain Canuck Summer Special / inks & colour / George Freeman, pencils
- 07 - 08 Phantacea wrap-around / cover art
- 09 - 09 Phantacea #5 / cover art
- 10 - 10 Gunfighters #75 / cover art
- 11 - 11 Ali*Baba / inks / Dan Day, pencils
Cry For Mercy / record album art
- 12 - 12 Marvin Pigtronix / mascot design
Master Club Date Book / cover art
The Circuit / record album art
- 13 - 13 Mutant League / background painting
IKEA Kids Club / director / animator
I am Weasel / layouts / posing
Rock and Rule / design / layout
- 14 - 14 In The Wurks / oKee / Little Blue Bike
- 15 - 15 Philishave Lift and Cut / animation
WaveMakers CD / The Music Of *VERNE*

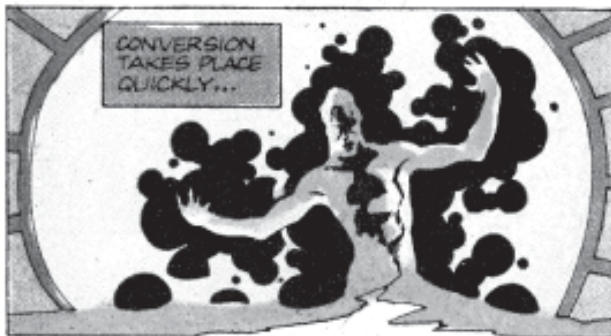
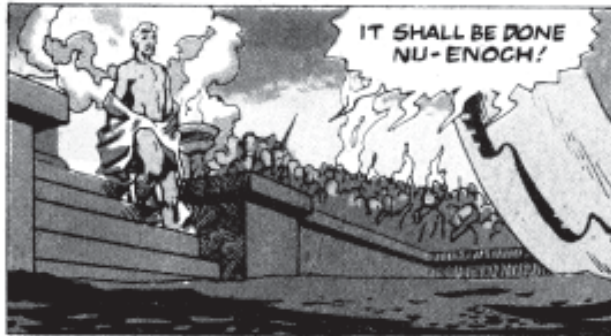
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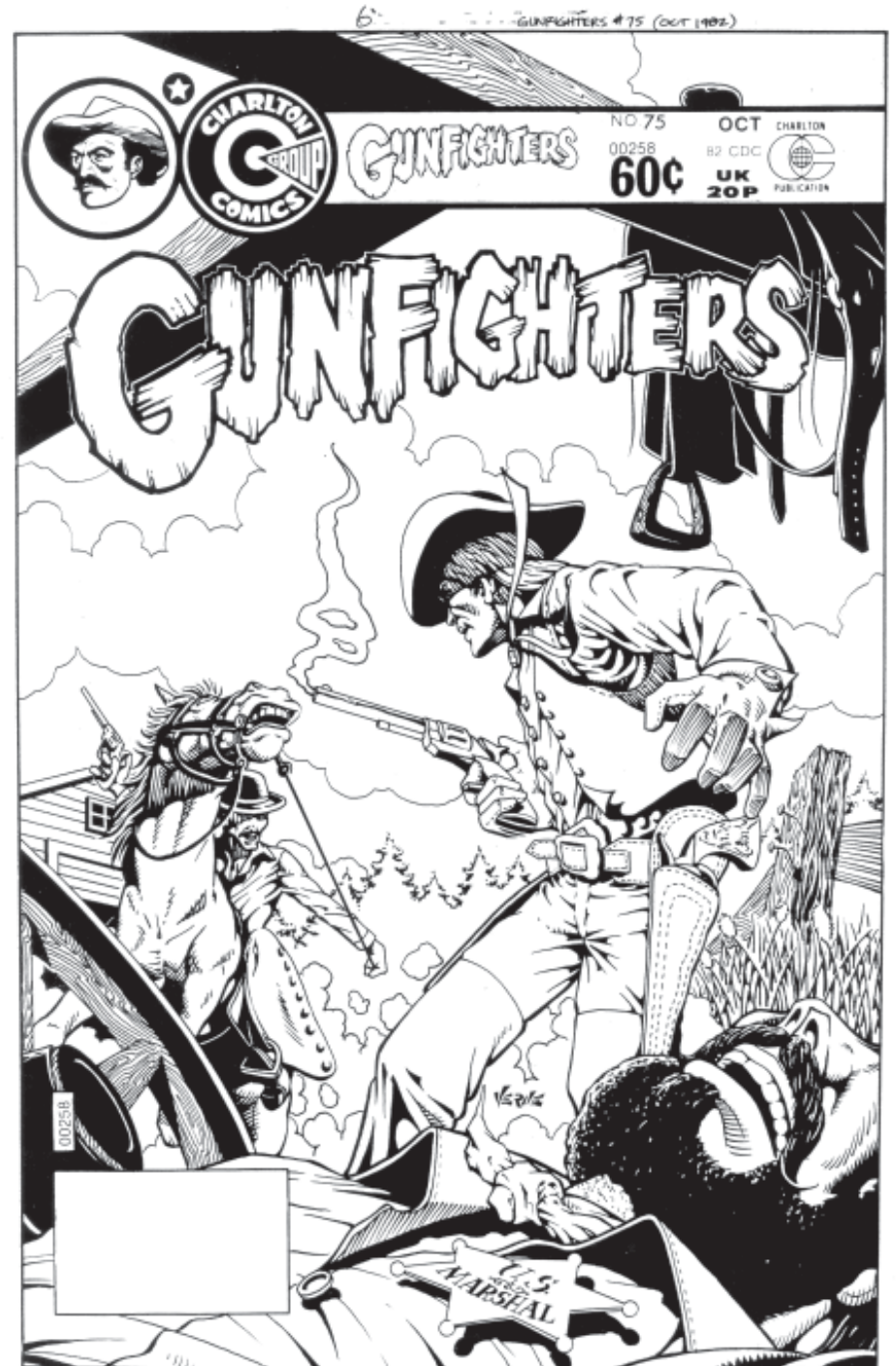
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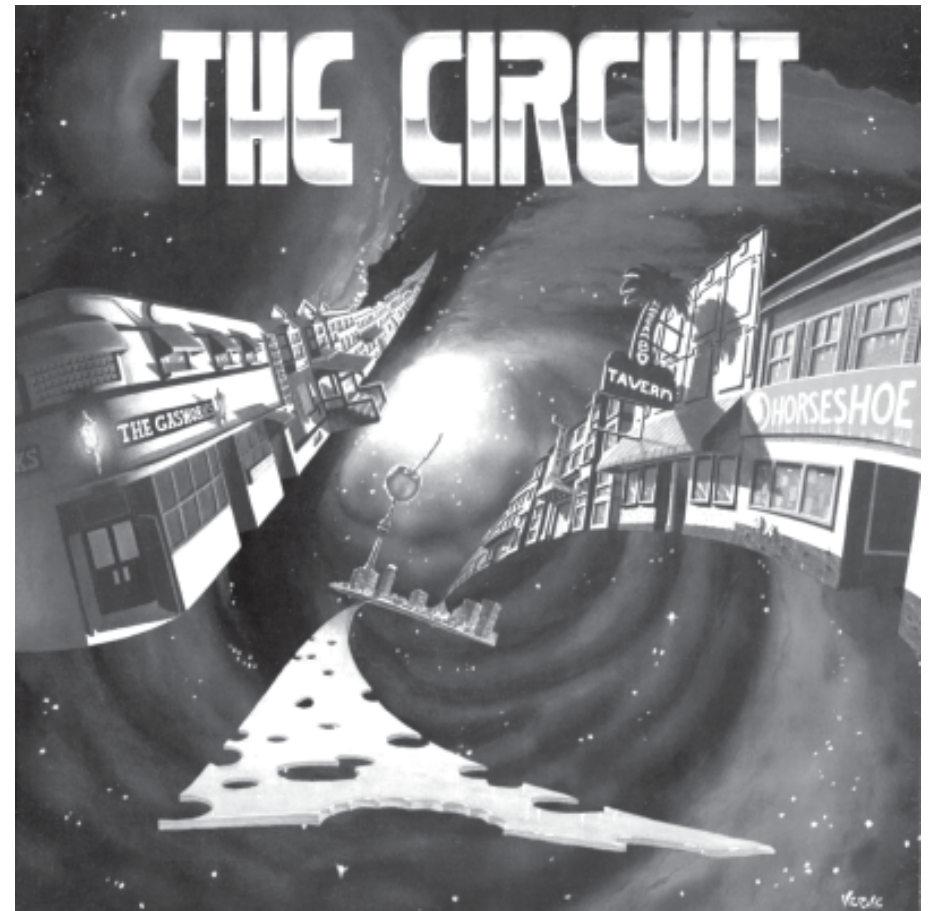
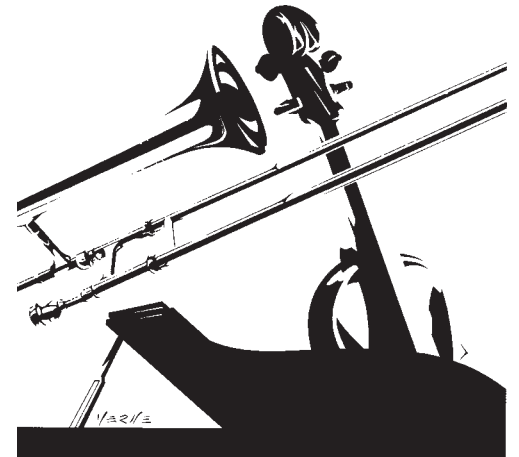


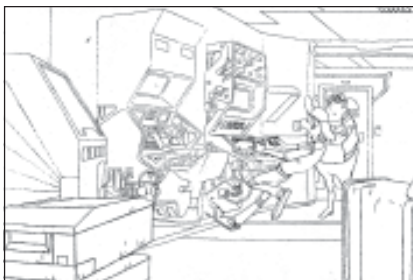
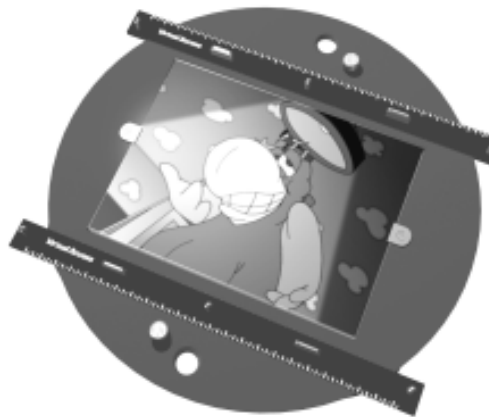
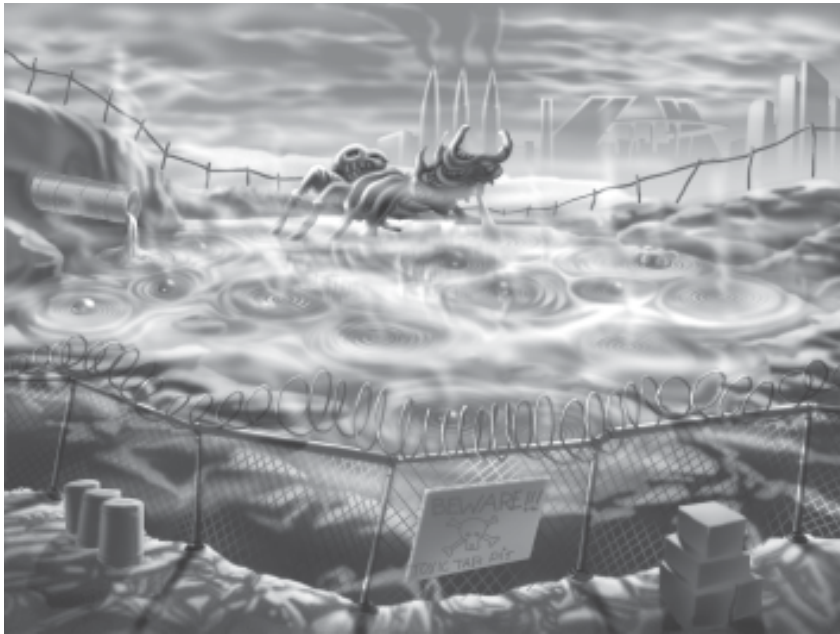




**RHADAMANTHYS
REVEALED**







IN THE WURKS



OKEE THE ALIEN - Many years in the making and exhaustively researched, this is *Verne's epic tale* of humanity's plight - where we've been and where we may be going if we don't watch it. It's told through the eyes of oKee, a poor, unassuming creature who's life experiences couldn't have prepared him worse for the journey he finds himself on. Captured by a race of extraterrestrial "gods", he discovers himself cast on collision course with an Earth mired in a surreal struggle of good against evil that will leave you engaged and spellbound. Follow the action at www.oKee.com.

JOEY & THE LITTLE BLUE BIKE



A story with deliciously villainous toys and an appealing premise that's just plain fun. In the Christmas tradition, it satisfies two wishes at once - that of the little Blue Bike for a nice child to play with and that of Joey to find a special present under his tree. The sniping toys are original and fun characters and the toy store is beautifully realized. Read the screenplay @ www.VerneAndru.com