



Dynnamite Entertainment presents:

# The Complete Th

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adapted by
LEAH MOORE & JOHN REPPION

illustrated by **ÉRICA AWANO** 

colored by PC SIQUEIRA

lettered by SIMON BOWLAND

covers by
JOHN CASSADAY

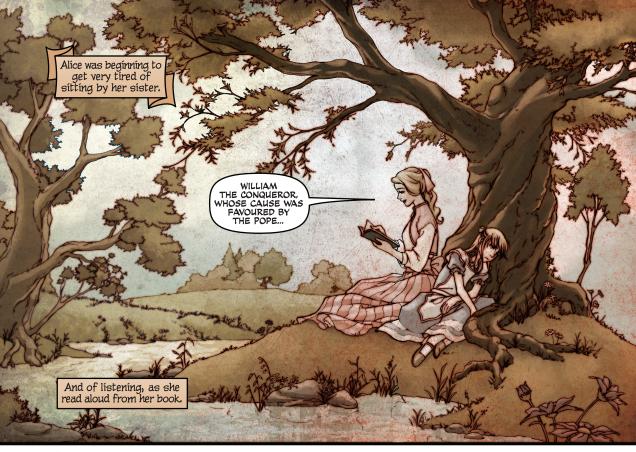


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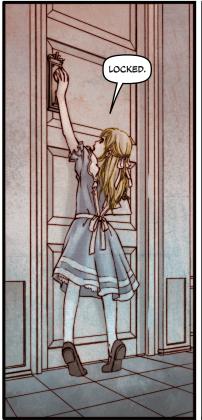






































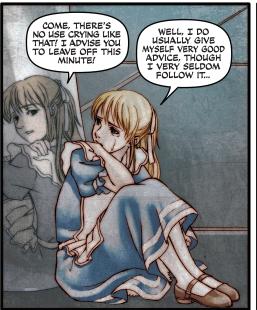










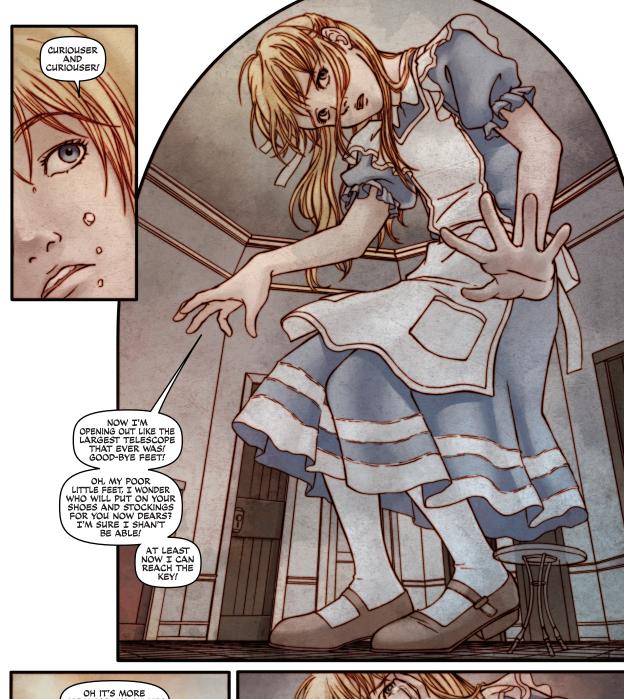




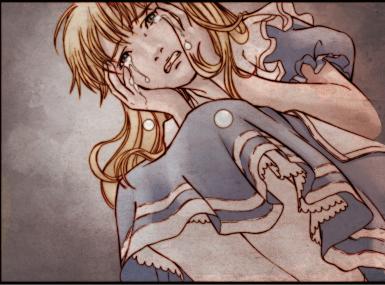














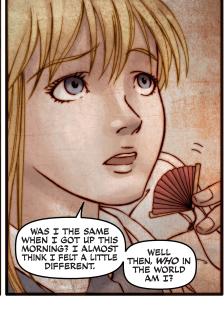
















































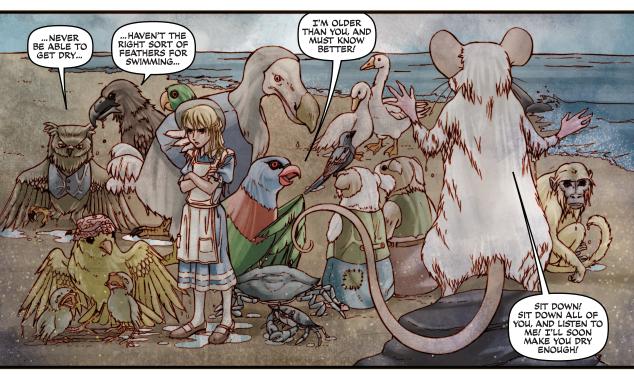




















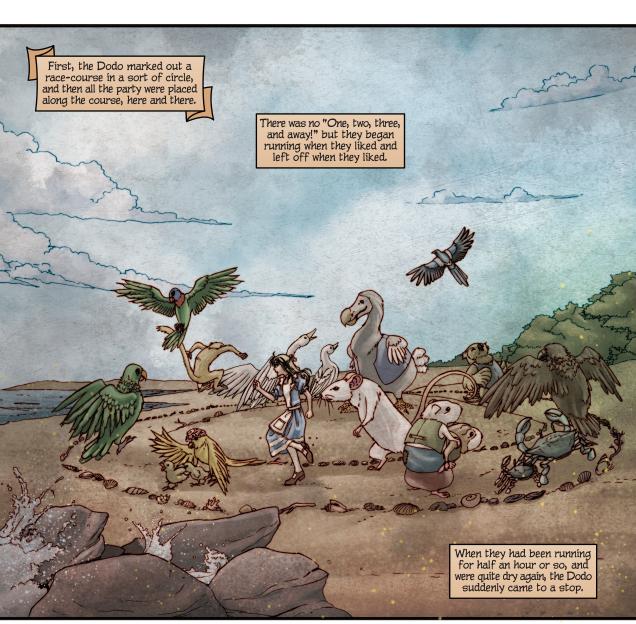


























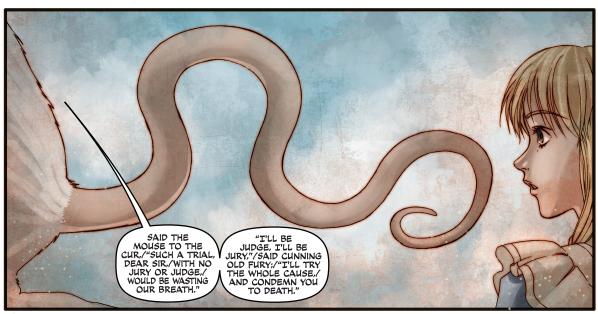


















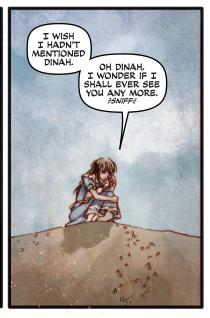


































































































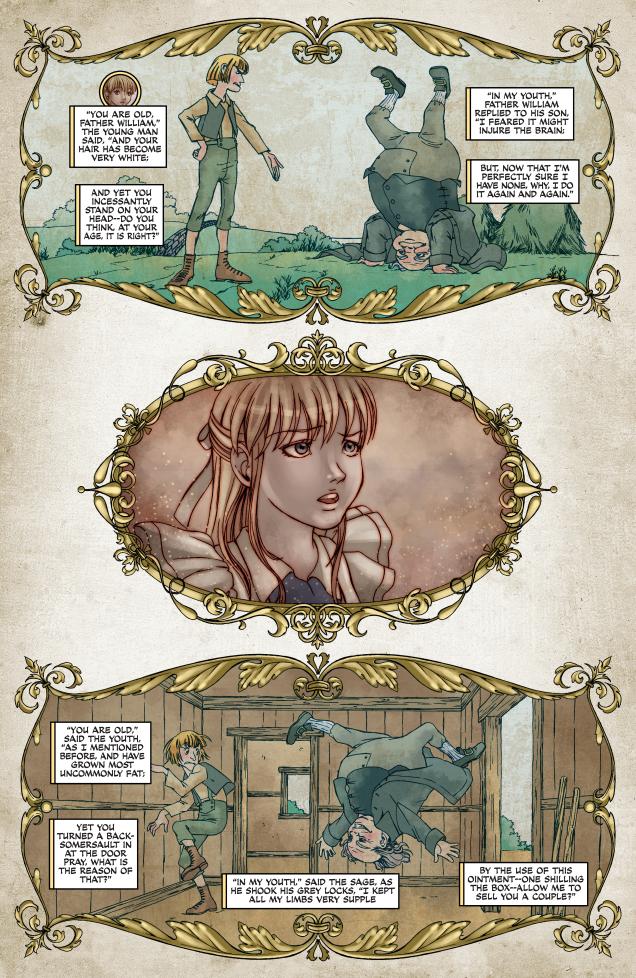




























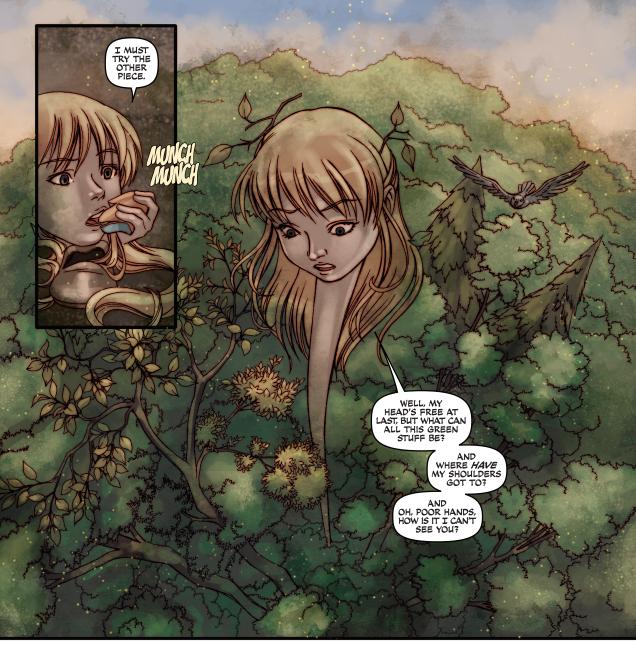












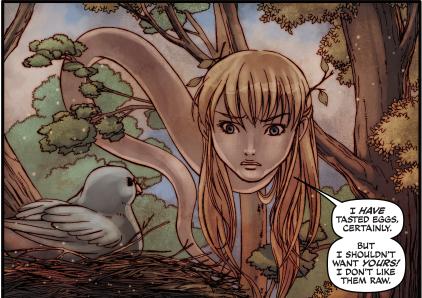


























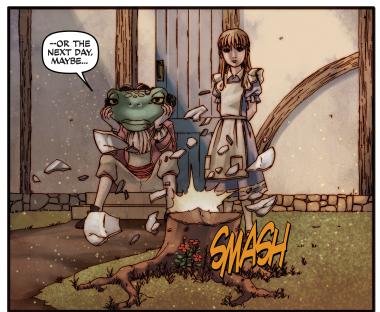




















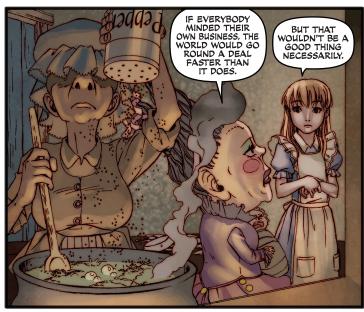


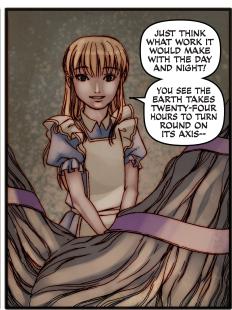






















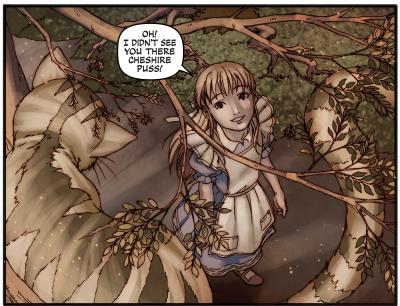






































## All in the Golden Afternoon

"All in the Golden Afternoon" is Lewis Carroll's introductory poem in his book Alice's Adventures in Wonderland in which he recalls the afternoon on which he improvised the Alice in Wonderland story on a boat-trip from Oxford to Godstow, for the benefit of the three Liddell sisters, Lorina ('Prima'), Alice ('Secunda') and Edith ('Tertia').

All in the golden afternoon Full leisurely we glide; For both our oars, with little skill, By little hands are plied While little hands make vain pretence Our wanderings to guide

Ah, cruel Three! In such an hour Beneath such dreamy weather, To beg a tale of breath too weak To stir the tiniest feather! Yet what can one poor voice avail Against three tongues together?

Imperious Prima flashes forth Her edict to 'begin it'-In gentler tone Secunda hopes 'There will be nonsense in it!' -While Tertia interrupts the tale Not more than once a minute.

Anon, to sudden silence won, In fancy they pursue The dream-child moving through a land Of wonders wild and new, In friendly chat with bird or beast -And half believe it true.

And ever, as the story drained The wells of fancy dry, And faintly strove that weary one To put the subject by, 'The rest next time -It is next time!' The happy voices cry.

Thus grew the tale of Wonderland Thus slowly, one by one, Its quaint events were hammered out and now the tale is done, And home we steer, a merry crew, Beneath the setting sun.

Alice! a childish story take, And with a gentle hand Lay it where Childhood's dreams are twined In Memory's mystic band, Like pilgrim's wither'd wreath of flowers Plucked in far-off land



## Creating Wonderland

### THE COMPLETE ALICE IN WONDERLAND • Issue One, Page Two. Script by Leah Moore and John Reppion

This is a three panel page with one wide letterbox type panel across the top of the page and then two tall panels under it. We have tried to open the layouts up as much as we can where we have the room, just so the backgrounds become a real feature of the story. We love how you handled the interior of the house on the tryout pages so we want to give you plenty of room to show off!

#### Panel One.

This is a wide panel with Alice crawling along the rabbit hole towards us. We can see the round bright shape of the rabbit hole entrance in the left background, and the rabbits backside going out of shot to the right in the right foreground. Between the rabbit hole entrance and the rabbit, the centre midground we have Alice crawling along on her hands and knees as she follows the rabbit. Roots hang down and brush against her face, and little bugs and beetles hurry out of her way as she passes by. She doesn't lo keen remotely scared. One caption from the narrator.

Cap:

The rabbit hole went along like a tunnel, and then dipped suddenly down, so Alice had not a moment to think about stopping herself.

#### Panel Two.

This is a tall shot with Alice falling into shot at the top of the panel. She keeps falling for the next four panels, and we imagine that instead of her skirt inflating like the Disney film, that she should slowly tumble head over heels over the course of the four panels. We thought this would look like she was actually falling rather than floating, and it would enable her to reach out for objects at different angles making the panels more interesting to draw and read. In this shot she is just falling into shot, so maybe we can only se two thirds of her, with her feet still being up out of sight off panel top. She is reaching out to take a jar labelled "Marmalade" off a shelf she is falling past. The rest of the panel is a dark vertical tunnel, which has items of furniture randomly placed here and there on the walls. We had the idea that the items on these panels could prefigure the rest of the story, and kind of resemble things Alice might have herself at home (I think we stole this from the David Bowie film Labyrinth by the way). The walls are dotted with roll top desks, and little glass fronted cupboards and bookcases, it has tall grandfather clocks and rocking chairs. The shelves and cupboards have all kinds of things on them (apart from the marmalade Alice grabs) including a teapot, a cup and saucer, a top hat, a little toy rabbit with buttons for eyes, some playing cards, chess pieces, a nursery rhyme book, open at Humpty Dumpty, to name just a few. You don't have to fit them all in, but it would be cool if there were things to spot in each panel, and if those items were ones that cropped up again in the rest of the book. Some (like humpty dumpty) don't happen until issue 3 or 4 but that will be a nice thing to realise when you re-read it for the second time. One little thing we also thought of was that in each of the four falling panels there should be a framed picture somewhere of the Cheshire cat. They don't have to be in the same frame, or in the same place in the panel even. In the picture in Page Two Panel Two, it's the whole cat, in Page Two Panel Three, it is vanishing away, so we can see through part of it, in Page Three Panel One it's just the head that's left, and on Page Three panel Two it's just the smile. There are two captions from the narrator and one balloon from Alice.

Cap:

She found herself falling down what seemed to be a deep well.

Cap:

Either the well was very deep or she fell very slowly, for she had plenty of time as she went down to look about her.

#### Panel Three.

This is another tall panel, but Alice is further down the panel now. All the objects and pieces of furniture are different now, so we have an overstuffed armchair, a cuckoo clock, a candelabra, and other items dotted here and there. Maybe there's a framed print of a Gryphon or a copy of The Jabberwocky on a bookshelf. Alice is opening the jar of marmalade as she falls, peering into it to see if there is any actual marmalade inside. Her feet stick out towards the left now, her body turning as she falls. There are two balloons from Alice.

Alice:

Well! After such a fall as this I shall think nothing of tumbling

downstairs! How brave they'll all think me at home!

Alice:

Why, I shouldn't say anything about it, even if I fell off the top of the house!





#### Notes for the art and colors by Leah and John

Firstly I'd like to say Hello Érica! We are really glad to have you working with us on this project, the samples you did look fantastic, and it will really help us with the scripting knowing the art is in a safe pair of hands! If you need any further reference or inspiration then the original illustrations by John Tenniel are fantastic. The character faces are so weird and unsettling, and the whole vibe is that little bit darker than the Disney Alice we all know and love. The other person I had floating about in my head was Arthur Rackham although his style is obviously more scratchy and busy, where yours is really clean. I just liked the darkness of his drawings, especially the nursery rhymes, and fairy stories, there's a sense of menace there. Obviously quite a lot of Alice's adventures are not at all menacing, but there are parts where things become a bit strange, so maybe bear Rackham in mind for those bits?

For the colorist (these notes were made before PC Siqueira was selected for the project): We would love it if the colouring on this book was very old fashioned looking. The watercolour illustrations you can find in some editions of the book have really nice washed out pastel palettes to them, or maybe like the hand tinted Victorian photographs? I think because we have no time of day (Alice jumps about in space and time so much there's no sunset or night time really, so the light source is usually just a bright sunny day) and because Erica's style is so lovely and clean, we could get away with doing quite simple colouring and shading. I think watercolour is the best way to describe it.