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The Comic Art Price Guide

Jerry Weist : The Comic Art Price Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised The Comic Art Price Guide:

0 of 0 people found the following review helpful. I love this bookBy Christopher R. FilkinsI love this book! It's everything I expected it to be, just like Overstreet, almost! But what do I know, I'm a Newbie!8 of 10 people found the following review helpful. Too Singular A View,Or More Opinions Would Have Counted!By A CustomerThe Author has taken a vast and nearly impenetrable subject, Comic and related Original Art and subjected his audience to a Narrow Workingmans view of a more complex and multitextured subject; Despite a life long consultancy within the economics of the Comics Field, the Author has narrow focused his opinion into an end-all-of-knowledge that disservices broader subject; it becomes obvious that the Updated and Expanded format of this PRICE GUIDE attempts

to fill and redefine further areas with the same limits of success as the 1992 Price Guide. The prior 1992 Guide failed only in its limits of information: Without providing data base of cataloging Auctions and Private sales lists, these guides are only Organizational Catalogs for experienced, and Gee Whiz Look At All This Neat stuff to Newbie (Wanna be?) Collectors. The collecting community has already emailed itself insensible with observations of 'I'd pay \$1000 a page OVER the guide listed prices on **** Silver Age Pages by ---- (artist);etc. Maybe the Third Guide will Be the Charm; This one needed another dozen or two of Consultants; and a MUCH MUCH expanded level of expertise and Overview. The greyed and unfocused reuse of images and data from the First guide also cheapened the whole look of this; and makes the whole production look unprofessional. 2 of 2 people found the following review helpful. Errors, incomplete info, overly-ambitious effort By John Karwin My experience and knowledge is limited to the original comic art and underground comics sections, though I wouldn't bill myself as a great authority on either. However, even I can spot dozens of factual errors in both sections, as well as many surprises found among the values given for comix. The well-known first underground comic, "Adventures of Jesus" is not even listed! Granted, Underground Comix are a very complex area of comic book history and collecting, having a variety of printers and publishers with the various editions. His guide should at least list all printings (in the interest of documentation, even if their value is minimal), and add more historical info on significant titles, including creators. I won't even go into his lack of intelligible writing ability. Surprisingly poor effort from an accomplished expert. All in all, a frustratingly incomplete and amateurish "Waist!." Get the out-of-print Jay Kennedy guide instead.

The second edition is more than totally revised -- it's a new creation! Valuable information includes market reports for Comic Artwork, Pulp, and more, the largest listing anywhere for Newspaper Strip original art, a stunning 8-page color section; more than 1,500 black and white illustrations, as well as tips for finding, purchasing, and preserving collectible comics.

From the Publisher The landscape of genuinely reliable reference guides is an ugly, arid junkyard. Mostly lit by the dim bulbs of the amateur, the slovenly, the jumped-up fans stealing from each other's inept, error-riddled trashbooks. Jerry Weist towers, like the Great Lighthouse of Alexandria, casting a knowledgeable, insightful beacon. He can be trusted because he be so savvy. --Harlan Ellison