

The Big ElfQuest Gatherum

Cherie Wilkerson (Editor), Richard Pini (Editor)

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A gatherum is an offshoot of the "omnium-gatherum" which, according to the dictionary, is a miscellaneous collection or hodge-podge. The Big Elfquest Gatherum is the biggest and best place to find interviews, articles, portfolios, glossaries, and a wealth of Other behind-the-scenes glimpses into the fantastic world of Elfquest, such as its origins and some of the many faces it has Worn over nearly 20 years. The Big Gatherum collects material of interest to the casual and the committed reader that is available nowhere else.

The Big ElfQuest Gatherum Details

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Author: Cherie Wilkerson (Editor), Richard Pini (Editor)

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From Reader Review The Big ElfQuest Gatherum for online ebook

Kitchengrrl says

This gave a lot of really interesting background info on the Wolfrider's world. I was especially intrigued by the reptilian barin explanation of recognition.

Qilune says

It's ElfQuest-related, so it gets high marks, even though it's just a "history of the series" sorta thing. Included is the concept art and character backgrounds that alone makes up for the purchase.

Lisa Feld says

This is a massive doorstop of a book, but there are some serious goodies here. For one thing, interviews with Wendy and Richard Pini at various stages of the comic's run (it's particularly nifty to see their evolving sense of how much story there is to tell and what it will involve). There are thoughtful essays by various commentators on issues like how Wendy and Richard met; how magic, science, and religion work on the World of Two Moons; and the visual storytelling choices Wendy makes. There are also treats like seeing various storylines that got cut or changed (for one thing, Skywise was originally supposed to die fairly early in the quest), and a character guide with surprising details about characters I thought I knew inside and out, like Suntop or the healer Mender. Plus treats and tidbits that now mean more than they did originally, such as Wendy Pini's impressions of George R.R. Martin back when he was running the TV show *Beauty and the Beast*.

Sarah-Jayne Briggs says

(This review may contain spoilers).

I'd give this book 3.5 stars out of 5. I remember that, when I initially bought it, the cover was one that really piqued my attention. And while I did find it interesting to be able to see and learn more about the world of ElfQuest, I actually found it wasn't quite as informative as I was hoping.

My favourite part of this book was definitely the artwork. Even though it was in black and white, it was really obvious how much work Wendy Pini had put into the characters and scenery of ElfQuest. And another thing I really liked was the ability to see the contrast between another artist's version of Cutter and how obviously different his creator drew him.

While the interviews did work to offer a bit more of an insight into the inner workings of Wendy and Richard Pini, I did find them to be something of a slog and quite repetitive in parts, though that could be said for quite a lot of the book. I lost count of how many times I read about the first failed attempt at getting ElfQuest made into a movie.

I was a bit disappointed in the article about the women of ElfQuest, as about half of it barely even touched on the subject. I wasn't really left with any more information by the time I reached its end.

While I did find the article about the research to be quite interesting, I also found that to be a bit of a slog, as it was really nothing more than a list of books I ended up finding difficult to remember.

I really liked the article about the art of ElfQuest and being able to see some of the effects for myself, such as the white on black for an inverted effect; and the reflection of Cutter and Leetah in Rayek's eyes.

It was nice to see some of the more realistic aspects of Wendy's art, such as the drawings from the Beauty and the Beast graphic novel, which triggered an interest in seeking that out. I also found it really interesting to see the issues that there were in trying to get ElfQuest made into an animated series and I would hope the entertainment industry has come far enough by now that those issues no longer exist.

I don't think I'd read this book again, as I did find it quite boring in parts. But it definitely triggered an interest in seeking out the ElfQuest graphic novels and more of the comics than those I've read already.

Melissa says

A solid addition for fans. Its outdated now, but it was interesting read (even for someone who wasn't a fan of the series until well after this book was published).

With the new comics coming out I picked this up to read and I'm glad I did. It had some interesting information. Some of the interviews got a tad boring at times, but overall the book was a great read. Learning about recognition, potential animation, character bios and whatnot made this book worth the money.

Wai'ala says

Great book for those who want all who want the whole background on the Elfquest series as well as concepts, ideas and history on everything that lead up to the Elfquest story and characters we love and hold dear. I can easily give any EQ book a 5 star rating just for being Elfquest but I thought I should be as honest and concise as possible and not to impartial.

For the book itself the last chapters of the book are one of my favorites; containing character bio's, their timeline in the story and a beautiful group illustration. If you super love EQ than its a must read or own since it's quiet a Big book and its great for reference.

Janika Puolitaival says

Siivosin kirjahyllyä ja tuli luettua kaikki Elfquestit taas läpi. Tämä kirja hyvä taustaopas. Kyllä on ikävä laadukasta indie sarjakuvaa, Elfquest on yksi parhaista.