



"RETURN TO LUNA CITY ONE"

Writers: ULISES FARINAS & ERICK FREITAS

Artist: DAN MCDAID - Colorist: RYAN HILL

"THE RED JUDGES"

Writers: ULISES FARINAS & ERICK FREITAS

Artist & Colorist: PABLO TUNICA

"SANTOS"

Writers: ULISES FARINAS & ERICK FREITAS

Artist: ULISES FARINAS - Colorists: ULISES FARINAS & MELODY OFTEN

Letterer: SIMON BOWLAND - Editor: DENTON J. TIPTON - Publisher: TED ADAMS

Judge Dredd created by John Wagner and Carlos Ezquerra

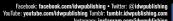
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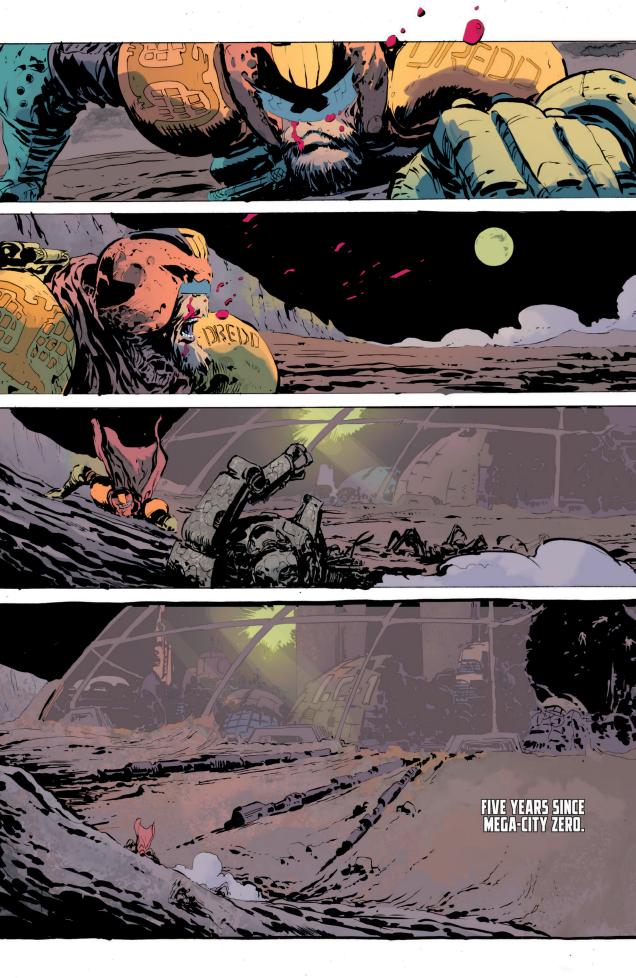




































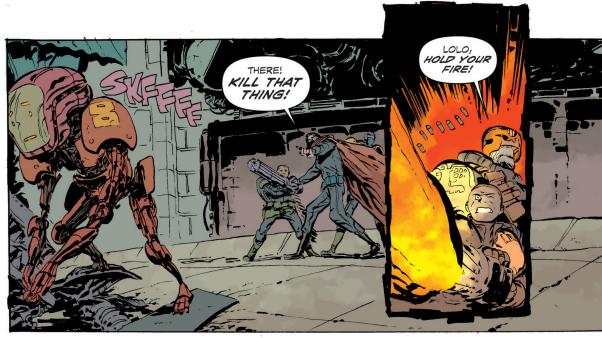


























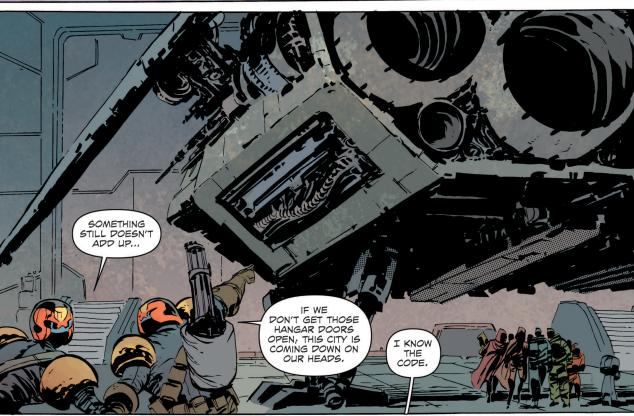




















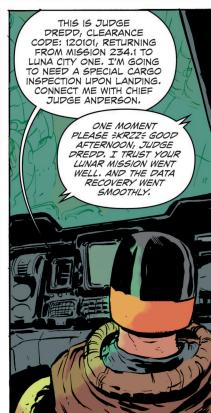














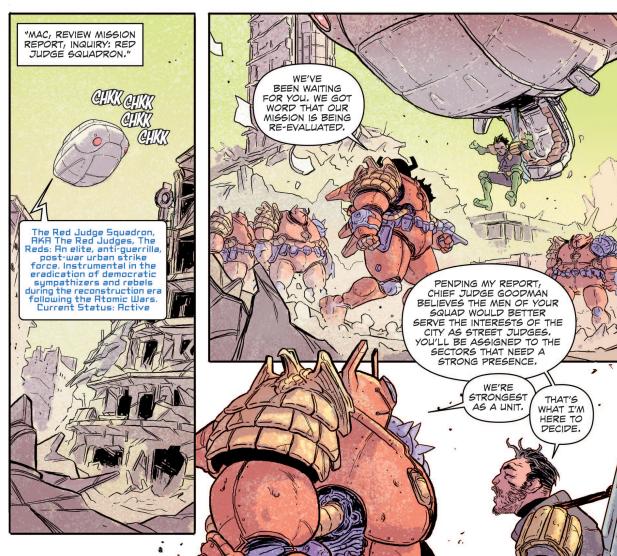


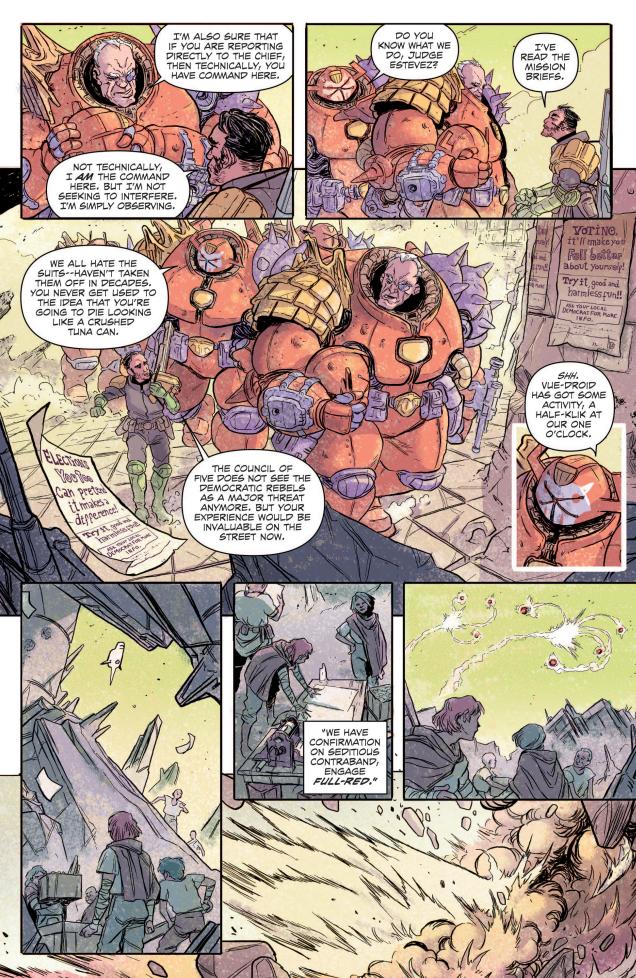




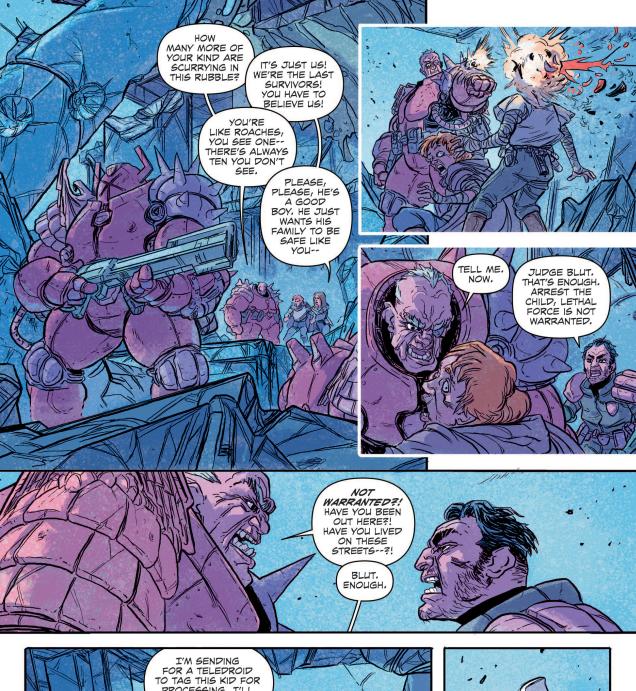






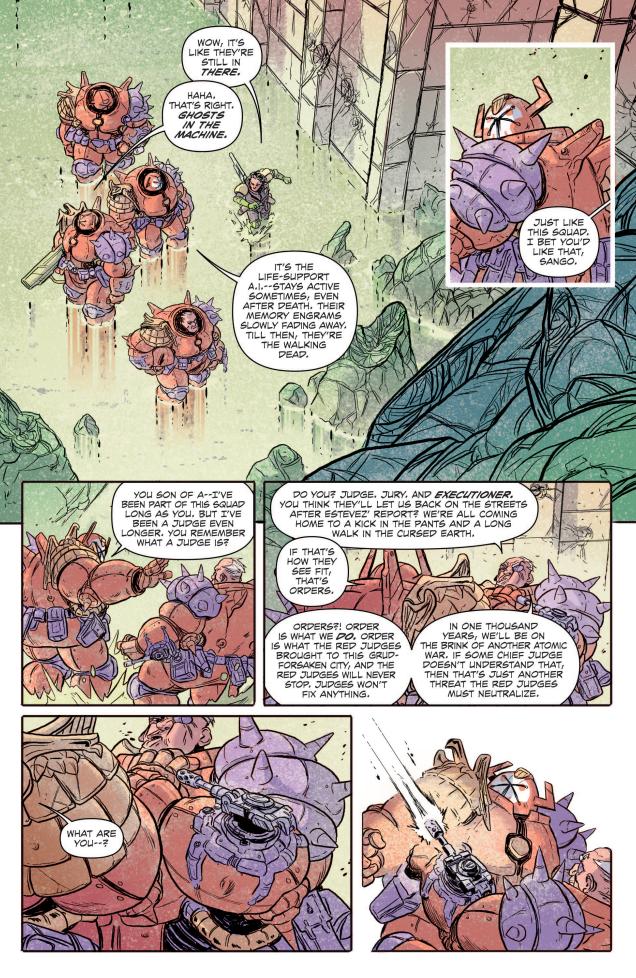








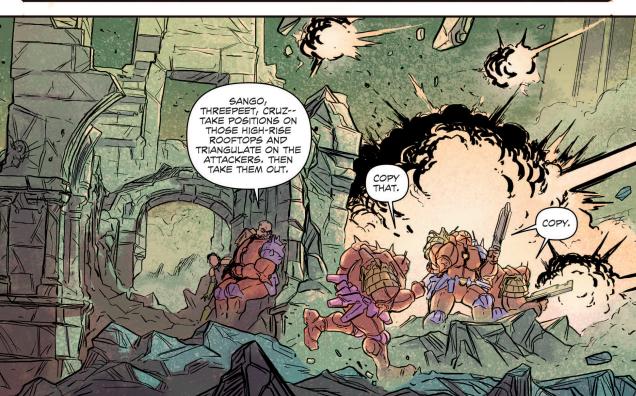


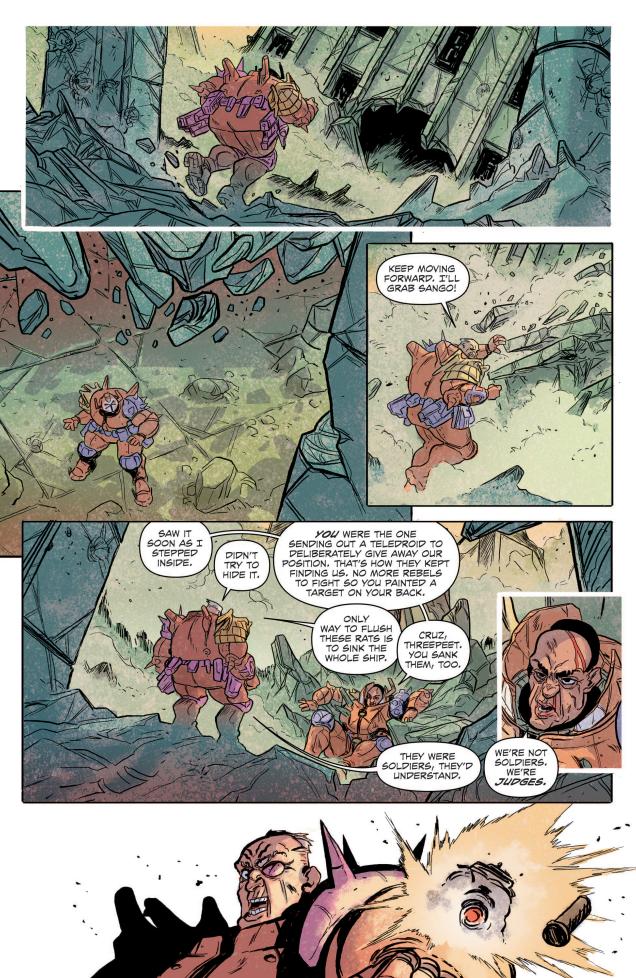






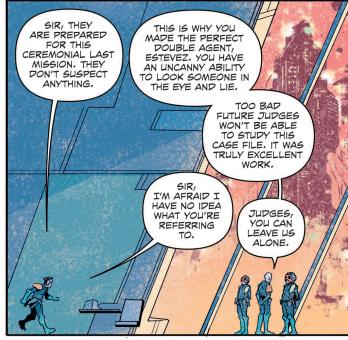
























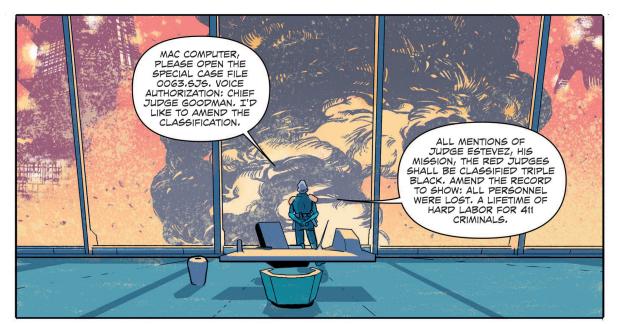














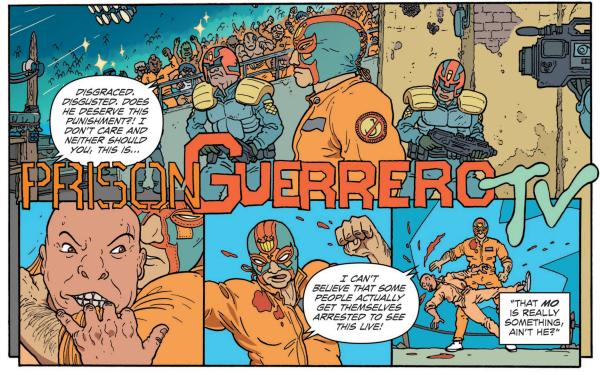


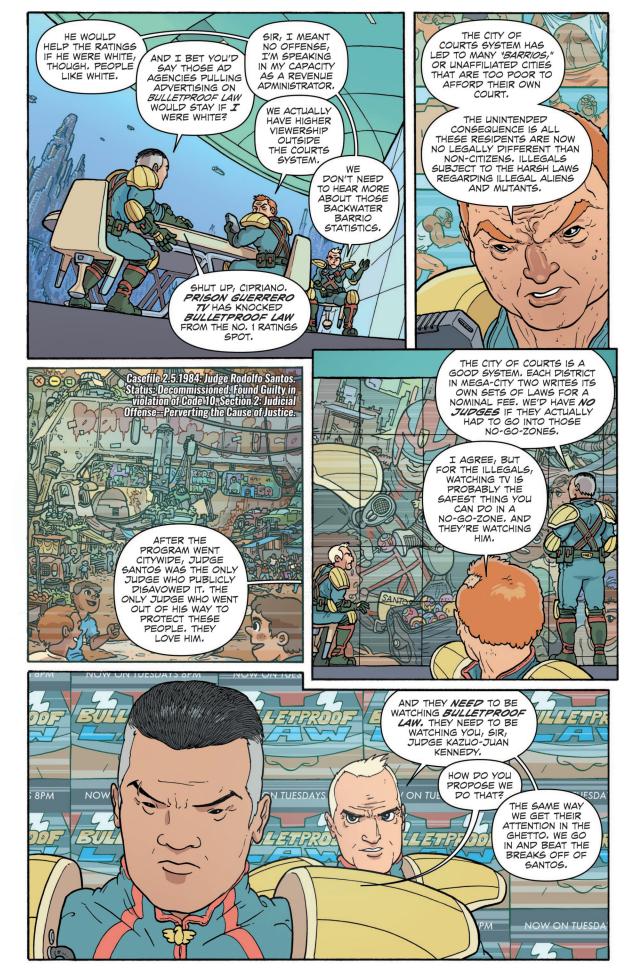












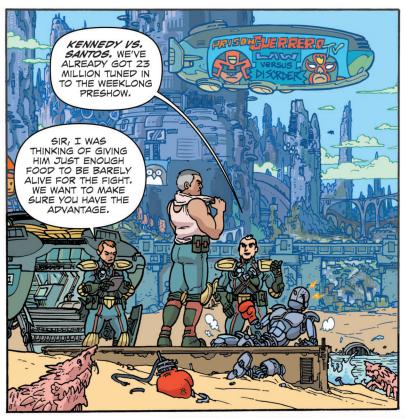










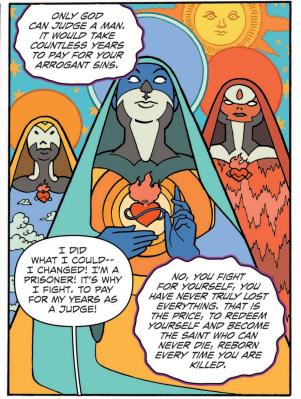


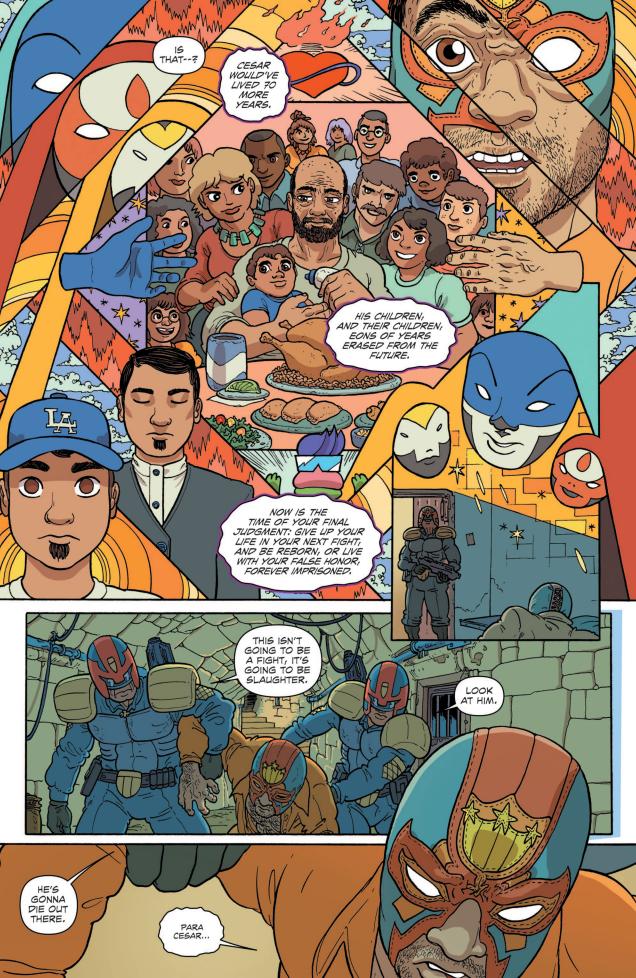






















# . Judge dredd: The Blessed Earth -- A new ongoing series ...

By Ulises Fariñas & Erick Freitas

Judge Dredd is back to the most familiar thing he knows. No longer a street Judge because there are no more streets, but he is tasked with patrolling the newly established settlements of this *Blessed Earth* and training/recruiting new Judges for the reestablished Justice Department.

The overarching conflict is between Judge Dredd and who after finding the body of a robot girl , becomes a part of a robot revolution, and to a lesser extent Judge

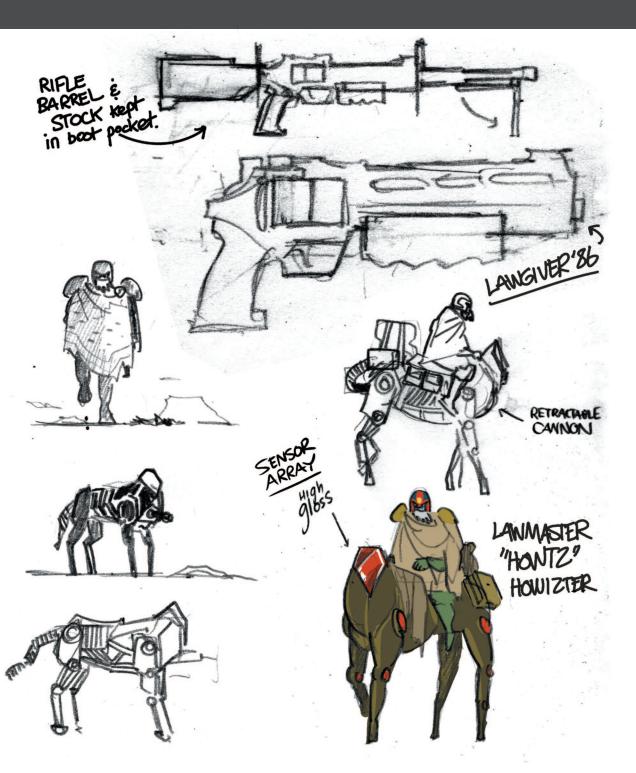
Anderson, who now as Chief Judge, seeks to bring the Judges back to full force and power and return Mega-City One to some sense of normalcy.

The story is told in four-issue arcs, one volume each, which focus on one mystery or villain, as the series arc is advanced subtly throughout. This allows the reader to see more of Judge Dredd's new world, and introduce new takes on classic characters, while mixing in new concepts and satirical elements.



• Approximately 800 million citizens have settled into scattered enclaves around Sector 01, a walled section of Mega-City One that has been rebuilt in the past 10 years. Beyond the walls of this protected sector is the Blessed Earth—an unbroken frontier of grasslands and primordial forests, a world with no toxic radiation zones, where F5 tornadoes are the smallest you get, sinkholes appear without warning, and building-sized robot excavators carve miles-deep canyons into the ancient Undercity.

The Blessed Earth means something different to each one of these citizens. For some it is the chance to return to a more simple way of life, but for others it is the chance to get what you deserve, regardless of right or wrong. This is the frontier, and Judge Dredd learns that in the Blessed Earth, the Law is whatever the last man standing says it is.



At last year's Barcelona International Comics Festival, I had the opportunity to meet a number of interesting writers and artists who were looking for a way to break into the English language comics market. You'll see work from a number of the folks I met from IDW over the next couple of years, starting with the creators of a new comic that launches this February — *Animal Noir*.



Izar Lunacek and Jernej "Nejc" Juren — the Animal Noir creators — join a long list of cartoonists who use anthropomorphic characters to tell stories about the human condition. Some of my favorite comics fall into this category, including George Herriman's Krazy Kat, Walt Kelly's Pogo, R. Crumb's Fritz the Cat, and, of course, Art Spiegelman's Pulitzer-Prize winning masterpiece, Maus.

Here are the guys themselves to tell you more about their lives and their work.

# TA: Where do you live?

Nejc: We live in Ljubljana, Slovenia, a small city in Central Europe with about 350,000 inhabitants. The city dates back to the Roman times and has a nice medieval downtown area with a beautiful river that runs through it. It's a really good place to live and work.

**TA:** How did you start working together? Who does what on the book?

**Nejc:** We met when I was translating Calvin and Hobbes and Izar wrote a really nice review in the newspaper. We immediately got our bromance on — sharing stories, philosophical views and art — and partying. And a couple of months after we met, we started building the world of *Animal Noir* together.

**Izar:** Every issue gets plotted over coffees for about a week, shaping the focus and rhythm of the story, then I break it down into a twenty-page storyboard. When I'm in drawing frenzy, Nejc writes the dialogue for the scene at night that I'll be working on the next morning. Once I'm done drawing, he inserts the word balloons and then I color the whole thing. It's immense fun.

### **TA:** What other work have you done?

**Izar:** I've been publishing comics for the last fifteen years, mostly in Slovenia. I drew weekly animal comics for Slovenian newspapers for close to a decade, plus a webcomic called *Paradise Misplaced* that was later published in Spain and the UK.

**Nejc:** I've written some short stories and translated a couple of novels, the most notable being the *Engineer of Human Souls* by Josef Škvorecky, which might be one of the best books ever written. I've also written songs and I play the washboard in a swing band.

**TA:** I've been describing *Animal Noir* as *Chinatown* meets Animal Farm. What do you think of that description? How would you describe it?

**Nejc:** It's great, but whereas *Animal Farm* is a brilliant social commentary, we were trying to create a fun and

complex animal world where cool stories could happen. We wanted the animals to keep lots of the character traits they have in nature and bind them together with a social contract. Why and how all these creatures live together was more interesting to us then creating an allegory for the human world.

**Izar:** My initial thought, if we stick to catchy combos, was *Blacksad* meets *Dungeon* since it's a hardboiled bestiary but with more humor, warmth and conceptual queries. A friend of mine quipped that it was *Zootopia* meets *Fritz* the *Cat*, which I also like.

#### **TA:** Who is your favorite character in AN?

**Nejc:** I love the lions eating meat while watching hunt porn. And I love the little hippo mobsters singing while they wait for dinner.

**Izar:** I identify with our main guy, Manny, the giraffe detective. He grew up in a cushioned environment with all his kin oh-so-above the food chain, but wanted to make a difference and got involved in the whole rich-lions-devouring-poor-zebras mess. He's a privileged kid out of his depth, really, but his height and kick help him stay afloat, just barely.

## **TA:** What's your dream project?

**Izar:** Right now, this is actually it. We did *Animal Noir* the way we wanted to, we stuck by it until it found a home and for now, this is perfect. But basically all I'd like is to be able to make good comics that get read.

**Nejc:** Gosh, they say dreams don't come true if you say them out loud. But I just love telling stories, so I hope I get more chances. And I love working with awesome people. I think I was super lucky in this regard.

**TA:** Anything else you'd like to tell our readers?

Noir: it's the most retinal, cerebral and adrenal fun you'll get for four bucks a pop. We pour our hearts into this thing so it's a full-bodied package for you right there.







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