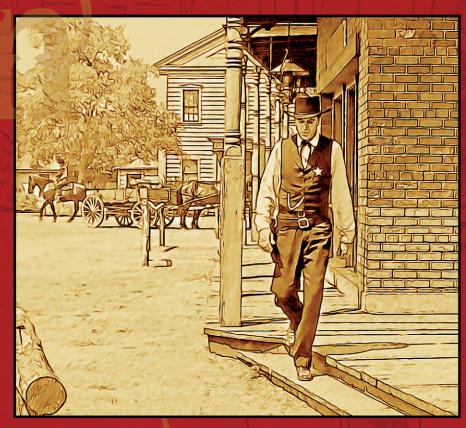
**SE#SE#SE#SE#SE#SE#SE#SE#SE#SE#SE#SE#SE#

HIGH NOON







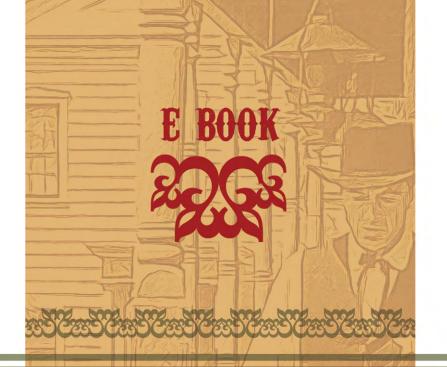
BAM & D. deLAZARE



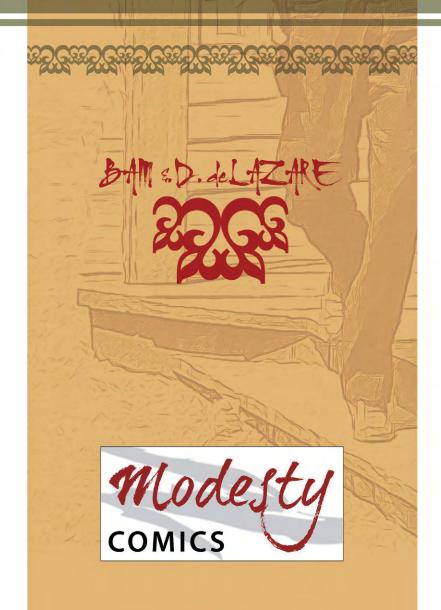


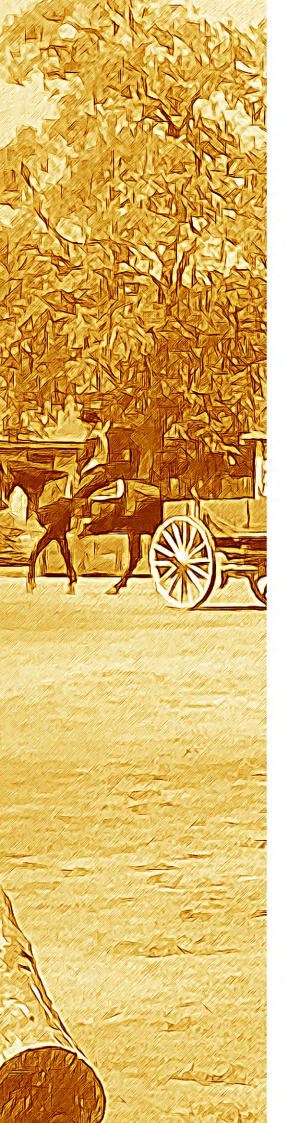






HIGH NOON





Bam & D. de Lazare High Noon

This edition published in 2014 by Modesty Comics, London, UK www.modestycomics.com office@modestycomics.com Editor: Živojin Tamburić

Original title: High Noon, Bam & D.de Lazare

Script and art © Božidar Milojković - Bam & Dragan Lazarević - de Lazare

Copyright for this edition © Modesty Comics

English translation: Tijana Tamburić Foreword © Tijana Tamburić

Graphic design: Bam & D. de Lazare

All rights reserved. Permission to reproduce material must be obtained from the authors or the publisher.

Contents

High Noon, Revisited - Tijana Tamburić	9
High Noon	13
Biographies	72





High Noon, Revisited

In contrast to the popular trend of many graphic novels being turned into films, this is a graphic novel adaptation of the cult Western classic, High Noon, which featured Gary Cooper and Grace Kelly in the 1952 original.

As an archetypal Western it is very much a product of its time, and yet the story of one man's struggle for justice, when it seems everyone else has turned their back on him is a universal concept and one that will continue to be relevant.

High Noon's adaptability and longevity can be summarised by the 1989 example of Polish graphic designer Tomasz Sarnecki creating a Solidarity election poster for the first partially free elections in communist Poland. It features an image of Cooper armed with a folded ballot, the Solidarity logo and a message at the bottom reading, in translation, 'High Noon: 4 June 1989'.



Poster for Solidarity

Hollywood has been using comics and making them into blockbuster films for decades. They have also been, increasingly, using typically 'comic book' techniques in film, such as the special effects used in Sin City and 300 or the latest trend of interpolated rotoscoping, where each frame of a film is traced over and turned into animation.

This graphic novel is the opposite of that trend and yet uses the same techniques to create a graphic novel using frames from a film. This is definitely an innovation in graphic novel making and artistically creates a very precise and photographic drawing style.

This graphic novel is kept in the film's original black and white, rather than put into colour which most modern adaptations of films tend to do. This is much appreciated, because this famous western stays in our memories precisely for its striking black and white images. This graphic novel is also true to the story line and character portrayal of the film.

The originality Bam and de Lazare bring to the endeavour is rather similar to what a film adaptation brings to a graphic novel – the director. This graphic novel is like having a new director on the set, it's a new 'director's cut' from the same footage, so to speak. Bam and de Lazare made the decisions on which frames to use from the film and how to display them on each page and which camera angles were most appropriate.

In this way, they have avoided the static frame of a movie screen and implemented the power of a comics' page montage.

Also, they have added in some character's thoughts and re-wrote various monologues to make them shorter. In this way the psychology of the characters is even more emphasised and defined. Their choices and changes definitely make for a new perspective on the original film.

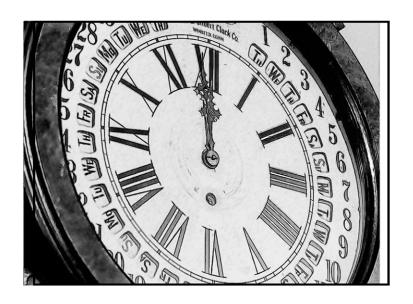


Character's psychology

High Noon is not simply the story of a Sheriff facing a gang of outlaws alone in the American 'Wild West'. It is a universally applicable tale of bravery, loyalty and never running away from your problems even when everyone else is telling you to. Thus, it is great that this timeless story has been brought back to public attention in 2014, and equally great it has been done in graphic novel format.

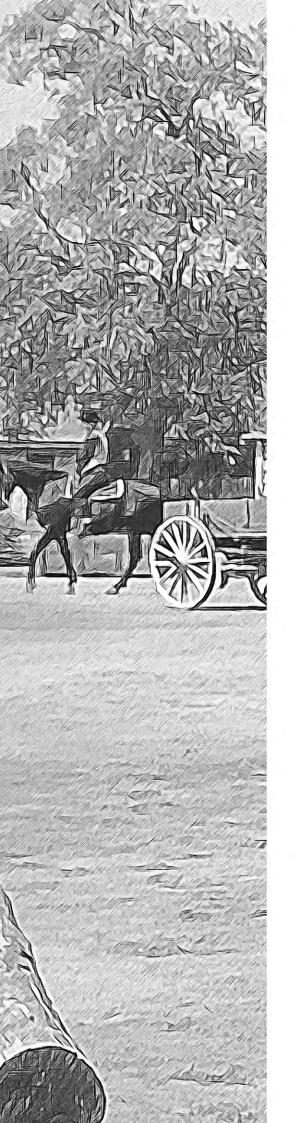
Los Angeles, April 2014 Tijana Tamburić, historian and comics critic

HIGH NOON



BAM & D. de LAZARE



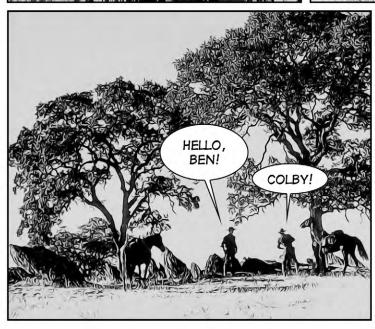






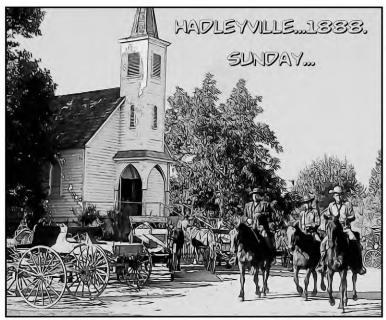














HIGH NOON







