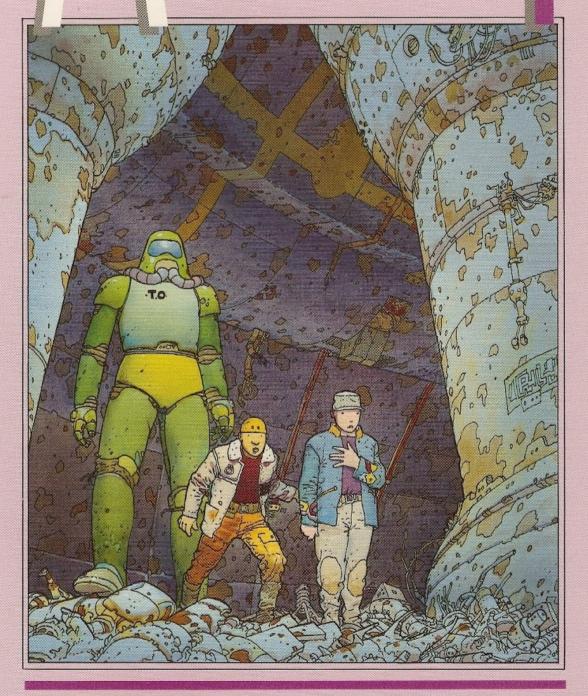
GEBUS

THE COLLECTED FANTASIES OF JEAN GIRAUD

TM



**UPONASTAR** 

JEAN "MOEBIUS" GIRAUD story & art

JEAN-MARC LOFFICIER
RANDY LOFFICIER

translators · editors Starwatcher Graphics

ARCHIE GOODWIN MARGARET CLARK STEVE BUCCELLATO

editors Epic Comics

ROBBIN BROSTERMAN designer

> CLAUDINE GIRAUD DAVID SCROGGY

> > consulting editors

JIM SHOOTER
editor in chief

THE REPAIRMEN

MOEBIUS

colors

PHIL FELIX

letterer

UPON A STAR

MOEBIUS

CLAUDINE GIRAUD

colors

JOHN WORKMAN

letterer

AEDENA

JEAN-PAUL APPEL-GUERY

PAULA SALOMON

co-writers

MOEBIUS

MARC BATI

colors

PHIL FELIX

letterer

CELESTIAL VENIC

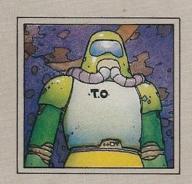
LAURENT GIRAULT

colors

PHIL FELIX

letterer

with special thanks to Jean Annestay



MOEBIUS 1 UPON A STAR

## MOEBIUS 1

**UPON A STAR** 

OTHER MOEBIUS GRAPHIC NOVELS

MOEBIUS 2

ARZACH & OTHER FANTASY STORIES

MOEBIUS 3

THE AIRTIGHT GARAGE

MOEBIUS 4

THE LONG TOMORROW & OTHER SCIENCE FICTION STORIES

MOEBIUS 5

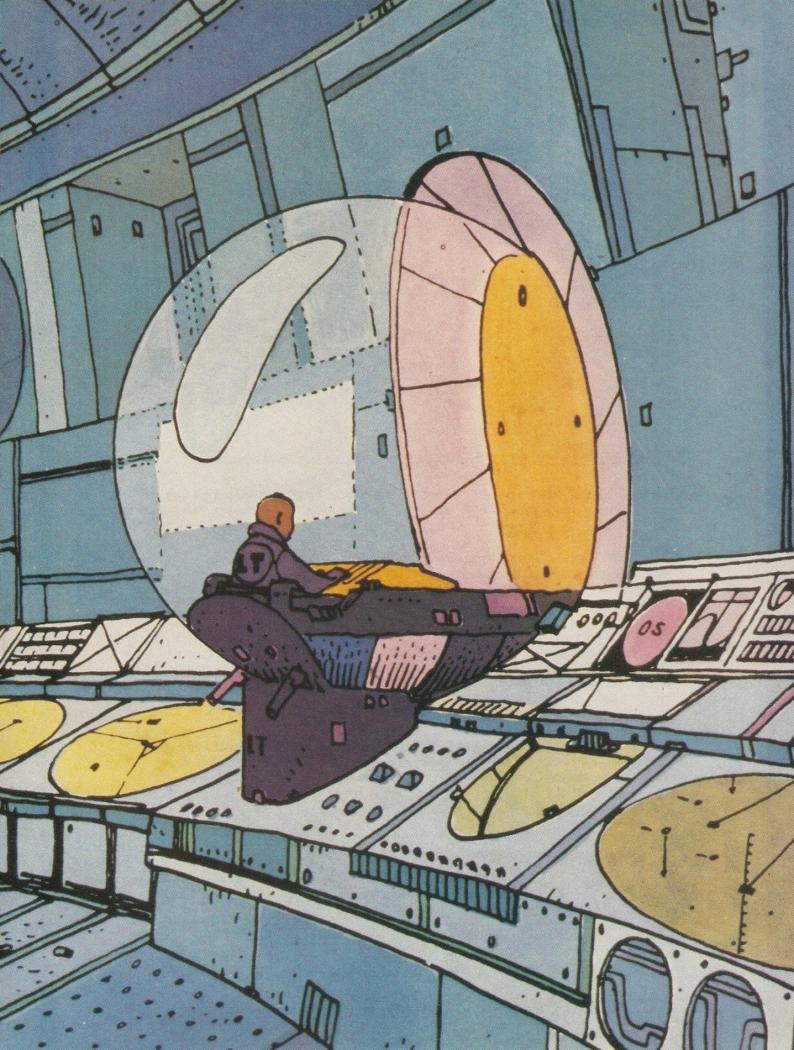
THE GARDENS OF AEDENA

MOEBIUS 6

PHARAGONESIA & OTHER STRANGE STORIES

published by The Marvel Entertainment Group 387 Park Avenue South New York, NY 10016 ISBN # 0-87135-278-8

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## A JOURNEY OF A THOUSAND MILES...

... must begin with a single step, says the Chinese proverb.

This is the first step on a new journey. And it seems particularly appropriate for it to begin in 1987, which is the ten year anniversary of Moebius' first introduction to the American public, in the pages of **Heavy Metal**.

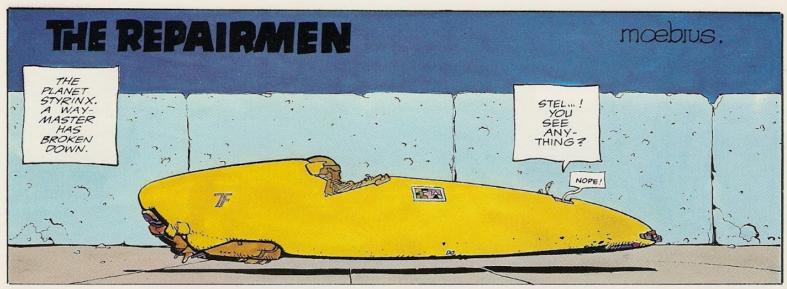
In your hands, you hold the first volume in a series of completely retranslated and reedited republications of Moebius' stories. Each story is accompanied by forewords or afterwords, written especially for this edition, and designed to provide useful background information and unique insights into the mind of the artist. Moebius has been involved every step of the way, making this the definitive collection of his works.

Later volumes will also boast the first appearance—even before they see publication in France—of the "colorized" versions of stories that previously were printed in black-and-white, such as **The Airtight Garage**, **Major Fatal**, etc. Again, Moebius supervised every step of the coloring, often choosing each color used on the entire page.

As to this volume, **Upon a Star** and its short prequel, **The Repairmen**, it is the first chapter of a new cosmic saga entitled **The Aedena Cycle**. The second chapter, **The Gardens of Aedena**, will be Volume 5 in this series. **The Aedena Cycle** will eventually link up with other Moebius works, including **The Airtight Garage**, to form the basis of a coherent Moebius Universe.

As we said, this is the first step in a new journey. Please, travel along with us.

Jean-Maria Rundy bollicien

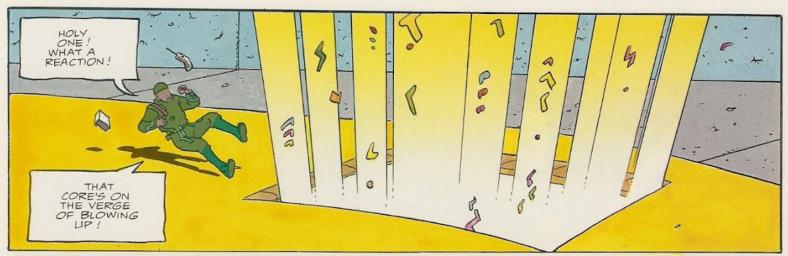


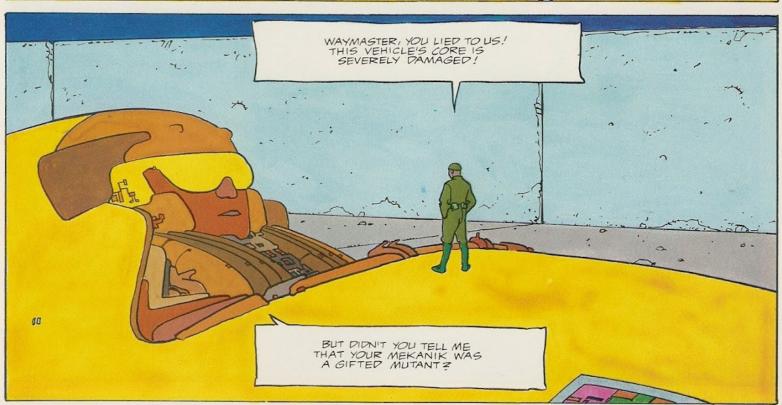


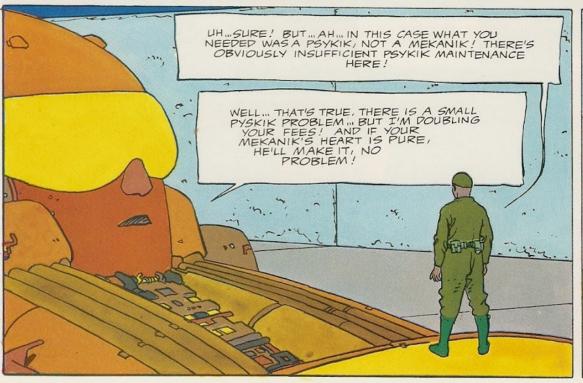










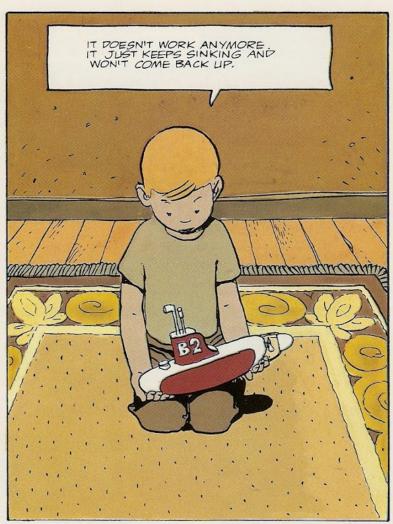












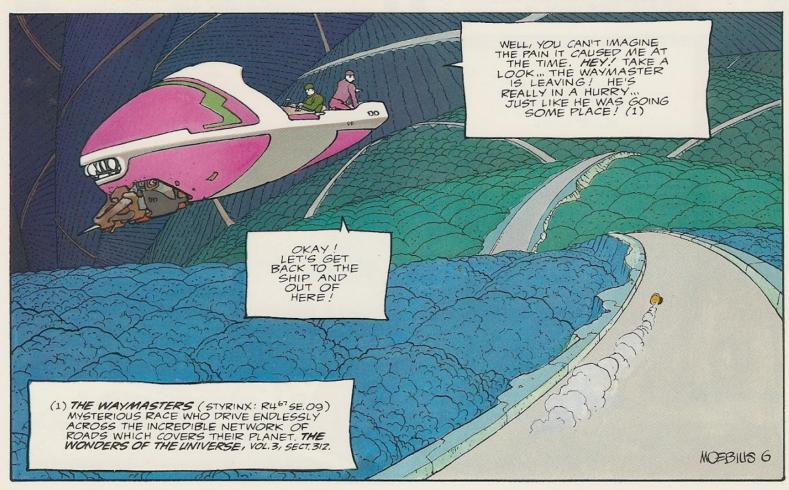














everal years ago, I was contacted by one of the persons in charge of advertising at Citroën, the French car maker. He wanted to launch a promotion aimed at their sales force, and he asked me if I could do a comic story for them. Apparently, he was a great fan of my work, which he had read when he was a student. At the time, he was about 35, and he obviously was in a position of power, which enabled him to do pretty much what he wanted.

At first, I was a bit reluctant. Then, I thought about it for a while and I began to realize that Citroën was not like the other car makers. They are a little like the poets of popular automobiles. They made the 2 CV, the DS...I became convinced that it was a great opportunity to create something fun and different—in particular, about the "Traction," the car that you see in the story, which has always fascinated me. It's such a mythical car...

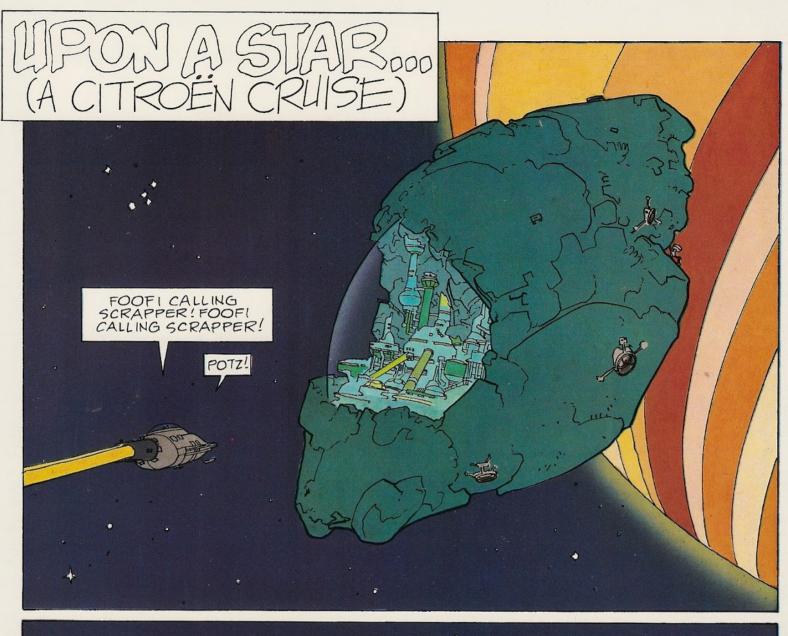
So, I agreed to do the job, and I started to look for an idea. Then, something strange happened. Citroën had wanted me to draw a seven-page story, and I had managed to get the assignment cut down to three or four pages, just in case I didn't feel inspired... And, strangely enough, the story just came. Page followed page, as it grew and grew. That's how **Upon A Star** was born.

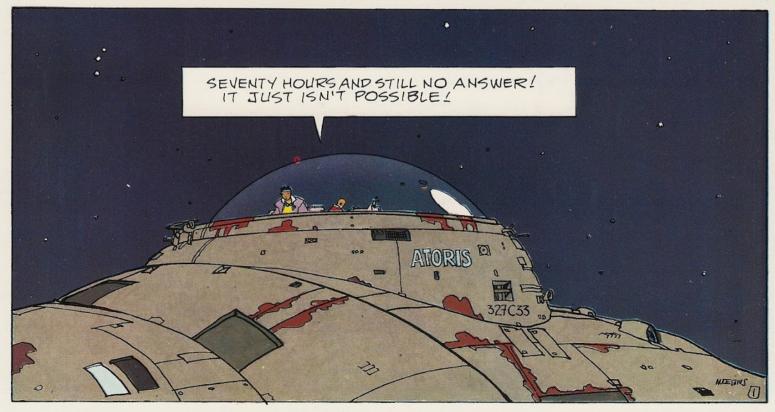
Originally, I had wanted to have that story drawn by two artist friends of mine. I was going to do the rough pencils, and they would have inked it. One day, I met them at their studio and, there and then, I started to draw the story, very fast, doing just layouts. That's when it started to grow: ten, twenty, thirty, forty pages! When I was finished, I realized they were looking at me in shock. One of them asked me, "That's your four-page story?"

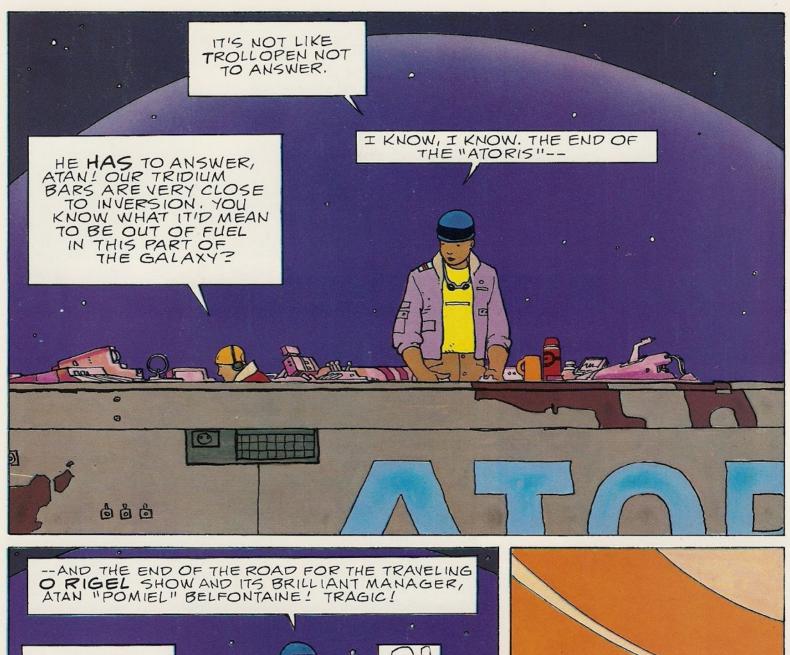
In the space of half an hour, I had drawn the entire story as it is now, almost in a creative trance. It came all at once, which is fairly rare. Then, I liked it so much that I changed my mind and decided to draw it myself. I did it fairly quickly, by adopting a relatively simple, yet very polished, style.

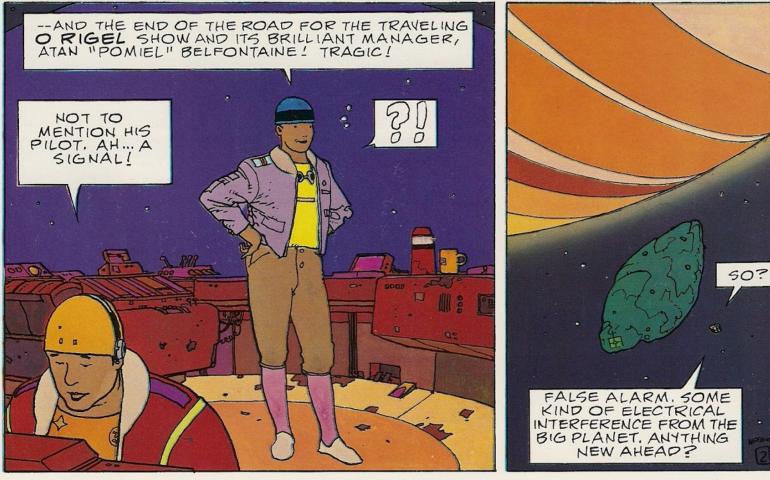
The Citroën people were delighted. They immediately changed their plan and printed it as a deluxe, limited edition, hardcover book. I always thought that part of the real motivation of the person who had ordered the story was that he was a collector. There, he was in the position of creating a unique collector's item, and totally in control of its distribution!

The limited edition was then distributed exclusively to Citroën top sales people, thereby frustrating all the traditional French comics collectors. Sometimes, when I do a signing, someone will come to me, walking very carefully, as if he was carrying something extremely precious, and present me a Citroën book to sign. When I ask them how they got it, they become very pale and they don't answer!...





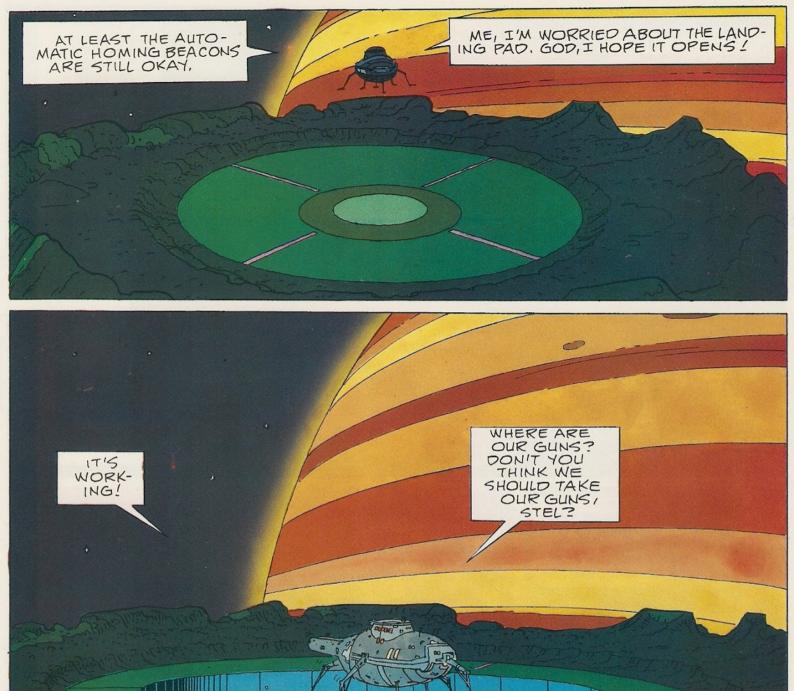


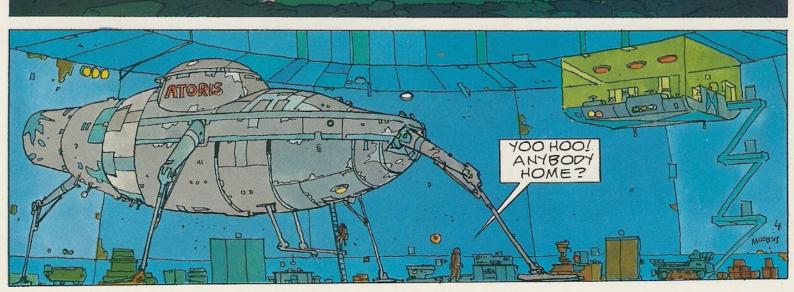


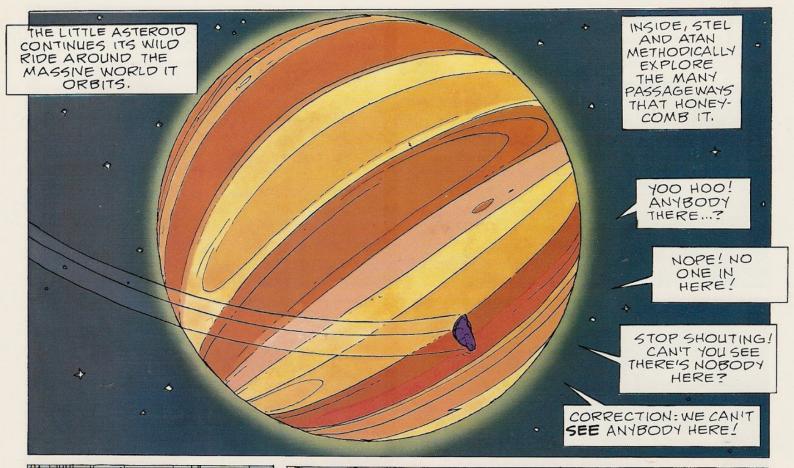




GO IN.

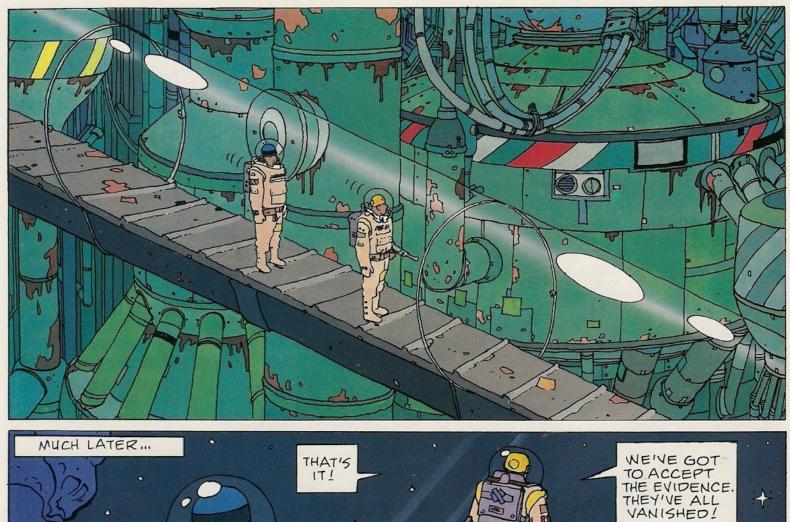






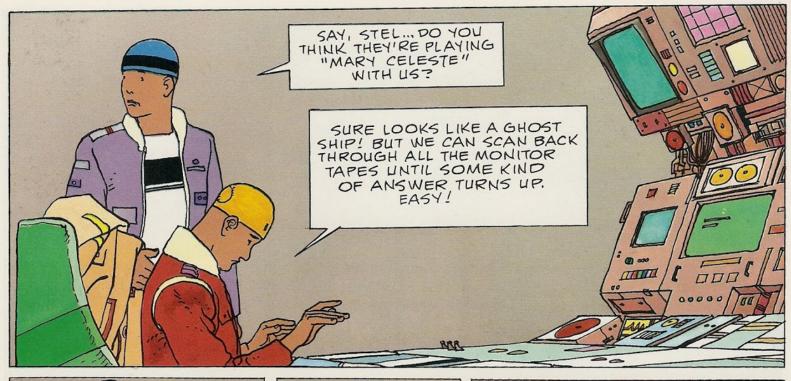




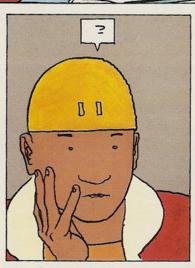


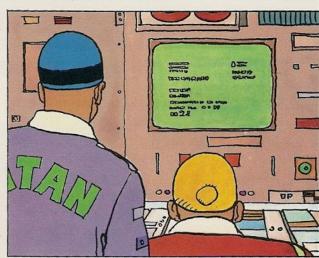














LET'S SEE... REMINDS

ME OF THE

ELECTRICAL INTERFERENCE BEFORE

ABOARD THE "ATORIS"

... THAT STATIC FROM

THE GIANT... RIGHT!

BUT THERE'S MORE

DATA HERE...

INDICATES A

PATTERN! IT'S A

SIGNAL

BROADCAST

FROM BELOW,

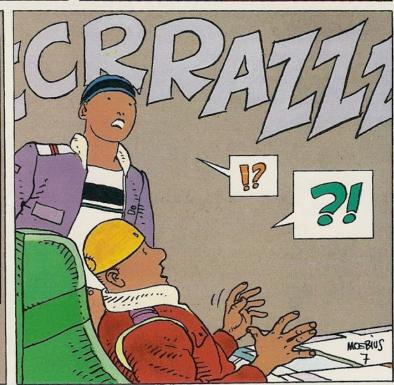
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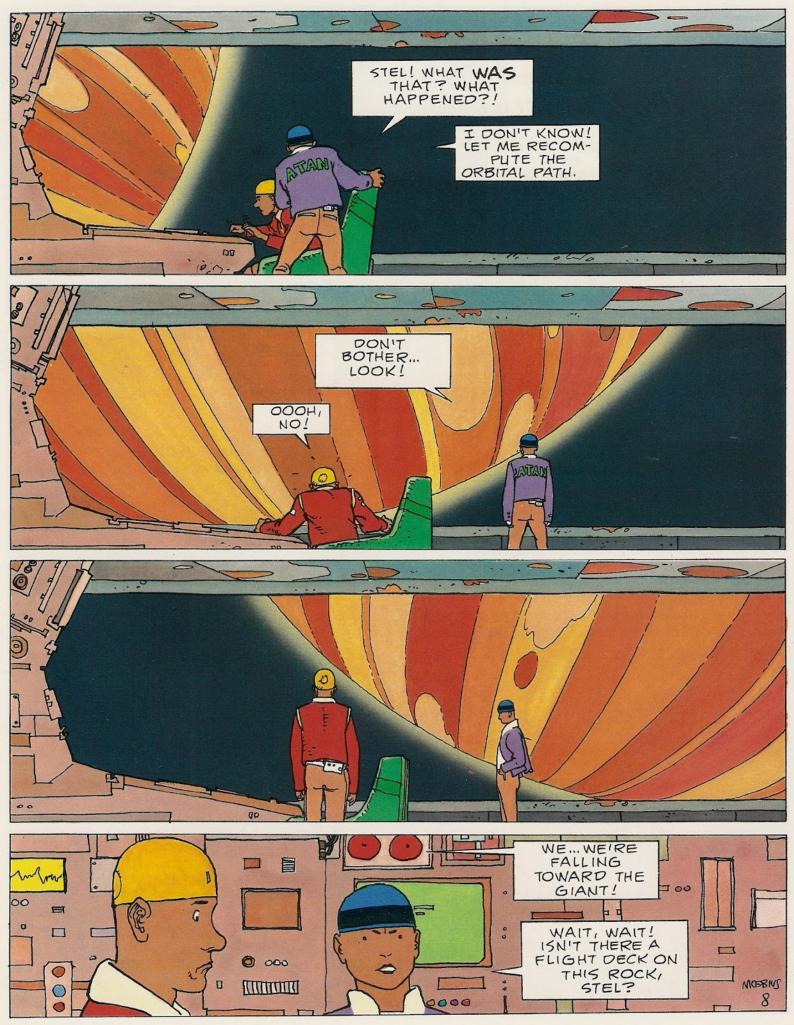
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OF THE

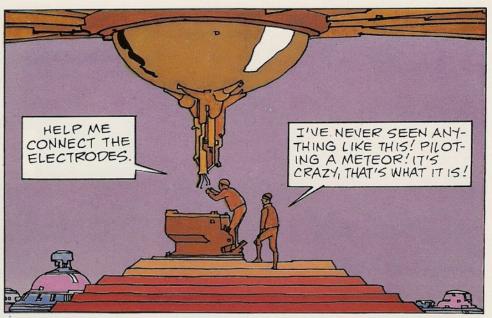
NORTH POLE...!

INCREDIBLE!

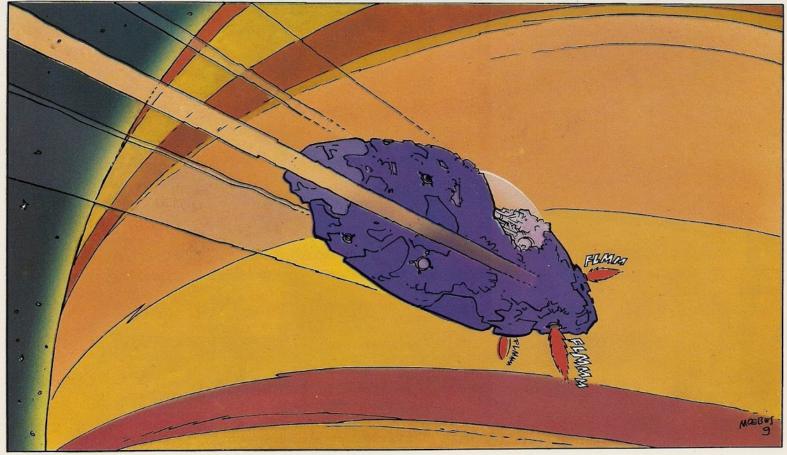


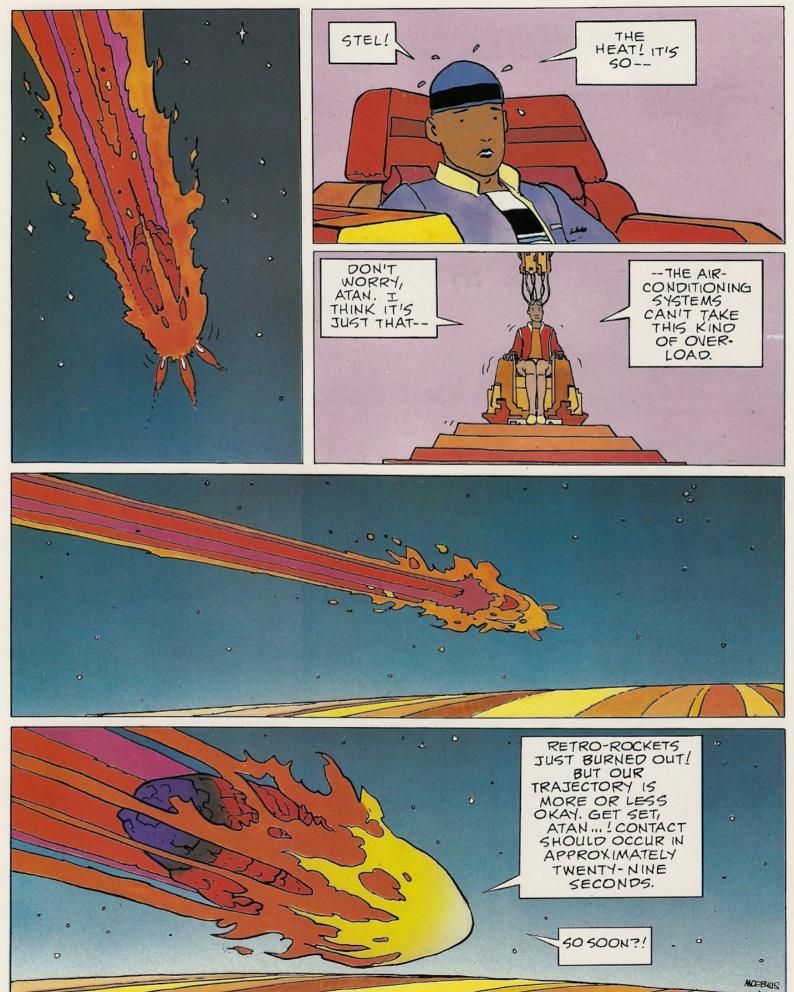








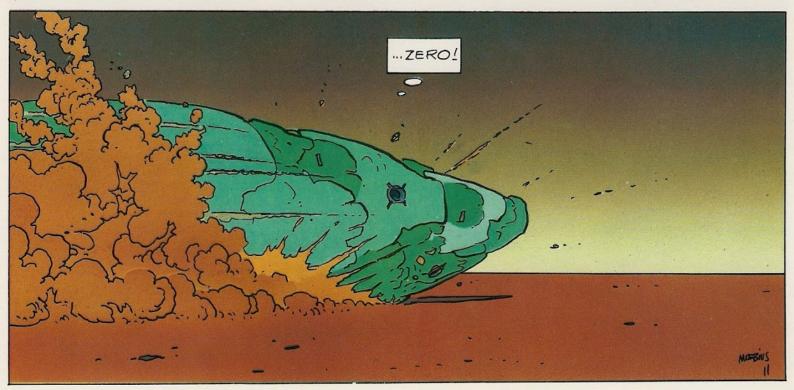








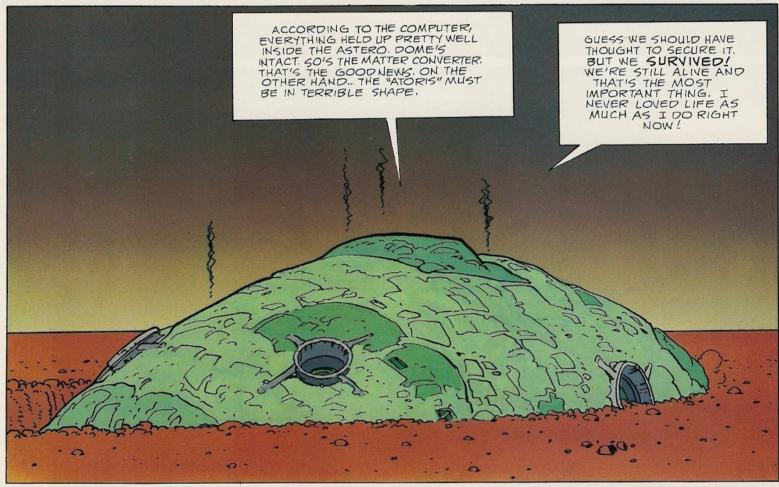




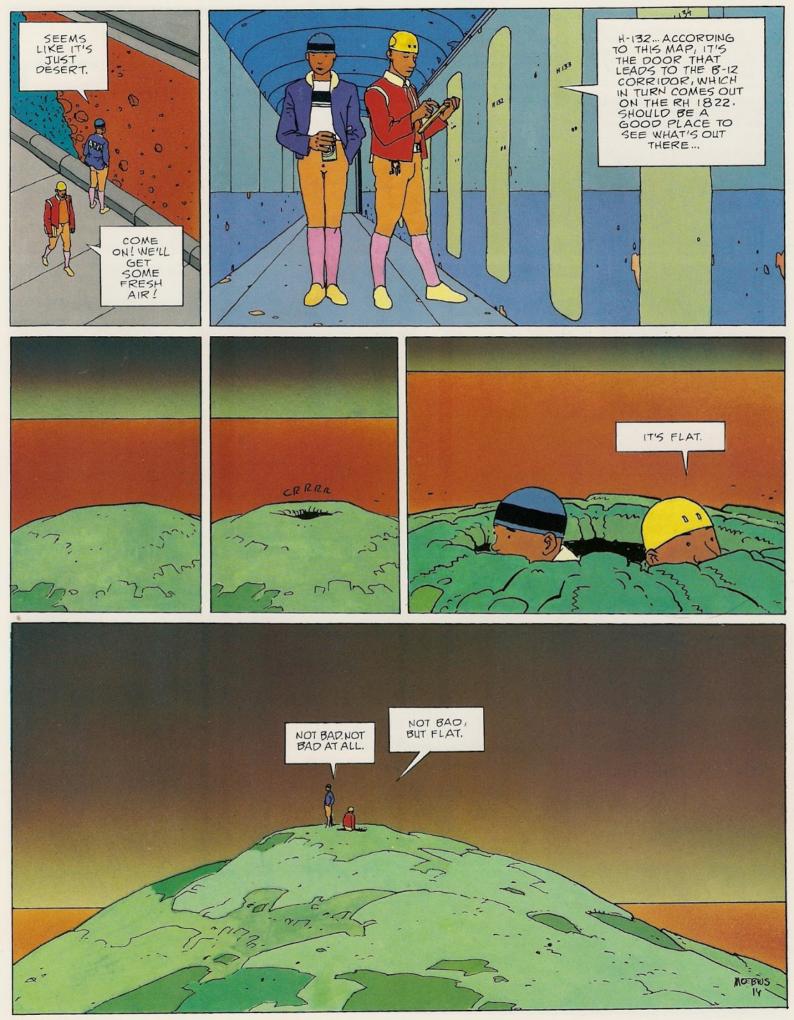


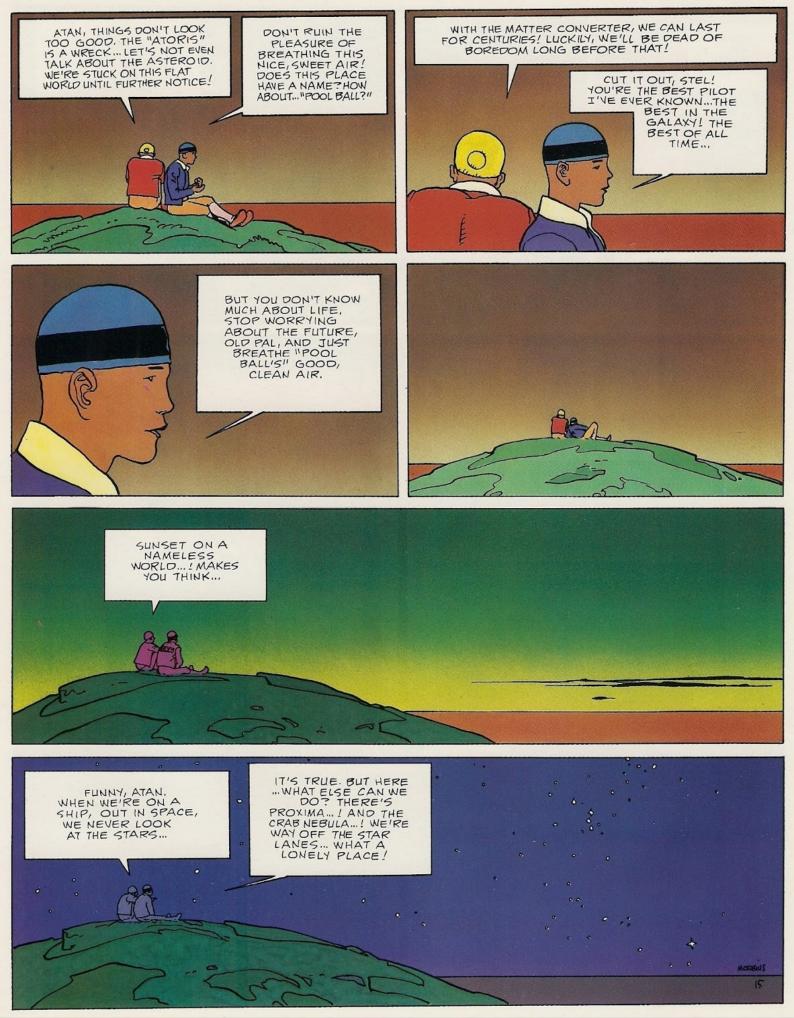






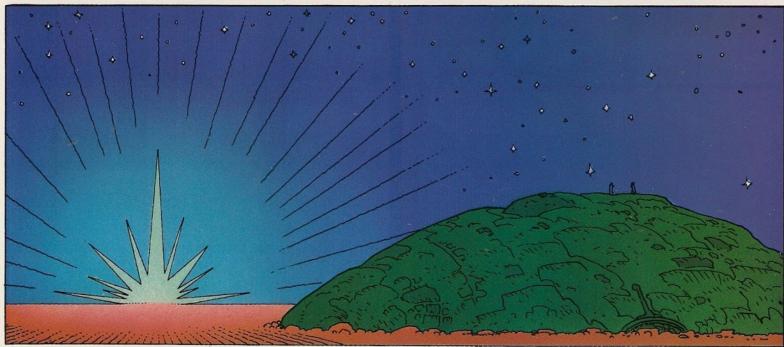


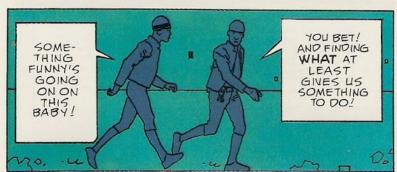


















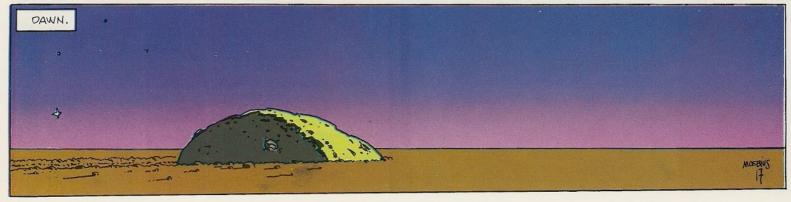


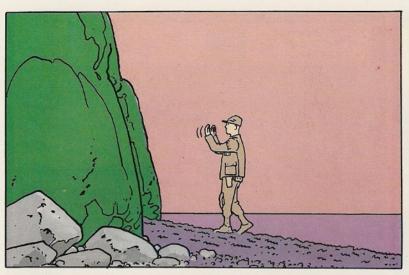


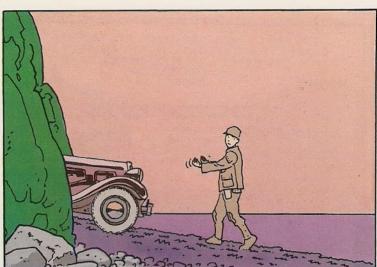


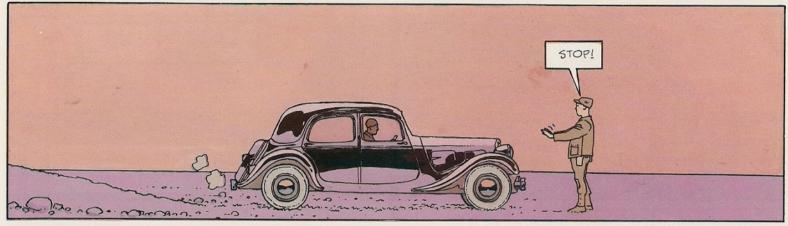






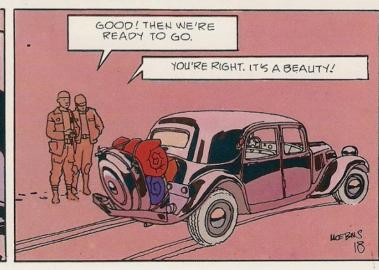




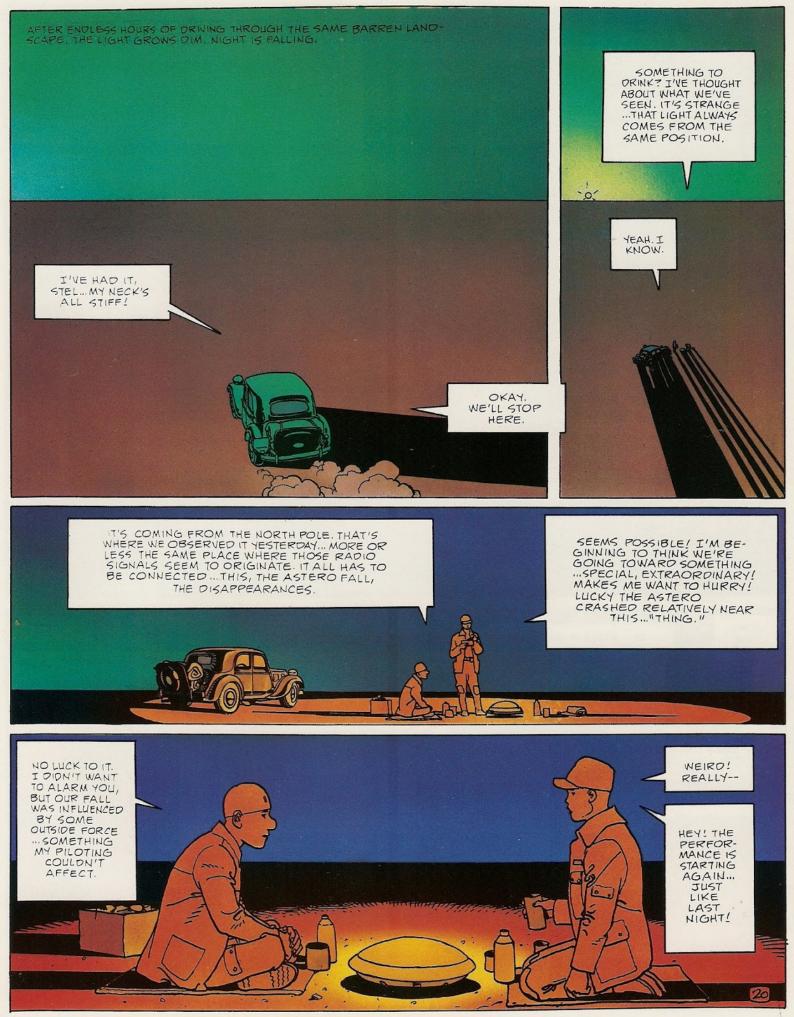


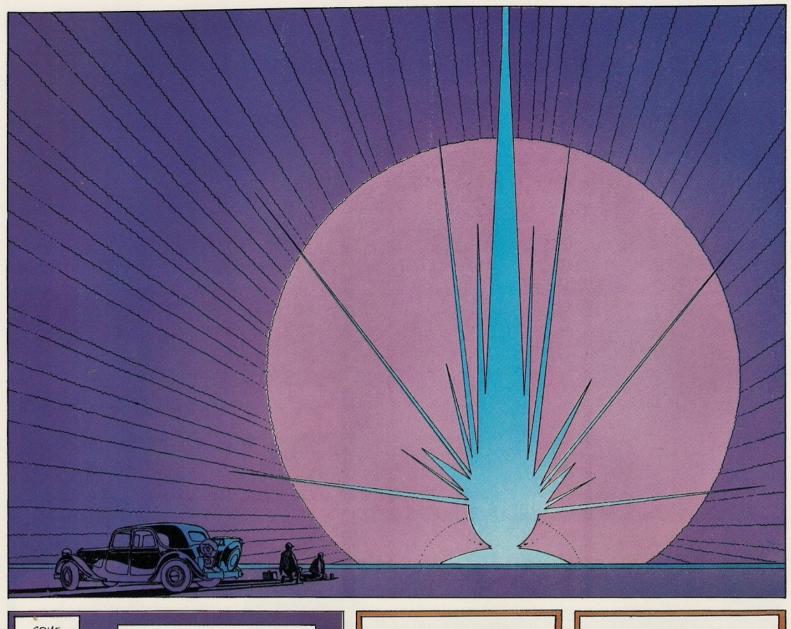








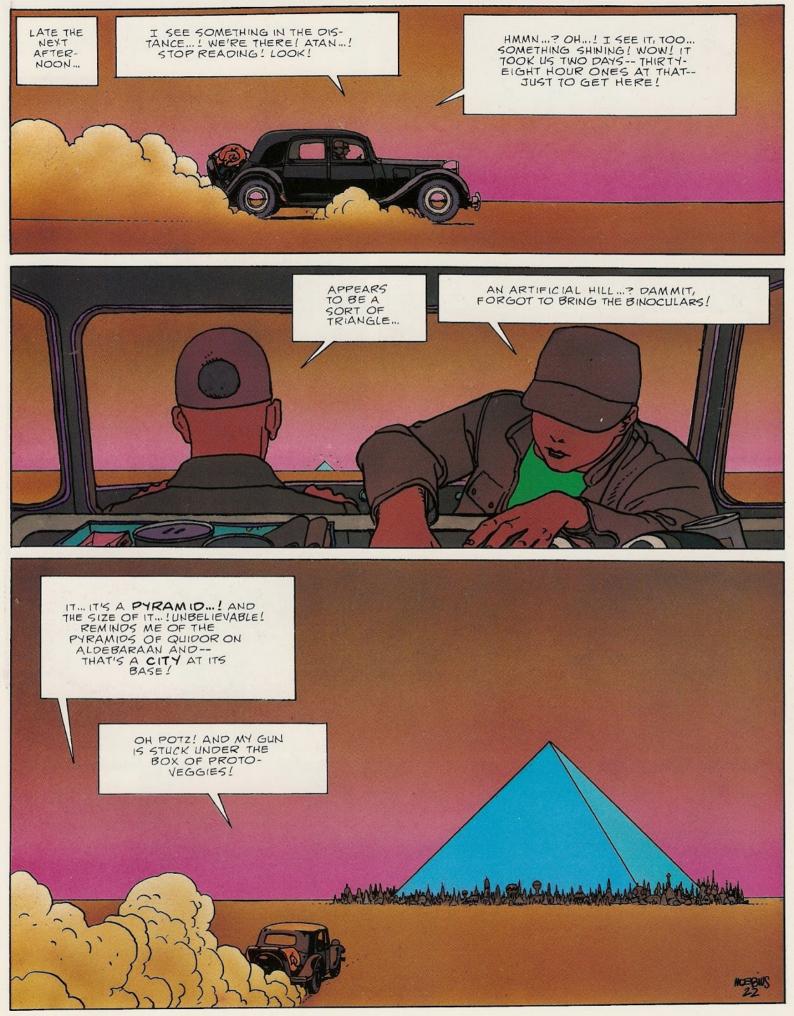


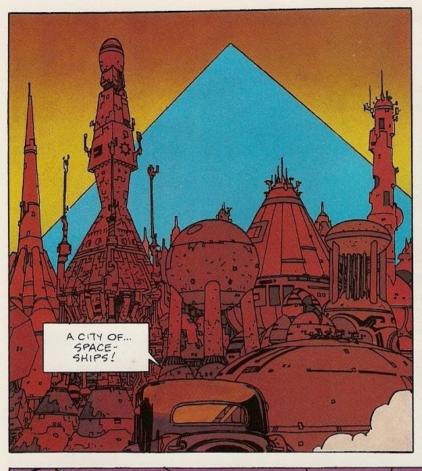


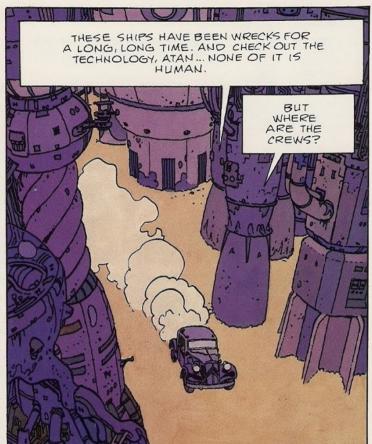


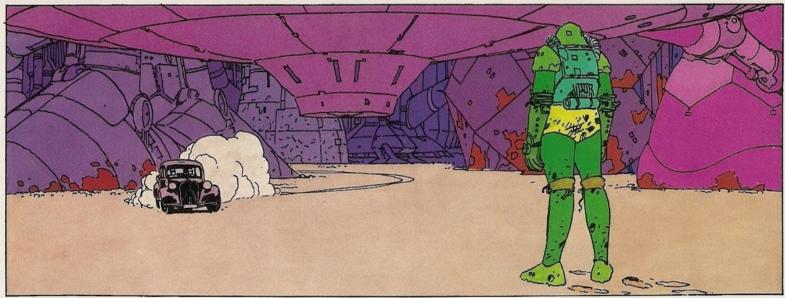






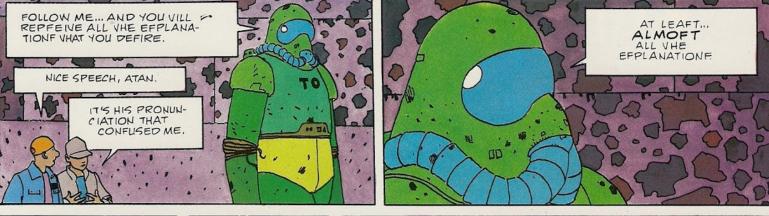


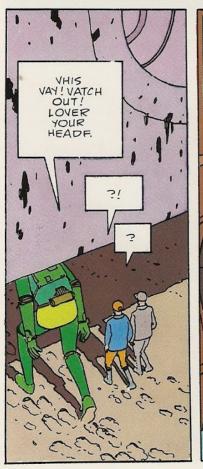








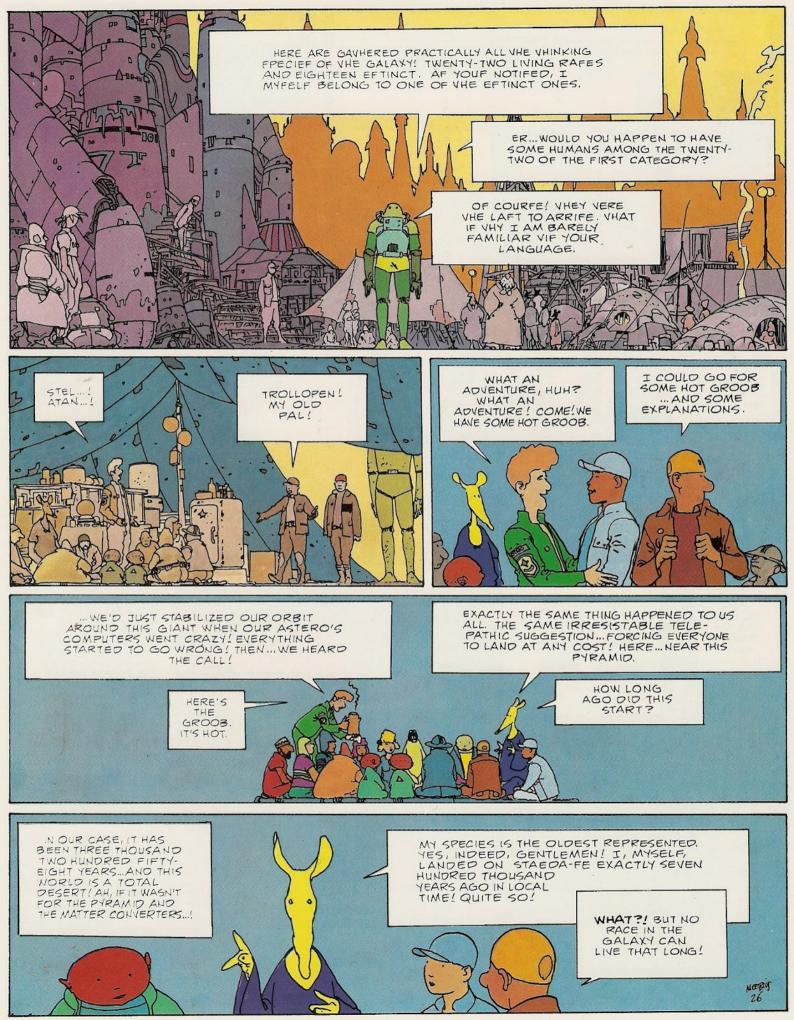






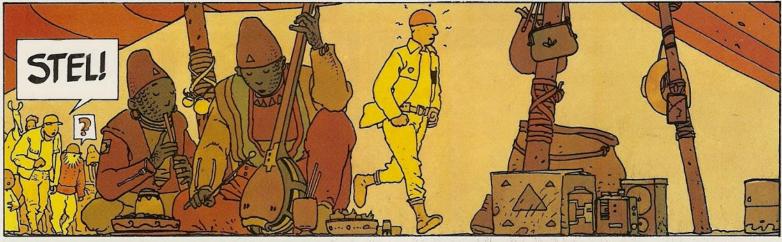






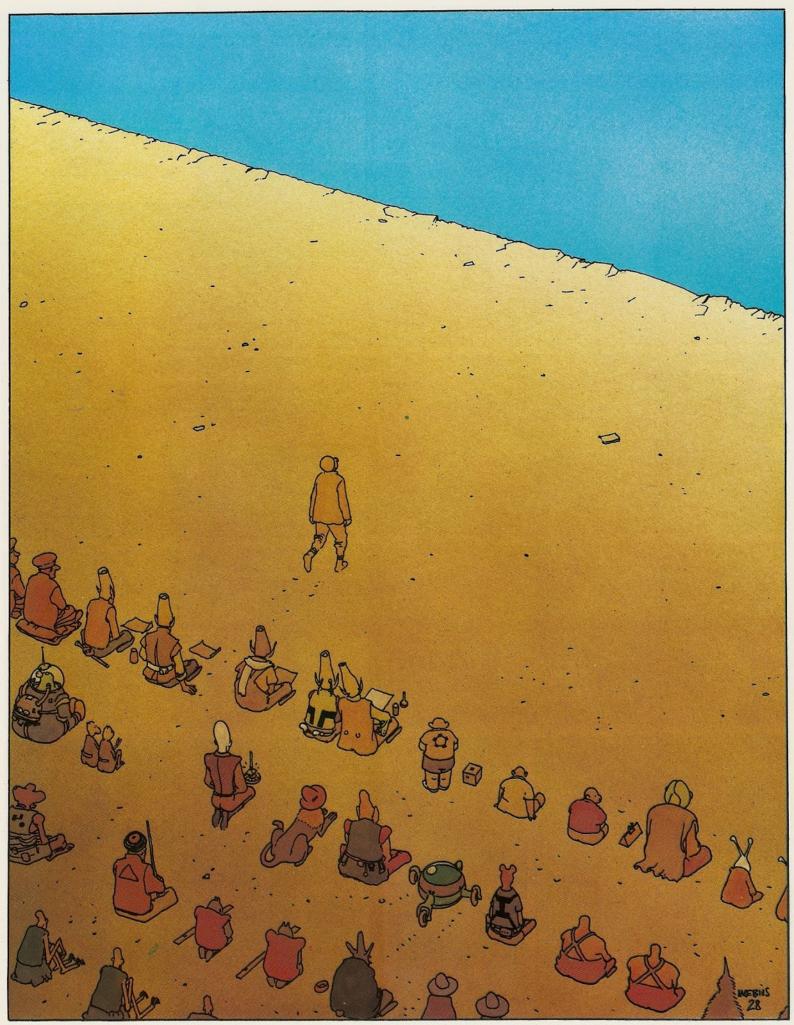


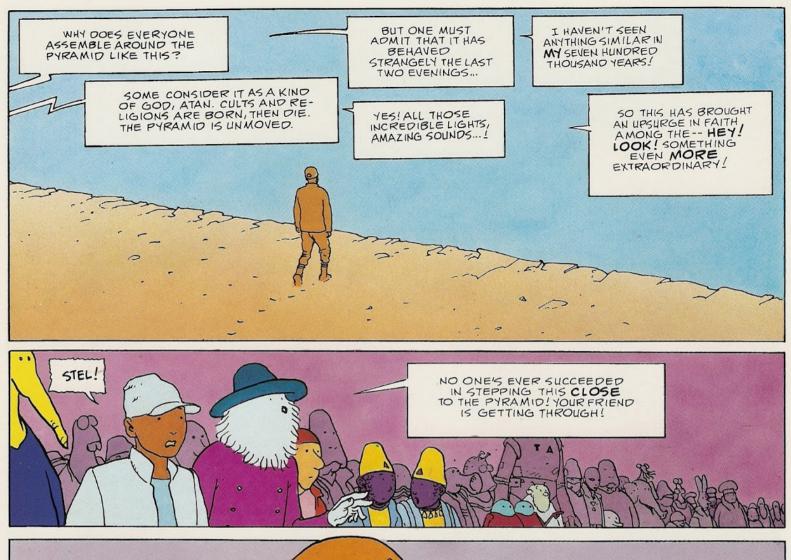


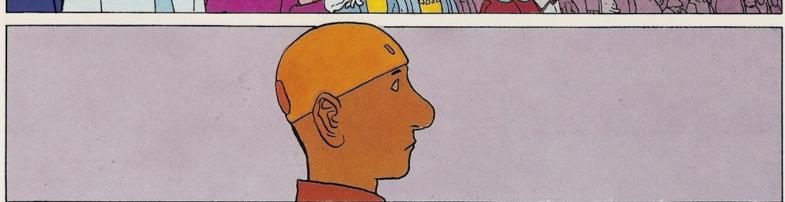








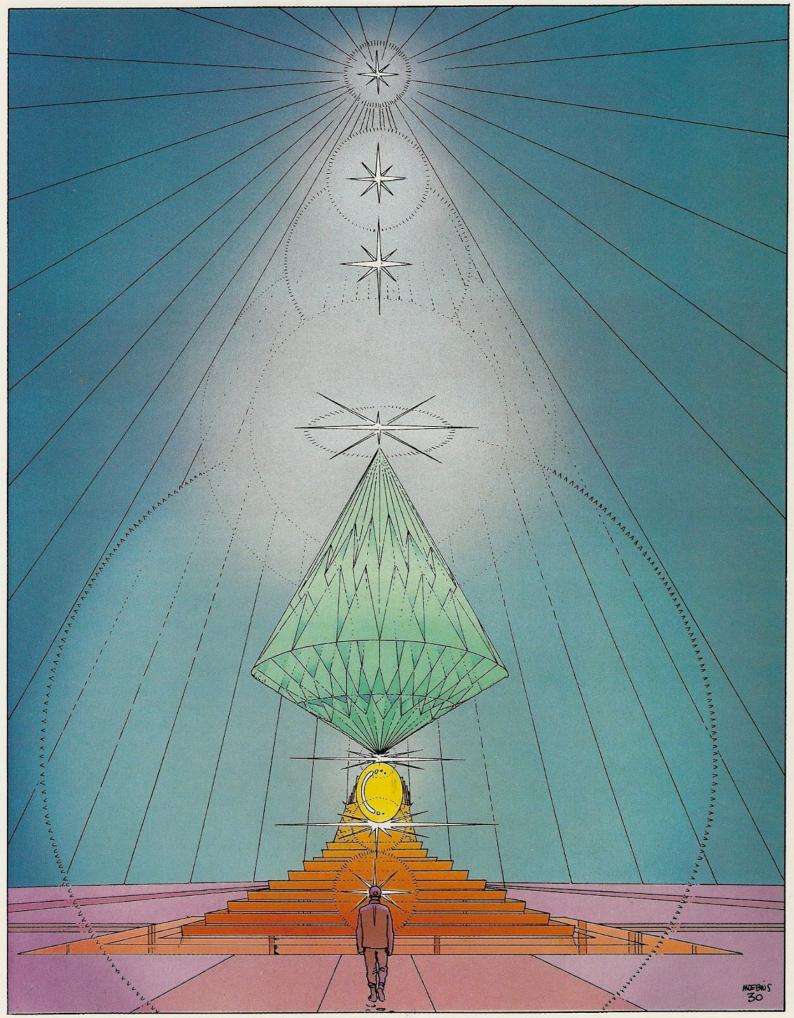








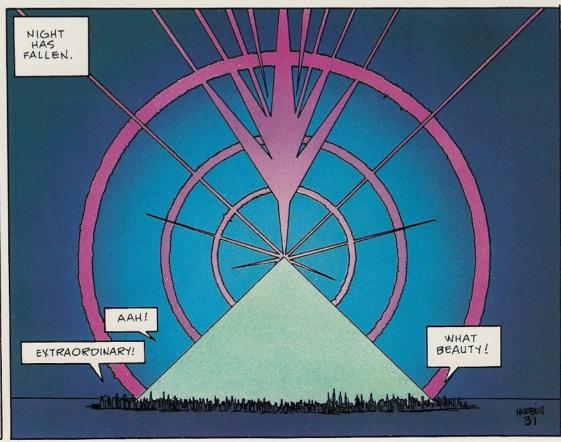














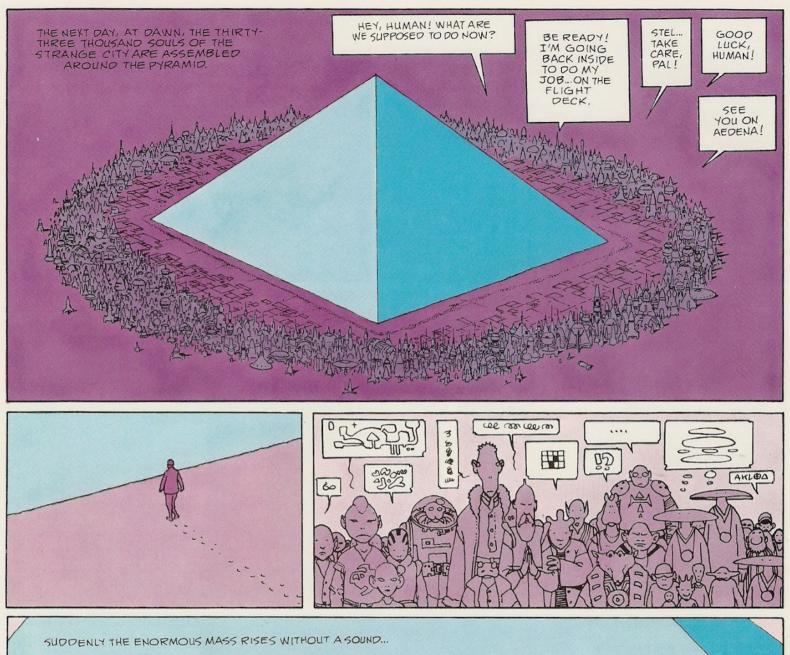


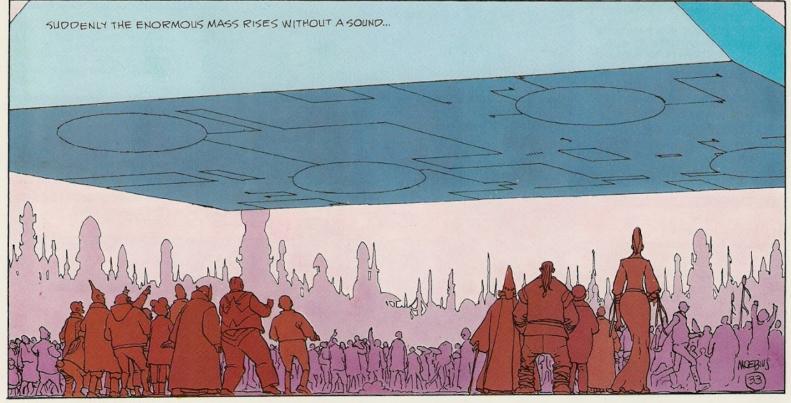


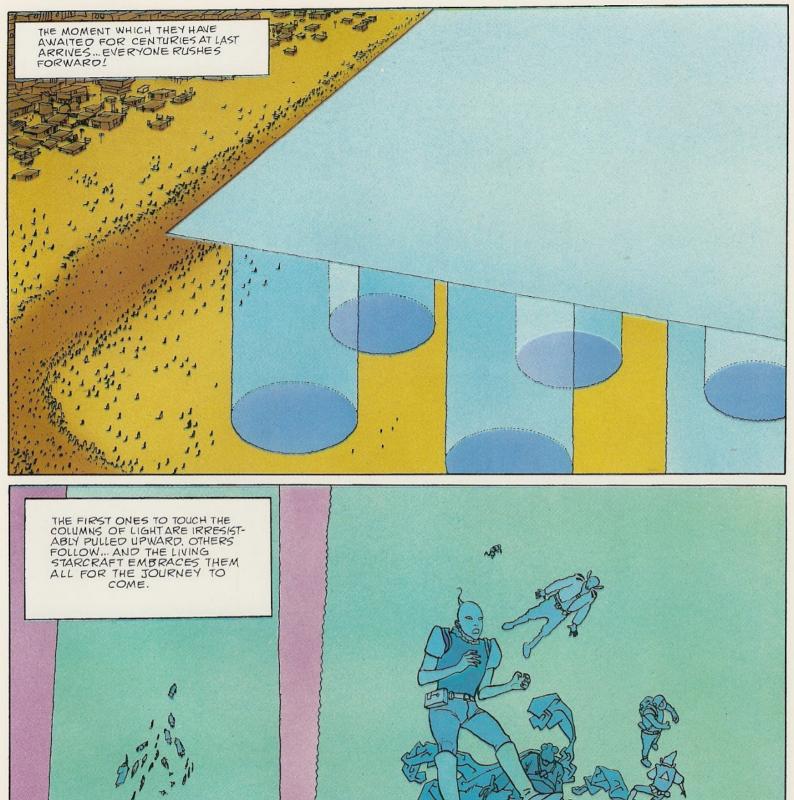


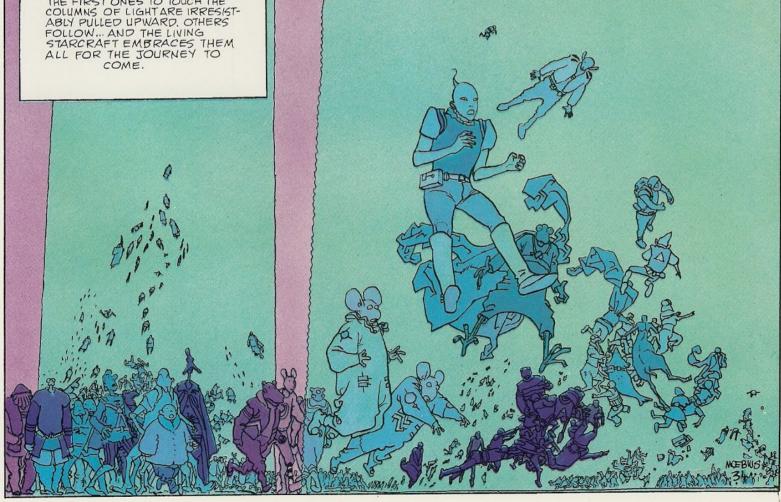


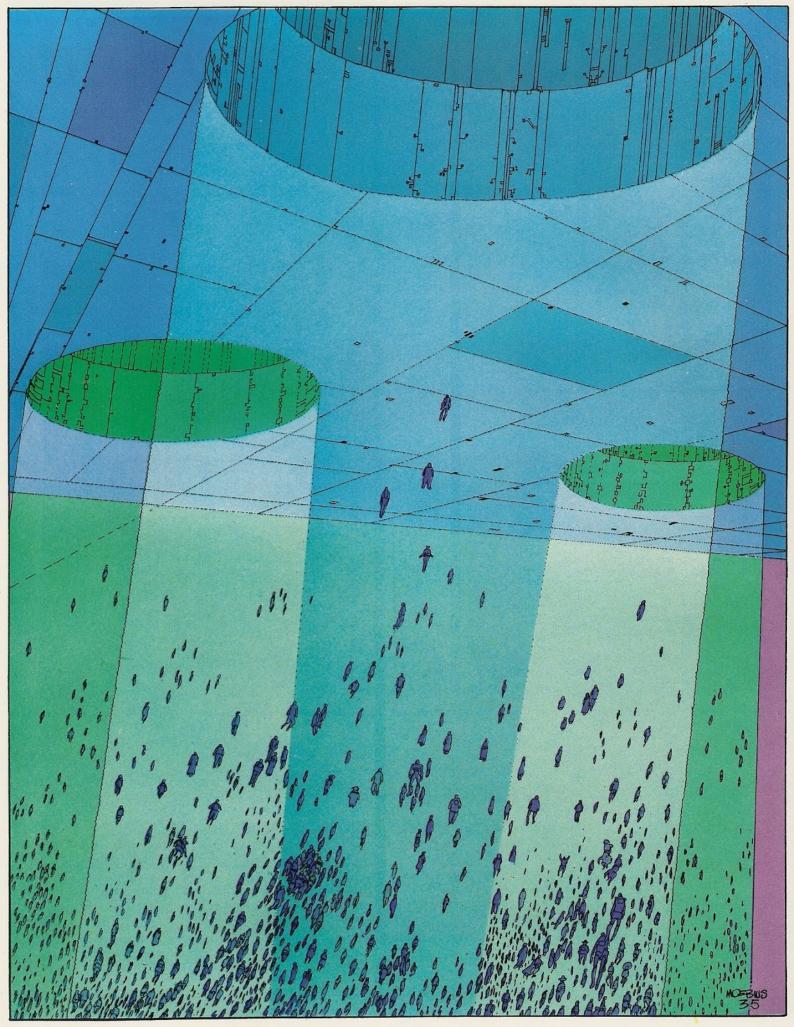


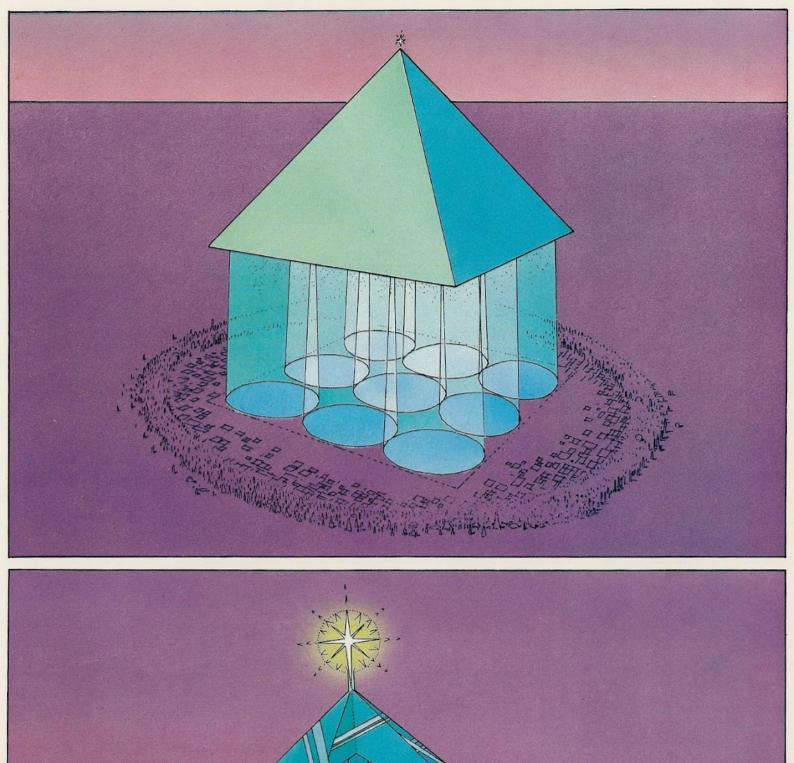




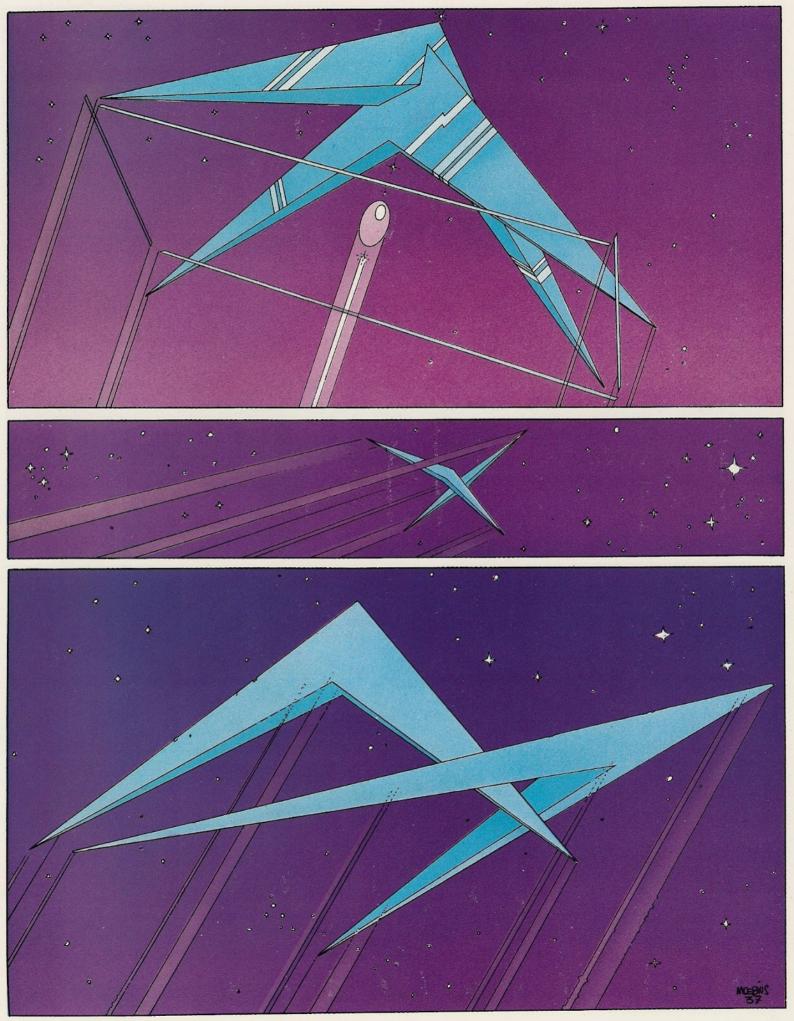


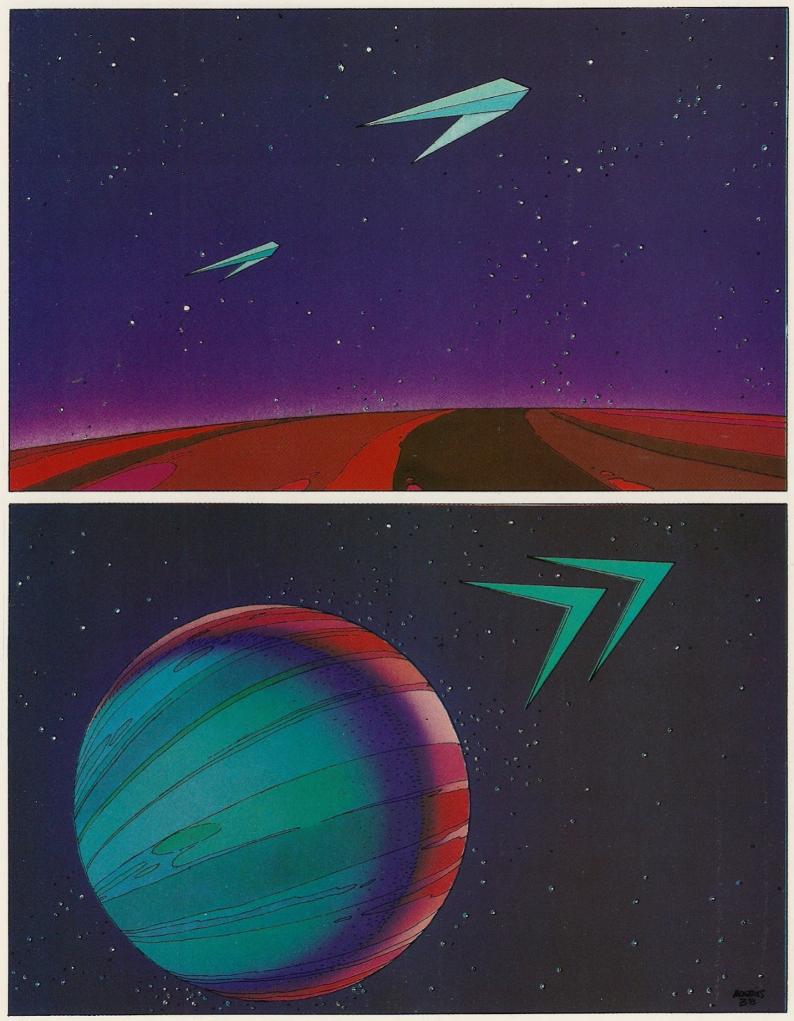


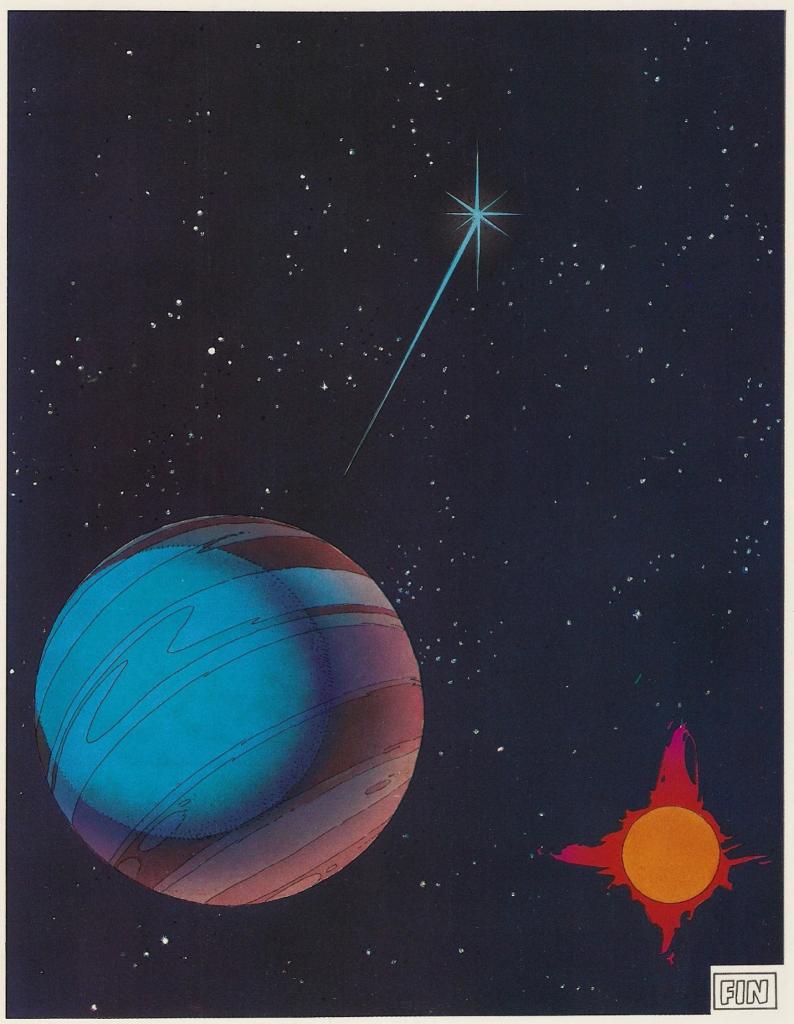














he simpler style that I used in **Upon a Star** is the result of something quite deliberate. At that time, I had decided to force myself to adopt a more disciplined style, so that the visual treatment of my stories could become simple and clear. I was trying to fight one of my problems, which was to compensate for any imprecisions in my linework, or for any limpness in style, by a sheer accumulation of details.

By forcing myself to draw **Upon A Star** in a style as pure and simple as possible, I could no longer find refuge in an excess of details. I was obliged to work very hard on my lines, and make each one count, because every true representation of anatomy, matter and shape could only be expressed through simple lines.

This prevented me from overaccumulating the kind of endless and neurotic details, which often help turn a relatively mediocre panel into something interesting. It is otherwise a fairly traditional and classical method.

This approach enabled me to work relatively fast, and yet forced me to perfect my linework. From that standpoint, except for certain panels which I think are only just average, I am rather pleased about **Upon A Star**, which I consider a success.



fter Upon A Star came out, I

started to forget about it, until my partner and publisher, Jean Annestay, asked me to do a shorter prequel to it, **The Repairmen**, for its re-publication in a general public hardcover.

Then, I reread it and I began noticing that it all ended on a big question, a very open ending. It was a little like the traditional "And they lived happily ever after..." You know that, in real life, that's when the problems begin!

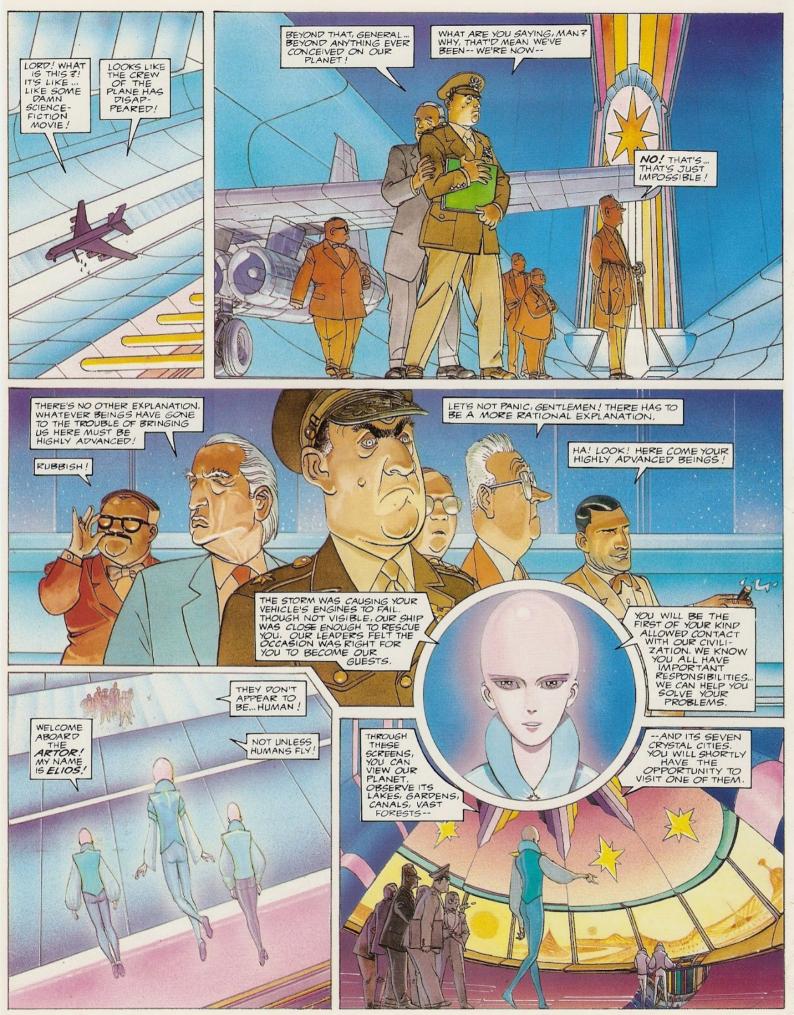
So, I started to think about all this and, quite suddenly, the same thing that I had experienced when I had sat down to do **Upon A Star** happened to me again. In a flash, I saw the entire **Aedena Cycle!** At the time, there were many personal things that I was experiencing in my life, such as discovering a new nutritional system, a new way of dealing with social conditioning, etcetera, which helped me figure out the answers to the basic questions that I had unwittingly asked at the end of the first story. These, of course, are: What is the Pyramid? Who built it? What was it doing on this planet? Where is Aedena? What is Aedena's purpose? etcetera...

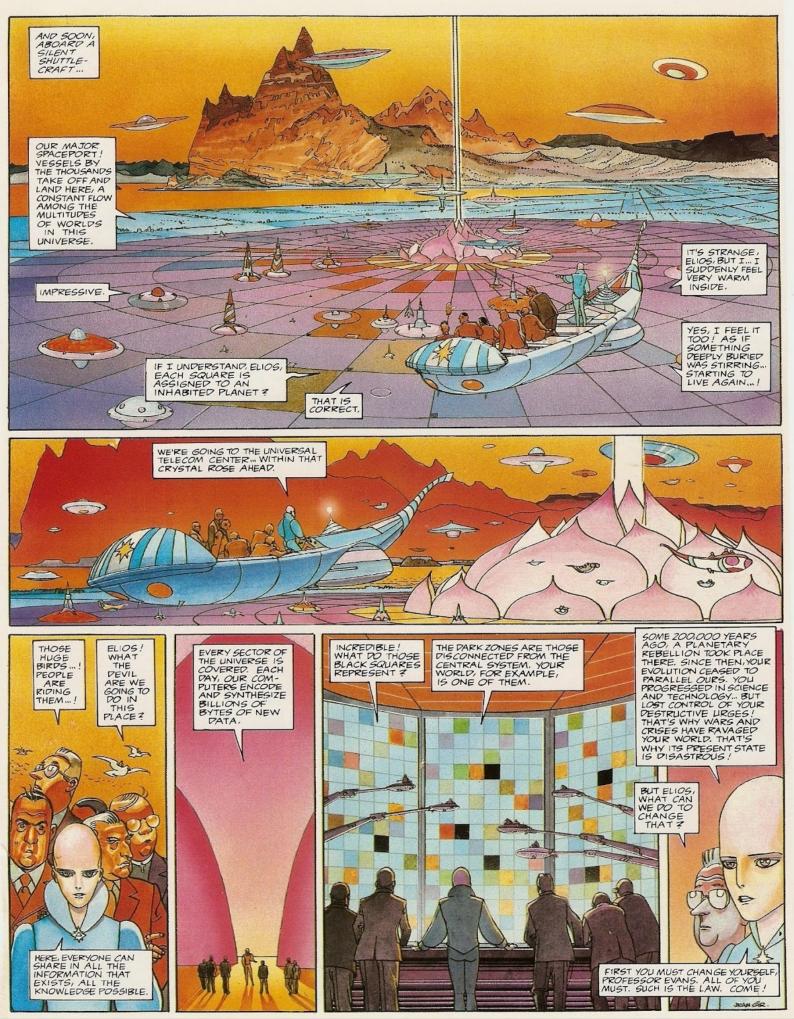
I began to realize that all these questions were in fact leading up to a series of extraordinary and fascinating answers, which fully warranted a sequel to **Upon A Star.** 

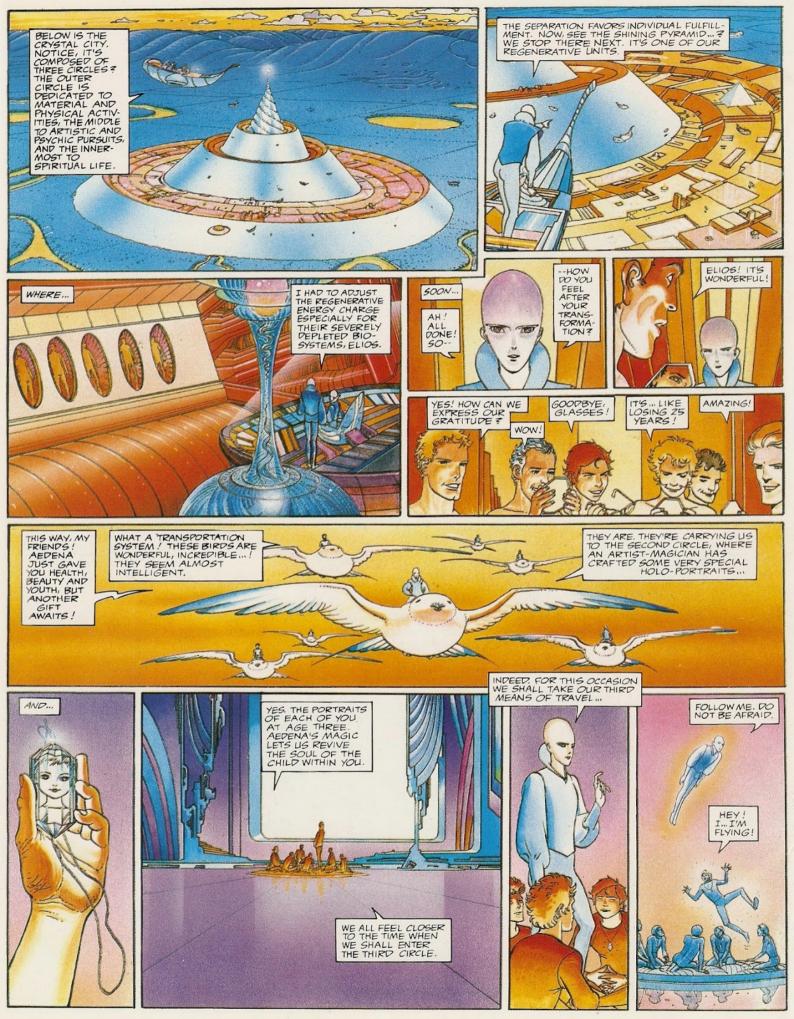
At first, I thought I could answer all these questions in a second volume, and I started to write a script with that purpose in mind. But when it was over, I realized that it wasn't possible. There were too many things. There was enough material for at least three or four books! So, that's what I decided to do.

I have now finished drawing the second volume of the Cycle, which is called **The Gardens of Aedena**, and I've started plotting its sequel, which will be entitled **The Goddess**. There will very likely be a fourth and fifth volume, but I haven't found their titles yet.

ENORMOUS, MYSTERIOUS, THE SHIP DROPS FROM THE STARS. ITS MISSION IS ENDING, ITS DESTI-NATION LOOMS AHEAD: THE WORLD AT THE CENTER OF THE UNIVERSE. A PLANET CALLED ... AEDENA. WHAT...WHAT HAPPENED ?! ONE MOMENT OUR PLANE'S CAUGHT IN THE GRANDADDY OF ALL STORMS, THEN ... NOTHING! WHERE IT'S UNBELIEVABLE! ARE WE? INTOLERABLE! I'M HAVING MY GOVERNMENT ISSUE A PROTEST! IMMEDIATELY! · m OF COURSE! WE REPRESENT THE WORLD'S MAJOR NATIONS IF WE'RE NOT AT THIS SUMMIT MEETING-YES! THE VERY FUTURE OF THE WORLD IS IN THE BALANCE! CAN'T SEE ANYTHING ... NO SENSE OF MOVEMENT. I VOTE WE GET OUT AND LOOK AROUND.









YOUR TECHNOLOGY POLLUTES
BOTH YOUR PEOPLE AND
THEIR ENVIRONMENT, DESTROYING THEM PHYSICALLY
AND PSYCHICALLY. SERVE
EVOLUTION, NOT PROFITS,
MAN'S FUTURE PROGRESS
WILL COME FROM A MASSIVE
MELDING OF SCIENCE, PHILOSOPHY, ART, AND
RELIGION, ALL
ATTUNED TO
THE ORIGINAL
COSMIC
ORDER. ORDER.

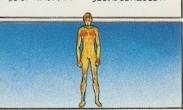
YOUR FORMS OF GOVERNMENT
REFLECT YOUR LIMITED VISIONS,
CAPITALISM AND COMMUNISM
BEG FOR A NEW SYNTHESIS
WHICH WILL REBALANCE THE
WEALTH WITHOUT WIPING IT
AWAY. THIS NEW POLITICS
MUST INTEGRATE THE COSMIC
PIMENSION OF
EXISTENCE
AND THE
CONCEPT
OF EVOLUTION.

YOUR EDUCATIONAL SYSTEM IS
AKIN TO A MENTAL ATTACK
ON YOUR CHILDREN. IT PREVENTS THEM FROM DISCOVERING THEIR TRUE COSMIC IDENTITY.
YOU FILL THEIR MINDS WITH TOO
MUCH USELESS INFORMATION
AND LEAVE NO ROOM FOR
THOSE BITS OF
KNOWLEDGE AND
REVELATION THAT
WILL ENABLE THEM
TO UNDERSTAND
THEIR PLACE IN THE

THEIR PLACE IN THE OF CREATION.



YOUR ANCIENT WARS STIMULATED COURAGE AND DISCIPLINE. IN THEIR TRAVELS, THESE SOLDIERS POSSESSED BY THE GOD OF WAR ERADICATED OBSOLETE CULTURES WHILE EXPANDING THE REACH OF MORE MATURE CIVILIZATIONS, TOOK, THE LIMITLESS DESTRUCTIVE POWER OF YOUR MODERN WEAPONS STIMULATES NOTHING. IT MERELY THREATENS TO DESTROY ALL, THE TRUE FIGHT MUST BE A PEACEFUL INDUSTRIAL, SCIENTIFIC, AND SOCIAL CONQUEST... SCIENTIFIC, AND SOCIAL CONQUEST ...



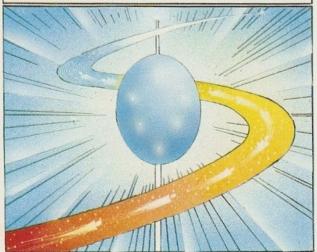
TO MASTER MATTER AND ENABLE PEOPLE TO FREE THEMSELVES OF ALL THEIR CHAINS THAT THEY MAY LIVE IN HARMONY WITH TRUE SPIRITUAL VALUES, NOW, GO! WE SHALL KEEP WATCH OVER YOU, BUT FROM NOW ON, YOUR FREEDOM OF ACTION WILL BE TOTAL.



WHILE ON YOUR JOURNEY OF RETURN, THIS ENERGY EGG WILL ENABLE YOU ...



...TO COMPLETE YOUR TRANSFORMATION AND TO REFLECT UP-ON THIS NEW PERSPECTIVE FOR YOUR PLANET'S EXPANSION.



SOON AFTER. SYNTHE-SURVEYOR 7360 REPORTING. THE MESSENGERS ARE APPROACHING THEIR FINAL ORBIT... OPERATION "EXPANSION" ENCASED, PROTECTED, SIX BEINGS DROP FROM THE STARS. THEIR MISSION IS BEGINNING. THEY CARRY A VISION FROM THE WORLD AT THE CENTER OF THE UNIVERSE, A PLANET CALLED AEDENA. WILL THEY MAKE IT LIVE ANEW ON A PLANET CALLED ... EARTH?



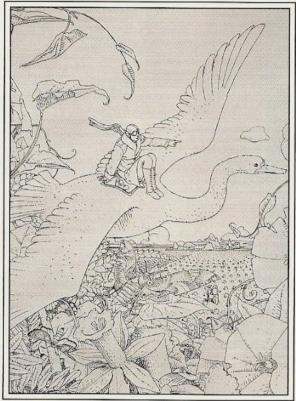
do for the twentieth anniversary issue of the French magazine **L'Expansion**, which is very similar to the American **Fortune**. They had asked me to draw a story for them, and I had thought that it would be amusing to do something that would be read by business people instead of my usual public.

I had six pages, and the total freedom to create anything I wanted. When I started to talk about it with Jean-Paul Appel-Guery who, at the time, was a little like my spiritual advisor, we quickly arrived at the conclusion that, instead of doing a straight science fiction or fantasy story, we were going to present them with a tract, a manifesto, something like the comics the Chinese used to do under Mao, even if it was a bit of a simplistic and naive approach.

Of course, the story would be centered around a message that was dear to us, that is, full of a sense of cosmic wonder, with angels, superior dimensions, etc. It was a Herculean task, if not in terms of quantity, then of quality. I must admit now that I feel that I have only achieved perhaps 20 percent or 30 percent of what we were really trying to do.

**Aedena** was received with total stupefaction by my usual public, who just couldn't understand how I could do something so bizarre. On the other hand, it was very popular with the readers of **L'Expansion**, because, even if they didn't believe in its message, they nevertheless recognized in it a language with which they were already familiar. It probably had more impact than if I had done an ordinary science fiction story!

To me, **Aedena** is a little like a prototype for **The Adenea Cycle** that I am currently working on. Although it is not the same planet, and I don't have five characters who are going to be transmogrified, I am nevertheless following the same master plan, but making it much denser and richer. I am taking something that was, in many respects, quite primitive, even elementary, and turning it into something extraordinary, while attempting to remain faithful to our original intention.



teachings on my work is really hard to evaluate, because it was an intrinsic part of a continuing process that everyone goes through in one way or another. It is both trying to improve oneself, as well as, finding answers to the questions of life.

I was very consciously attempting to find a non-egoistic style, in the sense that I was trying to transcribe a universe of non-human shapes—in the literal sense of the word—without using my bag of tricks or my personal obsessions, but by plugging myself directly into archetypes.

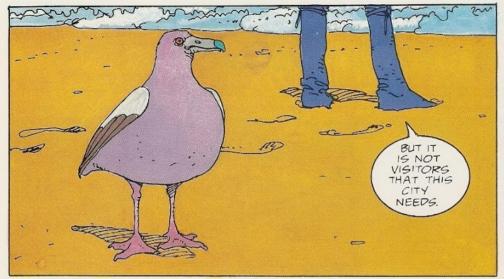
On that level, I consider that I have failed. But what is important is that I have tried. And by trying, I have drawn a certain number of lessons, and gained an insight which has been very valuable to me. Perhaps, it will someday enable me to succeed in doing what I haven't so far been able to do.

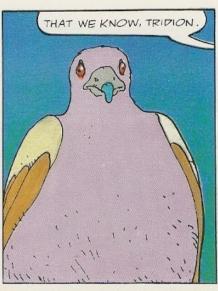
## CEESTAL VENCE

"HOW THEN IS IT POSSIBLE FOR A CITY TO FLY INTO SPACE? IT MUST FIRST BE A VENICE."
SOMETIMES A VENICE MUST LAND ON A PLANET, BUT, IF NOT ENDOWED WITH A NEW SOUL, IT IS DOOMED TO SINK, DEEPER AND DEEPER... UNTO THE PLANET'S VERY CORE."
-- CHRONICLES OF THE RING

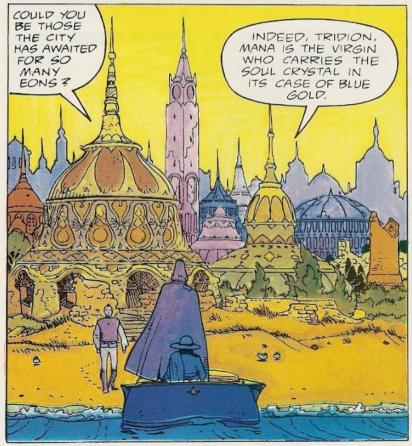






















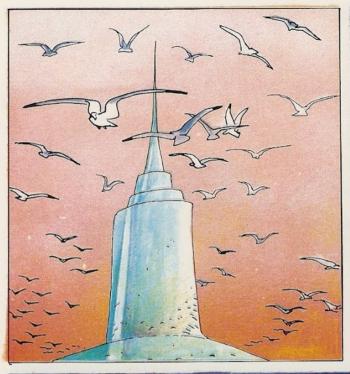




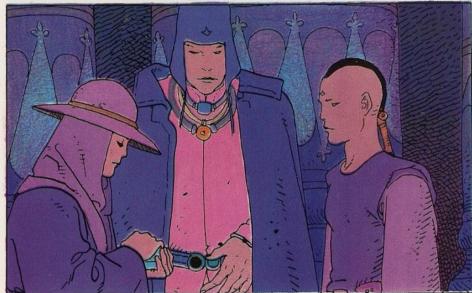


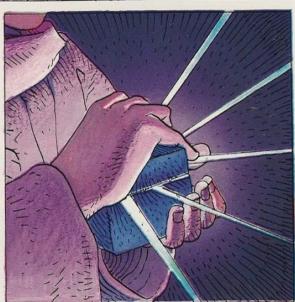




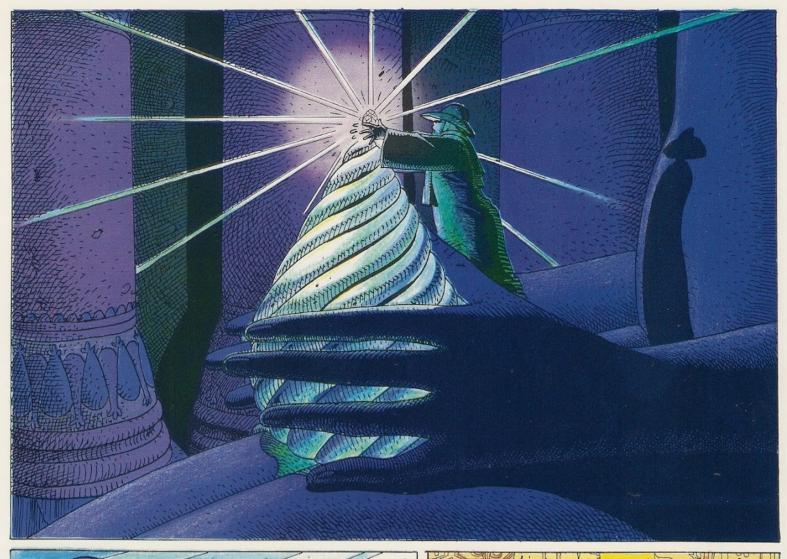


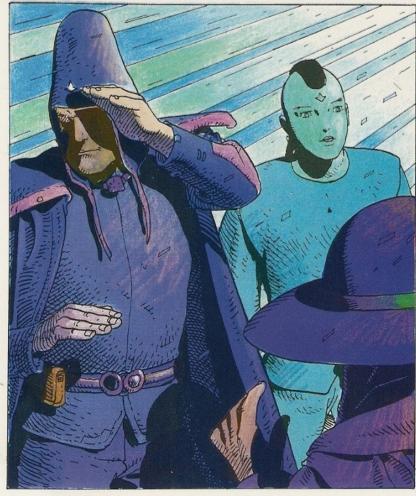


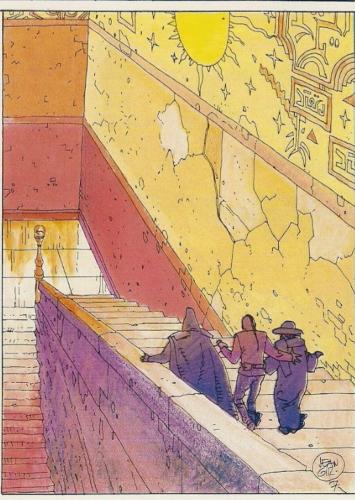




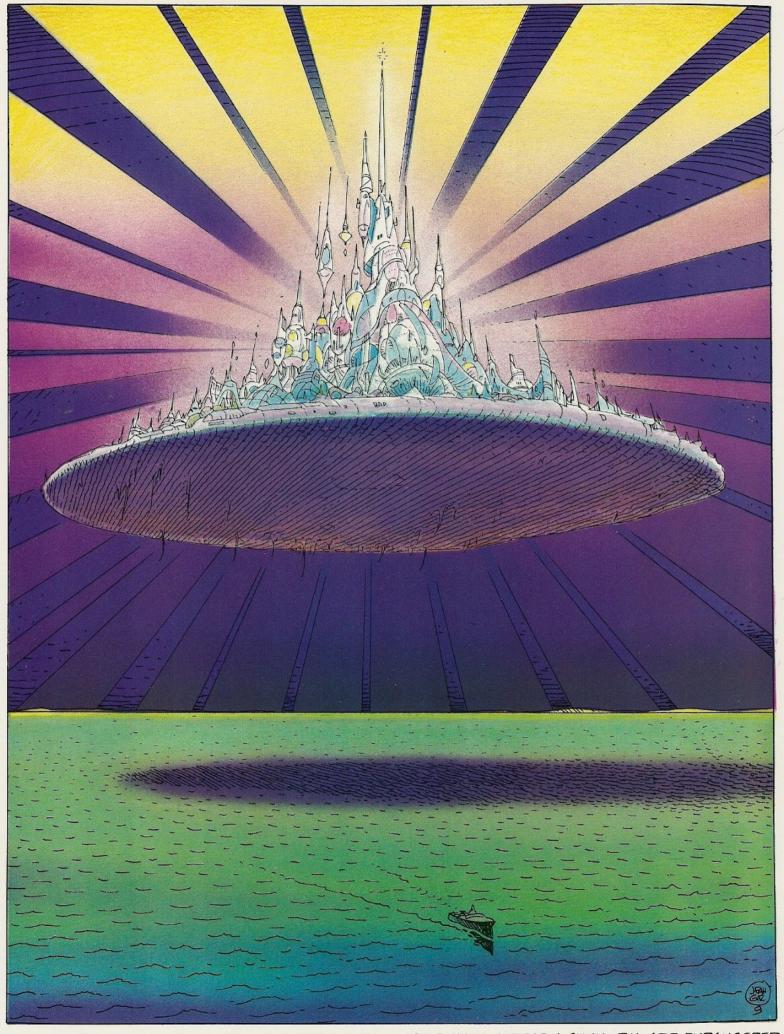












THERE ARE AT THIS TIME 127 ACTIVE VENICES, OVER 5000 HAVE ALREADY SUNK, 34 ARE ENDANGERED. WRITTEN AND DRAWN IN VENICE, CALIFORNIA 18 DEC. 1983. FIN.



## THE LIFE AND TIMES OF JEAN "MOEBIUS" GIRAUD

hat do a twisted loop of paper and an Airtight Garage have in common? They are both the creations of Moebius.

The Moebius of the Airtight Garage is French artist Jean Giraud. His nom-de-plume, "Moebius", is only borrowed from that of a very real German mathematician of the same name who created the famous, twisted loop of paper, better known as the "Moebius Strip." Let's put aside mathematics, however, and talk about art.

Our Moebius was born in a suburb of Paris on May 8, 1938. He spent a great deal of his childhood with his grandparents, and it was on their bookshelves that he discovered the works of famous 19th century illustrators, such as Gustave Dore. He was fascinated not only by classic illustration, but by comic strips as well, especially TARZAN, TINTIN, FLASH GORDON, SPIROU, MANDRAKE, and THE PHANTOM. In fact, he was so impressed by THE PHANTOM, that he later paid hommage to it in his graphic novel, THE AIRTIGHT GARAGE.

When he was sixteen, Giraud began artistic studies at the Arts Appliques, a professional school in Paris. It was around this same time that, through the French edition of **F & SF**, he discovered the fascinating concepts which were being explored in science fiction.

Not long after, his first professional illustrations were published. Then, when he was seventeen, he spent eight months in Mexico. For young Moebius, this period was the first turning point in his life. His many discoveries in Mexico, such as Jazz, "real" art, the marvels of the desert, as well as the spirit of the Mexican people, proved to be an incredible inspiration for his own work.

At the same time, he had also sold his first comic strip, a western called, **FRANK & JEREMIE**. The strip was so successful that Giraud began to draw more western stories. He met Joseph Gillain (Jije), a very famous comic artist who was one of the founders of the comic magazine, **SPIROU**. Jije was the creator of the famous western strip, **JERRY SPRING**, of which Giraud was a big fan.

After Giraud's mandatory two-year stint in the army, Jije invited him to become his assistant on **JERRY SPRING**. But, after a year, he left for Studio Hachette, where he worked as an illustrator for an encyclopedia-type work, **THE HISTORY OF CIVILIZATIONS**. Hachette was important to Giraud for another, more personal reason. It was there that he met his wife-to-be, Claudine.

But, standard commercial comics were not enough for Giraud. There was another side of his artistic nature that craved an outlet. So, simultaneously, taking inspiration from Will Elder and the other MAD artists, he began drawing black-humored vignettes in an art style completely different from the realistic one for which he had become known. These were published in the French satirical, quasi-underground magazine HARA-KIRI.

Wanting another signature for this other style of work, Giraud chose MOEBIUS, a pun-like pseudonym that eventually would become more famous than his real name!

History was made in 1962 when Giraud met writer Jean-Michel Charlier. Together they created a character who rapidly developed a life beyond anything they imagined. He was **LIEUTENANT BLUEBERRY**, originally meant as only one of the denizens of their strip, **FORT NAVAJO. BLUEBERRY**'s adventures have lasted for twenty-five years, in stories that celebrate the myth and panorama of our American West. It also solidified Giraud's reputation as one of the foremost artists in the genre.

Between 1964 and 1969, **BLUEBERRY** took up all of Giraud's time, and it wasn't until he began a series of illustrations for the French translations of works by SF luminaries such as Poul Anderson, Roger Zelazny, Robert Heinlein and others, that Moebius was once more launched upon the scene. The intervening five years had once again changed the artist's style, which now reflected the influence of American artists from the pages of **GALAXY**, such as Emsch.

Then, in 1973, the first true Moebius comic story, ironically called **THE DETOUR**, was published in **PILOTE**, heralding yet another direction in the artist's varied career. **BLUEBERRY** was now destined to hold a less important place in Moebius' life.

In 1974, rather than working on another western adventure, the artist concentrated on developing this new style. Besides creating stories such as **WHITE NIGHTMARE** and **IS MAN GOOD?**, in **THE HUNT FOR THE VACATIONING FRENCHMAN**, he gave birth to another character who would go on to bigger things, Major Grubert!

As is often the case in "creative" times, Giraud was not alone in discovering a new outlet for his artistic desires. In 1975, he, along with artist Philippe Druillet, writer Jean-Pierre Dionnet, and fellow-traveler Bernard Farkas, banded together to launch a new monthly comic magazine, **METAL HURLANT.** Once again, comic book history was in the making.

From the beginning, readers knew that **METAL HURLANT** was special. The radically different approach to story-telling within its pages changed the face of European comics. The seminal, breakthrough SF/fantasy stories such as Moebius' **ARZACH** and **THE AIRTIGHT GARAGE**, have influenced an entire generation of new artists and writers. Certainly, such works can be credited with opening a window on comic art to a population outside of the traditional comic audience.

This window served to introduce Moebius to artists in a variety of other fields. One of these artists, filmmaker Alejandro Jodorowsky (**EL TOPO**), was to foment yet another change in his life.

In 1975, Jodorowsky, along with Dan O'Bannon, H. R. Giger, Chris Foss and several other artists, was working on a film version of Frank Herbert's classic SF novel, **DUNE.** Moebius joined the team and, through 1976, worked on the designs of costumes, storyboards, etc. Unfortunately, adequate financing for the project was never secured. But, while the film may not have been completed, the time Moebius spent with Jodorowsky opened his eyes to a new way of life.

Jodorowsky had introduced Moebius to the metaphysical outlook of authors such as Carlos Casteneda. The artist realized that art might not necessarily be an end to itself, and began to turn towards more spiritual pursuits.

After the **DUNE** project folded, Dan O'Bannon asked Moebius to work with him on another SF film, **ALIEN**, for which he designed a number of spacesuits and costumes.

Around this same time, Moebius met Jean-Paul Appel-Guery, the leader of a French Zen commune. His philosophy forced the artist, who had already become more spiritually aware, to further question his life style, and actively rechannel his energies towards an ideal of purity.

While the artist was changing his life, the Americans were just starting to be turned on to this new wave in European comic art, with the creation of the American counterpart of **METAL HURLANT**, **HEAVY METAL MAGAZINE**.

Spiritual development had not slowed down artistic output and, in 1978, Moebius storyboarded and designed **THE TIME MASTERS**, a feature-length animated film by Rene Laloux (**FANTASTIC PLANET**), based on a popular French SF novel by author Stefan Wul. Meanwhile, Moebius had renewed his collaboration with Jodorowsky, this time on a nightmarish comic book story, **THE EYES OF THE CAT.** 

1979 was a year filled with creative energy for Moebius. He produced his first **BLUEBERRY** story since 1974, and, also with Charlier, created another new western character, **JIM CUTLASS.** Then, after bringing the incredible saga of **THE AIRTIGHT GARAGE** to a close, he created **THE WORLD KILLER**, a spiritual space opera for which George Lucas wrote a foreword.

The following year saw him working once more with his friend, Jodorowsky. This time, the two created a vast, mystical, galactic saga, which centered on the adventures of a futuristic private eye named **JOHN DIFOOL**. The first two volumes, **THE DARK INCAL** and **THE BRIGHT INCAL**, appeared in 1981, while, simultaneously, Moebius produced two more **BLUEBERRY** adventures. It was at this same time that American director Steven Lisberger asked the artist to work on the designs and storyboards of the first film to use large amounts of computer animation, **TRON**.

The time he spent in America did not sway the artist from his new spiritual path, and to reflect its influence upon him, Moebius started to use the signature of Jean Gir. As Jean Gir, he strived to achieve a purer artistic style, one more concerned with simplicity and beauty. Amongst the projects that demonstrated this new look was **AEDENA**, which was based on Appel-Guery's philosophical concepts. Still in the pre-production phase is another project started during the same period, **INTERNAL TRANSFER**. This feature-length animated feature will be directed by Arnie Wong, whom the artist met while working on **TRON**.

In 1983, while both a third **JOHN DIFOOL** adventure, **THAT WHICH IS BELOW**, and a new **BLUEBERRY** album appeared, Moebius and his family followed Appel-Guery to Tahiti. The Jean Gir style, too, was much seen that year, with publication of **MEMORY OF THE FUTURE** (later revised as **STARWATCHER**), a collection of exquisite illustrations, and **UPON A STAR**, a 39-page comic story commissioned by the French car manufacturer, Citroën, as a gift for their top car salesmen.

The stay in Tahiti was a short one, and the following year, Moebius moved to Los Angeles to continue his work on INTERNAL TRANSFER. Then, the Japanese studio, Tokyo Movie Shinsha, requested that the artist contribute designs to their animated film, NEMO, based on Winsor McCay's celebrated comic-strip. While working on NEMO in Japan, Moebius began plotting THE GARDENS OF AEDENA, the sequel to UPON A STAR. THE GARDEN OF AEDENA is the herald of a new cosmic saga which will eventually link up with other, earlier works, to form the basis of a Moebius Universe.

In 1985, Moebius finished the fourth **JOHN DIFOOL** volume, **THAT WHICH IS ABOVE**, and began to work on the twenty-fifth **BLUEBERRY** adventure. Then, in collaboration with a young American artist, Geof Darrow, he produced the remarkable illustration portfolio, **CITY OF FIRE**.

Last year, besides completing **THE GARDENS OF AEDENA**, Moebius found time to contribute designs to the live-action feature, **MASTERS OF THE UNIVERSE**, where he redesigned several "He-Man" concepts for Production Designer, William Stout, as well as to work on **WILLOW**, a live-action fantasy picture to be produced by George Lucas and directed by Ron Howard.

On Moebius' agenda for the current year are the fifth installment of the **JOHN DIFOOL** saga, **THE FIFTH ESSENCE**, which will contain 100 pages, and **THE GODDESS**, the third volume in what could be dubbed the **AEDENA CYCLE**.

Moebius continues to walk the spiritual path he has chosen, endeavoring to bring beauty and enlightenment to those who view his work. What changes the future will bring remain a mystery, which only time will be able to solve.

