



Jim Henson's The Dark Crystal: Creation Myths, Volume 1

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Part one of a three-part graphic novel prequel series delving into the origins of the Skeksis, Mystics, Gelflings, the world of Thra, and The Dark Crystal itself. Spanning a time period from thousands of years ago to right up to the start of the original film, this graphic novel epic will tell the definitive origin of The Dark Crystal, under the supervision of The Jim Henson Company and The Dark Crystal concept designer Brian Froud.

Jim Henson's The Dark Crystal: Creation Myths, Volume 1 Details

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From Reader Review Jim Henson's The Dark Crystal: Creation Myths, Volume 1 for online ebook

Stefan says

I remember going to the movie theater as a child to watch the Dark Crystal. I own the movie and have watched it several times with my kids. They love it as much as I do. I always wondered about the origin of the Crystal, Aughra, and the terrible event that caused the splintering of the Crystal. I was pleased to find that these events had been published in graphic novel form. I read the first book in under an hour and was transported back to my childhood and the wonder and amazement of watching the Dark Crystal for the first time.

The story and artwork are excellent and the added bonus of songs and legends of the world of Thra are included as well as interludes between the chapters. This is an excellent book and I look forward to the next installment, Jim Henson's The Dark Crystal: Creation Myths, Volume 2.

John says

This is a very imaginative origin story based on the classic film "The Dark Crystal" from Jim Henson and Brian Froud. The book is imaginatively and graphically stunning. It took some directions I had not expected, but made perfect sense in the universe presented in the film. I am looking forward to finishing Volume 2.

Cameron Crawford says

I feel horrible rating this so low. I wanted to love it, but this book as with so many other expanded universe writings, seems to have taken the source material it was based upon and ignored all desire to preserve the mystery and ambiance.

The premise is odd. Basically it turns out that all the characters we know from the movie all happen to be related to the few events we know from the movie and very few other people were involved. The movie leaves us with the feeling that there is a huge wide expansive rich world out there full of life and a few characters are thrown together coincidentally during a very important event in this planet's history. The book leaves us with the feeling that it's a small world full of a few handful of species that were all inter-related for hundreds of years. The mystery and the awe are erased (if not spit upon) and the author seems scared to come up with any original characters or races for a world that should be just as diverse as Star Wars' cantina.

Oh well.

A mediocre disappointment after years of wanting some new DC material.

April says

God I *love* Brian Fourd and Jim Henson's worlds. They're stunning and compliment each other to no end. Like most people, I watched *The Dark Crystal* when I was a kid and loved it; it was a mind-bending, strikingly mystical world to be looked at in awe. *Creation Myths* acts as a building block in the *Dark Crystal* mythos, particularly with the origin of famed character Aughra and how she came to be such a respected force in Thra. As much as I enjoyed it, I have to agree with other reviews in that it's lacking a lot of what made the film so memorable. The book takes itself too seriously to be as fun or as magical as I'd associated with the Dark Crystal world and the characters seem pretty off in their (albeit minimal) dialogue. The stories focus so much on world building that they forget the rich characters that populate them. Nevertheless, the art is beautiful and being as huge a fan as I am, I'll likely give the other volumes a try.

Nicole says

Great story about what happened BEFORE the movie.

Lindsay says

I admit it. I'm guilty of sitting in Chapters to read this book. I've always felt like it was somehow cheating to do this, but I thought I should try it at least once. And it was great (once I got past the feeling that everyone was silently judging me)! I highly recommend it. ;)

It has been years since I watched the movie, and to be honest, it scared the crap out of me. In fact, 25 years have passed and I still haven't recovered from my childhood trauma. But... the thought of a prequel in graphic novel form set my imagination on fire. I NEEDED to read this. Consider it a cheap form of therapy. ;)

The artwork is beyond phenomenal! I had a hard time not leaving my finger smears across the pages, since I had no intention of buying it. I would give a five star review based on the illustrations alone. And the story is definitely intriguing. I'm curious to see where the story will go from here. It is broken up into several shorter stories, spanning generations, but they are nothing more than little tidbits of a larger story. I almost felt a little cheated by the fact that it was such a broken story, although it is certainly a more unique approach than what I was expecting.

[image error]

Liz B says

Pretty boring. It's exactly what it says it is--creation myths. And the problem with that is--well, it seems like an awfully narrow audience. Maybe people who loved the movie who simply cannot get enough of the world? I think the elements that made the movie so powerful are utterly missing here. There is no conflict. No danger. No evil. No mysteries to uncover.

I can't imagine that anyone new to the story (e.g., someone who'd never seen the movie) would be interested at all.

It's possible I'll read the other two, because I *do* like the world. I just don't know if I like it enough to spend my reading time on this series.

Sadie Hartmann Mother Horror says

The Dark Crystal is a favorite movie of mine. I love Brian Froud's genius characters and the way Jim Henson made them into muppets. When I heard there were graphic novels being made, of course I was very excited! I got Vol. 1 for Christmas. The cover is beautiful, I only wish the rest of the illustrations were as good. They're not. I don't like the look of the artwork inside.

The stories are broken into little vignettes about the beginning stages of Thra and Thra's "Earth mother" Aughra. It's a little too serious if I'm honest. It seems like this story took itself too seriously and lost the wonder and whimsy of the movie. The world building takes center stage, so the characters are a little one dimensional for me. I liked the new character, Raunip, but even he was a bit flat. So I'm a little disappointed in this so far, but I love the Dark Crystal so I'll probably keep checking out the next volumes.

Dave says

I was an 80s kid and watched (and loved) a ton of the era's fantasy movies - KRULL, WILLOW, DRAGONSLAYER, EXCALIBUR, and so on. THE DARK CRYSTAL was one that eluded me. Too, well, dark, and I often felt its characters just felt like pawns on a chessboard - not like vibrant characters forging their own destiny.

But...I still want to like it. I like parts of it. I love its visuals. I even own it - you know, in the off chance I somehow warm up to it.

And I might. I found myself reading CREATION MYTHS - a series of vignettes about the world's past, some comic format, some short prose - and generally having a pretty good time. Its narrator is a mysterious hooded figure, and he (or she) opens with nothing less than the creation of the world and its first truly sentient being - Aughra, the crusty seer from the film. You'll learn how she got her vast, clockwork model of planetary bodies and about the mysterious race of energy beings (basically, aliens) who made their mark on Thra, Aughra, and the Gelfling race. I believe these beings - called Light Bringers - are original to this graphic novel and not a part of the movie. They add a rather huge bit of mythology to the setting and their story remains partially untold by the end of the graphic novel. I really enjoyed the big reveals about their origin, though, which seems to fit the darker tones of the setting.

Other stories concern Gelfling adventurers and the memorable new character of Raunip (Aughra's son). Brian Holguin, best known to me for the quite-good fantasy series, ARIA, writes, and there's some rather great art throughout that calls to mind a more richly painted version of Wendy Pini's ELFQUEST art. It's a fitting reflection of Brian Froud's famed original designs.

My complaints are only my broader complaints about the franchise as a whole - it sometimes seems more like a world-building exercise than a truly involving story, and the mythology of it all is a bit hippie-dippy and 70s-ish. That said, it's some pretty interesting world-building and I was surprised by how much I enjoyed it.

Looking forward to the second volume.

Frans Karlsson says

Great artwork and interesting story. This book focuses on the creation of the Dark crystal world.

Karissa says

This is the first graphic novel in a graphic novel trilogy that delves into the mythos behind how the world presented in The Dark Crystal came to be. This was an absolutely wonderful read. It adds a lot of background to the Dark Crystal story (although I will admit it's probably been 15-20 years since I've watched the original movie). This stands alone very nicely and the artwork was absolutely stunning.

This book is mainly the story of Aughra, in this series she is portrayed a more revenant Earth Goddess type, and her favorites of her world are the Gelfings. However she strays a bit from tending the world to scouring the heavens when a race called the Light Bringers show up and introduce Aughra to the worlds beyond her own. Aughra's son, Raunip, thinks that the Light Bringers are leading his mother astray and wants to bring a stop to the Light Bringers rule.

It has been a long long time since I have seen the Dark Crystal movie. It's one of those movies that I desperately wanted to watch over and over when I was young. While I loved the story in the movie, I remember thinking the actual movie itself was a bit boring. I really did enjoy this graphic novel though because it expands on the story and tells how the world of Thra got to be where it was in the Dark Crystal movie.

The artwork is absolutely breathtaking. It's full color, beautiful and is easy to follow. It does a wonderful job of conveying what the world of Thra is like and does an excellent job with character expressions as well. It's just absolutely stunning.

The story was well done too. There are definitely discrepancies with the movie though. I remember Aughra being a bit goofy in the movies, here she was more of a Goddess figure that the Gelfings worshipped. I also don't remember the Light Bringers. It is the Light Bringers that bring technology to the world of Thra.

I don't remember the Gelfings being hunter/gatherers and that is what they are initially portrayed as in the novel. The Light Bringers basically pull the Gelfings out of a hunter/gatherer community and into a more enlightened age.

The story sets up things for the next two books. Basically we are introduced to the characters, the world, and some beginning conflict. There are some interesting epic poems throughout the book as well that were fun to read. This book should be appropriate for all ages, I didn't really run into anything in here that I wouldn't let my six year old son read.

Overall an excellent read, I really enjoyed it. The artwork is absolutely beautifully, the story is engaging and interesting. I love the world of Dark Crystal and am so happy to be able to learn some background on the world of Thra. I am very eager to read volume 2. I highly recommend this to fans of fantasy graphic novels

or to fans of the Dark Crystal world.

Adam Matthews says

I loved the movie and the back story in this graphic novel felt true to the film. Great artwork as well. Hoping they make a part 2.

Shaina says

Highly recommended if you love Dark Crystal and ever wondered things like .. How did Kira get wings? Where did Aughra come from? What was Thra like before the crystal cracked? And a lot of other questions. Really neat stories. Love them.

Nicollette Winiewicz says

Brilliantly written and gorgeously illustrated! I loved learning the back story of some of my favorite characters from my childhood!

Zoe says

The beginning before the movie. I really enjoyed reading this and seeing what has happened to explain things I had not known when I watched the movie. As a comic it speaks louder to you. Ready to read the next volume!
