

STAN LEE presents



Vol. 1 / No. 21 / June 1976

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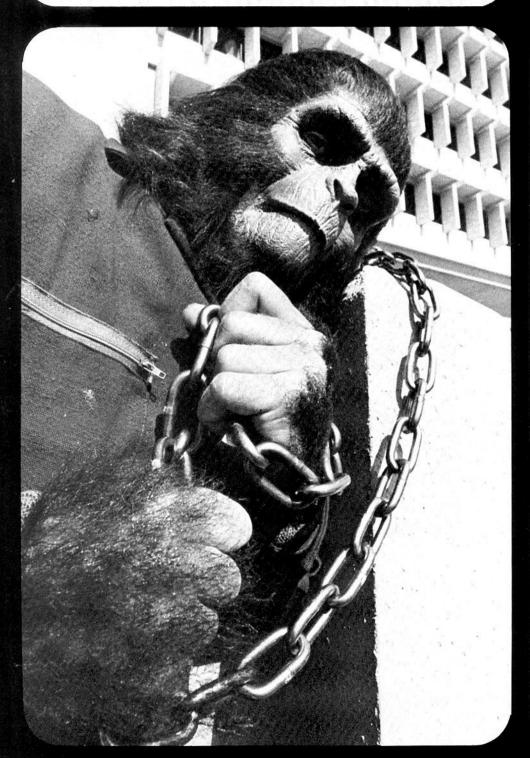
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BEAST ON THE PLANET OF THE APES!

A special movie-length sequel to "A Kingdom on the Island of the Apes!" —complete in this issue.

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CONQUEST OF THE PLANET OF THE APES:
Part VI
HAIL CAESAR! HAIL

THE KING!

By Doug Moench &

Alfredo Alcala Page 30

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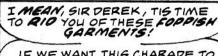








WH- WHAT DO YOU MEAN ... ?



IF WE WANT THIS CHARAPE TO BE CONVINCING, YOU CAN'T VERY WELL MARCH INTO THEIR CITY LOOKING LIKE A ROYAL KNIGHT OF KING ARTHUR'S COURT -- CAN YOU?



MAYBENOT -- BUT YOU DON'T HAVE TO RIP THE STUFF OFF ...!

AH, BUT YOU SAID THE HUMANS HERE ON THE MAINLAND DRESS THEMSELVES IN RAGS...



YEAH, BUT HE DIDN'T HAVE TO MAKE A HAM OUT OF ME!



FROM RICHES TO RAGS IN TWENTY CENTURIES FLAT. MY MIND DIP-PED INTO THE PAST AGAIN, FURTHER BACK THIS TIME-- TO THE ERA IN WHICH I WAS BORN...



THEN THE MEETING AT WASA, WITH MR. HIGH AND MIGHTY KRINGSTIEN ...

TIME MACHINES! HASSLEINIS
THEORIES OF DIMENSIONAL
MATRICES AND INFINITE REGRESSION! DO YOU TAKE ME FOR
AN IDIOT, MR. ZANE?!



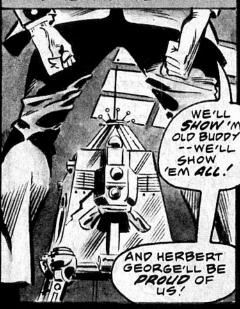
THEN MY INITIATION TO THIS BRAVE NEW WORLD OF 3975...



THERE WAS MY LAST MEETING WITH MICHELE, IN THE OUTDOOR CAFE...



THE LAST MOMENTS IN THE SCEAZY APARTMENT, WITH MY TIME MACHINE...



THE FINAL MEMORY IS THE ONE WHICH SIZZLES THE MOST -- THE ONE I'LL NEVER FORGET. GORODON BRUTALLY MURDERING A FELLOW APE, MERELY TO FURTHER HIS OWN POWER.



WE LIVE IN SEPARATE WORLDS, DEREK -- I NEED A MAN I CAN RESPECT, A MAN WITH A FU-TURE. I NEED SECURITY, DEREK, AND THATIS WHY WE MUST...





THE ONLY WAY TO SAVE TAYLOR AND THE OTHERS -- AS WELL AS MY OWN SANITY.

... UUST LIKE THE PEOPLE OF THE COLD, HEARTLESS WORLD I'D LEFT BEHIND. EXCEPT THEY WERE STRONGER, AND PERHAPS EVEN MORE BRUTAL.



AND NOW, I WAS LETTING MYSELF BE DRAGGED RIGHT INTO THEIR MIDST -- ALL TO HELP FOUR STRANGERS FROM THE TIME WHICH ABUSED AND REJECTED ME.











YOU SEE, I'VE BEEN STUDYING IN A CITY TO THE EAST FOR SOME TIME NOW. BUT IN ANY CASE, I'M AFRAID THIS HUMAN MUST GO TO THE LABS --BY AUTHORITY OF OR. CASSIUS.



OH, I DOUBT THAT VERY MUCH, GENERAL















OF COURSE I



I COULD TELL ROBIN WAS WORRIED ...

WELL, SEE YOU

AROUND ...









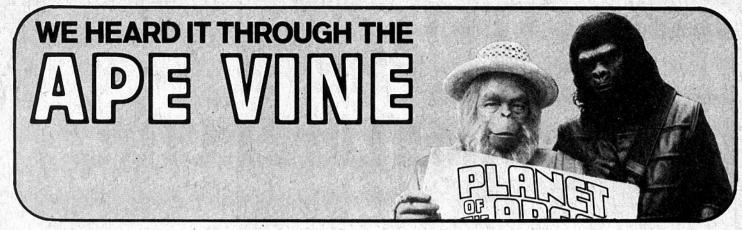












Dear Archie,

Surprise! Once again, Bob Larkin turned out a quite palatable cover—the third in three months. I won't say things like "I knew he could do it," because I didn't, but it's nice to see someone I'd dismissed as terrible doing really good things.

Although Tom Sutton's art tends to grow almost careless in latter parts of his jobs, and though Doug Moench incorporates a great many concepts from other media into his stories, both work incredibly well on the Future History series, producing masterpieces of excitement. Tom's work didn't do full justice to last issue's concepts, but here every line stank of decay and horror, particularly the double-page splash which is the trademark of the series. If only he could keep his pencils consistent from beginning to end (compare the Tower on pages 5 and 15), he would rate as Marvel's best b&w storyteller artist.

Actually, after last issue's Verne-esque script, I may be over-sensitive and accept throwaway lines and, similar on-the-surface ideas as borrowed from other media, but the Thieves' Guild idea reminded me of Leiber and the Tower of Disney (Merlin). Anyhoo, these were at least not the main points of the story, so they didn't prevent me from enjoying it. The thing that annoyed me about it was that the fascinating concept of the federation was dismissed with a few paragraphs from Grimstark—since you're jumping around in the chronology with your three series anyway, how about a story (or a series) detailing the rise and fall of this Empire?

The first chapter of CONQUEST was nice, despite Alfredo's somewhat static and simplistic layouts. I was very glad to see him use his line style rather than washes, as the sharpness of the art made up for its weaknesses. Actually, despite what I said in my last letter, I think Doug's cinematic adaptation might be going against Alcala's style rather than helping it—the end result was a bit like looking at a collage of stills rather than comic art, whereas Rival really utilized the medium more.

The glossary was great. Still, for reasons of my own, I fail to sympathize with Jim's exhaustedly referring to the "cloud of dust," "The Task," etc...come on, it wasn't that hard, was it?

Seventeen issues and still going strong; I thought this series would be floundering by the fifth. Ah well, it's nice to be proven wrong, once in a while.

One last plea: Reduce the "next issue" ad to half a page, and add the same amount to the lettercol.

Kim Thompson 24 avenue de St-Clement 34000 Montpellier France

We've taken your suggestion under serious consideration, Kim; thanks for being concerned. And this is as good a place as any to apologize to Ape-ophiles everywhere, for as you've all probably noticed, the latest Jason and Alexander adventure is (*sigh*) missing in action again. However, we've gone out of our way to replace it with a dazzlingly dramatic sequel to the "Kingdom on an Island of the Apes" story which we printed way back in APES #'s 9 and 10. Fact is, everyone around the Bullpen

(and everyone in it, too) raved over the pulsatin' pencils provided by Happy Herb Trimpe; we'll be anxiously awaiting your own pronouncements, pilgrims.

Gentlemen

PLANET OF THE APES #17 was the best in a while.

Mr. Larkin's covers, though never spectacular, do give a dramatic feel to the magazine that is lacking in the interior. The previous issue's cover was better, however.

I find the Future History Chronicles an insult to Apedom. Tom Sutton's illustrations are ill-suited to this publication and would be more acceptable in a trash can. I don't understand what's happened to his work. It was once high-quality stuff. Doug Moench has already displayed quite clearly that he has no intention of incorporating any of the original concepts developed by Paul Dehn into the Marvel stories. Too bad.

At last! "The Glossary of the Planet of the Apes." This has been long overdue, but was well worth the wait. Jim Whitmore writes some of the best articles in APES, and it is always an entertaining experience to read his work.

CONQUEST OF THE PLANET OF THE APES! This is my favorite of the five films, and I am delighted that Alfredo Alcala is illustrating this masterpiece. As always, there are some discrepancies in your adaptations. For instance, Caesar, after all the things that he had seen and heard, did not stop at "Lousy Human," as you have it. C'mon. I don't think we are all hung up on one word, which I've seen in others of your b&w publications.

Rory Gibbons Union City, CA 94587

You've touched on a most sensitive point, Rory. Y'see, while these black-and-white magazines are precisely that—magazines—and thus are not subject to the judgement of the Comics Code administration, we still attempt to tread a line between realism and entertainment. Rather than having a specific edict barring the use of expletives, we generally approach each specific instance as an individual incident, left to the discretion of the writers and editors. They usually go by their own feelings in the matter, and therefore the fact that a word may have appeared in another of our titles bears little actual relationship to its absence here.

Hope that clears things up a little for you, Rory, though if you feel we should have been true to the film dialogue, then you are certainly correct in expressing your opinion, and we thank you for it.

Dear Marvel,

I am, very disappointed with your new format. The lower price is fine, but I don't think it's worth it! I do like to read the adaptations of the movies, and your own stories, but I also like the articles and pictures. I don't want to pay 75¢ just for a comic book! Lately, you have had few articles, indeed. You ought to have more of a fair ratio between comics and articles! The Ape Glossary was very well done; I enjoyed reading it very much.

I think the art work has greatly improved from the time of gorillas with bangs.

Is it possible to buy back issues through you?

Brian Prothero San Jose, CA 95130

Brian, in answer to your requests and countless others, we are sorry but there's just no way for us to stock and supply back issues of our endlessly proliferating titles. However, as we also mentioned recently in a DEADLY HANDS OF KUNG FU lettercol, there is a place which specializes in handling early issues of our bær mags, and every so often they advertise in these very pages (or, since APES no longer carries ads, in the pages of our other merry Marvel magazines). But you can only order the specific issues they advertise, so please do not ask us to provide anything more than new issues (in fact, not infrequently, we even wind up missing office copies of our own mags, and have to order them from outside!).

Sorry, Brian!

Dear Marvel Gang -

I think PLANET OF THE APES is a pretty good value. The way you fill the magazine with fantasy and fun is amazing. I realize a lot of work goes into making such a magazine, and it can't be done by one person alone. Each one of you has a different sort of talent, and together your work as a team to produce such a fantastic product! Is it possible to have a color poster pin-up in the center of each issue?

Keep up the creativity!

Nikolas Petropoulos Sydney, NSW, Australia

Right now, Nik, with our ever-incredible economy in the throes of inflation, it's impossible for us to provide that poster pin-up you suggest. However, we want to thank you for recognizing that each member of the Bullpen plays an important part in what is ultimately the Marvel Team. But see, you've gone and made us self-conscious again—after all, they don't call us the blushin' Bullpen for nothin'!

And now, before we segue into our awesome assimian address, we wanna remind all of ya that next ish heralds the first chapter of "Quest on the Planet of the Apes," which will run two issues as a special added untold tale, before the stupendous seven chapter adaptation of BATTLE begins at last.

As for "Quest," the first chapter is by Devil-May-Care Doug Moench and Razzmatazz Rico Rival; the second is by Doug and Slammin' Sonny Trinidad (who also does the inking on our color SON OF SATAN title, aided and abetted in the authorial department by none other than Joltin' John Warner—an' if ya think that's a hint to take a look at their efforts, yer absolutely right!).

So send us a letter, already!

PLANET OF THE APES Marvel Magazine Group 575 Madison Avenue New York, NY 10022



SEXONTHE PLANET OF THE APES

By Tom Sciacca

ast issue, Jim Glenn gave a rundown on the special effects used in the first APES movie, and brief descriptions of special effects techniques used in cinema. In this section, I will endeavor to describe the special effects in the rest of the APES films, and to give an insight into the MEN behind the special effects. The second film in the APES series, BENEATH THE PLANET OF THE APES, used perhaps more special effect than any other film in the series.

The film begins with the now classic scene of Taylor and Nova coming in contact with the remains of the Statue of Liberty and starting their trek across the Forbidden Zone. Suddenly, without warning, electrical disturbances come out of nowhere and a section of the desert splits open. Finally they encounter a wall of ice, which Taylor tries to penetrate, but seems to fall into. Most of these sequences were done optically, except for the earth-splitting sequence, where a clever miniature was used with a rear-projection screen.

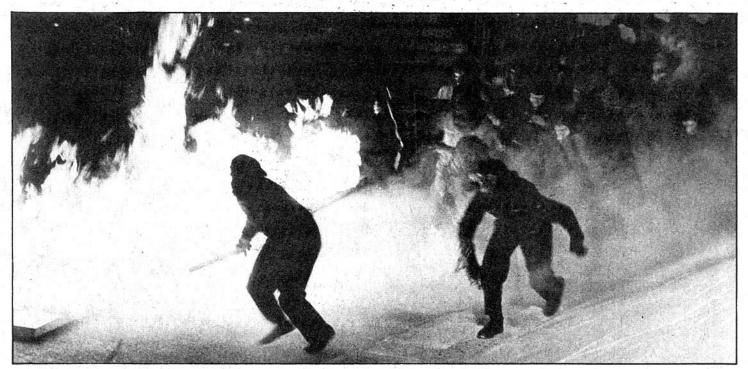
The next sequence in the film shows astronaut Brent at the burnt-out spacecraft. Although we never see the craft crash-land, we are given that impression by the skid marks, and the plywood dummy craft that has been blackened to give the ship a fire-scathed look.

There is no other major effects sequence until nearly the middle of the film, where Ursus and his army embark to battle in the forbidden zone. We see truly epic scenes of hundreds of apes marching to their eventual death. One note on their equipment; the special effects department designed cannons and sub-machine guns for the ape army, bits of technology not evident in the first apes film.

The mutants in the forbidden zone use their telepathic powers to try to strike fear in the ape's rank and prevent their attack. The vision the apes see is that of apes crucified upside down, in flames, and the apparition of the Lawgiver seeming to cry tears of blood, and collapsing in ruin. This scene is a good example of the use of different types of effects to achieve a desired result. The first shot of the crucified apes was achieved through the use of a dissolve, created with the optical printer. A dissolve is basically a way to achieve an easy transition of scenes in a film. There are two scenes, and for a moment one scene is superimposed upon the other, then fades out. Dissolves are also used nowadays for special effect sequences. The flames which appear were matted in the

scene with the use of the optical printer, as was the figure of the Lawgiver, which was a miniature that was prepared to break up for the filmed sequence. The effect of blood tears was achieved by a small hole in the statue where the fake blood was allowed to pass through. In the mutant city, we see these scenes being viewed by the mutant leaders on one of the walls of the old Grand Central Terminal. There is an optical zoom used both on Mendez and the matted wall. The wall effect is a simple matte achieved in the optical printer; the optical zoom is different however. Zoom shots are usually achieved in the camera. Anyone who owns Super-8 camera understands the process. Basically, there are several lenses housed within the camera, and a motor drive moves the lenses to change their focul length, from, for instance, 12mm to 50mm, or a short lens to a long one. This is how many telefoto shots are achieved. An optical Zoom differs from this in that the zoom is achieved through the optical printer, and a regular medium shot can be zoomed in for whatever effect is desired. An Optical Zoom is easy to spot, as the camera zooms in the film seems to become grainier. This grain of the film depends on both film

technique years ago, and most of the studios used this technique, in particular MGM. Today the composite shot has replaced the glass shot. In this technique a painting is made and an area is left black where the suitable scene is matted in. BENEATH has some nice use of this technique, and in contrast the same film has a poor example of it as witnessed by the long shot painting of the melted New York. Alas, the art of matte painting is a dying one. Few young people will put the time into it. One of the few men doing matte work today is Albert Whitlock, who recently won an Academy Award for his work in EARTHQUAKE. For that film, Mr. Whitlock did forty paintings, all of which show the touch of genius. His work can be viewed in the film, THE STING and DARBY O'GILL AND THE LITTLE PEOPLE where he used the Sodium light process for matting. (Basically this process entails using Yellow Sodium lights instead of the usual blue backing used for mattes, and the actors are lighted normally. This process eliminated the telltale blue outline around the matted figures.) In DARBY O'GILL, Whitlock's use of this process achieved some of the most complicated and beautiful effects in any film.



Apes (and the actors and stuntpeople beneath the make-up) brave the roaring fires of their own revolution on that fatal night in CONQUEST ON THE PLANET OF THE APES.

stock and the 'generation' of the film, in this case, third generation.

The next scene in BENEATH THE PLANET OF THE APES is that of Brent and Nova examining the cavernous ruins of what was New York City. (Actually, New York already looks this way.) We see the remains of the Stock Exchange, a Third Avenue bus, and the 42nd Street Library. These must have been expensive sets, right? Wrong. They are what is commonly called composite matte shots, and they are not sets but paintings. They are the present counterpart of the old glass-shot, where a plate of glass was placed before the camera, and lined up between the set and camera, and an artist would paint on the glass, to create the impression of a roof where in the set there was nothing but walls. This was a common

The matte paintings in BENEATH show Whitlock's influence, although he did not actually work on the film.

The final sequences of the film use common mechanical effects, such as squib charges, machine gun blanks, and a smoke charge for the Doomsday Weapon. The final scene, where Taylor activates the Bomb and the screen fades into white is achieved by over-exposing the film a number of times in the optical printer.

The next film in the Apes series, ESCAPE FROM THE PLANET OF THE APES does not use much in the way of optical effects except perhaps a few matted television screens. Most of the effects are at the end, where Squibs are wired to the fugitive Apes.

CONQUEST OF THE PLANET OF THE APES, on a lower budget like ESCAPE, did not make use of many



effects, except at the film's opening, where there was a small use of matte paintings to obscure the fact that Century City was used as the movie's background. It is amusing to note that the Century City complex was formerly Twentieth Century Fox's backlot, and ironically, it has been used as the set for several films. At the end of CONQUEST, the apes use fire as a weapon. These realistic fires were created by use of several types of devices, including gas jets, paraffin, and special mixtures of Diesel Oil. When setting a man on fire, a special fireproof suit is used, and the stuntman using this suit is set on fire. There is an air supply, but it lasts not more than 60 seconds, so the suit must be extinguished quickly or else the stuntman is in REAL danger. Another device used for simulating fires is the DANTE unit. It is a device made up of a motor driving a special pump. Two standpipes, each with shut-off cocks, are breeched into the suction side of the pump which enables different fuel mixtures of flame colorizing agents to be drawn from two fifty gallon drums simultaneously. This device was invented by Tony Richardson for THE ADVENTURERS, and has been used in scores of recent films, including THE TOWERING INFERNO. The final shot in

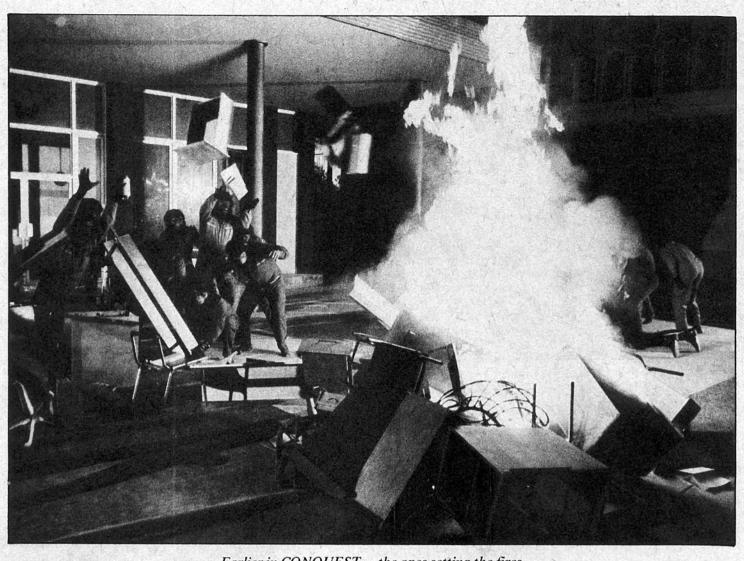
CONQUEST is a matte shot of a sillouetted city in the background, in flames. It is really a shot of some miniature flame and some cut-out buildings. Unfortunately, it is not up to the quality of the rest of the Film.

The final Apes epic, BATTLE FOR THE PLANET OF THE APES, is the film with the lowest budget and the least effects. There is only one glass painting, used twice, picturing the destroyed San Francisco. That was the extent of the effects in the last Apes film, aside from the usual squibs and explosions.

The Apes finally made the tube in 1974 as a TV series. There wasn't that much in the way of special effects, as a bulk of the budget went towards makeup.

There were some matte paintings used, in the episodes occurring in the ruins of the city. Coincidentally, these were the best episodes of the series.

Finally, I would like to link up the ape series with one name—L.B. Abbott. Mr. Abbott began his career with Fox in 1926 as an assistant cameraman. He stayed with Fox, becoming first cameraman, and finally becoming head of the special effects department in 1957. Abbott has done the effects for many Irwin Allen productions, including "Voyage To The Bottom Of The Sea," "Lost



Earlier in CONQUEST—the apes setting the fires.

In Space," and "Time Tunnel." "Voyage" was Allen's first big success, and the film included many excellent effects including the flaming Van Allen radiation belt. To create this effect in Technicolor and Cinemascope, a flame thrower was used that shot flame twenty feet. This was filmed, and run through the optical printer some fifty-seven times until the effect was achieved. In the final film, the sky seems engulfed in flame. The film opens with a shot of the Seaview surfacing at the polar cap. To produce this Abbott and his team built a scale model submarine and launched it in the studio tank on the back lot. The craft was carefully positioned below water at the right trajectory, then by means of a trip release and winch with a line on the tail of the sub, the craft's natural buoyancy was accelerated for the jump-up effect. Within the model itself high-pressure water hoses were connected to ballast portholes to produce the effect of water ballast issuing forth from the submarine. A detergent was added to the water to give the effect of turbulance. Another film which Abbott worked on, and won an academy award on incidentally, was TORA, TORA, TORA which dramatized the attack on Pearl Harbor. To achieve as much realism as possible, the size of the ships, by model standards, were huge. The Japanese ships were built at a scale of 1/2 inch to the foot, while the American ships were 3/4 inch to the foot. The average length of the model ships was forty feet. The American ships were built at a larger scale because they were to be shown blowing up and explosions look more realistic if the scale of the models is larger. The models

were photographed at the Fox Serson tank, which measures 360 feet square. For this film Abbott supervised the front projection and travelling matte shots. According to Abbott, from John Brosnan's MOVIE MAGIC, "We used front projection quite extensively on this picture. For example all of the Japanese air sequences in which you see the other planes involved with the foreground characters were done with front projection."

Abbott recently worked on the two classics of disaster cinema, THE POSEIDON ADVENTURE and THE TOWERING INFERNO. INFERNO is a special effects dream; just about every scene in the film requires an effect. The miniature of the Glass Tower, which is eventually set on fire, is in itself two stories high. Some miniature! Abbott worked on the special photographic effects, including the painting in the film's opening of the Tower. A.D. Flowers handled the mechanical effects. The most impressive set in "The Towering Inferno" was the skyscraper's roof garden area, the Promenade deck, which was entirely destroyed before filming of the action sequences was completed. The set covered more than 11,000 square feet of sound stage area, its many levels raised from six to twelve feet above the stage floor and towering an additional 25 feet upward. A 340 feet cyclorama showing the San Francisco skyline encircles the set. Truly impressive. L.B. Abbott recently left his post as head of Fox's special effects department, but hopefully, he will continue to make film the medium of the fantastic.

THERE IS CONFUSION THIS DARK NIGHT, A SWARM OF CHAOS WRAPPED IN SHRILL ALARMS AND GARISHLY SWEEPING SEARCHLIGHTS ... AN EXPLOSION OF EMOTIONS RANGING FROM PANIC AND FEAR TO

SOME WOULD CALL IT A DISORGANIZED RIOT ... A FORM OF PANDEMONIUM AKIN TO THAT INSPIRED BY FIRE RAGING UNCONTROLLED THROUGH A MENAGERIE OR 200.

NO OTHERS WOULD SWEAR IT IS FAR MORE THAN THAT-TANTAMOUNT TO AN UPRISING, AN ANGRY REVOLT ... A FULLY COORDINATED AND RUTHLESSLY

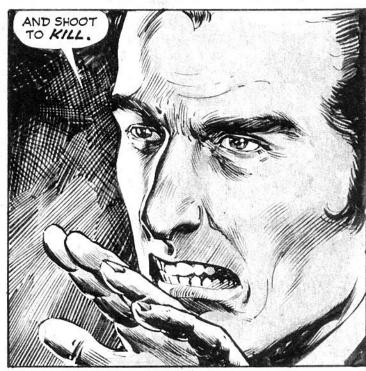
ONE OF THOSE OTHERS IS CAESAR, THE INTELLIGENT APE WHO HAS ENGINEERED THE ESCAPE, WHO HAS SUNDERED THE SHACKLES OF OPPRESSION .. AND WHO NOW LEADS HIS ENRAGED FELLOWS INTO THE CITY ...























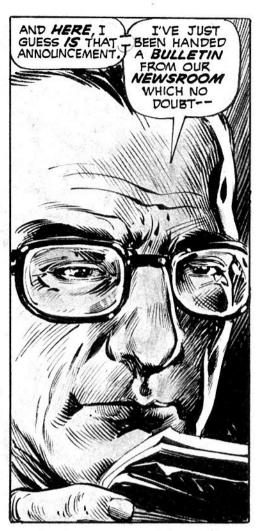


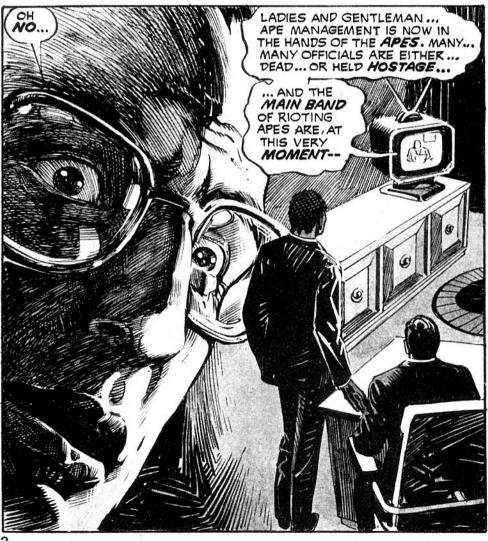


















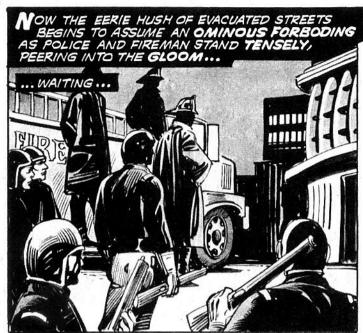




















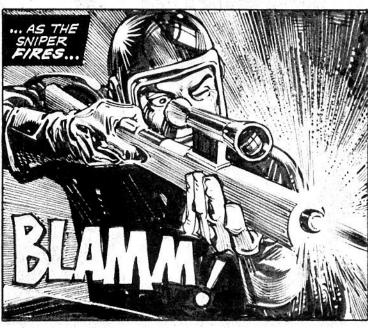




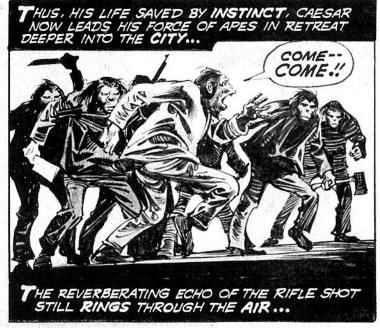


























RETURNING HOME UPON
RECEIVING ORDERS TO
EVACUATE THE STREETS
MANY (IF NOT ALL) CITIZENS
WILL BE PERTURBED TO FIND
THEIR SERVANTS AND MAIDS
MISSING... AND WILL WONDER
WHERE THE APES HAVE GONE...



































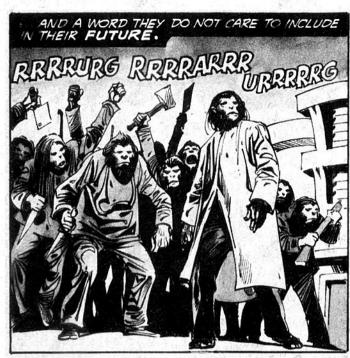














































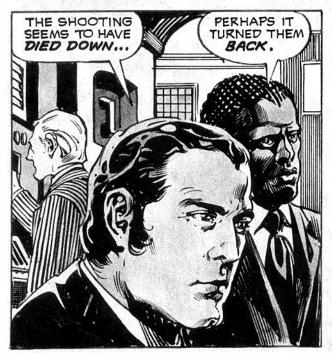
















































... AND OUT INTO A NIGHT PAINTED IN HELLISH FLAMES. ACROSS THE PLAZA, THE APE'S LEADER AWAITS HIS CAPTIVES...



























































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