



**FIRST WORLD KOMIX, INC.:
CREATORS OF HUMAN, HEROIC
&
MYTHIC IMAGES**

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**Enter:
THE YUMIVERSE!**

**THIS IS YOUR WORLD; IMAGINE
YOURSELF IN IT!**



**FIRST WORLD KOMIX TIMELINE:
A PUBLIC
RESOURCE & GUIDE TO
THE EPIC MYTH CONTINUUM**

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Art & Inks by Shawn Alleyne & Kamau Mshale / A.D. 2007

FIRST WORLD KOMIX, INC. MISSION:

First World Komix, Inc. was established in A.D. 1986 as a community-based educational and social-change entity designed to incorporate ancient, contemporary and neo-mythologies, art and imagery to address, promote and unveil the universality of the "Hero" and the interconnectedness of the Human Family.



Art & Inks by Akinşeye Brown / A.D. 2006

**A New Direction in Original American
Mythology**

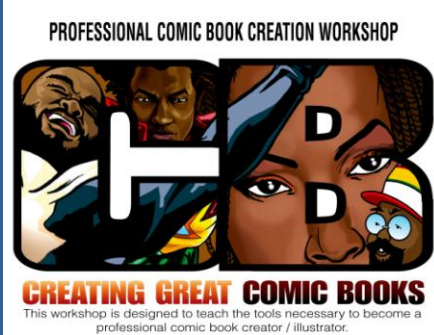
Excerpt ©1992 Yumy Odom / Revised 2007

Images and imagery have always played a major role in our lives. What we can imagine we can often create. What we can imagine ourselves as we can often become. Everything, even our concept of God, comes from the imagination. However, what happens when our collective imagination is limited intentionally or vicariously? What happens when we are unable to see ourselves in the image of a mother, father, doctor, lawyer, plumber, hero, superhero, or a god? What happens when the images to which we are exposed are those that limit our human potential? All creations begin with the imagination. From that first idea comes a potential force. In this case, the force is the contemporary literary and pictorial epic: the comic book. In fact, the contemporary superhero comic tradition is an extension of the global epic myth continuum wherein was created the first ennobling and prototypical African / Kemetic hero, Heru the Avenger (Horus in the Græco-Roman tradition), whose name is the source of the word "hero." This powerful, yet often unrecognized medium, which began circa 1933, is the neo-myth of the USA and the world. Whether superhero, satire, or the "funnies," comics have replaced the traditional oral epic in Western societies and serve a three-fold purpose: first, they are the neo-myth of contemporary cultures; second, they are a source of entertainment and education; and third, they are part and parcel of a multi-billion dollar industry, which continues to expand its purview with graphic novels, trade paperbacks, hardcovers, prestige format comics, reprints / revisions, limited editions, independents, and, most recently, on-line / Internet forays and multi-million dollar movies / videos.

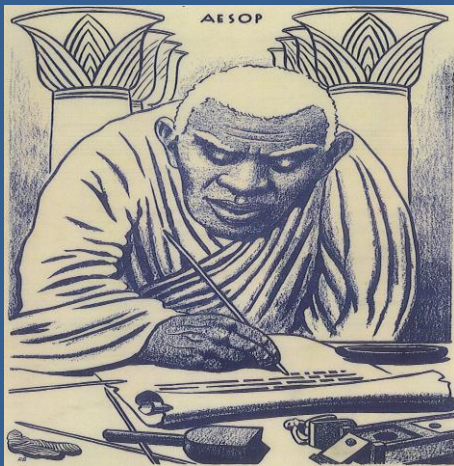
**Yumy Odom, Archivist of the Africentric
Comic Tradition and Founder of 1st World
Komix, Inc.**

CRITERIA FOR HERUIC STORY-TELLING & COMIC BOOK CHARACTER CREATION

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- 1] Use of African / African Diasporan mythology and / or concepts derived from these mythologies;
- 2] Use of the ancient Kemetite concept of Ma'at / justice / balance as focus; &
- 3] Use of transcendence / transfiguration using the eight (8) Heruic Principles: Wisdom, Humility, Compassion, Hope, Courage, Discipline, Perseverance, Ferocity.
- 4] Use of didacticism, demonstrating a sense of Aesopic story-telling; &
- 5] Use of visionarism, expressing a worldview that is inclusive of humanity / humankind.



Courtesy of Prof. Charles C. Seifert / A.D. 1938



Mini-Synopsis

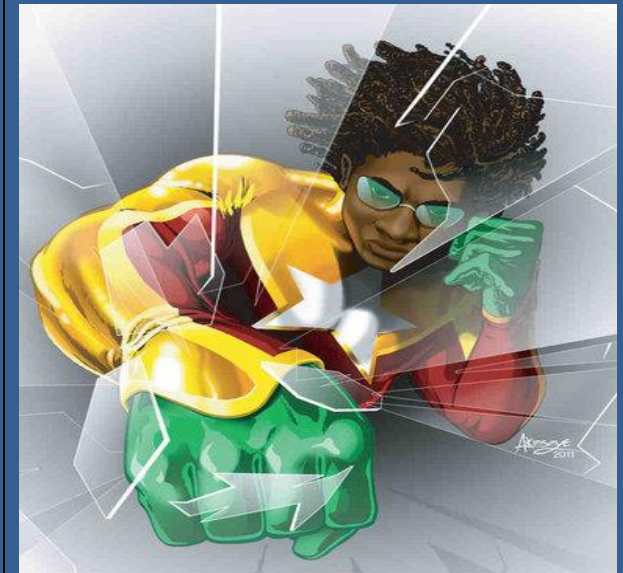
The day came when true s/heroes were called upon, not the everyday publicly commissioned "heroes" who are paid to perform acts deemed as heroic, but those singular souls who have an ancient, preternatural spirit and heritage... These are the descendants of those s/heroes, all but forgotten, some misunderstood, all considered fantastic or mythological!



Art & Inks by Akinşeye Brown / A.D. 2010



CELEBRATING THE MODERN MYTH-MAKER!



Art & Inks by Akinşeye Brown / A.D. 2011

Synopsis: While on a combat mission in A.D. 2035 near an ancient Nubian temple dedicated to Apedemek, the lion-headed warrior god, Asad X. Neteru crossed into an astro-alignment containing the eldritch psycho-sentient energies of this ancient deity. At that moment, he was transfigured, bringing not only his own formidable telegenetic abilities to their zenith but acquiring the might of Apedemek: a powerfully skilled warrior!

