SUPERGODS GRANT MORRISON TRASCINATING ... AN ANALYSIS OF WHAT SUPERHEROES ... CAN TELL US ABOUT OURSELVES AND OUR CULTURE."

Q&A with Grant Morrison, author of SUPERGODS

Question: In *Supergods* you talk about the history of superheroes in comic books, in movies, and even in real life: Looking to the future, do you think superheroes will be most important in traditional comic books, in film, or in our three-dimensional world? Or maybe some other possibility (e.g. the internet)?

Grant Morrison: Traditional comic books are still created for a specialist market which is likely to diminish as the years go by, in much the same way that poetry went from being a popular form to something enjoyed mainly by enthusiasts. Superhero characters will, of course, simply migrate to more popular onscreen formats – i.e. games and movies – and flourish there. We'll always have superheroes and certain figures like Batman are likely to retain a place in popular culture for at least as long as, say, Sherlock Holmes or even Robin Hood have done.

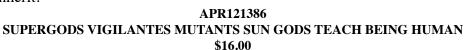
As for real life superheroes, I expect we'll hear more about the home made crime-fighters out there, but there's already military technology that closely resembles Iron Man's early armour. Throw in medical advances, prosthetics, mind-controlled machinery and performance-enhancing drugs and it seems safe to say there will be genuine superhumans walking among us within the next couple of generations, with all that entails. Let's hope they don't forget the "hero" part of the job description.

Q: Do you prefer working with complete, unfettered independence, as when you're writing your own original creations – like The Filth – or do you prefer picking up the story of a long-running, iconic figure like you're recent work with Superman, where you're developing the story of a character who already lives in the minds of a billion people?

GM: I've always enjoyed the opportunity to add to some glittery bits of mosaic to the decades-deep, ongoing legends of Superman, Batman or the X-Men but having said that, the pressure to conform to what readers expect from these characters while attempting to say something fresh or personal can be onerous at times. For this reason more than any other, I think it's ultimately more enjoyable to create new characters and stories that bring with them no prior expectations.

Q: What was the best (or most surprising, if you prefer) thing about the response you got to *Supergods*?

GM: I was heartened by the young people and teenagers who responded to the basically positive message of the book. It was encouraging to talk to bright-eyed kids who'd become tired by the onslaught of apocalyptic cynicism they're served up every day by the news and entertainment media, and who were looking for more hopeful narratives and positive ways of thinking about the allegedly broken world they are expected to inherit.









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