

PROGRAMMANUS



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RADIO POPREEL

Pin-up poetry, graphic novels and cosplay

Song: "Good Kisser", by Usher

*Make every minute worth it, baby
This for Usher, baby*

Pamela:

A pin-up poet in New York, an angry aunt in Mumbai and "V for **Vendetta**". graphic novels, poetry, Comic Con and **cosplay**.

I'm Pamela, and this is "Radio Popreel".

New York, Lower East Side. Manhattan. Andrea Grant from Canada lives in New York and she calls herself "The **Pin-Up** Poet". She's also the author of the graphic novel "Minx", in which the story is set around her Native American roots and mythology.

Andrea:

It's been a really interesting **rollercoaster**, because my main drive when I came to New York was to do this graphic novel and this comic book series, and push it forward. And when I started, I was one of the only women doing it. So, it got a lot of attention. And then, I was still continuing with the poetry and I was just working all the time and starting my little business...

And I would say that my career is where it is because I moved to New York. Like, my opportunities in America have been **astounding**. But has it been very difficult? Why, yes! This is a tough town. It changed me, but in a good way, I think. I've watched, like, print transition into digital in a really unique way.

So, now, what I originally thought was a comic book series, is now in my mind a video game or something that I want to create. So, you know, I'm still **evolving** the property and different projects. But, yeah, I'd say that I **accomplish** a lot of what I set out to do. There's still a lot more that I want to do.

But I'm happy looking at... You know, you kind of... I think as an artist you create something, and then you're happy for about a week or two. And then, you're like, "Oh, whatever. What's next? What else am I going to do?" You know, it's...

I think you're never really satisfied. So, this is my...my first, like, major graphic novel. It's my soul in here, basically. So...

vendetta

*blodshämnd
graphic novels
serieromaner*

cosplay

*förkortning av costume
play, en form av
maskerad där man klär
ut sig till exempelvis
seriefigurer*

pin-up

utvikningstjej

rollercoaster

berg- och dalbana

astounding

håpnadsväckande

evolve

utveckla

accomplish

åstadkomma, uppnå



It's based on the idea that Native Americans believe, which is that when we sleep and dream we go into another dimension, which is as **valid** as this reality. And, so of course there's a lot of adventure and a lot of going into the Dreamtime, and questioning like, where are we actually and what are we achieving, you know? And then of course there's heroes and villains and all the **power struggles** that you would expect in a comic book.

Yeah, my dad's Native American. I'm really tied to that mythology. But then I wanted to think about, like, what about Greek myths? And Egyptian, you know? And...and **melding** different cultures and different beliefs and sort of the idea that it all goes back to storytelling. And there's so much **similarities** in different cultures, so there's a lot of that.

Poetry and mixing words and images... So, the way I express that is through usually the graphic novel format. So, yes, I play my character. I make my friends play characters in the comic. And it's really funny. I wanted to play with the idea of hyper reality, and what is this version of reality versus the fantasy sequences in our minds, in our dreams and things like that.

This is my favorite thing. This is incredible. This is insane. So, this is... I mean, it's from the 50s. And it was somebody's thesis in **anthropology**, some lady. But it's talking about, like, my God... It's talking about, like, the spirit dancers and the magic, like the...the **shape shifters**, how they, you know... When you meet certain creatures in the woods, you have to be brave and you have to hunt them, and then... What was really cool about this, is that they've...I guess they **whited out** certain words and then they printed them, so that the traditional Coast Salish words...so this is a good way of figuring out the language a little bit.

But it's like a glossary, and talking about shamanism. Like, it's...it's really, really amazing, like secrets and... I'm really impressed by this. I think storytelling is the basis of everything. I mean that's **across the board**. Everything's a story and everything has to be a story. And certain things you pass down through the generations.

I've never died in a dream; but I don't...I don't really believe that. I think that it's a metaphor for something else. I don't think... I've never heard anybody say that they actually die in the dream. Like sometimes they're falling, they're jumping off of a cliff, but they don't actually land anywhere, like, it doesn't stop. It continues on, or they land and then they run, or what have you. Or you wake up. It's an interesting idea, though.

The idea of pin-up and how it **originated**...and I think it was sort of in the world wars. And these women, often Hollywood movie stars at the time - like Betty Grable - the idea was to inspire the men that were fighting. And so...

valid
giltig

power struggle
maktkamp

meld
föra samman
similarity
likhet

anthropology
antropologi, läran om
människans natur
shape shifters
varelser som byter
skapnad, t ex varulvar
whited out
här: något man har
strukit över

across the board
generell, allmän

originate
uppstå, börja



You know, I've...I've heard a great story about the women who worked in factories, and how they would do their hair in the **victory rolls** and everything, and they would get dressed up every day. And it was because if the men came home from war, they wanted to look beautiful for them. And I think that's such a nice idea. I think it's very elegant. It's an art, you know? The costuming and the styling. And...

I've seen a lot of women, you know, they sort of will get photo shoots done, give it to their husbands as a gift, what have you. But I think it makes people feel empowered. I think it's esthetic and it's been around for a long time.

Pamela:

Andrea sits down in her velvet chair and picks up her poetry book, "The Pin-Up Poet".

Andrea:

So, this is a poem... I have a joke. It's kind of **twisted**, but...

I always say that where I grew up in Canada - specifically Vancouver Island, before I lived in Vancouver - it was a place that bred **serial killers** and poets, so I decided to become a poet. So, it's got this **gloomy**, Pacific-Northwest feeling.

And, when I was growing up, my parents were very terrified of kidnappers. There were a lot of girls going missing, and there was a certain amount of horror in that, you know? So, this poem is called *Dead Girls*, and it was... I wrote it after a girl actually went missing a few years ago. Are we ready? Okay.

Poem: *Dead Girls*, by Andrea Grant

The 80s had a depressing element of missing girls
with their hair parted down the middle
who would never come home

Anguished parents

I had the sort of parents who warned against getting into cars with
strange men and wearing cosmetics too young, a **come-hither odor**

Clifford Olson, a household name and horrific bedtime stories of
strangled teens Don't take candy from anyone
razor-blade apples

The price for being a girl was to always **look over one shoulder**
while riding your bike
to never go in the woods alone

Photographs of weeping women
shredded clothes and the blood stain of rape
and the air, like metal

victory roll
en 40-talsfrisyr

twisted
skruvad

serial killer
seriemördare
gloomy
dyster, mörk

come-hither odor
förförisk doft

razor-blade apples –
syftar på en myt om att
illvilliga personer lade
rakblad i äpplen för att
skada barn

look over one shoulder
vara vaksam

shredded
söndertrasad, strimlad



I saw their faces in my dreams at night
they whispered, "be careful"

I grew eyes in **the ridges of my shoulder blades**
fine-tuned instinct

The dead girls gave me a mask of indifference
to hide the adrenalin **scent** of fear
that I might be a **crusader**
It has made me hard

This archetype is dangerous to **predators**
the cold expression of the huntress
before the weapon is fired

Jatin Varma:

So, when I started Comic Con, it was an experiment. We were not sure that we would last beyond the first event. We weren't actually sure how people would respond to it. But it's been great. Now, in our fourth year, we're in four different cities, and this is the biggest show that we've ever done.

Pamela:

Comic Con India. A Comic Con is a popular culture convention, with comic books, games and sci-fi.

Jatin:

People do love comics and we've always had a nice tradition of Indian comics. But it's still a very **niche** thing for Indians. I think they also like the idea of having an entertainment event, because, like, our event is not just comics, it's popular culture. So, it's gaming, animation, **merchandise**, toys. So, yes. Certainly people have a lot of fun coming to it.

Pamela:

Jatin Varma is the founder of Comic Con India. To avoid the costly expenses of traveling abroad, to a Comic Con convention, Jatin and his friends decided to create one of their own in New Delhi, their home city.

Jatin:

One of the reasons we did it here was it was much... It was really expensive to go to San Diego Comic Con or Angoulême, France. It's not cheap to travel there, stay and obviously the tickets... So, to have our own Comic Con obviously we're still far behind those. They've been there for decades. But that was one of the ideas that, you know, we'll save some money by doing it ourselves.

**the ridges of my
shoulder blades**
*kanterna på mina
skulderblad*

scent
doft
crusader
korsfarare

predators
rovdjur

niche
*nisch, smalt område
inom exempelvis konst*

merchandise
varor



Pamela:

Thousands of people gather at Comic Con India.

Abhijeet Kini:

It's small kids, old grandmothers, grandfathers, uncles, aunties, everyone.

Everyone. So, it's like a family outing-cum-shopping-spree-cum...you know. Comic fans can come and get things signed, you can collect things, you can listen to workshops, everything. Everything.

Pamela:

Abhijeet Kini, from Mumbai, India, is the author of "Angry Maushi" - the angry aunt.

Abhijeet:

Talking about aunties is...*Angry Maushi*. That's a...that's a comic that I publish myself. And it's...it's got its own little cult following.

So...so *Angry Maushi* is a character that I've made which is a...a typical, ordinary, Mumbai-based auntie. And she's just too angry with the way things are going around her. Politicians acting weird, corruption on the rise, bad TV, films, everything. Everything. And she just decides to take on the system.

And the way she goes about it is what the comic is. My favorite instances in the

comic is, for example, the part where she goes to a government office and she actually holds up the person and says: "Are you asking me for a **bribe**? I'll show you what a bribe is!"

Things like that. Which, you know, everyone around us would want to do, but we don't, because it's not legal. You can't really fight people physically. But *Angry Maushi* is this one auntie who takes the system in her own hands and does what she has to do.

Pamela:

David Lloyd from Brighton, England, is a British comic artist best known as the illustrator of the story "V for Vendetta", written by Alan Moore.

David Lloyd:

When I did *V for Vendetta*, one of the aims of it was to actually reach an audience that...that...that hadn't read comics, that didn't read comics. And one of the things that...that...that really puts people off, who don't read comics, is sound effects, like *kaboom!* and stuff. It looks... It makes them immature, and seem childish.

So, one of the ways of actually getting rid of...of...of that problem, was to

actually remove sound effects, which is what we did in *V for Vendetta*. If you...if you...if you can effectively produce sound, or draw sound or represent it, then you don't need them, and you...you got a whole new audience.

cum (latinsk preposition)

med, och, kombinerad med

familij outing-cum-shopping-spree

en kombinerad familjeutflykt och shoppinggrunda

bribe

muta



It's **cinematic**, really. That's the thing. I mean... There were certain...to a certain degree, you can rely on the...on the viewer to supply the sound. The viewer will actually...will actually supply the sound themselves, if you produce the pictures that suggest the sound.

There was a point where I wanted...I realized I could do it. I think I was...when I was about... When I was a teenager, I...I...I saw that I...I had the ability, and that I...I could perfect it, and it was a possible... It was something I could do. And so I did try to become a professional.

I had fits and starts. There's a website that I helped set up called Cartoon Classroom, cartoonclassroom.co.uk. And if you go to that, you get some recommendations, some good books. They're in English, so... But...but they may have Swedish **counterparts**.

Study cinema, because cinema technique is...is essential to good comic strip storytelling, in my view. And... But the most important thing is you must draw well. That's the most...that's fundamentally the most important thing. Learn how to be a good artist, and then the rest of it is really technical.

Learn how to be a good artist. The rest of it is a...is a technical operation, really. And then apart...you've got to have the instinct for it and... But, first thing, become a really good artist.

Pamela:
Never leave the house without pen and paper.

David:
Well, that...well, that used to be something that...that was told to **budding artists**, when you could only sketch people by going out in the street. But you don't have to. You can just sit in front of your TV. So, you don't even have to go out. You can sit in front of your TV or your laptop, and you know, you can study things that way. So, you don't even have to go out. But you must observe. And don't just draw what you like drawing. You've got to draw everything around you.

Pamela:
In cosplay, or costume play, you dress up like a comic hero and become someone else for a while. Costume drama is very popular among the fans at Comic Con India.

Ria:
My name is Ria.

Sima:
I'm Sima.

cinematic- *filmisk*

counterparts
motsvarigheter

budding artists
lovande konstnärer



Rohit:

I'm Rohit.

Pamela:

How did it go today?

Ria:

I think it went really well. I tried my best and it was really fun participating and I think the people who won were really cool as well. So, I'm happy.

Sima:

We had a great time. It brought my childhood back, though I'm still reading comics. But I think it was great to have our daughter participate for the first time in Comic Con. And I think it's a great **pedestal** to get people from all over the world and connect, because it's about communication.

Ria:

Well, I'm a huge Disney fan, and I'm especially impressed with the evil characters from Disney, more than the princesses and the heroines and the heroes. So, and *Maleficent* is one of my favorites. She's the **topmost** rated Disney **villain** ever. And the costume was actually pretty easy to make, thanks to my parents. They really helped. Old fabric from her clothes, and...and you know, his handiwork in making the **raven** and...and the headdress. So, I'm really thankful for my...to my parents for making the costume for me.

Pamela:

So, it was a family thing?

Rohit:

Yes, it was. Last one week doing nothing but working on this.

Ria:

The graphic novel is...is...is a great art form, because it expresses so much in so little, you know, in little **blurbs**. And...and I think that's more difficult to do than writing an entire novel of 500 words maybe, or 500 pages. So, I think it's a great art form to...to express yourself through...through image and writing, together.

Pamela:

Martina Smith from Sweden, and Ashwin Shakthi from India, became friends online and now they are visiting Comic Con India together.

Martina:

For the costumes, we decided that we wanted to do something from a show we like, and something that was also challenging and fun to make. And so we just looked around at our common interests.

Ashwin:

Yeah, and *How to Train Your Dragon* has lovely character designs from what I,

pedestal
här: underlag

topmost
högst
villain
skurk
raven
korp

blurbs
reklamtexter



like, know of it. So, that seemed like a great plan. And also I liked the movie, so...

Martina:

And you know, there's a pretty nice challenge in sewing a two-meter-tall dragon.

Ashwin:

That was very challenging.

Pamela:

How did it feel when you walked up to the stage?

Ashwin:

Oh, it was **overwhelming**. I don't remember most of it.

Martina:

Yeah, when we walked on...up to the stage the first time... A lot of people saw us today because the dragon is big, so everyone cheered us on and it was an amazing feeling.

Ashwin:

It was really strange, really overwhelming. Really, really strange.

Pamela:

And why do you do cosplay?

Martina:

Because it's fun.

Ashwin:

It's fun. It's fun, and we love creative stuff, generally making things, so...

Martina:

If you like making things, why not make things for shows you like?

MC:

Come on, guys!

MC:

The winner's Galactus! Galactus, get your butt on stage!

Pamela:

Galactus, or Nirmal Guiry A. made his costume himself, and it took him two months.

Nirmal:

The Comic Con experience was a really good, and, like, awesome thing. I never expected I would win it, but... There's some kind of feeling, like, while I was making my costume, like, "wish I...I win...win this thing and wish I would go to New York...Comic...Comic Con **convention**".

overwhelming
överväldigande

convention
sammankomst, kongress



Like every morning, also, I...I told my mom that this costume is going to take me...going to give...give me a flight to New York. And it happened. So, kind of a good luck. And I'm so happy. I'm really happy to have won this.

And it, I... I like, it took me, like, two months to make this **entire** costume. The... Getting the resources were, like, the difficult part. So, I had to search for stuff, I had to go places. I had to request **bargain**, do all sort of things, and finally, it paid off.

Song: "Batman", by Sleek Louch & Ghostface Killah

To the Batmobile! Let's go!

One, two, three, four...

*Spit the word like a minister **snatch** every listener
What is the city of Gotham with no commissioner?*

*Batman! with more ice than a cooler
poltergeist rolling the night with 2 Rugers
Keep a fear fresh shooters 'round the kid all day*

*Sharp banging in my jeans like I been all day
You can see it in my **veins**
I strangle the game with big hands
Cy Young Award winner blowin' like a bitch band*

*I'm catastrophic, right in back of your **eye sockets**
Your **optic nerve** is blurred and my words pop
they clockin' with more bricks than an igloo
rising stacks with more kicks than a kangaroo*

*Chillin', I rest well under big covers
My rug sky blue and yellow like a **Denver nugget**
I did a hall wipin' the floor with metaphors
beating the eyes of the fools and the **frauds**...*

Pamela:

For more on "Radio Popreel" and "Popreel" on TV, visit UR.se. Niclas Jensen, Carl Nilsson and myself, Pamela Taivassalo Wikholm, produced the program. You've been listening to "Radio Popreel".

entire
hel

bargain
förmånligt pris

snatch
gripa

poltergeist
poltergeist; ett spöke som låter eller flyttar på saker

veins
ådror, blodkärl

eye sockets
ögonhålor
optic nerve
synnerv

Denver Nuggets
basketlag från Denver, Colorado

fraud
bedragare