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Jim Crawford, Gregory Blum

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Jim Crawford, Gregory Blum : Toys: MTV Overground #3 (MTV Underground) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Toys: MTV Overground #3 (MTV Underground):

0 of 0 people found the following review helpful. Five StarsBy TGLoved it!0 of 0 people found the following review helpful. Four StarsBy juan covaEnjoyed every pic of it. I also got to know a little bit about what inspired the artist.2 of 2 people found the following review helpful. Vinyl Toys are Awsomer than I thoughtBy Ricardo Y. CortesYes, i said awsoomer. The point of the fact is that this is one smashing toy book, it is packed with photo after photo of crazy designs from various artists. And if you love the work of Jim Davis then, then so the better. I highly recommended this book for toy lover, illustrators and designers for creative inspiration.I just wish there were more interviews with the artists, there is a couple, including one with Jim Davis. This is my only complaint with is book.

Toys are no longer just for kids—they are at the heart of a new pop culture movement. The new toy scene emerged in 1997 when designer Michael Lau exhibited G.I. Joes he'd customized into hip-hop street figures at a Hong Kong toy show. Artists from Hong Kong and Japan followed suit, creating their own limited edition vinyl figures. The vinyl toy movement soon went global, invading the US and Europe with a vengeance and spawning an intense, worldwide

collector's culture. Toys documents the amazing variety and mesmerizing detail of these unique, highly collectible figures from the top artists in Hong Kong, Japan, the US, the UK, Canada, and Australia, including James Jarvis, Gary Baseman, Frank Kozik, Jim Woodring, Ugly Dolls, and Todd Schorr. With dazzling imagery and interviews with the artists, this detailed collection is the perfect source for inspiration and information for designers, graphic designers, and collectors alike.

About the Author Since 2001, Jim Crawford and Gregory Blum have been instrumental in developing the new worldwide art toy movement. They were core members of the development team that created the retail toy store Kid Robot, and in 2002 co-founded STRANGEco. STRANGEco is the foremost purveyor of artist-designed action figures and toys, and has been instrumental in popularizing international Designer Toy Culture by creating, distributing, and promoting Art Toys in the U.S. and abroad. STRANGEco won't stop until every freedom-loving comrade has a designer toy on his or her shelf, computer, kitchen counter or hi-fi console. Visit STRANGEco online at www.strangeeco.com.