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# File Type PDF The Skateboard Art Of Jim Phillips

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Scribbling and doodling have long been enjoyable pastimes. From rendering pre-historic cave drawings to sketching innovative creations while sitting in class, people of all ages since the dawn of time have gravitated toward doodling regardless of their artistic abilities. Doodling with Jim Henson invites doodle enthusiasts and Henson fans alike to view the practice of doodling as a method and framework for additional creative development. Using a comprehensive catalog of Jim's sketches and doodles throughout his career, readers will learn the "finer points" of doodling as art and will be invited to doodle monsters, fish, birds, title treatments, signs, banners, borders and backgrounds directly in the pages of this eclectic, colorful book. Fun exercises and drawing prompts engage artists and invite their creative participation using no more than a pencil and a bit of imagination.

You may know Bill Campbell's name, but chances are, you know his handiwork better, especially the Weird-Ohs models that burst on the pop culture scene in the 1960s. Enjoy looking back over the career of this colorful artist in over 700

brilliant photos and witty prose. From his early days painting model box tops for the Hawk Model Company to his invention of the iconic Weird-Ohs model kits, Bill has continued to create some of the most unique artwork the world has seen. Also discover his work for national ad campaigns, editorial cartoons, his box art, fine art, and the Weird-Ohs that never were. Now much of that work has been gathered into one volume that traces the entire arc of Bill's career, including his connection to the Manhattan Project, an initiative that may well have saved his life. Much of the art is presented here for the very first time.

Jonas meets Jack is the sequel to the book My First Skateboard. It is a tale about how friends are made through the act of skateboarding.

Now in a more compact format, Back in the Day is a timeless and nostalgic collection of photographs documenting the skateboarding scene in the 1970s. William Sharp began taking surfing photographs in southern California in the early seventies and was quickly drawn into the nascent skateboard scene, shooting friends emulating surfing moves on pavement. By 1975 he was brought in as a staff photographer for the magazine

Skateboard World. During the next five years he documented the meteoric rise of the movement, capturing thousands of photographs along the way. Back in the Day features hundreds of Sharp's astounding photos from this era. The work is priceless, not only for its documentary value, but for the beautiful and poetic images captured and later developed by Sharp himself (many in black and white). Pipes in Arizona, aqueducts in California, pools all over the place, the locales and images must be seen to be believed. Ozzie Ausband signed on as an editor of the project, collecting present day quotes and assisting with the paring down of Sharp's massive photo archive. Sharp's epic photos are populated by the vanguard of the scene such as Tony Alva, Jay Adams, Jerry Valdez, Steve Caballero, and Jay Smith, among many others. This is a must have for fans and collectors of the original large format released in 2017.

"No matter what you create, someone is going to love it and someone is going to hate it. Focus on the people who love it." Drew Brophy This is the story of a self-taught artist who inspired change in the action sports industry. From painting surfboards to skateboards to designing tee shirts and boogie boards; Drew Brophy took his art from rejection to success. Brophy began his journey as a young artist who struggled to fit in. He had a vision for painting in a unique way, but the rest of the world wasn't ready for it. He never gave up and in time, his techniques became accepted and eventually, emulated worldwide. In this book, Brophy shares a painful, yet inspiring account of how he progressed from being a totally lost young man to creating an adventurous life of surf and travel with his art. Look Inside for: Brophy's full color

paintings, sketches and designs that inspired surf culture; Hundreds of Brophy's surfboard paintings from the 1980's to present; The brutally honest story of Brophy's journey from starving to a full art career; The mindset that it took to overcome the naysayers and ultimately led to success. A failed art gallery, clients refusing to pay and endless rejections, that nearly put an end to Brophy's career. But then he asked himself one question, and the answer is what eventually led him on a path to create the life he really wanted. Read on for Brophy's personal story and artist retrospective, showing the progression of art and mindset over the course of thirty years. This book is inspiring for any artist who sometimes wonders "is my art good enough?"

Long time skateboard artist Sean Cliver has put together this staggering survey of over 1000 skateboard graphics from the early 80s to the start of the 00s, creating an indispensable insiders history as he did so. Alongside his own history, Sean has assembled a wealth of recollections and stories from prominent artists and skateboarders such as Andy Howell, Barry McGee, Ed Templeton, Steve Caballero, and Tony Hawk. The end result is a fascinating historical account of art in the skateboard subculture, as told by those directly involved with shaping its legendary creative face. Now, 10 years after its first printing, the graphics and stories within are as provocative as they day they were first conceived.

Discusses the history of skateboarding and Thrasher magazine. Shows pictures of various terrains used by skateboarders.

This retrospective on Jim's skateboard art boards the reader with colorful skateboard decks, logos, ad art, ad layouts, photos and stickers to illustrate the history of skateboarding from the ure-

thane revolution up to the present. You are invited for a ride, an inside view of Phillips Studios, to observe the wacky world of his crazed studio artists, and examine their graphic assignments. The story traces the roots of skateboarding with more than a half-century of Phillips' involvement. It provides insight into the creative evolution of the sport and the worldwide interest and influence that has occurred from this California artist.

"The Tracker book is so important because future generations will be able to learn about skateboarding history--who was involved with it, and how it all happened. It will blow their minds."--Christian Hosoi  
 Back in 1975, the Tracker Full-track was the first truck in history made specifically for skateboarding by skateboarders to incorporate high quality, performance and strength. Trackers truly were (and still are) the Trucks You Can Trust. Four decades later, those four words continue to be the driving force of the brand. TRACKER - Forty Years of Skateboard History is a collection of photos and stories about Tracker and its rich history from the perspective of the people who worked there, as well as the professional riders and photographers who made Tracker a major icon in the skateboard world. This coffee table size book features a skateboarding historic timeline from the early 1900's to the present. There are over 1492 color and black and white photos, drawings and scans illustrating the skateboarding story of Tracker Trucks in this 388 page, hardcover book.

This fresh and scholarly look at a century of rug hooking in Maine demonstrates the significant role non-woven rugs have played in American decorative arts. True Waldoboro rugs are explored in detail and the myth of "Acadian" rugs is ex-

plained. Edward Sands Frost manufactured preprinted burlap rug patterns in the mid-19th century that spawned competitions across the country. By the 1880s, summer visitors helped organize cottage industries that turned Maine's rug-hooking talents into income producers. The Arts and Crafts movement in America led to new and exciting styles of rug patterns in Maine, and by the early 20th century, artists pushed the craft of rug hooking in to a fine art, with Marguerite Zorach's designs among the prominent examples. This lavishly illustrated book has over 250 color photographs that highlight the extraordinary story of rugs created throughout Maine and eastern Canada, including popular maritime designs by men of the seas.

To be a skateboarder today is a much different experience than it was for much of the 1990s. The photographs, quotes, and anecdotal text in '93 til captures a time in skateboarding when making a livable income as a professional skater was a luxury and public understanding of skateboarding was at an all-time low. It was a time when skateboarding was searching for an identity, a time before Instagram and big corporate influences. Street skating was coming of age, testing its limitations and aligning itself with a new and innovate style of hip-hop culture that was emerging. Looking back, many skaters today feel as though the '90s were the golden years of skateboarding. '93 til is a captivating portal into a decade and a culture that is remembered with warmth and nostalgia. Much of the photography that Pete has unearthed for '93 til was buried in boxes for close to two decades and hasn't never been seen or published before. The 250--page book also contains several timeless images from his years shooting for SLAP and Transworld Skateboarding Magazine

that will be familiar to the initiated. In addition to his stunning action shots are plenty of portraits and unguarded, candid moments that span from the late '80s up through 2004. The book reveals a raw, unapologetic perspective of a world that no longer exists. Also included in the book alongside Pete's imagery are quotes and anecdotes from legends like Tony Hawk, Arto Saari, Jamie Thomas, Guy Mariano, Nyjah Huston, Geoff Rowley, Stevie Williams and others. Pete moved on from his career in skate photography in 2004 and is currently living in Brooklyn.

In 1989 Marc McKee got his start creating skateboard graphics for World Industries and many of its subsidiaries, like Blind, 101, Menace, A-Team and Almost. Spearheaded by McKee, this era is considered the golden age of skateboard art, whose funny, sexy and offensive graphics were hugely popular then and are considered highly collectible today. McKee was also the editor of Big Brother Magazine during its first four years and later worked on the Blunt Snowboard Magazine, before selling both to Larry Flynt Publications.

From vintage surf art to the latest designs, this collection is filled with brilliant color, energy, and vibe. It features the top 30 artists working on the surf graphic scene, each with a detailed biography. A pair of angels are determined to unmake existence at any cost, but are faced with a great challenge from the most unexpected person

Skateboard graphics took a quantum leap in offensive potential after the sport was reborn in the '90s. Artists such as Marc McKee, Todd Francis, Johnny 'Mojo' Munnery, Winston Tseng and others brought dark humour and politically incorrect topics to the forefront of their il-

lustrations, aiming to raise serious issues and skewer values. Agents Provocateurs asks new questions of this boundary--pushing artistic genre and its place over the years. Did it save skateboarding? Are these controversial topics still relevant 20 years later?

Here is an intimate glimpse into the lives and work of thirty-four self-taught artists, two folk art environments, and one museum, which tells the tale of a region's fast-disappearing way of life. Kathy Moses' thoughtful, insightful portraits introduce us to these men and women, some of whom are well known and some not so well known, but who all are driven by a compelling need to create. Their stories are told with warmth, affection, and respect. For many of these artists, this is the first time they have been presented to a wider audience. With 375-plus photographs, the book beautifully illustrates the range of each artist's work, with more examples per artist than has been shown before. The book is also an invaluable reference guide, with a source section that lists museums and galleries where the art may be seen and purchased, a retail price guide, a bibliography, and many organizations, publications, shows, and auctions devoted to Southern folk, outsider, and visionary art.

"Celebrated skateboarder, Tino Razo, has documented and shredded abandoned backyard swimming pools throughout Southern California. The resulting body of work often elevates itself beyond a bunch of thrill-seekers navigating the suburban landscape. This book juxtaposes renegade sessions by world class skateboarders with dramatic architectural photographs of a lost American dream"--Amazon.com.

Jesse "Street Angel" Sanchez is a home-

less ninja girl on a skateboard! In between kicking ass and taking sandwiches, she fights bullies, street gangs, ninjas, the man, cocky superheroes, hunger, and the ninja industrial complex. She also rescues a stray dog, makes weird new friends, and saves Christmas!?! This collection includes all of Street Angel's Image Comics adventures, plus a couple of extra stories and behind-the-scenes materials. Collects STREET ANGEL: AFTER SCHOOL KUNG FU SPECIAL, THE STREET ANGEL GANG, STREET ANGEL: SUPERHERO FOR A DAY, STREET ANGEL GOES TO JUVIE, STREET ANGEL VS NINJATECH, STREET ANGEL'S DOG, XMAS SPECIAL, GHOST MONSTER. Thousands of artistic graphic illustrations, from motorcycles to health food and including rock posters, surf, and skateboard art, jump off these pages. Bold and dynamic "bad boy" and "hippie" themes in bright and startling colors command your attention to the incredible detail included. Jim Phillips delights in original imagery to convey his unique reflections of the popular world. Since 1962, he has published award-winning graphic designs for cartoons, skateboards, t-shirts, stickers, rock posters, and ad art. The works assembled for this book, from collections world-wide, represent over fifty years of creativity and document the powerful youth movement in America.

The dynamic images from the analog era found in PUSH demonstrate why Grant Brittain has become one of the most widely-recognized skateboard photographers on the planet. Brittain has been at the epicenter of California skateboarding since landing a job at Del Mar Skate Ranch in 1978. Brittain started shooting Kodachrome at Del Mar in 1979, and within a few years he was submitting photographs to TransWorld Skateboard-

ing magazine, going on to become Photo Editor there shortly thereafter. In 1987, "The Push," a photo of Tod Swank made the cover of TransWorld, becoming one of the most recognizable photos in all of skateboarding. J Grant Brittain has mentored dozens of budding photographers while achieving the status of icon to skateboarders around the world. It's high time the world gets a chance to see this collection of his work from the 1980s that has inspired so many. PUSH includes a foreword by Tony Hawk, an introduction by Miki Vuckovich and a fold-out timeline by Gary Scott Davis.

Go on the trip of a lifetime. Two Wheels South shows you how to realize your own journey. Two friends take the motorcycle trip of their life--From Brooklyn to Patagonia. Matias Corea shares his insights on how to prepare, choose the right motorcycle, what to pack, how to plan the route, where to camp and last but not least: How to prepare your mind. Setbacks and breaking down are part of the adventure, but preparation and being on the road teach you the confidence to tackle any problem. Follow Matias Corea and his friend Joel through the American South, Central America over the Darien Gap and beyond, over wooden cracking jungle bridges in Colombia and to dry lake high plateaus in Argentina. Feel the character of the roads and the smell of nature: Riding a motorcycle is one of the purest forms of traveling. After 7 months and 13 countries Matias and Joel have learned a lot while riding down south on their trusty BMW air-cooled G / S overland haulers and are ready to share their experience. Two Wheels South invites you on the experience of a lifetime.

LIFE is singing the song within you that yearns to be sung. Join Jim Phillips as he

explains the "simplexities" of LIFE over the course of your current, unique "souljourn." The Key to LIFE: Living In Full Expression reveals ancient wisdom within the context of modern day living that unlocks the vault of Divine wisdom within you. Jim's insights and experiences offer an opportunity to gain clarity and answer your questions concerning your soul, your purpose, and your active role as the creator of your own life. Your song is the grandest expression and experience of Self that patiently awaits your willingness to sing it loud and clear. The Key to LIFE is the songbook for singing that song.

This retrospective shows hundreds of stunning rock posters by Jim Phillips made over 40 years, from 1965 to 2005. Phillips tells his life story and records an evolution of Rock Age music. Iconic images advertise concerts featuring emerging and established musicians. His ground-breaking computer painted posters and old-world style are sure to bring a smile. A bonus section presents Phillips son Jimbos rock posters.

What if Kal El had been found by the Warriors instead of the Kents? The deadliest girl alive accidentally joins a super violent street gang. Are the Bleeders the family Jesse never had, or is Jesse the child they never wanted? What? Free snacks at the gang tryout party! Also, SCANDAL— one of the Bleeders is a spy!

An invaluable resource, Art on Deck represents the most cohesive examination to date of Supreme's skateboard output. For 25 years, Supreme's skateboard collaborations have represented an iconic intersection between art and skate culture, ultimately birthing an entire culture of skateboard art. This book features original images of all decks, including ultra-rare and unreleased pieces such as

the "LV" Cease-and-Desist series, the "Japan-only Jesus," and the Louis Vuitton x Supreme trunk, from the world's only complete collection, as well as "in-the-field" shots from noted photographers including Los Angeles-based @baariksgallery and Johannesburg's I See A Different You. Exploring the history of Supreme's artistic collaborations, from pieces with now-legendary contemporary artists including Kaws, Damien Hirst, Takashi Murakami, Christopher Wool, Jeff Koons, and Richard Prince, as well as underground icons including Raymond Pettibon, Harmony Korine, and Larry Clark, Art on Deck contains original photography, artist interviews, and discussion from the design and fashion critic Byron Hawes.

Named the "Most Influential Skateboarder of All Time" by Transworld Skateboarding, Mark Gonzales aka The Gonz is one of the most recognizable names in skateboarding, art, and street style. Born in California in 1968, Gonzales entered the skateboarding world at age 13, and by 16, was featured on the cover of Thrasher magazine. Widely revered since then as the inventor of street skating, Gonzales has remained one of the most prolific innovators in both skateboarding and contemporary art. Part skate photography, part intimate portrait, this is a bold collection of work straight from the mind of the artist, as seen through Sem Rubio's iconic photography. After working together for over a decade, Rubio and Gonzales have created an impressive archive that became the seed for this stunning monograph. Hailed for a sense of fearlessness and creativity, Gonzales has always had a way of changing the game, whether through his inventive skateboarding or his creative art and writing. His long-standing collaborations with brands including Adidas, Supreme,

Thrasher, RETROSUPERFUTURE, JanSport, and E&tudes, gathered together for the first time in this volume, showcase a rebellious vision that has cemented his place in both skateboard and pop culture history. This indispensable volume gathers new, personal insights into legendary tricks and collaborations. It is a verbal and visual testimony of his many worlds. Specially-commissioned interviews with Spike Jonze, Hiroshi Fujiwara, KAWS, Ed Templeton, Tommy Guerrero, Tony Hawk, Blondey McCoy, Gus Van Sant and more are peppered throughout the book, making this a truly kaleidoscopic portrait of the ever-evolving, revolutionary artist.

Jim Lindberg is a Punk Rock Dad. When he drives his kids to school in the morning, they listen to the Ramones, the Clash, or the Descendents—and that's it. They can listen to Britney and Justin on their own time. Jim goes to soccer games, dance rehearsals, and piano recitals like all the other dads, but when he feels the need, he also goes to punk shows, runs into the slam pit, and comes home bruised and beaten . . . but somehow feeling strangely better. While the other dads dye their hair brown to cover the gray, Jim occasionally dyes his blue or green. He makes his daughters' lunches, kisses their boo-boos, and tucks them in at night—and then goes into the garage and plays Black Flag and Minor Threat songs at a criminal volume. He pays his taxes, votes in all the presidential and gubernatorial elections, serves on jury duty, and reserves the right to believe that there is a vast Right Wing Conspiracy—and that the head of the P.T.A. is possibly in on it. He is a Punk Rock Dad.

The way apparel has been worn and created by skateboarders over the past 50 years has had a tremendous impact on

popular culture at large. In *Skateboarding Is Not A Fashion*, the authors have taken great effort to document all aspects of this aesthetic movement; from its roots in the 1950s as an offshoot of surfing culture, through the early 1980s when skateboarding "found itself" after a crucial underground period of soul searching and DIY expressions of individuality. Early generations of surfers and skaters wore coastal lifestyle brands such as Jantzen, Hang Ten, Jams, Vans and Hobie. As the culture progressed and developed its own distinct identity, brands core to the scene such as Vans, Santa Cruz, Powell-Peralta, Sims, Alva, Jimmy'Z and many more jumped into the fray with their own apparel. Nearly every area of garment design was touched by skate wear's aesthetic-- influencing the design and fashion of innumerable media from printed T-shirts to board shorts and denim to track suits along the way. Telling the inside story of skate couture in the words of those who lived it, *Skateboarding Is Not A Fashion* features original commentary from designers, company founders, and pro skateboarders who have defined skateboarding's look for entire generations. Skate personalities we meet include Stacy Peralta, Lance Mountain, Tony Alva, Brad Bowman, Steve Olson, Steve Caballero, Steve Van Doren, and many more. *Skateboarding Is Not A Fashion* even addresses the design influence of accessories and safety gear ranging from helmets to kneepads and gloves, not to mention accessories such as bags. Skateboarding's unique attitude and style have captured the imagination of millions over the decades--and *Skateboarding Is Not A Fashion Vol 1*. is the culture's magnum opus lookbook.

Celebrate the 10th anniversary of the

greatest skateboard deck compilation with this special print edition of *The Disposable Skateboard Bible*. With the release of *Disposable: A History of Skateboard Art* in 2004, author Sean Cliver made a brilliant attempt at artfully cataloging every important skateboard deck ever released. In the process, he created a classic, but was left feeling less than satisfied. Ever the completist, the gaping omissions in the first book gnawed at him and drove him to envision compiling the ultimate encyclopedia of skateboard decks. While *Disposable* was beautiful, capturing the essence of the aesthetic, *The Disposable Skateboard Bible* sets out to be the ultimate guide. The author's industry insider status (in 1989 he landed his first job as a designer at Powell-Peralta) allows him to guide readers through the culture and experience, the art and the mania of the skate world with authority and expertise. While the boards take center stage, fascinating vignettes and recollections by an A-list of skateboarding personalities from Tony Hawk to Mike Vallely, Mark Gonzales to Stacy Peralta and more.

The story of the simple skateboard is part thriller, part underground, underdog success tale. It's chock-full of innovations, far-out graphic artistry, and ever-more-incredible hot-dogging feats. And the story's told in this book with contributions from the stars themselves—Tony Hawk, Stacey Peralta, Jeff Ho, the Dogtown Z-Boys, and more. Beautifully illustrated with historical posters, ads, and memorabilia along with new action photography, studio skateboard shots, and unique portraits of the stars, this is a fitting tribute to an American classic.

"I swear there were times we got so carried away with ourselves that we really thought we could bring down skateboarding with one terrible idea." - Julien

Stranger on Todd Francis After the artist monographs *WARNING: The Art of Marc McKee* and *I HATE: The Art of Todd Bratrud*, comes the third book in the series *LOOK AWAY: The Art of Todd Francis*. *LOOK AWAY* examines the career of skateboard artist Todd Francis and his knack for provocation, pigeons, bums, eagles, grudgeful nature and more. While most people are familiar with his barrage of classic graphics for Antihero, Real, Stereo and Element, Todd Francis reveals in this book a wider palette of styles and techniques. In 96 pages and over 200 reproductions of classic and never-before-seen decks, illustrations, paintings, sketches, and even suicide-themed Christmas decorations, *LOOK AWAY* strolls through a 20-plus year career built upon one motto: behind the gruesome, tell a deeper story. Or, as Francis sums it up: "It might be one step too far, but it's never the easy step too far."

Skateboard stickers have always been highly collectable, and this will be the first book to bring together some of the most popular stickers, both classic and new. At a time when skateboarding has already established itself in the mainstream, and is now coming back into the 'cool', the book will have massive appeal, combining a nostalgic 'revival' element appealing to the older generation of skaters, while also having a big appeal to current younger skateboard enthusiasts. The book will also have global appeal due to the widespread popularity of skateboarding culture. The book will feature stickers from the following brands: Alien Workshop, REAL, Toy Machine, Girl, and Santa Cruz. Approximately 30 stickers will be included from each brand.

A world-champion freestyle skateboarder traces the history of skating as well as

the story of his own life, describing his family of overachievers, his father's disapproval of the author's skating ambitions, the disability that challenged his career, and his successes as an extreme sportsperson and multi-million-dollar skateboard company owner.

Thank You Skateboarding by Ricky Roberts III highlights many benefits of skateboarding and the positive impact it has on the people's lives that do it. Touching on the unwavering amounts of determination skateboarding fosters, describing how it becomes a source of life-long friendships, and much more, this book pays tribute to the different ways skateboarding contributes to the overall well-being of peoples' lives. Whether you currently skateboard, once did, or have a skateboarder in your life, this book is written for you.

The release of these two Seen Unknown titles marks the beginning of a new MBP series, edited by Winston Tseng, art director for Enjoi Skateboards. Tseng has worked with some of today's most genre-defying visual artists and designers whose work extends well beyond skateboard culture. From sneaker and apparel design to product packaging, posters, high-profile ad campaigns and fine art galleries, the work of these artists is often recognizable, though their creators' names remain unknown—until now. With Seen Unknown, Tseng unifies the diverse range of work by some of his favorite artists, putting it all in once place for readers to enjoy. Todd Bratrud is an artist best known for his hundreds of skateboard graphics created for compa-

nies like Flip, Volcom, Birdhouse, Enjoi and Consolidated Skateboards, where he was the art director. Bratrud has also designed sneakers for Nike, magazine covers and a line of apparel for Volcom.

Self-taught mixed media artist Jim Houser's creative journey began as a child when he started drawing in sketchbooks brought home to him by his father. Over the years, driven by impulse and inspired by words as well as the perspective that his childhood drawings provide. Houser developed a style combining words, phrases and existential story fragments with crisp, colorful paintings on surfaces ranging from canvas to walls to skateboards and more. Houser forces us to re-examine these often wellworn words and discover their lost, faded and even alternate meanings amidst visions of ten gallon hats, snaggletooth snakes, preternatural beings and visualized natural elements. Jim Houser is a Philadelphia-based artist who was a founding member of the collective Space 1026 and an avid skateboarder who designs skate decks for Toy Machine.

MADE FOR SKATE tells the story of skateboard footwear as seen through the eyes of those who lived it. Along with the classics by companies such as Vans, Airwalk, Etnies and Duffs it features hard-to-find and one-of-a-kind shoes that emerged throughout almost five decades of skate history all photographed superlatively. This book provides an exhaustive overview of the history and styles of skate shoes and is based on the collection of the Museum of Skateboard History in Stuttgart, Germany.