



CAPTAIN CANNABIS™

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PRESS RELEASE

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420 FEATURES CAPTAIN CANNABIS CARTOON FOR BIG KIDS

VANCOUVER, B.C. - Veteran animator and illustrator Verne Andru launches his epic science fiction series 420 with the publication of the first 13 comic books featuring 'Captain Cannabis,' a character that transcends the traditional superhero mold.

'The story began in the 70's when I was starting out as a comic book illustrator,' said Andru. 'I was hanging around the Captain Canuck studios and created Captain Cannabis as a counter-point to the goody-two-shoes characters dominating mainstream comics at the time. Needless to say, I was surprised when I received an official certificate from the copyright office dated April 20, 1977 for my Captain Cannabis character.'

*...Capt. Cannabis is as far from politically correct as you can get...
...Issue 1, written for mature audiences, introduces the main
characters and sets up the drama that unfolds in the rest of the
series...Review from Amazon.com*

While principally a science fiction story, 420 is a blend of science fiction, dark comedy and gritty realism. With a nod to *Cheech and Chong*, the *Fabulous Furry Freak Bros.* and *Fritz the Cat*, '420' follows the adventures of a down-and-out roadie Hal Lighter as he gets caught up in the middle of an extraterrestrial turf war over the planet Earth in his attempts to win the favor of his secret desire, Marion Jones. In the process, he stumbles upon some extraterrestrial 'herb' that transforms him into 'Captain Cannabis,' a superhero that's about as far from politically correct you can get. 'I've always had iconoclastic leanings,' quips Andru, 'and if there was ever a time to challenge the status-quo, this is it.'

*"I Can't Wait That Long"
Series #: 420-001
Publisher oKee ComX, #1 edition (October, 2006)
Language: English, by illustrator Verne Andru,
Paperback, 24 pages, retail price \$9.95*

As far as the production process, Andru explains, 'I wanted to create a story experience that uses the best of all modern media – web, print, games and film – not something created for one, and then conformed to fit in the others. That never works in my opinion. So I used my training as a systems analyst and 30+ years doing book illustrations, animation, video games, film and T.V. to create something that's integrated from the outset.'

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Written as a feature-length animated film for mature audiences, the story unfolds over 13 books. Drawings are prepared to feature film specifications and posted first as black and white 'webisodes' at www.oKee.com. They then get a color treatment before being published in a series of 'Heavy Metal' format illustrated books. Once all books have been completed, so will the artwork for the film that will be released on DVD.

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For series information and orders please see www.okee.com.

The series is also sold and distributed at www.Amazon.ca.

About *VERNE*

Verne's career spans more than 30 years working in the entertainment industry as animator, illustrator and designer. He is an honors graduate in Systems Analysis and Design and has taught various computer and art related subjects.

Verne has worked as an illustrator and animator for the National Film Board of Canada, Hanna Barberra, Phantacea, the Charleton Comics Group and Nelvana.

Verne has always been on the leading edge, applying new technology in novel ways. Desktop publishing replaced traditional typesetting and pre-press. He pioneered digital paint for location and character color styling on animated series work. His state-of-the-art desktop animation system produces a range of content for web and broadcast, including the highly successful Kid's Club spots for Swedish furniture retailer, IKEA.

He currently resides in Vancouver where he enjoys life with family and music.

For more about Verne, please visit www.VerneAndru.com.

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