

Waiting for an Island

Graphic novel about a self-absorbed daydreamer

'This is not simply a comic book for adults – it is literature.'

Flemish newspaper *De Standaard*

'Heavy, but also with an emotional tension rarely seen in comic books. Dazzling.'

Flemish newspaper
Gazet van Antwerpen

'This is a Great Graphic Novel.'

Flemish magazine *Knack*

'There are few graphic novels that so obviously deserve the label of "grown up".'

Dutch newspaper *NRC Handelsblad*



author

Marc Legendre

original title

Wachten op een eiland

rights

Atlas

about

loneliness, futility, daydreaming

pages

114 pp.

translation

sample translation available

copies sold

1,700

'Waiting for an Island is about you and me, about our rays of hope and our daydreams, which in the worst case can become real demons,' author Marc Legendre said about his most accessible graphic novel in the Flemish newspaper *De Morgen*.

For thirty years, Adan Diss has been waiting for San Borondón, a mythical island that appears on the horizon every once in a while. He used to have his whole life ahead of him. He could have been a butcher or a doctor, but he chose to become nothing. He believes patience is all he needs to find happiness.

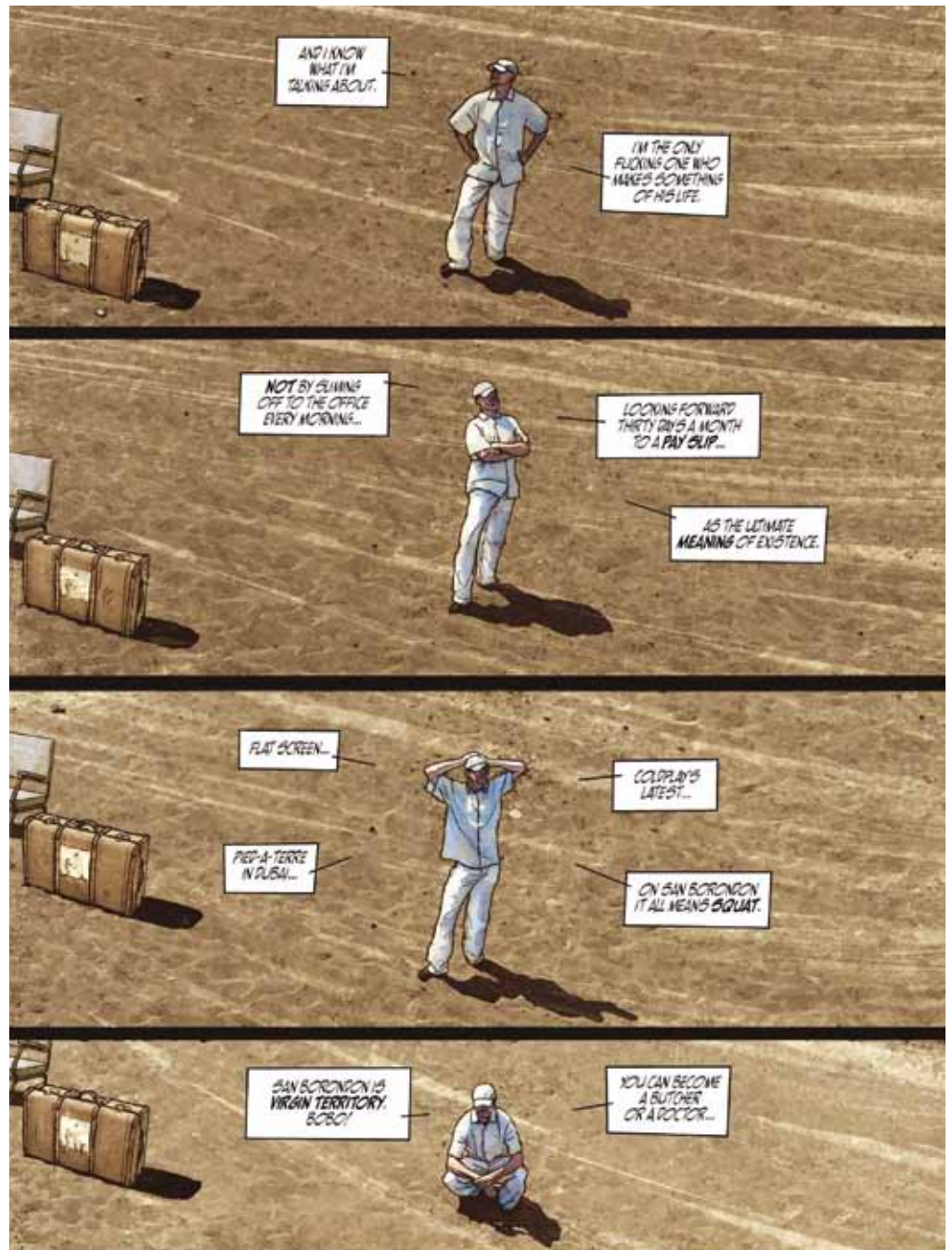
Diss, portrayed throughout with sunken eyes, has the courage to steer his own course through life. Yet at the same time he doesn't understand that life is slipping through his fingers as he waits for this unattainable paradise. However, before the Waiting for Godot-style surrealism gets the upper hand, the waiting man becomes a media phenomenon. Other people start to imitate him and to dream his dream. But Diss does not want to share his future with anyone.

The author makes clever use of Photoshop and demonstrates his ability to create believable characters, however bizarre they might be. He plays with shape and colour and, more than ever before, searches for effects in the artistic reproduction of his reality. Combined with the subsequent introduction of clear lines, this results in a vivid, compelling and heartrendingly beautiful story.

Marc Legendre (1956) lives and works on El Hierro, one of the Canary Islands, which forms the setting for *Waiting for an Island*. Legendre studied Applied Art and was editor of the weekly cartoon magazine *Kuifje* for a number of years. He then moved to *Robbedoes* magazine, where his comic strip *Biebel* became a great favourite with readers. Biebel is a little boy with his own, unusual view of the world who constantly charms readers and makes them laugh. Twenty-eight albums and publications later, Legendre finally brought this successful series to a close.



2005 saw the publication of his first graphic novel, *Finisterre*, which was commended for its innovative approach. His second graphic novel, *Verder* (2007), was also showered with praise and was the first picture story ever to appear on the shortlist for the Libris Literature Prize. *Waiting for an Island* (2009) is the third part of this trilogy about futility.



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