

Local Review



#1: Air by Nathan Flinchum

Air, written by G. Willow Wilson, art by M.K. Perker
Vertigo Comics (DC)
currently at issue #19

The Elevator Pitch: A young flight attendant, Blythe, is unsure of herself and her place in the world. She's a flight attendant who's afraid of heights, for crying out loud! Through a strange and harrowing series of events she finds her destiny at the center of a revolution based around an ancient, world-changing technology.

The strengths of Air are found primarily in the writing of G. Willow Wilson. The plot is complex and pulls in a wide variety of inspirations, from Jules Verne to classic aviators to Mayan mythology. Despite these disparate influences, Wilson ties them together effortlessly. We've all acquired lots of little cultural touchstones that help to define us. In Air it feels like we're getting a peek at Blythe's (and perhaps Wilson's).

One of the things that helps us navigate the sometimes complex parts of the plot is that we see so much of what's happening through Blythe's eyes. There are whole issues that take place inside Blythe's head (maybe; it's a little ambiguous) and this focus keeps us from feeling the plot is too big to handle. Blythe faces insecurities, love, loss, and gains confidence in herself in very real and human ways. The ultimate payoff of this series will be if Blythe emerges as a fleshed-out character that we really care for. I don't know that we're there yet but so far, so good.

If you are a fan of comics with literary influences, personal stories about finding one's place in the world, Amelia Earheart, Jules Verne, or are a fan of other Vertigo titles, I say give Air a shot! Two trades are already out and will bring you up to speed before you know it.