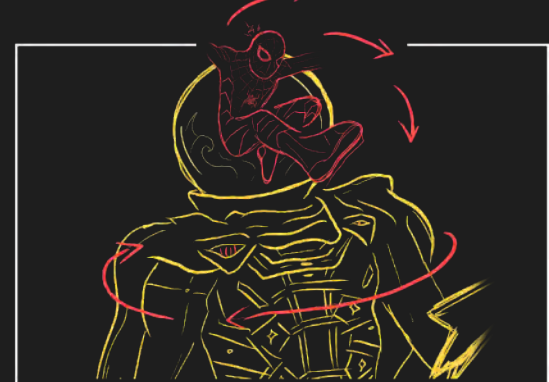
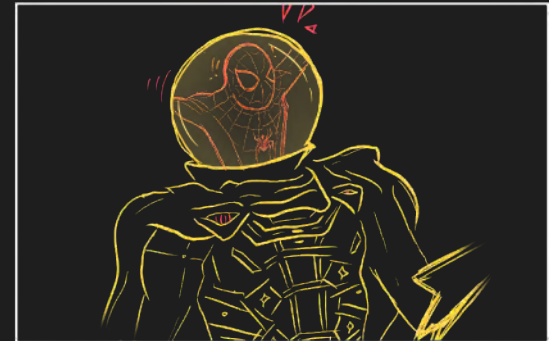
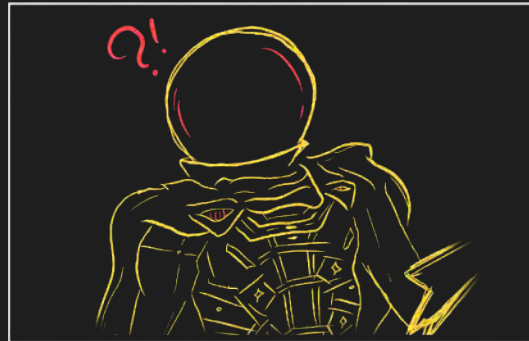
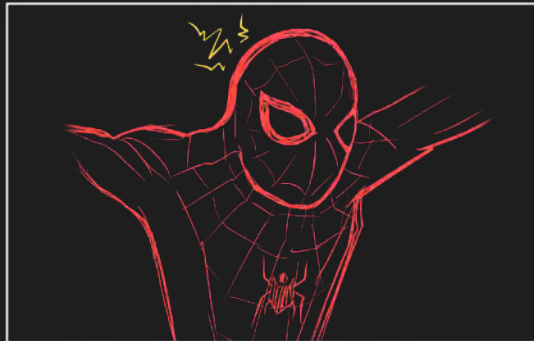


# | The Origin Story

Project 01  
Seeing Isn't Always Believing

The plot of main-character going against the villain is the most common prototype of superhero films. Which normally ends up with the villain losing the battle, and the world is once again saved by the hero.

The Mysterio, the villain of *Spider-Man: Far From Home*, who is capable of creating high credibility illusion through technology to seek one's darkest memories. Then defeat the enemies from their mind. Seeing is not always believing in this scenerio, so how is Spider-Man going to win this battle, without losing any part of himself in the delusion?



Project 01  
Seeing Isn't Always Believing

## The Details of The Mysterio

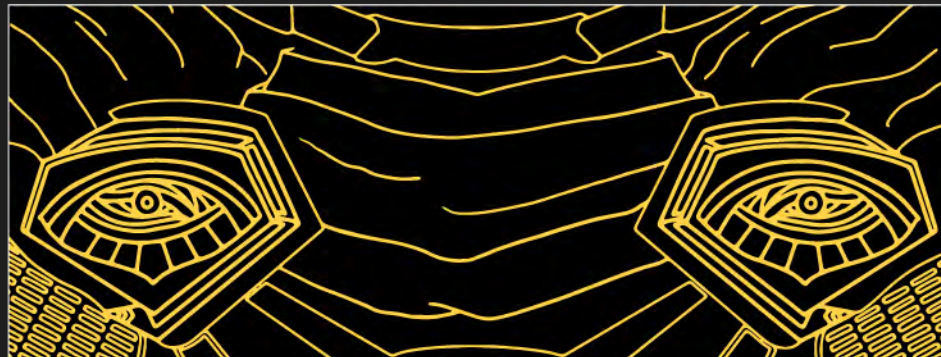
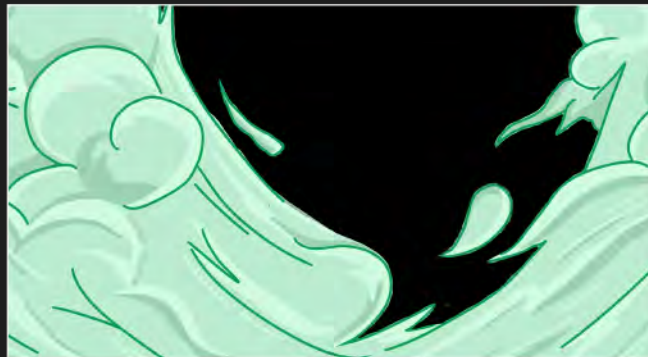
Slightly changes will always be made, while the character goes through its transition from comics to the big screen.

In order to present the most alike version, I looked into all forms of The Mysterio I can get, from cinematic merchandising to its first comicbook debut in 1964.

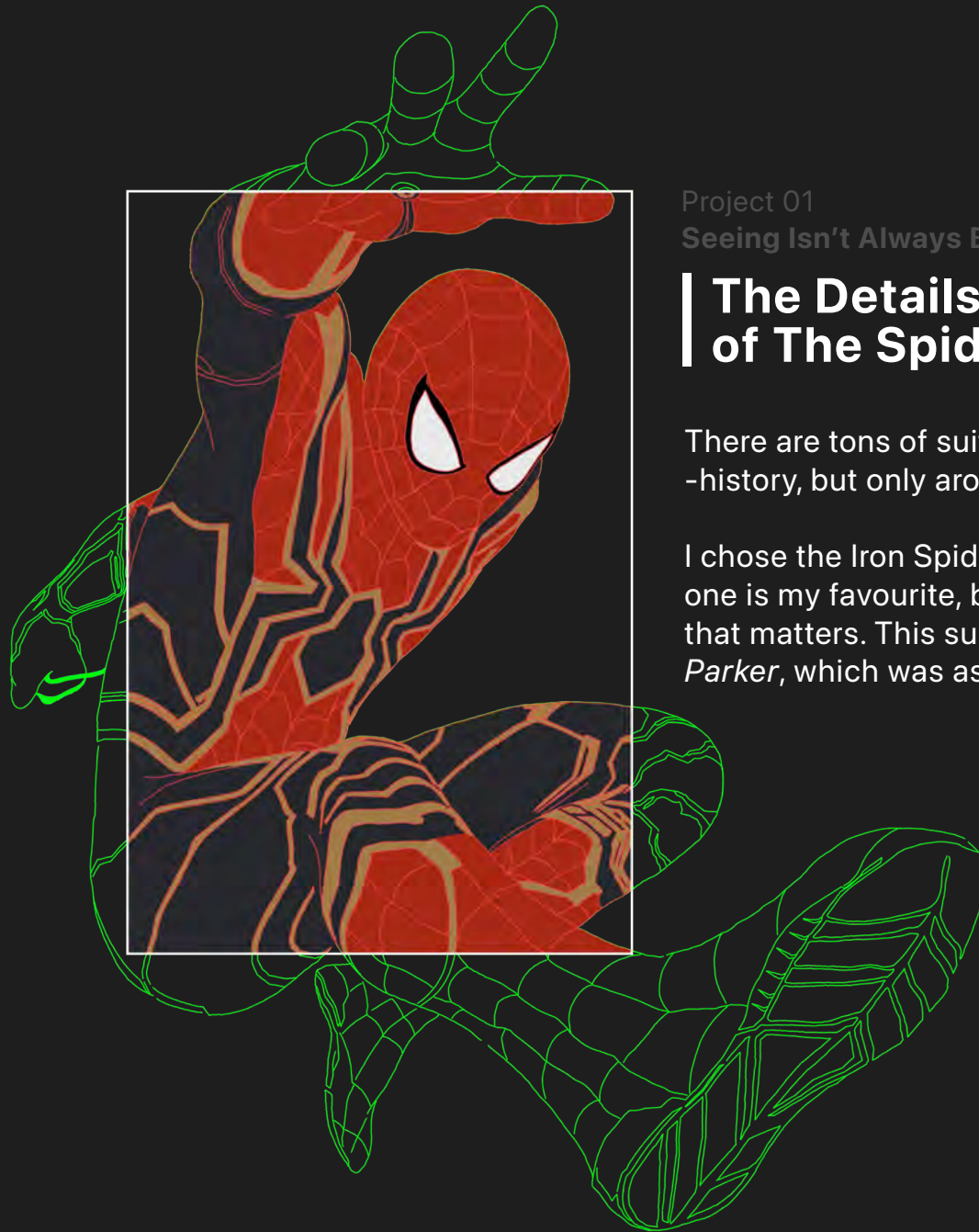
Apparently, the details of the suit were taken more serious through time.



▲ Source Credit: Pinterest



▲ Final mockup of the work



Project 01

Seeing Isn't Always Believing

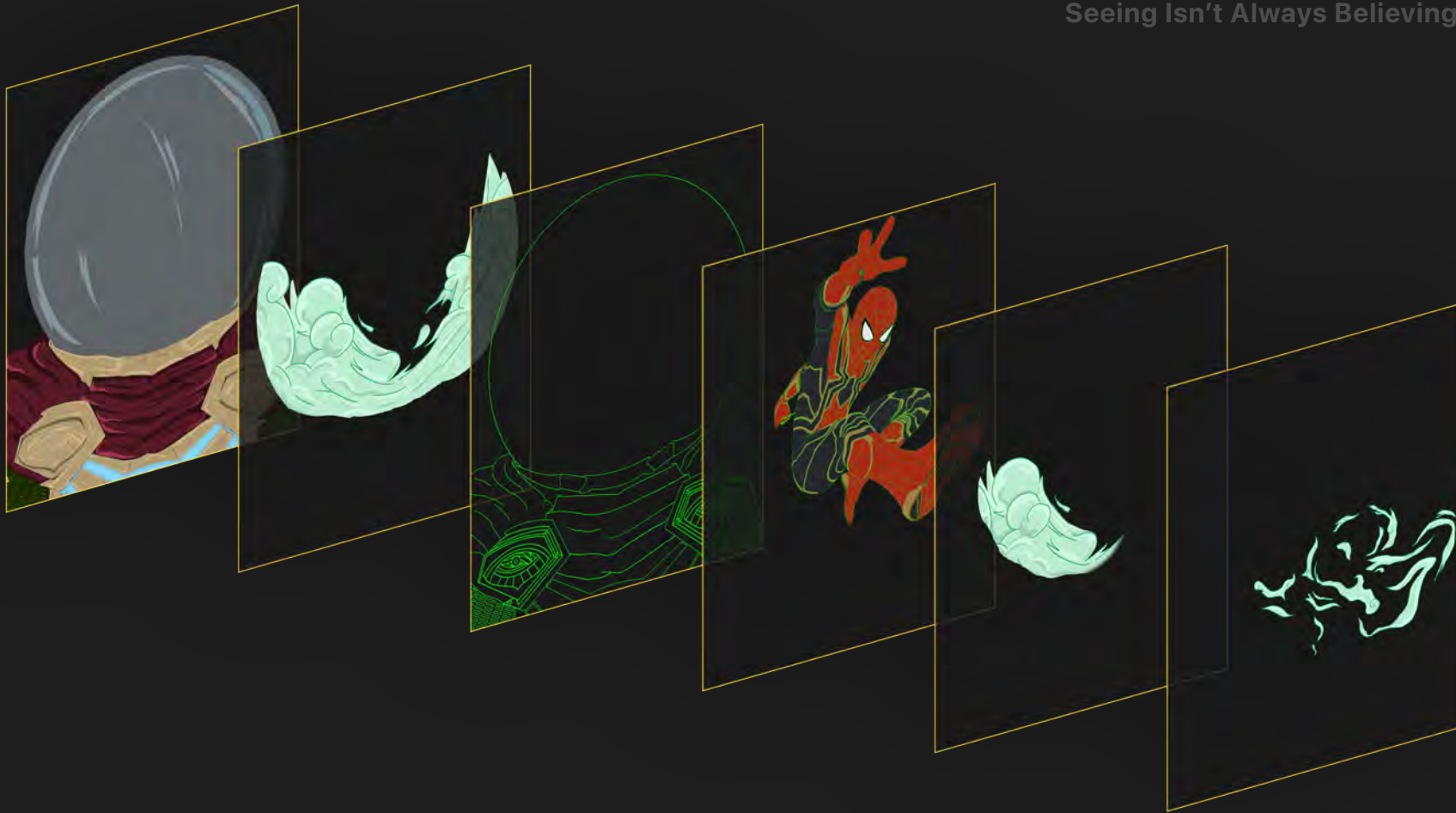
## The Details of The Spider-Man

There are tons of suits for Spider-Man across the whole character -history, but only around 5 of them made it to the cinematic universe.

I chose the Iron Spider one to feature my work, not only because this one is my favourite, but also the core-value of the story behind this suit that matters. This suit is one of the few things *Tony Stark* left for *Peter Parker*, which was assembled by the nano technology.







## **To Break The Fourth Wall**

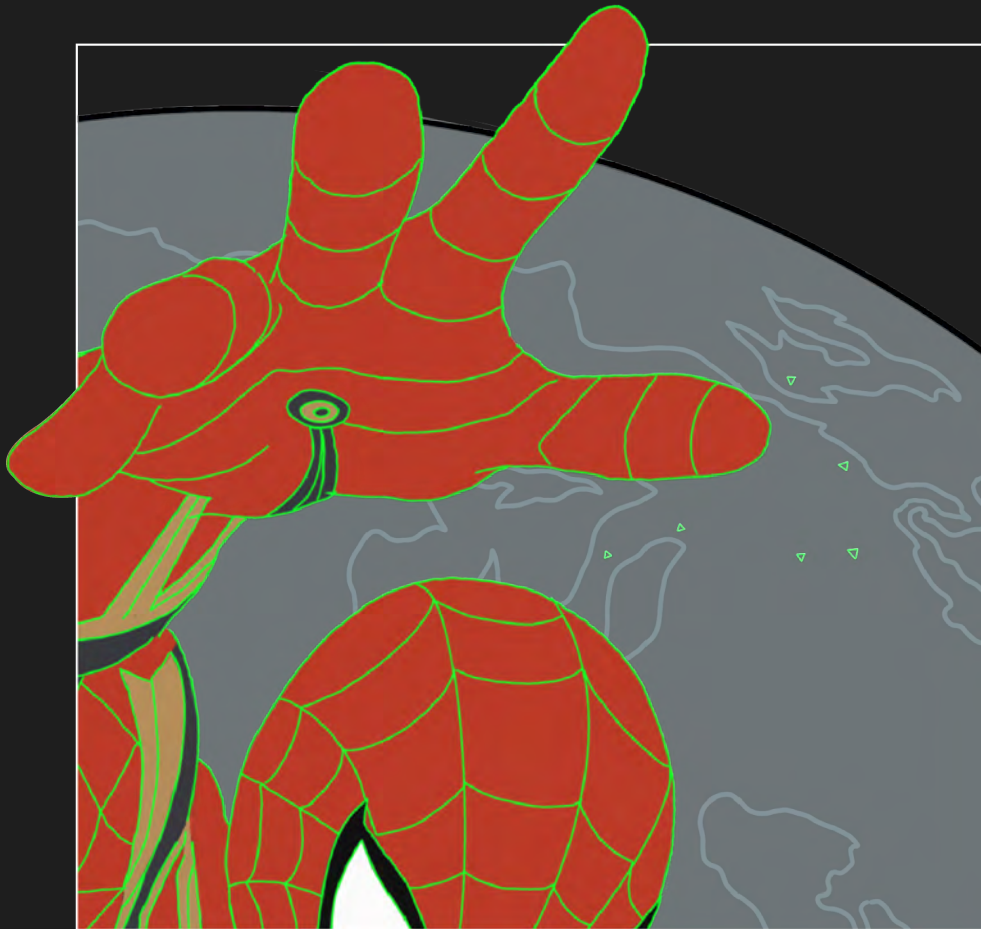
I thought of the flexibility of how layers can be expressed through a graphic work. How to highlight one of the key concept, that The Mysterio is capable of confusing one's reality. Therefore I separated my ideas into multiple parts, then everything just came out of the blue.



# Call It A Wrap, But

Project 01  
Seeing Isn't Always Believing

From New York to Venezia, Spider-Man swang across nearly half planet to defeat the villain. The idea of marking the route out on the world map did not came up, until the last moment. Which ended up as one of my favourite part of the whole work.



▲ The outcome of the worldwide map concept



▲ Peter Parker appeared in Netherland, *Spider-Man: Far From Home* (2019)



▲ MJ and Peter Parker in Italy, *Spider-Man: Far From Home* (2019)



▲ Peter Parker spotted in Venezia, *Spider-Man: Far From Home* (2019)



▲ The Final Battle in London, *Spider-Man: Far From Home* (2019)





# | How It turned Out? Brilliant.

Project 01  
Seeing Isn't Always Believing



▲ The Exhibition, New York, United States



▲ The Exclusive Boxset by Fnac, France



▲ The Exhibition, New York, United States