

## “I, ZOMBIE” #3 (Comic Review)

Written by Michael Koopmans  
Saturday, 17 July 2010 10:37

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The third installment of DC/Vertigo’s five-part I, ZOMBIE finds our favorite undead detective and her motley crew of misfit comrades getting closer and closer to solving the mystery of “Dead Fred.” However, for a story arc over halfway complete, this has barely given us something resembling a clue as to where it’s all of headed.

This issue does show some signs of things coming together. All the key players seem to have been introduced, and what originally felt like multiple, single-serving side stories are slowly merging into fewer, more coherent plotlines. Hopefully, by the end of the next issue, they will amalgamate into one idea, leaving the final installment dedicated to some form of ultimate confrontation and closure.



We pick up right where the second chapter left off: the busty bloodsuckers, cruising the bars for victims, bait one of Spot’s co-workers. This angle goes absolutely nowhere aside from being a plot device to bring our titular living dead girl, Gwen Dylan, and the vampire hunter known as Horatio together for an extremely quick “love at first sight” encounter (more on this in a future issue, we can presume). We also learn it’s becoming increasingly difficult for the resident wereterrier to keep his dark secret from his friends. And Gwen and ’60s go-go ghost Ellie are still searching for hints as to who, or what, killed Fred. Upon discovering the whereabouts of the mysterious mummy’s hideout, they head over to do a little Nancy Drew detective work, unaware of what is lurking inside. In a nutshell: there’s a decent amount going on in this issue, all of which accomplishes minimal plot progression.

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As was the precedent set in the first issue, Michael Allred’s quirky, alternative/pop-art imagery syncs perfectly with Chris Roberson’s outlandish cast and narrative. Something I didn’t mention much in my reviews of the previous two issues ( [here](#) and [here](#) ) is the fine pastel color work of Allred’s wife, Laura. She has been the colorist for the majority of his previous work, making her an integral part of his style. I couldn’t imagine finding this title as visually striking as it is if it were colored by anyone else.

With three issues down and only two left in the debut arc, there are still so many questions to be answered. It feels as if our heroine is not much closer to solving the mysteries at hand as she was at the start of the series. Although I generally prefer a drawn-out, slowly spun yarn, this one might be unraveling a bit too leisurely for the average fright fan. There’s always the possibility that reading all five issues in one sitting once the trade paperback comes out will prove a pleasurable experience. But aside from Gwen’s encounter on the very last page, there’s very little about this one that will leave readers feeling they simply can’t wait another month to find out what happens next.

But hey, this might all be part of the master plan. Sometimes you have to crack a few skulls before you can make a decent brain omelet...



{comments on}