

With the recent release of Green Lantern and X-Men:First Class, we've seen a ton of concept art from those movies surface here at ComicBookMovie.com. The vast majority of that draw-dropping artwork has come from creature/character designer, Jerad S. Marantz. A vet in the concept art game, Marantz has worked on a lot more than those two films. His impressive resume includes Sucker Punch, Jonah Hex, Clash of the Titans, Nightmare on Elm Street, and many more video games and movies. Recently, I was able to catch up with Marantz and discuss his profession, what CBM movie he worked on that was never made, and what he's working on now. Interview conducted by Mark Julian for ComicBookMovie.com. All rights reserved, © Mark Julian. MJ: How did you get started as a concept artist for major movies? JM: I started off like most designers I know. I was a kid who

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