Chapter 1

Introduction The Smurfs

The Smurfs (French: Les Schtroumpfs) is a comic and television franchise centered on a group of small blue fictional creatures called Smurfs, created and first introduced as a series of comic strips by the Belgian cartoonist *Peyo* on page 0-0 on October 23, 1958.

Note: The original term and the accompanying language came during a meal Peyo was having with his colleague and friend andré Franquin at the Belgian Coast. Having momentarily forgotten the word ″salt″, Peyo asked him (in French) to pass the schtroumpf. Franquin jokingly replied: ″Here’s the Schtroumpf—when you are done schtroumpfing, schtroumpf it back...″ and the two spent the rest of that weekend speaking in ″schtroumpf language″. The name was later translated into Dutch as Smurf, which was adopted in English

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Peyo

Telling more about a famous author.

Peyo is a synonym for Pierre Culliford.

Figure 2 - 1

Born: June 24 1928, died on December 24 1992.

Peyo was a Belgian comics artist and best know for his creation of The Smurfs comic strip.

Career

He took on the name ″Peyo″ early in his professional career, based on an English cousin’s mispronunciation of Pierrot (a diminutive form of Pierre).

Peyo began work, fresh from his coursework at the Académie Royale des Beaux-Arts in Brussels, at the Compagnie Belge d'Animation (CBA), a small Belgian animation studio, where he met a few of his future colleagues and co-celebrities, like André Franquin, Morris and Eddy Paape. When the studio folded after the war, the other artists went to work for Dupuis, but Peyo, a few years younger than the others, was not accepted. He made his first comics for the newspaper La Dernière Heure (The Latest Hour), but also accepted many promotional drawing jobs for income. From 1949 to 1952, he drew Poussy, a stop comic about a cat, for Le Soir . For the same newspaper, he also created Johan.

In 1952, Franquin introduced Peyo to Le Journal de Spirou, a children's comics magazine published by Dupuis which first appeared in Belgium in 1938. Peyo wrote and drew a number of characters and storylines, including Pierrot, and Benoît Brisefer (translated into English as Steven Strong). But his favourite was Johan et Pirlouit (translated into English as Johan and Peewit), which was a continuation of the series Johan he had created earlier. He also continued Poussy in Spirou.

Set in the Middle Ages in Europe, Johan et Pirlouit stars a brave young page to the king, and his faithful, if boastful and cheating, midget sidekick. Johan rides off to defend the meek on his trusty horse, while Peewit gallops sporadically behind on his goat, named Biquette. The pair are driven by duty to their king and the courage to defend the underpowered. Peewit only appeared in the third adventure in 1954, but would stay for all later adventures.

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Johan et Piwitngn -TEST2

At the time he came uggggp with the c**reative idea for the** Smurfs, Peyo was the creator, artist, and writer of the êFranco-Belgian comics series titled Johan et Pirlouit (translated to English as Johan and Peewit), set in Europe during the Middle Ages and including elements of sword-and-sorcery. Johan serves as a brave young page to the king, and Pirlouit (pronounced Peer-loo-ee) functions as his faithful, if boastful and cheating, midget sidekick.ghghg

In 1958, Spirou magazine started to publish the Johan et Pirlouit story La Flûte à six trous (″The Flute with Six Holes″). The adventure involved them recovering a magic flute, which required some sorcery by the wizard Homnibus. In this manner they met a tiny, blue-skinned humanoid creature in white clothing called a ″

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Schtroumpf″, followed by his numerous peers who looked just like him, with an elderly leader who wore red clothing and had a white beard. Their first appearance was published in Spirou on October 23, 1958. The characters proved to be a huge success, and the first independent Smurf stories appeared in Spirou in 1959, together with the first merchandising. The Smurfs shared more adventures with Jo

han and Pirlouit, got their own series and all subsequent publications of the original story were retitled La Flûte à six Schtroumpfs (also the title of the movie version of the story).

With the commercial su  ccess of the Smurfs came the merchandising empire of Smurf miniatures, models, games, and toys. Entire collecting clubs have devoted themselves to collecting PVC Smurfs, and Smurf merchandise. In 2011, McDonalds produced a range of Smurf toys, including all of the famous characters, including Papa Smurf and Baby Smurf.

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Note: Note: The origanal language of the comics is French

Smurf Universe

The Smurfs

The storylines tend to be simple tales of bold adventure. The cast has a simple structure as well: almost all the characters look essentially alike—mostly male (there are three female Smurfs: Smurfette, Sassette, and Nanny Smurf), short (3 apples high), with blue skin, white trousers with a hole for their short tails, white hat in the style of a Phrygian cap, and sometimes some additional accessory that identifies a personality (for example, ″Handy″ Smurf wears overalls instead of the standard trousers, a brimmed hat, and a pencil above his ear). Smurfs can walk and run, but often move by skipping on both feet. They love to eat sarsaparilla (a species of Smilax) leaves, whose berries the Smurfs naturally call ″smurfberries″ (the smurfberries appear only in the cartoon; in the original comics, the Smurfs only eat the leaves from the sarsaparilla).

The Smurfs fulfil simple archetypes of everyday people: Lazy Smurf, Grouchy Smurf, Brainy Smurf, and so on. All Smurfs, with the exception of Papa, Baby, Smurfette, Nanny and Grandpa, are said to be 100 years old. There were originally 99 Smurfs, but this number increased as new Smurf characters appeared, such as Sassette and Nanny. All of the original Smurfs were male; later female additions are Smurfette and Sassette - Smurfette being Gargamel’s creation, while Sassette was created by the Smurflings.

Language

A characteristic of the Smurf language is the frequent use of the word ″smurf″ and its derivatives in a variety of meanings. The Smurfs replace enough nouns and verbs in everyday speech with ″smurf″ as to make their conversations barely understandable: ″We’re going smurfing on the River Smurf today.″ When used as a verb, the word ″Smurf″ typically means ″to make,″ ″to be,″ ″to like,″ or ″to do.″

Humans have found that replacing ordinary words with the term ″smurf″ at random is not enough: in one adventure, Peewit explains to some other humans that the statement ″I’m smurfing to the smurf″ means ″I’m going to the wood,″ but a Smurf corrects him by saying that the proper statement would be ″I’m smurfing to the smurf″; whereas what Peewit said was ″I’m warbling to the dawn.″ So ″I’m smurfing to the smurf″ is not the same as ″I’m smurfing to the smurf.″

In the animated series, only some words (or a portion of the word) are replaced with the word ″smurf.″ Context offers a reliable understanding of this speech pattern, but common vocabulary includes remarking that something is ″just smurfy″ or ″smurftastic.″

In Schtroumpf vert et vert Schtroumpf (see Smurf Versus Smurf), published in Belgium in 1972, it was revealed that the village was divided between North and South, and that the Smurfs on either side had different ideas as to how the term ″smurf″ should be used: for instance, the Northern Smurfs called a certain object a ″bottle smurfer,″ while the Southern Smurfs called it a ″smurf opener.″ This story is considered a parody on the still ongoing taalstrijd (language war) between French- and Dutch-speaking communities in Belgium.

Smurf Village

When they first appeared in 1958, the Smurfs lived in a part of the world called ″Le Pays Maudit″ (French for ″the Cursed Land″). To reach it required magic or travelling through dense forests, deep marshes, a scorching desert and a high mountain range. The Smurfs themselves use storks in order to travel long distances, such as to the kingdom where Johan and Pirlouit live, and keep up-to-date with events in the outside world.

In the Johan et Pirlouit stories, the Smurf village is made up of mushroom-like houses

Figure 5 - 1

of different shapes and sizes in a desolate and rocky land with just a few trees. However, in the Smurf series itself the mushroom-like houses are more similar to one another and are located in a clearing in the middle of a deep forest with grass, a river, and vegetation. Humans such as Gargamel are shown to live nearby, though it is almost impossible for an outsider to find the Smurf village except when led by a Smurf.

Smurf Economy

The Smurfs' community generally takes the form of a cooperative, sharing, and kind environment based on the principle that each Smurf has something he or she is good at, and thus contributes it to Smurf society as he or she can. In return, each Smurf appears to be given their necessities of life, from housing and clothes to food without using any money in exchange.

Note: Note: The origanal language of the comics is French

Characters (Smurfs SWF & EPS)

Figure 6 - 1

Figure 6 - 2

Papa Smurf (BMP)

Figure 6 - 3

Papa Smurf is the leader of the Smurf community, and can be easily distinguished by his red clothes and bushy white beard, although it was brown in Papa's Wedding Day, Papa's Family Album, and Brainy's Smarty Party. Smurfs turn to Papa Smurf when things go awry. Papa Smurf is skilled in making magical spells and potions. He is much older than the other Smurfs except Grandpa and Nanny.

Smurfette (JPG)

Figure 6 - 4

Smurfette is a female Smurf who was created by Gargamel. In the cartoon she originally had black hair, though this turned blonde when Papa Smurf worked all night to make her a real Smurf. Until the creation of Sassette she was the only female Smurf in the village.

Hefty Smurf (JPG)

Figure 6 - 5

Hefty Smurf has incredible strength and often is seen doing a lot of the heavy work in the village. He also has a tattoo on his arm of a heart with an arrow through it. His favorite activity is lifting weights, and is often the one to kick Brainy out of the village. His best friend is Handy.

Brainy Smurf (JPG)

Figure 6 - 6

Brainy Smurf considers himself the most intelligent Smurf in the village and an expert on everything, although his actual knowledge is questionable at best; often, his attempts to help in a given situation leads to more problems. He is Papa Smurf's apprentice and assistant, and he often thinks that makes him the de facto second-in-command. He can be distinguished from the others by the large glasses he wears. He also has archived his perceived wit and wisdom in volumes of books entitled ″Quotations from Brainy Smurf.″ The Smurfs most often respond to his self-righteous preaching by tossing him out of the village. His best friend is Clumsy

Baby Smurf (SVG)

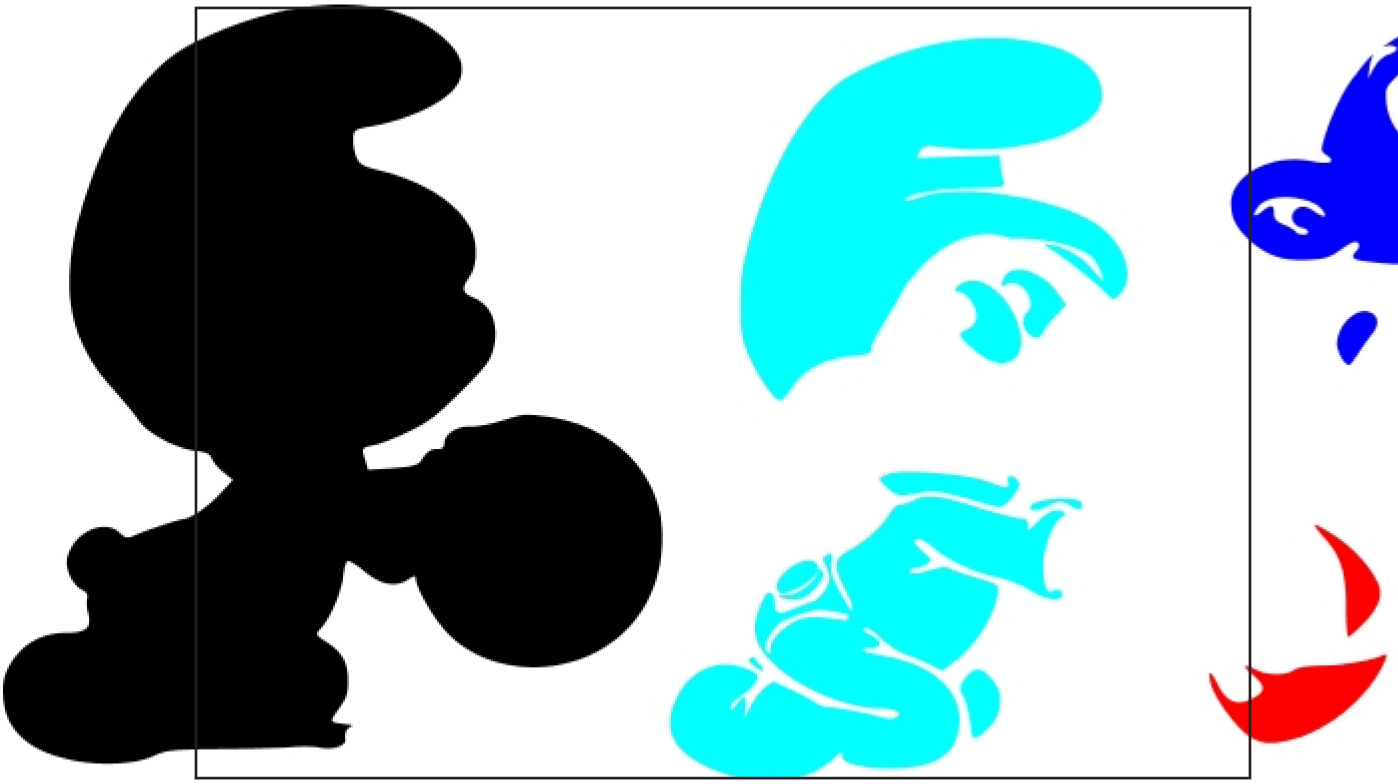

Figure 6 - 7

Baby Smurf (SVGZ)

Baby Smurf was brought by a stork on a blue moon night to the Smurf village. He has magical powers in the animated version, and speaks in baby-talk. He wears pink clothing or white clothing.

Barber Smurf (JPEG)

Figure 6 - 8

The Smurfs' residential barber. He wears a smock and cuts the Smurfs' hair.

Cobbler Smurf (PNG)

Figure 6 - 9

The Smurfs' residential shoemaker. He's the go-to guy when Smurfs need new shoes.

Jokey Smurf (TIF)

Figure 6 - 10

Jokey Smurf is a cheerful Smurf who enjoys playing tricks on the other Smurfs. Jokey Smurf almost always uses the same joke: yellow- and red-wrapped present boxes that he offers to his victims, saying it is a gift, or a surprise. The present box explodes when the receiver opens it, puffing out a lot of smoke that blackens the bearer's face (or entire body depending on the explosion's size).

Grouchy Smurf (JPG)

Figure 6 - 11

Grouchy Smurf is the misanthropic grouch of the Smurf village. His catchphrase is ″I hate (something somebody else mentions)″. Grouchy usually has a scowl on his face. In the comics version He was originally a normal Smurf, changed only when bitten by a Bzz fly in the comic story ″The Black Smurfs″ (adapted into English as ″The Purple Smurfs″). In the cartoon version he seems to have always have been a grouch, and was not THE smurf bitten by the Bzz fly. Despite his grouchiness, he has a soft spot for Baby Smurf and the Smurflings. In the movie, his grouchiness is implied to be from insecurity

Dreamy Smurf (JPG Captain dreamy GIF) 

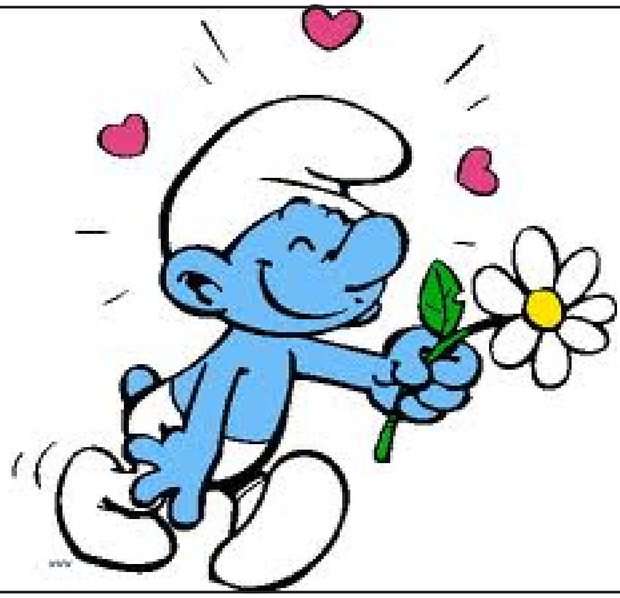

Figure 6 - 12

Dreamy Smurf is always dreaming of other places and other things. He is best known for his appearance as Astrosmurf, where he visits the fictitious Swoofs on their home planet. Constantly apologetic and unsure of himself. In the comic, Dreamy is not named; in the story, he is called ″Schtroumpf not like the others″ and Cosmoschtroumpf is a different Smurf (who has always been called Cosmoschtroumpf).

In the cartoon series, he is often known as Captain Dreamy, commanding the large wooden ship S.S. Smurf II

Clumsy Smurf (JPG)

Figure 6 - 13

Clumsy Smurf is a somewhat dimwitted but amiable Smurf. His best friend is Brainy. He is distinguished by his baggy clothing, which adds to his clumsy appearance (his clothing is normal in the comics). He is known for his hobby of collecting rocks. In the animated series, Clumsy speaks in a variety of Southern American English

Greedy Smurf (JPG)

Figure 6 - 14

Greedy is an exceptionally gluttonous Smurf.

He has an exceptional interest in eating cakes and other pastry. Greedy usually cannot seem to help himself, and he is often chased by Baker Smurf for stealing snacks and food.

In the cartoon series, his character was combined with that of Chef Smurf, where he enjoys baking and cooking, but eventually ends up eating his own creations, hence the name. He wears a chef's toque and apron in the comics, but a handkerchief, instead of an apron, in the cartoon.

Vanity Smurf (WMF)

Figure 6 - 15

Note:

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He is the epitome of a Narcissist. He has a flower in his hat, and he often holds a hand mirror, staring into his own reflection, which he kisses often. In the cartoon series, Vanity speaks in an effeminate voice.

Etymology

The word ″Penguin″ first appears in the 16th century as a synonym for Great Auk. It may be derived from the Welsh pen gwyn ″white head″, although the etymology is debated. When European explorers discovered what are today known as penguins in the Southern Hemisphere, they noticed their similar appearance to the Great Auk of the northern hemisphere, and named them after this bird, although they are not related.

The etymology of the word ″penguin″ is still debated. The English word is not apparently of French, nor of Breton or Spanish origin (both attributed to the French word pingouin ″auk″), but first appears in English or Dutch.

Some dictionaries suggest a derivation from Welsh pen, ″head″ and gwyn, ″white″, including the Oxford English Dictionary, the American Heritage Dictionary, the Century Dictionary and Merriam-Webster, on the basis that the name was originally applied to the great auk, either because it was found on White Head Island (Welsh Pen Gwyn) in Newfoundland, or because it had white circles around its eyes (though the head was black).

An alternative etymology links the word to Latin pinguis which means ″fat″. In Dutch the alternative word for penguin is 'fat-goose' ('vetgans' see: Dutch wiki or dictionaries under Pinguïn), and would indicate this bird received its name from its appearance.

Evolution

The evolutionary history of penguins is well-researched and represents a showcase of evolutionary biogeography; though as penguin bones of any one species vary much in size and few good specimens are known, the alpha taxonomy of many prehistoric forms still leaves much to be desired. Some seminal articles about penguin prehistory have been published since 2005, the evolution of the living genera can be considered resolved by now.

The basal penguins lived around the time of the Cretaceous–Paleogene extinction event somewhere in the general area of (southern) New Zealand and Byrd Land, Antarctica. Due to plate tectonics, these areas were at that time less than 1,500 kilometres (930 mi) apart rather than the 4,000 kilometres (2,500 mi) of today. The most recent common ancestor of penguins and their sister clade can be roughly dated to the Campanian–Maastrichtian boundary, around 70–68 million years ago. What can be said as certainly as possible in the absence of direct (i.e., fossil) evidence is that by the end of the Cretaceous, the penguin lineage must have been evolutionarily well distinct, though much less so morphologically; it is fairly likely that they were not yet entirely flightless at that time, as flightless birds have generally low resilience to the breakdown of trophic webs that follows the initial phase of mass extinctions because of their below-average dispersal capabilities (see also Flightless Cormorant).