# Francis Ford Coppola’s Megalopolis to be reimagined as graphic novel



Francis Ford Coppola’s ambitious sci-fi film Megalopolis, which represented a $120 million personal project for the legendary director, is now being reimagined as a graphic novel. The original film, released last year, was neither a critical nor commercial success, grossing approximately $14 million worldwide. The venture was largely financed through the sale of Coppola’s own vineyards.

Starring Adam Driver, Megalopolis faced largely unenthusiastic reviews and was shadowed by reports of unusual behaviour by Coppola during filming. An initial marketing strategy sought to draw parallels between the film’s reception and the initial critical dismissal of some of Coppola’s earlier works, such as Apocalypse Now and The Godfather, which have since gained acclaim. This approach, however, backfired after it was revealed that the cited historical reviews had been fabricated.

The film failed to attract recognition from mainstream awards bodies and was instead noted by the Golden Raspberry Awards, receiving nominations for worst director and worst supporting actor, the latter attributed to Jon Voight.

In a new development announced on Thursday, a graphic novel adaptation titled Francis Ford Coppola’s Megalopolis: An Original Graphic Novel is set to offer a fresh interpretation of the project. The novel will be authored by Chris Ryall, with the intention of serving as a creative sibling rather than a mere reproduction of the film.

Coppola commented on the graphic novel’s scope, stating, “I was pleased to put the idea of a graphic novel in the competent hands of Chris Ryall with the idea that, although it was inspired by my film Megalopolis, it didn’t necessarily have to be limited by it.” He added, “I hoped the graphic novel would take its own flight, with its own artists and writer so that it would be a sibling of the film, rather than just an echo. That’s what I feel Chris, Jacob Phillips and the team at Abrams ComicArts have accomplished. It confirms my feeling that art can never be constrained, but rather always a parallel expression, and part of the bounty we can make available to our patrons, audiences and readers.”

Chris Ryall also reflected on the project’s creative process, saying, “Coppola’s storytelling challenged and inspired me at every turn,” and expressing his hope that he had “created something that both honours and expands the world of the original film.”

This upcoming graphic novel represents an uncommon reversal of the typical dynamic where graphic novels serve as source material for films, especially in the superhero genre. Instead, Coppola’s cinematic work is now inspiring a graphic novel that may offer a renewed perspective on his final directorial endeavour.

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://www.avclub.com/megalopolis-graphic-novel-francis-ford-coppola> - Confirms the graphic novel adaptation of Megalopolis, described by Coppola as a 'sibling' to the film rather than an echo.
2. <https://www.ign.com/articles/francis-ford-coppolas-megalopolis-story-will-expand-into-a-graphic-novel-a-sibling-of-the-film-rather-than-just-an-echo> - Details the graphic novel's title (Francis Ford Coppola's Megalopolis: An Original Graphic Novel) and publisher (Abrams ComicArts).
3. <https://www.kirkusreviews.com/news-and-features/articles/megalopolis-to-be-adapted-as-a-graphic-novel/> - Verifies Abrams ComicArts as the publisher and the project's existence as a reinterpretation of the film.
4. <https://www.cbr.com/francis-ford-coppola-megalopolis-graphic-novel/> - Notes the October 2025 release date and includes Coppola's quote about the graphic novel taking 'its own flight.'
5. <https://rockshockpop.com/forum/other-stuff/books-and-comics/447995-abrams-comicarts-releasing-francis-ford-coppola%E2%80%99s-megalopolis-as-a-graphic-novel> - Provides additional details about the graphic novel's page count (160 pages) and creative team.
6. <https://www.cbr.com/francis-ford-coppola-megalopolis-graphic-novel/> - Reiterates Chris Ryall's involvement as writer and Jacob Phillips as illustrator, along with the October release timeframe.
7. <https://www.theguardian.com/film/2025/apr/25/francis-ford-coppola-unveils-megalopolis-graphic-novel> - Please view link - unable to able to access data