The primacy of words over images has deep roots in Western culture. But what if the two are inextricably linked in meaning-making? In this experiment in visual thinking, drawn in comics, Nick Sousaïs defies conventional discourse to offer readers a stunning work of graphic art and a serious inquiry into the ways humans construct knowledge.

The System

The Three Paradoxes is an intricate and complex autobiographical comic by one of the most talented and innovative young cartoonists today. The story begins with a story inside the story: the cartoon character Paul Hornschemeier is trying to finish a story called "Paul and the Magic Pencil." Paul has been granted a magicalimplement, a pencil, and is trying to figure out exactly what it can do. He isn't coming up with much, but then we zoom out of this story to the creator, Paul, whose father is about to go on a walk to turn off the lights in his law office in the center of the small town. Abraham Lincoln's birthday is coming. Paul leaves with his camera, in order to fulfill a promise to his girlfriend that he would take pictures of the places that affected him as a child. Each "chapter" of the story is drawn in a completely different style, with strikingly unique production and color, and yet, somehow, despite it (or because of it) this non-linear progression, it all comes together as one story: a story questioning change, progress, and worth within the author's life.

Unflattering

The Pulitzer Prize-winning artist formerly known as planet-sci and superheroes, gumshoes and goblins, and the stories that bring us together. "I read for entertainment, and I write to entertain. Period." Such is the laconic wisdom of Michael Chabon, an author of indisputable literary renown who maintains a fierce appreciation of the seductive arts of so-called "genre" fiction. In this lively collection of critical and personal essays, the author of The Amazing Adventures of Kavalier & Clay championsthe causes of westerns, horror, and all the stories, comics, and pulp fiction that got pushed aside when literary discussion turns serious. Whether he's taking on Superman or Sherlock Holmes, Poirot or Puccini, Chabon makes it hisemotional mission to explain the reasons we tell one another tales. Throughout, Chabon's own blooming as a writer, from The Mysteries of Pittsburgh to The Yiddish Policeman's Union. He is living proof of his theory that the stories that give us great pleasure are in every way our truest, best art—the building blocks of our shared imagination—and in Maps and Legends, he makes an inviting case for bridging the gap between popular and literary writing.

The Power of Comics

It has been said that the flutter of insect wings in the Indian Ocean can send a hurricane crashing against the shores of the American Northeast, and such a premise lies at the core of The System, a wordless graphic novel created and painted by award-winning illustrator Peter Kuper. A slyly stockbroker is lining his pockets, a corrupt cop is shaking down drug dealers, a mercenary bomber is setting the timer, a serial killer is stabbing strippers, a political scandal is about to explode, the planet is burning, and nobody's talking. Told without captions or dialogue, this piece of art is an astonishing expression of vivid imagination, each brilliantly executed panel contains layer upon layer of information that forms a vast and intricate tour of an ominous world of coincidences and consequences.

The Tao of Norn

In 1986, the comic-book world experienced a profound paradigm shift, thanks to writer Alan Moore and artist Dave Gibbons. Gone were the long-held notions that crime-fighters always did the morally right thing for the intellectually right reason, that villains were rigged to have absolutely nothing to lose, and that happy endings were a foregone conclusion. In their place, crime-warfare came to the fore. With DC Comics soon to bring Watchmen's characters into its mainstream continuity, and with a Watchmen TV show reportedly in the works, it's time to reexamine all that has come before. Watching Time: The Unauthorized Watchmen Chronology contains: A detailed history encapsulating every known event from all corners of the Watchmen franchise, including not only the trade paperbacks, but also viral videos and websites, trading cards, unproduced scripts, and other ancillary sources. A mini-"crimeline" summarizing the crimes and heroes of masked crime-fighters and superheroes throughout Watchmen history. A foreword by noted comic book guru Brian Cronin, whose thousands of meticulously researched articles have enthralled comics fans for years. A comprehensive history of the popular High The Comics Cyclopedia, a popular reference work that was years ahead of its time. And a gas-fired water heater and nearly 200 sources refer to the Watchmen comics, trade-paperback collections, DVDs, Blu-rays, reference books, and video games. Designed both for fans new to Watchmen and for those who can identify Hooded Justice's parents, Ozymandias's four islands, Silk Spectre's favorite crooner, Mothman's family butler, and Rorschach's breakfast food of choice, Watching Time tells you everything you need to know about the history and characters of Alan Moore's Hugo Award-winning epic.

Comics and Language

Asterios Polyp, its arrogant, prickly protagonist, is an award-winning architect who's never built an actual building, and a pedant in the midst of a spiritual crisis. After the structure of his own life falls apart, he runs away to try to rebuild it into something new.

BodyWorld

Neil Gaiman! Fábio Moon! Gabriel Bá! Two teenage boys are in for a tremendous shock when they crash a party where the girls are far more than they appear! From Neil Gaiman—one of the most celebrated authors of our time—and award-winning artists Fábio Moon and Gabriel Bá, this sumptuous graphic novel is not to be missed! "Moon and Bá adapt the Gaiman story they were born to draw": "Gaiman, Moon, and Bá have created a triod of artists, lyrically powerful and utterly unforgettable."—Jonzt Diaz "How can something so strange and so beautiful also be so sad? Like a poem, a painting, a symphony of the senses. This is a joy to read!"—Kelly Sue DeConnick "It's new to me. I'm rather taken with the way the story is told: the point of view changes, which is a great way to see how the different characters and events are connected. What a great story!"—Brenda Dilley "That boys are real smart aliens who will do frightful things to you in The Uppr Room! Teenage angst. Lovely drawing/painting."—A "rant from a Tweet by Margaret Atwood "A haunting ode to the lyrically powerful and utterly unforgettable."—Tom Bachtell "Bá and Moon's illustration is a departure from the comic books and graphic novel they both loved as children. What a great read for anyone who enjoys comics. The story is the best I've read in a long time. I can't wait to read more!"—William P. "I'm sure that boys are real smart aliens who will do frightful things to you in The Uppr Room! Teenage angst. Lovely drawing/painting."—A "rant from a Tweet by Margaret Atwood "A haunting ode to the lyrically powerful and utterly unforgettable."—Tom Bachtell "Bá and Moon's illustration is a departure from the comic books and graphic novel they both loved as children. What a great read for anyone who enjoys comics. The story is the best I've read in a long time. I can't wait to read more!"—William P. "I'm sure that boys are real smart aliens who will do frightful things to you in The Uppr Room! Teenage angst. Lovely drawing/painting."—A "rant from a Tweet by Margaret Atwood "A haunting ode to the lyrically powerful and utterly unforgettable."—Tom Bachtell "Bá and Moon's illustration is a departure from the comic books and graphic novel they both loved as children. What a great read for anyone who enjoys comics. The story is the best I've read in a long time. I can't wait to read more!"—William P. "I'm sure that boys are real smart aliens who will do frightful things to you in The Uppr Room! Teenage angst. Lovely drawing/painting."—A "rant from a Tweet by Margaret Atwood "A haunting ode to the lyrically powerful and utterly unforgettable."—Tom Bachtell "Bá and Moon's illustration is a departure from the comic books and graphic novel they both loved as children. What a great read for anyone who enjoys comics. The story is the best I've read in a long time. I can't wait to read more!"—William P.

Pantheon Books Graphic Novels

Offers undergraduate students with an understanding of the comic's medium and its maintenance communication potential. This book deals with comic books and graphic novels. It focuses on comic books because in comics, readability is more than ever an important feature.

"What's That Noise?": Paying Attention to Perception, Excess, and Meta-Art in David Mazzucchelli's Asterios Polyp

Finalist for the 2015 Giller Prize Finalist for the 2016 Best Translated Book Award Finalist for the 2016 Best Translated Book Award One of Quill & Quire's Books of the Year, 2015 A twenty-five-thousand-copy bestseller in Quebec, Arvida, with its lyric of girls, who for our protagonists represent a vast, uncharted universe. An extraordinary comic from three extraordinary creators."—Marjorie Liu "Gentle, strange, and full of perfectly good advice to the reader, "What's That Noise?" will make you think about comics and the world in a new way. This is an important book."

The Power of Comics
A tour-de-force by rising indy comic star Gene Yang. American Born Chinese tells the story of three apparently unrelated characters: Jin Wang, who moves to a new neighborhood with his family only to discover that he's only Chinese-American next to his new friends; the powerful Monkey King, subject of one of the oldest and greatest Chinese fables; and Chin-Kee, a personification of the ultimate negative Chinese stereotype, who is ruining his cousin Danny's life with his yearly visits. Their lives and stories come together with an unexpected twist in this action-packed modern-fable. American Born Chinese is an amazing, all the way up to the astonishing climax. American Born Chinese is a 2006 National Book Award Finalist for Young People's Literature, the winner of the 2007 Eisner Award for Best Graphic Album: New, an Eisner Award nominee for Best Coloring and a 2007 Bank Street - Best Children's Book of the Year. This title has Common Core Connections.

Starlight Barking
This new edition contains eight pages of additional material, including previously unseen artwork that provides insights into Glyn Dillon's creative process. An unforgettable heroine striving to make "normal" feel right Twenty-eight-year-old Nao Brown, who's hafu (half Japanese, half English), is not well. She's suffering from obsessive-compulsive disorder (OCD) and fighting violent urges to harm others. But she really wants to be Nao has dreams. She wants to quit her unruly mind, she wants to get her design and illustration career off the ground; and she wants to find love, perfect love. Nao's life continues to seaseas. Her boyfriend dumps her; a toy deal falls through. But she also meets Gregory, an interesting washing-machine repairman, and Ray, an art teacher at the Buddhist Center. She begins to draw and meditate to ease her open heart—and in doing so comes to a big realization: Life isn't black-and-white after all. . . . It's much more like brown. Practical pressure—creativity—war. . . . The New York Times "Dillon turns in a narrative tour de force of sentiment and clever scripting that works in perfect concert with almost cinematic art; a truly novelistic piece of storytelling, full of wisdom and compassion; and a book which is a beautiful artwork, a treat for those of a bibliophilic inclination." Comic Book Resources "The battles are internal, but no less monumental for all of that. Such inner wars made Sandman a classic, and I have no doubt that Dillon's graphic novel will likewise be regarded as a seminal work in comics, somewhere in the same league as Morrison and Watchmen. "—Paste Magazine "It's a masterpiece, and I really can't recommend it enough." —Comic Book Resources "Penciled and watercolored by hand, the pages glow with a lush realism, even in their darkest moments. The ever present motif of red can either anchor or engulf the reader, but always provides a vibrant glimpse into Nao's life." —Asian Fortune News

Asterios Polyp
Denis Johnson's New York Times bestseller, The Laughing Monsters, is a high-suspense tale of kaleidoscoping loyalties in the post-9/11 world that shows one of our great novelists at the top of his game. Roland Nair calls himself a bottom-feeder, but travels on a U.S. passport. After ten years' silence, he returns to Freestown, Sierra Leone, to reunite with his friend Mikael Adikro. They once made a lot of money here during the country's civil war, and, curious to see whether good luck will strike twice in the same place, Nair has allowed himself to be drawn back to a region he considers hopeless. Adikro is an African who styles himself a soldier of fortune and who claims to have served, at various times, the Ghanaian army, the Kuwaiti Emiri Guard, and the American Green Berets. He's probably broke now, but he remains, at thirty-six, as stirred by his own destabilizing schemes as he was a decade ago. Although Nair believes some kind of money-making plan lies at the back of it all, Adikro's stated reason for inviting his friend to Freestown is for Nair to meet Adikro's fiancée, a grad student from Colorado named Davida. Together the three set out to visit Adikro's clan in the Uganda-Congo borderland—but each of these travelers is keeping secrets from the others. Their journey through a land abandoned by the future leads Nair, Adikro, and Davida to meet themselves in a new light, but rather in a new darkness.

Artichoke Tales
Here From one of the great comic innovators, the long-awaited fulfillment of a pioneering comic vision. Richard McGuire’s Here is the story of a corner of a room and of the events that have occurred in that space over the course of hundreds of thousands of years. (With full-color illustrations throughout.)

Comics Versus Art
On the surface, the relationship between comics and the ‘high’ arts once seemed simple; comic books and strips could be mined for inspiration, but were not themselves considered legitimate art objects. Though this traditional distinction has begun to erode, the worlds of comics and art continue to occupy vastly different social spaces. Comics Versus Art examines the relationship between comics and the fine arts, and considers the implications of the new textual and visual landscapes. Bart Beatty’s analysis begins with two questions: why are comics excluded from the history of art for most of the twentieth century, and what does it mean that comics production is now more closely aligned with the art world? Approaching this relationship for the first time through the lens of the sociology of culture, Beatty advances a completely novel approach to the comics form.

The Three Paradoxes
It has become an axiom in comic studies that “comics is a language, not a genre.” But what exactly does that mean, and how is discourse on the form both aided and hindered by thinking of it in linguistic terms? In Comics and Language, Hannah Mishak challenges many of the key assumptions comics scholars have heaped onto comics and graphic narratives, and offers a more nuanced, theoretical framework that she argues will better serve the field by offering a consistent means for communicating critical theory in the scholarship. Through engaging close readings and an accessible use of these theoretical tools, the problems embodied in the way critics have used ideas of language, literature, structuralism, and semiotics, and sets out a new and more theoretically sound way of understanding how comics communicate. Comics and Language argues against the critical tendency to flatten the distinctions between language and images and to discuss literature purely in terms of content. It closely examines the original critical theories that such arguments purport to draw on and shows how they in fact point away from the conclusions they are commonly used to prove. The book improves the use the field makes existing scholarly disciplines and furthers the ongoing sophistication of the field. It provides animated and insightful analyses of a range of different, sometimes interdisciplinary approach. Comics and Language will appeal to the general comics reader and will prove crucial for specialized scholars in the fields of comics, literature, cultural studies, art history, and visual studies. It also provides a valuable summary of the current state of formalist criticism within comics studies and so presents the ideal text for those interested in exploring this growing area of research.

Asterios Polyp
Astonishing, sometimes funny, slightly surreal and often beautiful narrative. The Three Paradoxes have a lot of money here during the country's civil war, and, curious to see whether good luck will strike twice in the same place, Nair has allowed himself to be drawn back to a region he considers hopeless. Adikro is an African who styles himself a soldier of fortune and who claims to have served, at various times, the Ghanaian army, the Kuwaiti Emiri Guard, and the American Green Berets. He's probably broke now, but he remains, at thirty-six, as stirred by his own destabilizing schemes as he was a decade ago. Although Nair believes some kind of money-making plan lies at the back of it all, Adikro's stated reason for inviting his friend to Freestown is for Nair to meet Adikro's fiancée, a grad student from Colorado named Davida. Together the three set out to visit Adikro's clan in the Uganda-Congo borderland—but each of these travelers is keeping secrets from the others. Their journey through a land abandoned by the future leads Nair, Adikro, and Davida to meet themselves in a new light, but rather in a new darkness.

Arvida
In a mid-21st-century nation devastated by war, civil botanist part-time artist Arvida protects rare species at the school of an experimental forest town and discovers its telepathic properties, a finding that singles him out as a brain individualist in a community of conformists. By the creator of Bottomsies Bells Button.

Neil Gaiman's How To Talk To Girls At Parties
Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 18. Chapters: Alias the Cat!, Asterios Polyp, Chicken with Plums, Epicomic (comics), Ethel and Ernest, Habibi (graphic novel), Maus, Mister Wonderful (comics), Persepolis (comics). Except: Maus is a graphic novel completed in 1991. Comics and Language: A generation apart. A Polish Jew and Hollywood royalty. He's his father's son, her father's son. But the book is most strikingly in its depiction of races of humans as different kinds of animals, with Jews as mice, Germans as cats and Poles as pigs. Maus has been variously labeled as memoir, biography, history, fiction, autobiography, or a mix of genres. In 1992, it became the first graphic novel to win a Pulitzer Prize. In the "present" frame tale timeline, beginning in 1978 in Repo Park, New York, Spiegelman talks with his father about his Holocaust experiences, gathering material for the Maus project he is preparing. In the "past" Spiegelman depicts his father's experiences, starting in the death camp leading up to World War II. Much of the story revolves around Spiegelman's troubled relationship with his father, and the absence of his mother who committed suicide when he was 20. Her grief-stricken husband demande Spiegelman's drawings. Spiegelman struggles with the problems of presentation, working with a strained animal metaphor that is intended to self-destruct. The book uses a minimalist drawing style while displaying virtually in its page and panel layouts, pacing, and structure. Three-page 1972 strip by Spiegelman, also called "Maus," was the impetus for Spiegelman to interview his father about his war experiences. The recorded interviews became the basis for the graphic novel, which was begun in 1978. Maus was serialized from 1980 until 1991 as an insert in Raw, an

Modernism with a Human Face
A cartoon of hate. A wedge of spite. A comic book of idiotic genius. The Eisner Award-winning diary duo returns in this deluxe hardcover collecting every single stupid Milk and Cheese comic ever made from 1989 to 2010, along with a shtick lot of supplemental awesomeness. This has everything you need! Don’t judge it—love it! Or else! Look for brand-new stories by Evan Dorkin in upcoming Dark Horse Presents issues! * Evan’s calculus-rich creation provides for spread lactose intolerance everywhere. *—David Mazzucchelli (Asterios Polyp, Batman: Year One)

Asterios Schrauwren
"Lost Daze" finale! As everything around Neo-Gotham crumbles under Batman's iron fist, the Fastest Man Alive might be the only one capable of saving Terry McGinnis and his city. But as powerful as he is, even the Flash might be no match for the Split and the mysterious False Face!

Maps and Legends
In 1947, the author’s grandfather, Arnis Schrauwren, traveled across the ocean to a mysterious island at the behest of his cousin. Together they would build something deemed impossible: a true legend. Maps and Legends is a story about the power of maps over people. Whether delirious from fever or madness, the Map is the only thing that everyone keeps in love with. A powerful map of reality is mirrored by the graphic novel reader’s uncertainty of what is imagined or real by Arnis. This first full-length graphic novel from the critically-acclaimed Oliver Schrauwren is an engaging, sometimes horrific, stylishly surreal and often beautiful narrative.

The Laughing Monsters
Reading is a revolutionary act, an act of engagement in a culture that wants us to disengage. In The Lost Art of Reading, David L. Ulin asks a number of timely questions - why is literature important? What do we actually mean by a story? - and delves into an extensive and compelling reconsideration of why reading is both an act of disarray and an act of inclusion. Whether delirious or lucid, the soul of every writer lives in love with the world's地图, the world's meaning grip on reality is mirrored by the graphic novel reader’s uncertainty of what is imagined or real by Arnis. This first full-length graphic novel from the critically-acclaimed Oliver Schrauwren is an engaging, sometimes horrific, stylishly surreal and often beautiful narrative.

Critical Approaches to Comics
Asterios è un'opera di cinquant'anni, cui venne recensita esclusivamente da suoi colleghi: Menherengo, midinigo e di una arroganza quasi incredibile, et se vèu passado se
escolar após um incêndio que consome sua casa. Tendo salvado apenas uns poucos objetos pessoais, Asterios parte numa viagem de ônibus, até onde o dinheiro em seu bolso pudera levar-lo. No coração das Estados Unidos, ele encontrará uma nova família, enquanto coloca em perspectiva os principais acontecimentos de sua vida. Quem conta a história de Asterios é Ignazio, seu irmão gêmeo natimorto.

**Daytripper**

Winner of the Eisner Award for Talent Deserving Wider Recognition, the International Comics Festival Award for Best Debut Graphic Novel (Angouleme, France), and voted by Wizard Magazine as the best indie graphic novel of all time. "A convincing, absorbing and satisfying fictional portrait of post-college life in New York City." -- Publishers Weekly "A salute to comics, an exploration of the human condition, and a solid, absorbing, and riotously cute tale about at least half of the things that make life important." -- Tasha Robinson, The Av Club "Box Office Poison is a novel complex enough to provoke Book Talk. I even marked pages with post-it notes as I was reading so that I’ll remember to show them to my friends." -- Kelly Sue DeConnick, Artbomb.com "The comic book equivalent of the world’s best pineapple upside-down cake: layer upon layer of rich dramatic goodness." -- Matthew Cowie, Robotfist.com "Box Office Poison is to the comic book culture what Almost Famous is to that of rock and roll." -- Chris Tomasi, The Daily Targum This 608-page epic story of Sherman, Dorothy, Ed, Stephen, Jane, and Mr. Flavor is a true comics masterpiece. Alex Robinson's completely natural and inspiring knack for dialogue makes this story of dreamy jobs, comic books, love, sex, messy apartment, girlfriends (and the lack thereof), undiscovered pasts, and crusty old professionals one of the most delightful and whimsical graphic novels to hit the stands in years.

**Asterios Polyp**

A beautifully drawn graphic novel that illuminates the conflicted land of Kashmir, through a young boy's childhood.

**The Lost Art of Reading**

Surviving in a floating hospital after the earth is flooded beneath seven miles of water, medical student Jemma Claflin finds herself possessed of strange powers that lead to an understanding of her frightening destiny. Reprint.

**Chris Ware**

Qui est Asterios Polyp ? Architecte, professeur, auteur, époux : tout cela fait partie du passé. Aujourd'hui qu'il franchit un demi-siècle d'existence, il est devenu l'ombre de ce qu'il était. Mais cette nuit-là, l'ange grisonnant, l'architecte, le juriste, le révérend et le professeur, fait face à un défi qui difficilemente l'aurait préparé. Trafalgar Square, Londres, a été le théâtre de cette nuit EXTRAORDINAIRE. David Mazzucchelli, dessinateur de talent, a bâti d'une main de maître cette histoire passionnante qui sonde les potentialités du roman graphique et le conduit dans de nouveaux territoires palpitants.

**Munnu: A Boy From Kashmir**

Wonder Woman, Asterios the Gaul, Watchmen. These popular comics, and many others, use classical sources, narrative patterns, and references to enrich their imaginative worlds and deepen the stories they present. This volume explores that rich interaction. Son of Classics and Comics presents thirteen original studies of representations of the ancient world in the medium of comics. Building on the tradition established by their groundbreaking Classics and Comics (2011), George Kofinas and C. W. Marshall have gathered a wide range of essays with a new, global perspective. Chapters are helpfully grouped to facilitate classroom use, with sections on receptions of Homer, on manga, on Asterix, and on the sense of a "classic" in the modern world. All Greek and Latin passages are translated. Lavishly illustrated, the volume significantly widens the range of available studies on the reception of the Greek and Roman worlds in comics, and deepens our understanding of comics as a literary medium. Son of Classics and Comics will appeal to students and scholars of classical reception as well as comics fans.

**Milk and Cheese: Dairy Products Gone Bad**

Dodie Smith’s The Hundred and One Dalmatians, later adapted by Disney, was declared a classic when first published in 1956. The Starlight Banking, Dodie’s own long-forgotten sequel, is a thrilling new adventure for Pongo and his family, lavishly illustrated by the same artist team as the first book. As the story opens, every living creature except dogs is griped by an enchanted sleep. One of the original Dalmatian puppies, all grown up since the first novel, is now the Prime Minister’s mascot. Relying on her spotted parent’s guidance, she assumes emergency leadership for the canine population of England. Awaiting advice from the Star, dogs of every breed crowd Trafalgar Square to watch the evening skies. The message they receive is a disturbing proposition, one that might forever destroy their status as “man’s best friend.”

**Ice Haven**

The author of Ghost World presents an offbeat tour of the sleepy Midwestern town of Ice Haven and its unusual inhabitants, including Random Wilder, the narrator and would-be poet laureate of the town; his arch-rival Ida Wentz; the islewoman Violet Van der Plaat and Vida Wentz; Mr. and Mrs. Ames, a detective team; and others. Mature.

**Comics Art**

**Ordinary Victories**

“One of the most memorable things we’ve read in a long time." - io9 "Beautifully written and utterly gorgeous, DAYTRIPPER completely blew me away." - Gerard Way (Umbrella Academy, My Chemical Romance) What are the most important days of your life? Fido Moon and Gabriel B. answer that question in the critical and commercial hit series that took the industry by storm, winning praise from such comics veterans as Terry Moore, Chris Thompson and Jeff Smith. Follow aspiring artist Br-s de Oliva Domingos as each chapter of DAYTRIPPER explores a completely different moment in his life. Moon and B- tell a beautifully lyrical tale chronicling Domingos's entire existence- from his loves to his deaths and all the possibilities in between. Introduction by Craig Thompson (BLANKETS).

**ASTERIOS POLYP**

Enjoy the acclaimed graphic novel as an ART BOOK! Each page of this classic story is reproduced from the original art--while appearing to be in black and white, the art is scanned IN COLOR, capturing all the nuances (blue pencil, white out, etc) and quirks that make original art unique! DAVID MAZZUCCHELLI'S DAREDEVIL BORN AGAIN was released in the much lauded Artist's Edition format in 2012. It soon became the best-selling Artist's Edition of all-time and was universally acclaimed. In 2013 the book received the prestigious Eisner Award for Best Archival Project--Comic Books, as well as a Harvey Award the same year. It soon sold out and has been the single most requested AE book to date for IDW to reissue. So it is only fitting that IDW launch its new MARVEL series of Artist Editions. DAVID MAZZUCCHELLI'S DAREDEVIL BORN AGAIN ARTISAN EDITION features the same scans--entirely from the original art--each painstakingly done by David Mazzucchelli himself to ensure the finest quality possible. If ever a book deserved to be in this format it is DAREDEVIL BORN AGAIN. Frank Miller, at the peak of his powers, crafted a story that remains--in an extraordinary career--one of his finest pieces of writing. And David Mazzucchelli does a stellar tour de force job as his collaborator, providing a nuanced and nearly pitch-perfect turn as artist. If there is any book deserving to be re-read and rediscovered this is the one!

**Son of Classics and Comics**

A close-up look at the gifted graphic novelist the "New York Times Book Review" called "the most versatile and innovative artist the medium has ever known." The publication of Chris Ware's "Jimmy Corrigan: The Smartest Kid on Earth" in 2000 inspired a near-avalanche of praise. Now, Daniel Raeburn offers fascinating insights into the connections between Jimmy Corrigan's biography and that of his creator Yale University Press.

**The Children's Hospital**

Comics are a uniquely autonomous art form, one that has its own rich traditions that have given rise to a remarkably vibrant contemporary scene. In this richly illustrated book, Paul Gravett traces the history of comics from the late 19th century right through to the huge current interest in manga and graphic novels and the explosion of comics on the Internet.

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