

Nothing Really Changes Comic

Comics in Translation

Comics are a pervasive art form and an intrinsic part of the cultural fabric of most countries. And yet, relatively little has been written on the translation of comics. Comics in Translation attempts to address this gap in the literature and to offer the first and most comprehensive account of various aspects of a diverse range of social practices subsumed under the label 'comics'. Focusing on the role played by translation in shaping graphic narratives that appear in various formats, different contributors examine various aspects of this popular phenomenon. Topics covered include the impact of globalization and localization processes on the ways in which translated comics are embedded in cultures; the import of editorial and publishing practices; textual strategies adopted in translating comics, including the translation of culture- and language-specific features; and the interplay between visual and verbal messages. Comics in translation examines comics that originate in different cultures, belong to quite different genres, and are aimed at readers of different age groups and cultural backgrounds, from Disney comics to Art Spiegelman's Maus, from Katsuhiro Ôtomo's Akira to Goscinny and Uderzo's Astérix. The contributions are based on first-hand research and exemplify a wide range of approaches. Languages covered include English, Italian, Spanish, Arabic, French, German, Japanese and Inuit. The volume features illustrations from the works discussed and an extensive annotated bibliography. Contributors include: Raffaella Baccolini, Nadine Celotti, Adele D'Arcangelo, Catherine Delesse, Elena Di Giovanni, Heike Elisabeth Jüngst, Valerio Rota, Carmen Valero-Garcés, Federico Zanettin and Jehan Zitawi.

What Happens When Nothing Happens

Boredom and melancholy in the experience of reading Contemporary graphic novels show an interesting shift from the extraordinary to the ordinary in slice-of-life stories in which nothing happens. Present-day graphic accounts are inhabited by melancholic characters whining about the lack of meaning in life. This book examines this intriguing transition and brings a historical, aesthetical and narratological approach to comics in which boredom is not only a topic, but also awakens a deliberate affective response in the very experience of reading. This volume brings together close readings of work by Lewis Trondheim, Chris Ware and Adrian Tomine. With a foreword by Raphaël Baroni (University of Lausanne).

Stan Lee

Discover the astonishing history of modern American entertainment, seen through the eyes of a pop-culture icon who lived for nearly 100 years. Stan Lee: How Marvel Changed the World is not just another biography. It is a journey through twentieth century American history, seen through the life of a man who personified the American Dream. This book shows how Stan Lee's life reflects the evolution of American entertainment, society and popular culture throughout the 1900s and beyond. Along the way, bold questions will be asked. Was Stan Lee himself a superhuman creation, just a mask to protect his true, more complicated secret identity? Just like the vibrant panels of the comics he wrote, Lee's life, it seems, is never black and white. Sourced from Lee's own words, this book also includes brand new and exclusive interviews with Marvel comic book creators, for whom Lee's work proved an invaluable inspiration. Upbeat, accessible and fun, this book is told with a glint in the eye and a flair for the theatrical that would make Stan Lee proud. This is a bold celebration of the power of storytelling and a fitting tribute to Stan Lee's enduring legacy. Excelsior!

The Comics Journal #304

The Comics Journal #304 features Gary Groth in conversation with outspoken Tasmanian cartoonist Simon Hanselmann, who discusses how his tragicomedy webcomic starring a witch, a cat, and an owl became an internationally acclaimed, best-selling phenomenon, collected in books such as Megahex and Bad Gateway. This issue also highlights the labor and economics issues facing the medium — the past and future of organizing a comics union, work-for-hire contracts, and how comic conventions can better serve creators — with the Journal's hallmark candor. Other features include an exclusive look at the unfinished graphic novel that Eisner and Geisel Award winner Geoffrey Hayes was working on before his untimely death in 2017, a peak inside the lush sketchbook of Sophie Franz, a timely work by Brazilian cartoonist Laura Lannes, a reconsideration of the comics canon by Skin Horse cartoonist Shaenon K. Garrity, and more!

The Superhero Reader

A full exploration of the history, politics, and aesthetics of the superhero genre

The Lion of Rora

In the tradition of Braveheart and 300 comes Lion of Rora--the true story of Joshua Janavel, farmer turned freedom fighter, who will stop at nothing in his quest to save his people from tyranny and religious persecution. This painstakingly researched graphic novel, written by Christos Gage & Ruth Fletcher Gage and featuring evocative art from Jackie Lewis, chronicles the epic war over faith, freedom, and family. Not to be missed.

Congress of the Animals

Readers of the “Frank” stories know that The Unifactor is in control of everything that happens to the characters that abide there, and that however extreme the experiences they undergo may be, in the end nothing really changes. That goes treble for Frank himself, who is kept in a state of total ineducability by the unseen forces of that haunted realm. And so the question arises: what would happen if Frank were to leave The Unifactor? That question is answered in Congress of the Animals, Jim Woodring's much-anticipated second full-length graphic novel, and first starring his signature character Frank.

Comic Book Nation

As American as jazz or rock and roll, comic books have been central in the nation's popular culture since Superman's 1938 debut in Action Comics #1. The author offers a history of the comic book industry within the context of twentieth-century American society.

Violence and Nihilism

Nihilism seems to be per definition linked to violence. Indeed, if the nihilist is a person who acknowledges no moral or religious authority, then what does stop him from committing any kind of crime? Dostoevsky precisely called attention to this danger: if there is no God and no immortality of the soul, then everything is permitted, even anthropophagy. Nietzsche, too, emphasised, although in different terms, the consequences deriving from the death of God and the collapse of Judeo-Christian morality. This context shaped the way in which philosophers, writers and artists thought about violence, in its different manifestations, during the 20th century. The goal of this interdisciplinary volume is to explore the various modern and contemporary configurations of the link between violence and nihilism as understood by philosophers and artists (in both literature and film).

The Best of Milligan & McCarthy

One of comics' most fruitful collaborations gets its due in this deluxe collection of hard-to-find gems from Peter Milligan (Hellblazer, X-Statix) and Brendan McCarthy (Judge Dredd, The Zaucer of Zilk)! Collecting twenty years' worth of the pair's finest work from Vanguard Illustrated, Strange Days, 2000 AD, and Vertigo, this beautiful hardcover includes art that has been newly touched up by McCarthy and features original commentary by both creators. There is still nothing else like Freakwave, Paradax!, Skin, and Rogan Gosh, and this volume is both the perfect retrospective for fans and the ideal starting place for new readers!

The Comics Journal #307

This issue of the award-winning magazine of comics interviews, news, and criticism focuses on the relationship between animation and comics. Gary Groth interviews this issue’s cover artist Cathy Malkasian (Eartha), the PBS/Nickelodeon animation director (Curious George, The Wild Thornberrys) turned graphic novelist, about her first middle-grade GN, NoBody Likes You, Greta Grump. In addition to this issue’s featured interview with Cathy Malkasian, MLK graphic biographer Ho Che Anderson shares his animation storyboards, and Anya Davidson talks to Sally Cruikshank about how the underground comics movement influenced the latter’s aesthetic in a career that encompasses indie shorts and Flash animation, as well as work for feature film credits and Sesame Street. Other features include: an unpublished Ben Sears (Midnight Gospel) comic, and Jem and the Holograms cartoon creator Christy Marx talks about the behind-the-scenes advantages and disadvantages of both art forms. Plus! Sketchbook art by Vanesa Del Rey (Black Widow), an interview with Amazon warehouse worker-turned-cartoonist Ness Garza, Paul Karasik’s essay on an unseen gem, and much more. For more than 45 years, no magazine has chronicled the continuum of the comic arts with more rigor and passion than The Comics Journal.

Planetary Vol. 1: All Over the World and Other Stories

"Provocative, eminently addictive, and top of its class." ENTERTAINMENT WEEKLY The creator of the acclaimed series TRANSMETROPOLITAN, Warren Ellis delivers PLANETARY, hailed as a timeless story that turned modern superhero conventions on their heads. This collection features the adventures of Elijah Snow, a hundred-year-old man, Jakita Wagner, an extremely powerful woman, and The Drummer, a man with the ability to communicate with machines. Tasked with tracking down evidence of super-human activity, these mystery archaeologists uncover unknown paranormal secrets and histories, such as a World War II supercomputer that can access other universes, a ghostly spirit of vengeance, and a lost island of dying monsters. Collecting #1-6 and the PLANETARY PREVIEW

Predator - The Original Comics Series - Concrete Jungle and Other Stories

Celebrate the thirtieth anniversary of one of the great action movies of all time with this collection of original comics sequels to the film. Before Predator 2 was ever conceived as a film, writer Mark Verheiden and artist Chris Warner created an acclaimed comic-book sequel to Predator that took the alien trophy hunters from the jungles of Central America to the concrete jungle of New York City—where they face Dutch Schaefer’s big brother, who’s an NYPD detective! Also included in this volume are Verheiden’s two subsequent Predator stories—Cold War, which finds the Predators crash-landed in Siberia, and Dark River, in which the hero of Concrete Jungle traces the path of his younger brother to find out what really happened to him after the events in the movie Predator. Three now-classic tales in one over-sized, deluxe hard cover volume designed to sit on your bookshelf beside the Aliens 30th Anniversary edition! Collects: Predator: Concrete Jungle (#1-#4), Predator: Cold War (#1-#4), and Predator: Dark River

Planetary Book One

\From critically acclaimed author Warren Ellis (THE AUTHORITY, TRANSMETROPOLITAN) and artist John Cassaday comes the ultimate collection of PLANETARY in PLANETARY BOOK ONE. This book Collecting collects the adventures of Elijah Snow, a powerful, hundred- year-old- man, Jakita Wagner, an extremely powerful but bored woman, and The the Drummer, a man with the ability to communicate with machines. Infatuated with tracking down evidence of superhuman activity, these mystery archaeologists of the late twentieth century uncover unknown paranormal secrets and histories, such as a World War II supercomputer that can access other universes, a ghostly spirit of vengeance and a lost island of dying monsters. This new cut of the classic series includes extras from the Absolute Edition, including sketches and variant covers. Collecting PLANETARY #1-14, PLANETARY SNEAK PEAK, PLANETARY/AUTHORITY TO RULE THE WORLD.\"

Predator the Essential Comics Vol 1

\An assortment of some of the best Predator stories from over three decades of Dark Horse Comics.\"--Provided by publisher.

Transformation: A Personal Journey Through the British Transformers Comic Volume 1: 1984-1987

Starting in 1984, the British Transformers comic wasn't just a successful toy advert, it taught a generation of British schoolboys how to read through its exciting action packed pages. With sales that vied with 2000AD writers Simon Furman and Bob Budiansky created a generation of fan boys that have never looked back. Stuart Webb was one such reader, and in 2012 he began a journey looking through every single issue of the series, commenting on its highs and lows. He became the first person to look at every backup strip, every comedic cartoon and each editorial and how they worked together to create the most thorough exploration of a publishing phenomenon ever undertaken. It's also personal, full of humour and silliness and even the occasionally thoughtful moment. The final result is an essential read, for Transformers fans, and those interested in the history of Marvel comics in the UK and the impact this comic had on an entire generation.

How To Draw Comics The Marvel Way

Information on how to design and illustrate comicbook superheros.

Marvel Masterworks

Collecting Doctor Strange (1974) #38-46; What If? (1977) #18; Marvel Fanfare (1982) #5. Celebrated writer Chris Claremont turns his magic toward the Master of the Mystic Arts: Doctor Strange! Joined by artistic icon Gene Colan, there's no doubt that the Doctor is in! Together, these creative giants return Baron Mordo to the fore, arming him with the occult secrets of the Vatican and testing Doctor Strange's mystic might. Then, Wong is captured by the Shadowqueen, and Clea and Strange must traverse dimensions and battle the demonic N'Garai to save him! Also featuring a Claremont/Marshall Rogers masterpiece; an alternate world where Doctor Strange is a disciple of the Dread Dormammu; and the1980 all-Doctor Strange Marvel Comics Calendar, illustrated by an amazing array of top artists from Frank Miller to John Byrne!

The Cambridge Companion to Comics

The Cambridge Companion to Comics presents comics as a multifaceted prism, generating productive and insightful dialogues with the most salient issues concerning the humanities at large. This volume provides readers with the histories and theories necessary for studying comics. It consists of three sections: Forms maps the most significant comics forms, including material formats and techniques. Readings brings together a selection of tools to equip readers with a critical understanding of comics. Uses examines the roles accorded to comics in museums, galleries, and education. Chapters explore comics through several key aspects, including drawing, serialities, adaptation, transmedia storytelling, issues of stereotyping and representation, and the lives of comics in institutional and social settings. This volume emphasizes the relationship between comics and other media and modes of expression. It offers close readings of vital works, covering more than a century of comics production and extending across visual, literary and cultural disciplines.

Venom By Donny Cates Vol. 3 Collection

Collects Free Comic Book Day 2020 (Spider-Man/Venom) #1 (Venom Story), Venom (2018) #26-35. When a dangerous armored foe named Virus erupts into Venom’s life, he threatens to rip away everything Eddie Brock holds dear. His son, his symbiote — even himself! But as their battle spirals out of control, Venom suddenly finds himself somewhere beyond! In a wildly different and highly dangerous world, new allies, familiar faces and shocking enemies await! Eddie must somehow find a way home — but untold horrors await him there. Knull, the terrifying King in Black, has arrived to plunge Earth into darkness with his army of symbiote dragons — and Venom will be the first to fall! After three years of all-out action and suspense, Donny Cates brings his symbiote saga to a staggering close — and nothing will ever be the same for the Lethal Protector!

Web-Spinning Heroics

This volume collects a wide-ranging sample of fresh analyses of Spider-Man. It traverses boundaries of medium, genre,

epistemology and discipline in essays both insightful and passionate that move forward the study of one of the world's most beloved characters. The editors have crafted the book for fans, creators and academics alike. Foreword by Tom DeFalco, with poetry and an afterword by Gary Jackson (winner of the 2009 Cave Canem Poetry Prize).

Laughter in the Living Room

For more than fifty years some very funny people have been entering American homes through television's big picture window. From Lucy and Uncle Miltie, to Archie Bunker and Marge Simpson, certain comic stars of television history have become not just cultural icons, but friends of the family. This comprehensive study of the most successful television comedies - including domestic sitcoms, workplace comedies, variety shows, late-night comedy, animated comedy, and more - reveals that, unlike the comedy found in film, on stage, in comedy clubs and concert halls, television's presentation of comic characters and stories must negotiate a relationship with the more privatized and value-laden environment of each American home that it enters.

The Comics Journal

As the dominant narrative forms in the age of media convergence, films and games call for a transmedial perspective in narratology. Games allow a participatory reception of the story, bringing the transgression of the ontological boundary between the narrated world and the world of the recipient into focus. These diverse transgressions - medial and ontological - are the subject of this transdisciplinary compendium, which covers the subject in an interdisciplinary way from various perspectives: game studies and media studies, but also sociology and psychology, to take into account the great influence of storytelling on social discourses and human behavior.

Narratives Crossing Boundaries

A mysterious piece of paper changes hands. And the artwork on the paper keeps changing. Where did the paper come from? Where is it going? Is it as valuable as it seems to be? What does it all mean? It Keeps Changing is an interactive comic story. The reader is called upon to contribute artwork at various points. (Make sure to get permission if you're borrowing the book from a friend!) Those who have read Crispin Wood's comics on the Small Blue Yonder website - www.smallblueyonder.com - or in his book collections, will recognize a few of the characters!

It Keeps Changing

Fourth of July, 1971. Five awkward, young naive men drive to New York City to attend the '71 comic convention in search of love, sex, art, comic books and a glimpse at the city's wicked underbelly. What they encounter changes their lives forever. Visit a pivotal time as comics change from a business to an art form. Meet Allan Caldwell, comic artist, blacklisted since the 1950s for his testimony to the U.S. Congressional Inquiry. And tour the greatest city in America during a period of social disintegration. A remarkable insight into the early years of the comic industry fanboy scene. Collects comic book issues 1-8. \"This work is truly novelistic. It's ambitious in terms of setting, rich characterization and it says something about life. He is in heady company. Kubert, Eisner and Miller spring to mind.\" - R.G.Taylor, Co-creator Wordsmith, Artist Sandman Mystery Theater. \"It is utterly wonderful.\" - Jon Atack, author of Voodoo Child. \"In one word...PHENOMENAL.\" - Stephen Lipson, historian, consultant to the Overstreet Price Guide. A Caliber Comics release.

Comics

In 1954, the comic book industry instituted the Comics Code, a set of self-regulatory guidelines imposed to placate public concern over gory and horrific comic book content, effectively banning genuine horror comics. Because the Code applied only to color comics, many artists and writers turned to black and white to circumvent the Code’s narrow confines. With the 1964 Creepy #1 from Warren Publishing, black-and-white horror comics experienced a revival continuing into the early 21st century, an important step in the maturation of the horror genre within the comics field as a whole. This generously illustrated work offers a comprehensive history and retrospective of the black-and-white horror comics that flourished on the newsstands from 1964 to 2004. With a catalog of original magazines, complete credits and insightful analysis, it highlights an important but overlooked period in the history of comics.

The Tower of the Comic Book Freaks

This book examines the concepts of Post/Humanism and Transhumanism as depicted in superhero comics. Recent decades have seen mainstream audiences embrace the comic book Superhuman. Meanwhile there has been increasing concern surrounding human enhancement technologies, with the techno-scientific movement of Transhumanism arguing that it is time humans took active control of their evolution. Utilising Deleuze and Guattari’s notion of the rhizome as a non-hierarchical system of knowledge to conceptualize the superhero narrative in terms of its political, social and aesthetic relations to the history of human technological enhancement, this book draws upon a diverse range of texts to explore the way in which the posthuman has been represented in superhero comics, while simultaneously highlighting its shared historical development with Post/Humanist critical theory and the material techno-scientific practices of Transhumanism.

Judy, Or the London Serio-comic Journal

Using our favourite Springfield family as a case study, Watching with The Simpsons examines the textual and social role of parody in offering critical commentary on other television programs and genres. Jonathan Gray brings together textual theory, discussions of television and the public sphere, and ideas of parody and comedy. Including primary audience research, it focuses on how The Simpsons has been able to talk back to three of television’s key genres - the sitcom, adverts and the news - and on how it holds the potential to short-circuit these genre’s meanings, power, and effects by provoking reinterpretations and offering more media literate recontextualizations. Examining television and media studies theory, the text of The Simpsons, and the show’s audience, Gray attempts to fully situate the show’s parody and humour within the lived realities of its audiences. In doing so, he further explores the possibilities for popular entertainment television to discuss issues of political and social importance. A must read for any student of media studies.

Horror Comics in Black and White

Daredevil goes into the heart of the Savage Land to do battle with the Plunderer and meet none other than Ka-Zar! If learning Ka-Zar's origin wasn't thrilling enough, then surely a Daredevil/Spider-Man team-up ought to enhance your excitement! Then, these two highflying heroes give the Masked Marauder what-for - but only after duking it out themselves, natch. Plus, the debut of Daredevil's classic nemesis, the Gladiator!

The Posthuman Body in Superhero Comics

Just when you thought Garth Ennis had gone too far, just when you thought it was safe to walk the streets, just when you thought no one would go near the idea of the world's first superhero prostitute... here comes The Pro.

Watching with The Simpsons

Born to a past-his-prime prizefighter, Matt Murdock's luck always ran a step behind his good intentions. When a daring act to save a man's life blinds young Murdock, he finds that the same accident has enhanced his remaining senses to superhuman levels! He becomes Daredevil, a gritty hero born from murder but tempered with the desire to protect the downtrodden. COLLECTING: DAREDEVIL (1964) #1-21.

Marvel Masterworks

Legendary artist John Romita Sr. makes his Marvel Age debut, and he's taking Daredevil straight into the heart of the Savage Land! There, DD will battle the Plunderer - and meet none other than Ka-Zar! Then, it's a Daredevil/Spider-Man team-up featuring Romita's first-ever Spidey art! The adventure pits the two high-flying heroes against the Masked Marauder - but only after they duke it out themselves! Next comes the debut of Daredevil's classic nemesis the Gladiator - and before you know it, another amazing artist debuts: the unforgettable Gene Colan! Just in time to close out our volume, the Dean of Delineation lends his pencil to the first of what would become a nearly uninterrupted seven-year tenure on the Man Without Fear! Collecting DAREDEVIL (1964) #12-21.

The Pro

With an appreciation by Anthony Bourdain HAVE ATTITUDE, WILL TRAVEL Harvey Pekar changed the face of comics when his American Splendor series replaced traditional slam-bang superhero action with slice-of-life tales of his own very ordinary existence in Cleveland, Ohio, as a file clerk, jazz-record collector, and philosophical curmudgeon. Much as Seinfeld famously transcended sitcom conventions by being “a show about nothing,” Pekar’s deadpan chronicles of regular life—peppered with wry and caustic reflections—have transformed comics from escapist fantasy into social commentary with voice balloons. Huntington, West Virginia “On the Fly” is prime Pekar, recounting the irascible everyman’s on-the-road encounters with a cross section of characters—a career criminal turned limo-driving entrepreneur, a toy merchant obsessed with restoring a vintage diner, comic-book archivists, indie filmmakers, and children of the sixties—all of whom have stories to tell. By turns funny, poignant, and insightful, these portraits à la Pekar showcase a one-of-a-kind master at work, channeling the stuff of average life into genuine American art.

Daredevil Epic Collection

The definitive Comics Journal interviews with the cartoonists behind Zap Comix, featuring: Supreme 1960s counterculture/underground artist Robert Crumb on how acid unleashed a flood of Zap characters from his unconscious; Marxist brawler Spain Rodriguez on how he made the transition from the Road Vultures biker gang to the exclusive Zap cartoonists’ club; Yale alumnus Victor Moscoso and Christian surfer Rick Griffin on how their poster-art psychedelia formed the backdrop of the 1960s San Francisco music scene; Savage Id-choreographer S. Clay Wilson on how his dreams insist on being drawn; Painter and Juxtapoz-founder Robert Williams on how Zap #4 led to 150 news-dealer arrests; Fabulous, Furry, Freaky Gilbert Shelton on the importance of research; Church of the Subgenius founder Paul Mavrides on getting a contact high during the notorious Zap jam sessions; and much more. In these career-spanning interviews, the Zap contributors open up about how they came to create a seminal, living work of art.

Mighty Marvel Masterworks

Growing up is never easy but what's it like if you're 'different'? Actually, what's it like if you're 'different' but you don't know that you're 'different'? Having led what he thought was a 'normal' life for 31 years, our plucky hero's world was thrown into confusion when he was diagnosed with something called 'Asperger Syndrome'. But people don't catch Asperger Syndrome so where did it come from? Was it there all along and not noticed? Set against the backdrop of the North East of England in the 70's and 80's, and having to cope with life with a disabled father as well as facing the everyday challenges that most people take for granted, this is the insiders view of one boy's life with AS - from the safety of make-believe worlds to the terrifying depths of suicide, self-harming, and isolation. Sometimes harrowing, sometimes surreal, but never dull, this is the story of a little boy's struggle to not only grow up and survive in the world, but to find out what he truly was.

Huntington, West Virginia On the Fly

Weird, Spooky, and Supernatural Tales! We dare you to read these eerie tales of supernatural horror... In this issue: The Werewolf strikes Curse of the Mummy The Reluctant Ghost The Phantom Puppet True tales of the Supernatural Master of the Undead The Crimson Death

The Comics Journal Library

"This impressive collection-- a high-water mark in the graphic novel's short history-- confirms that no one else in the medium combines emotional truth, literary intelligence, and formal daring with such adroitness and elegance." -- Booklist (starred review) "Witty and thoughtful ... a great and epic comic documentary novel like no other."-- Publishers Weekly (starred review) "The fact that we are finally able to watch young Alec slowly evolve, page by page, from a cheeky wastrel into a mature artist deeply committed to his work and his family is nothing less than a revelation ... the three decades of mature, complex and emotionally compelling work compiled here represent a major accomplishment in comics storytelling, and in storytelling, period. It's nothing less than a modern epic of the everyday."-- Glen Weldon, NPR "A profound piece ... Campbell makes it feel like the greatest adventure imaginable."-- Alex Pappademas, GQ "Campbell's art develops into a heroism of the freed line: like the blade of a skater, his pen achieves a precarious and delicate grace that should be recognized as a landmark in the history of comics."-- Rain Taxi Review of Books "Eddie Campbell's Alec stories were among the first of the modern era of autobiographical comics, and they still rate among the best-- witty, brilliantly illustrated, self-mocking without ever being mopey or pathetic, and most importantly, forever changing style to suit the needs of the story... Watching Campbell's storytelling and approach to art progress and evolve as these stories unfold is as close as you can get to watching a real human life change on the page. One of the must-own releases of the year."-- The AV Club "If autobiography is the lingua franca of the graphic novel form, Campbell is its undisputed Shakespeare."-- Richard Pachter, Miami Herald "ALEC is magic, and even if I knew how all of it was done I'd be doing you a disservice if I pointed out the wires and mirrors. ... It is written by someone who obviously finds being alive an endless source of novelty and conundrum."-- Alan Moore "Do you need me to tell you how good Eddie Campbell is? Or that ALEC is probably the best book-length comic about art and wine and midlife crises and families and friends and wine and love and art and saying goodbye and terror there is?"-- Neil Gaiman DESCRIPTION: For the first time ever, the groundbreaking autobiographical comics of master cartoonist Eddie Campbell (FROM HELL) are collected in a single volume! Brilliantly observed and profoundly expressed, the ALEC stories present a version of Eddie's own life, filtered through the alter ego of "Alec MacGarry." Over many years, we witness Alec's (and Eddie's) progression "from beer to wine"-- wild nights at the pub, existential despair, the hunt for love, the quest for art, becoming a responsible breadwinner, feeling lost at his own movie premiere, and much more! Eddie's outlandish fantasies and metafictional tricks convert life into art, while staying fully grounded in his own absurdity. At every point, the author's uncanny eye for irony and wry self-awareness make even the smallest occasion into an opportunity for wit and wisdom. Quite simply, ALEC is a masterpiece of visual autobiography. ALEC: THE YEARS HAVE PANTS (A LIFE-SIZE OMNIBUS) collects the previous Alec books THE KING CANUTE CROWD, GRAFFITI KITCHEN, HOW TO BE AN ARTIST, LITTLE ITALY, THE DEAD MUSE, THE DANCE OF LIFEY DEATH, AFTER THE SNOOTER, as well as a generous helping of rare and never-before-seen material, including an all-new 35-page book, THE YEARS HAVE PANTS.

Wired-Up Wrong - Asperger Syndrome, 'Normal', and Me

Nightmare Comics

https://uk.fulldoc.me/journal/6321L6K/160926/kaeser-as36_manual.pdf
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