The Shark King

In a mid-21st-century nation devastated by civil war, botanist professor Paulie Panther researches strange plants at the high school of an experimental forest town and discovers its telepathic properties, a finding that singles him out as a brash individualist in a community of conformists. By the creator of Bottomless Belly Button.

Comics and Language

Bottomless Belly Button is a comedy-drama that follows the dysfunctional adventures of the Loony Family. After 40-some years of marriage, Maggie and David Loony shock their children with their announcement of a planned divorce. But the reason for splitting isn't itself shocking: they're "just not in love any more." The announcement sparks a week long Loony family reunion at Maggie and David's creepy (and possibly haunted) beach house. The eldest child, Dennis, struggles with his parents' decision while facing difficulties of his own in his recent marriage. Believing that his parents are hiding the true reasons behind their estrangement, Dennis embarks on a quest to discover the truth and searches through clues, trap doors, and secret tunnels in attempt to find an answer. Claire, the middle child, is a single mother whose 16-year-old daughter, Jill, is apathetic to the divorce but confounded by Claire and troubled by her own "mannish" appearance. The youngest child, Peter, is a hack filmmaker suffering from paralyzing insecurities who establishes an unorthodox romance with a mysterious day care counselor at the beach. In a six-day period rich with atmospheric sequences, these characters stumble blindly around one another, often ignoring their surroundings and consumed by their own daily conflicts. Visually, Shaw employs a leisurely storytelling pace that allows room for exploring the interconnecting relationships among the characters and plays to his strength as a cartoonist -- small gestural details and nuanced expressions that bring the characters to vivid and intimate life.

Ice Haven

14 Mind-Altering Substances You Can Obtain and Use Without Breaking The Law "A Euphoric, Crazy Trip."--Amanita muscaria mushroom user Everyone can get high biologically speaking, that is. And it's just plain human nature to want to try it. Although the government stands in the way of this basic right, there are ways around the restrictions. On the road to altered consciousness, there's a perfectly legal route. With each of the fourteen psychoactive substances detailed in this book, you can get high, pass a urine drug test, and never once break the law. "Totally Clear, Intense Hallucinations For Hours."--Ayahuasca user Legally Stoned provides a clear, practical guide for obtaining and
using fourteen of the easiest to acquire, legal mind-altering agents. It also includes a
description and history of each item, its chemistry and physiological reactions, accounts of
its pleasures and perils, and any risks associated with it. Here are a few legal substances
and their reported impact: • Amanita muscaria mushroom use leads to feelings of
euphoria and auditory hallucinations • Anadenanthera peregrina/colubrina seeds have
been known to cause intense visions of psychedelic light and color • Ayahuasca, which
originated in South America, often produces visual hallucinations that include the jungle,
exotic animals, even ancient native artwork! "Like Watching A Laser Light Show. . .Next
Time I'll Take More."--Colubrina seed user "Fascinating . . . You are not merely holding a
book; you are holding a key to the doors of perception. Legally Stoned is far more than an
excellent, meticulously-researched sourcebook; it is a highly-readable treasure trove of
experiments and experiences." --Kinky Friedman, musician, novelist, and politician
"Legally Stoned is a well researched sourcebook for anyone interested in psychoactive
substances that are currently legal in the United States. Legally Stoned cites scientific
research and personal accounts to provide accurate descriptions of each substance's
history, physiological effects, and the risks of use. Legally Stoned also challenges the
rationality of the drug laws by describing the methods people often use to obtain and
After the Trip "I refuse to plunge into paranoid speculation why many of the magical and
sacred foods of the gods are made illegal and their communicants vilified. Instead, I bless
and give thanks for books such as this, and intelligent and courageous souls such as Dr.
Thies for their efforts to keep the doors of perception in full view for all of us to see." --Lon
Milo DuQuette, author of My Life with the Spirits and Enochian Vision Magick "Todd Thies is
the new millennium's Timothy Leary. His book covers the unexplored, mind-blowing
universe outside of the DEA's crosshairs with insight and clarity. Legally Stoned is a
fascinating read, a guided journey down the rabbit hole."--M. Chris Fabricant, author of
Busted! Drug War Survival Skills So while wondering what the effects might be for you,
just know that you have the option to obtain and use any of these, and many other, means
of seeking a new level of awareness. It's completely legal; it's human nature; it's your
right. What are you waiting for? With 16 pages of photos A Featured Alternate of the
Quality Paperback Book Club

Arsene Schrauwen

Critical Approaches to Comics offers students a deeper understanding of the artistic and
cultural significance of comic books and graphic novels by introducing key theories and
critical methods for analyzing comics. Each chapter explains and then demonstrates a
critical method or approach, which students can then apply to interrogate and critique the
meanings and forms of comic books, graphic novels, and other sequential art. The authors
introduce a wide range of critical perspectives on comics, including fandom, genre,
intertextuality, adaptation, gender, narrative, formalism, visual culture, and much more.
As the first comprehensive introduction to critical methods for studying comics, Critical
Approaches to Comics is the ideal textbook for a variety of courses in comics studies.
Contributors: Henry Jenkins, David Berona, Joseph Witek, Randy Duncan, Marc Singer,
Pascal Lefevre, Andrei Molotiu, Jeff McLaughlin, Amy Kiste Nyberg, Christopher Murray,
Mark Rogers, Ian Gordon, Stanford Carpenter, Matthew J. Smith, Brad J. Ricca, Peter
Coogan, Leonard Rifes, Jennifer K. Stuller, Ana Merino, Mel Gibson, Jeffrey A. Brown, Brian
Swafford

Here

Far into the future after years of technological advancement the relationship between
humans and robots is changing. Reduced energy stores means humans can no longer rely
on the support of their technological counterparts. In the midst of this turmoil one woman
faces her own heartbreak at the hands of a manipulative friend. Jeremy Sorese explores how heartbreak can make us feel like the center of the universe and how the realization that we aren't is often more painful than heartbreak itself. A stunning debut of futuristically epic proportions that juxtaposes the mechanical breakdown of the world against a compellingly quiet and human tale. Jeremy Sorese was born in Berlin, raised in Virginia, and educated in Georgia at the Savannah College of Art and Design before becoming a resident of La Maison des Auteurs in Angouleme, France. He is the creator and current writer of the Steven Universe comic series, published monthly by BOOM studios. He lives in Brooklyn, New York.

**Asterix Omnibus 6**

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 Miodrag challenges many of the key assumptions about the "grammar" and formal characteristics of comics, 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 theory, this book exposes the problems embedded in the ways 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 story 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 of existing scholarly disciplines and furthers the ongoing sophistication of the field. It provides animated and insightful analyses of a range of different texts and takes an 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.

**The Children's Hospital**

"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? F-bio 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, Craig Thompson and Jeff Smith. Follow aspiring writer 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).

**Chris Ware**

This special collectors' edition features books 16 to 18 in one fabulous volume. In **ASTERIX IN SWITZERLAND**, a poisoning means Asterix and Obelix must go to Helvetia for an antidote. Can they overcome cuckoo hourglasses, yodelling and holes in the cheese? A housing estate lies at the heart of Caesar's new plan to crush the Gauls in **THE MANSIONS OF THE GODS**. Will the villagers be tempted by the chance to make money when the Roman tenants move in? In **ASTERIX AND THE LAUREL WREATH**, Chief Vitalstatistix wants
a stew seasoned with Caesar's laurel wreath. Asterix and Obelix must fetch the wreath, but will their plan end in disaster or their own Roman triumph? There is no better way to enjoy the antics of our indomitable hero and his friends.

**Comics Art**

David Smith is giving his life for his art—literally. Thanks to a deal with Death, the young sculptor gets his childhood wish: to sculpt anything he can imagine with his bare hands. But now that he only has 200 days to live, deciding what to create is harder than he thought, and discovering the love of his life at the 11th hour isn't making it any easier! This is a story of desire taken to the edge of reason and beyond; of the frantic, clumsy dance steps of young love; and a gorgeous, street-level portrait of the world's greatest city. It's about the small, warm, human moments of everyday life and the great surging forces that lie just under the surface. Scott McCloud wrote the book on how comics work; now he vaults into great fiction with a breathtaking, funny, and unforgettable new work.

**Daytripper Deluxe Edition**

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 most important institutions of the art world; including museums, auction houses, and the art press. Bart Beaty's analysis centres around two questions: why were 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, Beaty advances a completely novel approach to the comics form.

**A Family Sketch and Other Private Writings**

A course on comics creation offers lessons on lettering, story, structure, panel layout, and much more, providing a solid introduction for people interested in making their own comics. Original.

**The Three Paradoxes**

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.

**American Born Chinese**

An apparent period of atonement by the world's largest super-villains, including Lex Luthor, Brainiac and more, is the prelude to a shocking and deadly plot to destroy the Justice League! Can the world's greatest heroes prevail against impossible odds?

**Comics Versus Art**

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 MAZZUCHELLE'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 Artisan books with this award-winning classic! Just as the original release, DAVID MAZZUCHELLE'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!

Starlight Barking

In graphic novel format, retells the Hawaiian story of Nanaue, born of human mother and shark father, who struggles to find his place in a village of humans.

Watching Time

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 magical implement, a pencil, and is trying to figure out what exactly 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. Abandoning the comic strip temporarily, 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 themes, and yet, somehow, despite (or perhaps because of) this non-linear progression, it all comes together as one story: a story questioning change, progress, and worth within the author's life.

Drawing Words and Writing Pictures

Wonder Woman, Amazon Princess; Asterix, indefatigable Gaul; Ozymandias, like Alexander looking for new worlds to conquer. Comics use classical sources, narrative patterns, and references to enrich their imaginative worlds and deepen the stories they present. Son of Classics and Comics explores that rich interaction. This volume presents thirteen original studies of representations of the ancient world in the medium of comics. Building on the foundation established by their groundbreaking Classics and Comics (OUP, 2011), Kovacs and Marshall have gathered a wide range of studies 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 are translated. Lavishly illustrated, the volume widens the range of available studies on the reception of the Greek and Roman worlds in comics significantly, 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.

The Nao of Brown
**The Politics of Design**

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 lovelorn Violet Van der Plazt and Vida Wentz; Mr. and Mrs. Ames, a detective team; and others. Mature.

**Son of Classics and Comics**

Tells the story of a tired photographer named Marc, a very patient young woman he meets, and his pain-in-the-neck cat.

**Absolute Justice**

In 1947, the author’s grandfather, Arsene Schrauwen, traveled across the ocean to a mysterious, dangerous jungle colony at the behest of his cousin. Together they would build something deemed impossible: a modern utopia in the wilderness — but not before Arsene falls in love with his cousin’s wife, Marieke. Whether delirious from love or a fever-inducing jungle virus, Arsene’s loosening grip on reality is mirrored by the graphic novel reader’s uncertainty of what is imagined or real by Arsene. This first full-length graphic novel from the critically-acclaimed Olivier Schrauwen is an engrossing, sometimes funny, slightly surreal and often beautiful narrative.

**The Sculptor**

This book publishes, for the first time in full, the two most revealing of Mark Twain’s private writings. Here he turns his mind to the daily life he shared with his wife Livy, their three daughters, a great many servants, and an imposing array of pets. These first-hand accounts display this gifted and loving family in the period of its flourishing. Mark Twain began to write "A Family Sketch" in response to the early death of his eldest daughter, Susy, but the manuscript grew under his hands to become an exuberant account of the entire household. His record of the childrens’ sayings—"Small Foolishnesses"—is next, followed by the related manuscript "At the Farm."

**Ordinary Victories**

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

**Asterix Omnibus #7**

The Fifth Beatle recounts the untold true story of Brian Epstein--the visionary manager who created Beatlemania and guided the Beatles from basement gigs to unprecedented international stardom. It's also an uplifting, inspirational human story about the struggle to overcome seemingly insurmountable odds. This critically acclaimed and multiple award winning graphic novel has been added to the Rock and Roll Hall of Fame Library and Archives, and a film adaptation begins shooting in 2015! The softcover edition includes a sketchbook and Beatles memorabilia bonus section with behind-the-scenes insights from writer Vivek Tiwary and artist Andrew Robinson--expanded to include eight pages unique
Legally Stoned:

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.

Spill Zone

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 other people. But that's not who she really wants to be. Nao has dreams. She wants to quiet 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 seesaw. 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 mind and open her heart—and in doing so comes to a big realization: Life isn't black-and-white after all... it's much more like brown. Praise for The Nao of Brown: "Lushly rendered, passionately digressive" --The New York Times "Dillon turns in a narrative tour de force, featuring a script that works in perfect concert with almost cinematic art reminiscent of Milo Manara, but with far more expressive characters. A triumph of comics for grownups, this is a must-read." --Publishers Weekly, starred review "The art in The Nao of Brown is absolutely gorgeous... An intense story about a young woman who fights as hard to get out of her own head as some superheroes fight to save the world." --The Onion's A.V. Club "This was the best read I have had in a long time." --Scott Stantis, cartoonist for the Chicago Tribune "Dillon makes his grand return in what can only be described as a visual spectacle." --The Beat "Amazing artwork; a truly novelistic piece of storytelling, full of wisdom and compassion; and a book which is a beautiful artifact, 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 comic art." --The Houston Press Art Attack blog "Psychologically complex and surprising." --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

Comics and Stuff

Three years ago an event destroyed the small city of Poughkeepsie, forever changing reality within its borders. Uncanny manifestations and lethal dangers now await anyone who enters the Spill Zone. The Spill claimed Addison’s parents and scarred her little sister, Lexa, who hasn’t spoken since. Addison provides for her sister by photographing the Zone’s twisted attractions on illicit midnight rides. Art collectors pay top dollar for these bizarre images, but getting close enough for the perfect shot can mean death—or worse. When an eccentric collector makes a million-dollar offer, Addison breaks her own hard-learned rules of survival and ventures farther than she has ever dared. Within the Spill Zone, Hell awaits—and it seems to be calling Addison's name.
**Bottomless Belly Button**

David Wright's prose version of Chaucer's classic.

**David Mazzucchelli's Daredevil Born Again Artisan Edition**

A tour-de-force by rising indy comics 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 the only Chinese-American student at his new school; 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 ride, 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

**Munnu: A Boy From Kashmir**

**The Fifth Beatle The Brian Epstein Story**

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.)

**Modernism with a Human Face**

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 heroes and villains were rigidly defined constants, that good always prevailed over evil, and that happy endings were a foregone conclusion. In their place, there was Watchmen. 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 better-known tales, but also viral videos and websites, trading cards, unproduced scripts, and other ancillary sources. A mini-"crimeline" summarizing the crimes and heroics of masked crime-fighters and supervillains 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 nostalgic essay by Duy Tano, creator of the popular blog The Comics Cube, explaining why Watchmen is simultaneously dated and timeless. And a gallery showcasing nearly 250 covers from 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."
**Artichoke Tales**

Dodie Smith's *The Hundred and One Dalmatians*, later adapted by Disney, was declared a classic when first published in 1956. The *Starlight Barking*, 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 gripped 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 parents for guidance, she assumes emergency leadership for the canine population of England. Awaiting advice from Sirius, the Dog 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."

**Critical Approaches to Comics**

Considers how comics display our everyday stuff—junk drawers, bookshelves, attics—as a way into understanding how we represent ourselves now. For most of their history, comics were widely understood as disposable—you read them and discarded them, and the pulp paper they were printed on decomposed over time. Today, comic books have been rebranded as graphic novels—clothbound high-gloss volumes that can be purchased in bookstores, checked out of libraries, and displayed proudly on bookshelves. They are reviewed by serious critics and studied in university classrooms. A medium once considered trash has been transformed into a respectable, if not elite, genre. While the American comics of the past were about hyperbolic battles between good and evil, most of today's graphic novels focus on everyday personal experiences. Contemporary culture is awash with stuff. They give vivid expression to a culture preoccupied with the processes of circulation and appraisal, accumulation and possession. By design, comics encourage the reader to scan the landscape, to pay attention to the physical objects that fill our lives and constitute our familiar surroundings. Because comics take place in a completely fabricated world, everything is there intentionally. Comics are stuff; comics tell stories about stuff; and they display stuff. When we use the phrase "and stuff" in everyday speech, we often mean something vague, something like "etcetera." In this book, "stuff" refers not only to physical objects, but also to the emotions, sentimental attachments, and nostalgic longings that we express—or hold at bay—through our relationships with stuff. In *Comics and Stuff*, his first solo authored book in over a decade, pioneering media scholar Henry Jenkins moves through anthropology, material culture, literary criticism, and art history to resituate comics in the cultural landscape. Through over one hundred full-color illustrations, using close readings of contemporary graphic novels, Jenkins explores how comics depict stuff and exposes the central role that stuff plays in how we curate our identities, sustain memory, and make meaning. *Comics and Stuff* presents an innovative new way of thinking about comics and graphic novels that will change how we think about our stuff and ourselves.

**The Canterbury Tales**

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

**Curveball**

*Artichoke Tales* is a coming-of-age story about a young girl named Brigitte whose family is
caught between the two warring sides of a civil war, a graphic novel that takes place in a world that echoes our own, but whose people have artichoke leaves instead of hair. Influenced in equal parts by Little House on the Prairie, The Thorn Birds, Dharma Bums, and Cold Mountain, Kelso weaves a moving story about family amidst war. Kelso's visual storytelling, uniquely combining delicate linework with rhythmic, musical page compositions, creates a dramatic tension between intimate, ruminative character studies and the unflinching depiction of the consequences of war and carnage, lending cohesion and resonance to a generational epic.

**Is that All There Is?**

The Eisner Award winning DAYTRIPPER follows Bras de Olivias Dominguez during different periods in his life, each with the same ending: his death. DAYTRIPPER follows the life of one man, Bras de Olivias Dominguez. Every chapter features an important period in Bras' life in exotic Brazil, and each story ends the same way: with his death. And then, the following story starts up at a different point in his life, oblivious to his death in the previous story—and then also ends with him dying again. In every chapter, Bras dies at different moments in his life, as the story follows him through his entire existence—one filled with possibilities of happiness and sorrow, good and bad, love and loneliness. Each story rediscovers the many varieties of daily life, in a story about living life to its fullest—because any of us can die at any moment.

**Daytripper**

A collection of comics from over three decades of the Dutch comic artist Joost Swarte's career.

**BodyWorld**

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.

**Asterios Polyp**

Many designs that appear in today's society will circulate and encounter audiences of many different cultures and languages. With communication comes responsibility; are designers aware of the meaning and impact of their work? An image or symbol that is acceptable in one culture can be offensive or even harmful in the next. A typeface or colour in a design might appear to be neutral, but its meaning is always culturally dependent. If designers learn to be aware of global cultural contexts, we can avoid stereotyping and help improve mutual understanding between people. Politics of Design is a collection of visual examples from around the world. Using ideas from anthropology and sociology, it creates surprising and educational insight in contemporary visual communication. The examples relate to the daily practice of both online and offline visual communication: typography, images, colour, symbols, and information. Politics of Design shows the importance of visual literacy when communicating beyond borders and cultures. It explores the cultural meaning behind the symbols, maps, photography, typography, and colours that are used every day. It is a practical guide for design and communication professionals and students to create more effective and responsible visual communication.

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