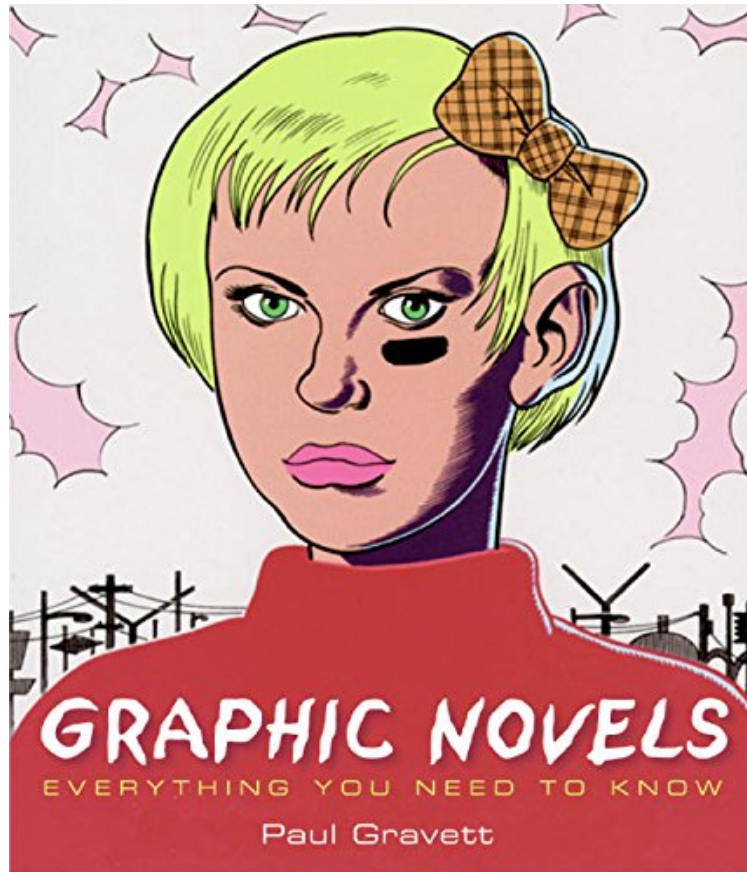


(Download pdf) Graphic Novels: Everything You Need to Know

## Graphic Novels: Everything You Need to Know

*Paul Gravett*

*ePub | \*DOC | audiobook | ebooks | Download PDF*



[Download](#)

[Read Online](#)

#620855 in Books 2005-11-01 2005-11-01Original language:EnglishPDF # 1 10.94 x .75 x 9.521, 2.47 #File Name: 0060824255192 pages | File size: 65.Mb

**Paul Gravett : Graphic Novels: Everything You Need to Know** before purchasing it in order to gage whether or not it would be worth my time, and all praised Graphic Novels: Everything You Need to Know:

0 of 0 people found the following review helpful. A Valuable Reference BookBy KeglanWhen I bought this a few years ago, I had a few graphic novels and some comics, but this book was a revelation. Inside were some of the familiar titles such as "Watchmen", "The Airtight Garage" (which I read years ago in Heavy Metal magazine), "The Sandman", "Preacher" and a few others, but after reading it I started hunting for the ones I didn't have, the vast majority of which I never heard of. Without it I probably wouldn't have enjoyed such gems as "The Frank Book", "Space Dog", "Epileptic", "The Spiral Cage" and many, many more. Now that it is now going on fifteen years I would recommend this to people to explore some of the older books before they become too hard to find. It would be nice if Gravett would bring out an updated version, but that's not really necessary if you use this guide to get you started. Also, paulgravett.com has ongoing articles every month to keep the reader up to date on what's coming up, backdated to September 2005.0 of 0 people found the following review helpful. Needs Supplementation With Other TextsBy thirtwinNot nearly comprehensive enough or insightful enough to live up to its title.8 of 9 people found the following review helpful. Awesome For ADHDersBy Estro\_generationI was looking for something to give me a firm history of

this "new" genre of fiction and this proved very useful. The author seems to have a firm understanding of how the reader's eye moves about (especially comic book readers) and keeps his format as true to his subject matter as possible. He allows the reader to skip ahead, and around; dig deep in the subject matter, or theme; run rampant around the page. I couldn't recommend this book more for those who are unfamiliar with graphic novels, aspire to write one, or just plain enjoy the history. I loved the way that the author stuck to mature subject matter/ writers as well. Fantastic!

Graphic novels, long stories told in comics format, have enjoyed the fastest-growing sales of any category of book in the U.S. over the last four years. This modern renaissance of comics has produced a library of substantial works, whose subjects are not confined to superheroes or fantasy but are as varied and sophisticated as the best films and literature. *Graphic Novels* presents an accessible, entertaining, and highly illustrated guide to the diversity of contemporary comics in book form. Featuring striking graphics and explanatory extracts from a wide range of graphic novels, the book examines the specific language of the comics medium; the history and pioneers of the form; recent masterpieces from Art Spiegelman's *Maus* to Chris Ware's *Jimmy Corrigan*; the impact of Japanese manga and European albums translated into English; how artists have overcome prejudices towards the genre; and the ambitious range of themes and issues artists are addressing, including childhood, war and survival, politics, the future, sexuality, and the supernatural.

From School Library Journal Starred . Grade 9 Up This is a wonderful primer for someone new to the genre or who is starting a graphic-novel collection. Gravett does an excellent job of acknowledging that there are things to hate about comics and he confronts them head on, with explanations and suggestions for future reading. Next he offers a classics list of 30 of his favorite titles. Most of them are well known and are considered must-haves in any collection, such as Alan Moore and Dave Gibbons's *Watchmen* (DC Comics, 1995), Art Spiegelman's *Maus* (Knopf, 1993), and Neil Gaiman's *The Sandman* series (DC Comics). The rest of the book examines those titles and others like them, showing sample pages with directions on how to read them and pointing out themes, keywords, and special features. This oversize volume has glossy, full-color pages and an easy-to-read text. Some of the sexier examples of graphic novels are included, such as Robert Crumb's *My Troubles with Women* (Last Gasp, 1991). A useful, informative book for anyone who wants to become better versed in the genre. Melissa T. Jenvey, New York Public Library Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist Anyone who wants a handle on that suddenly hot new format, the graphic novel, should seize upon this useful, incisive, intelligently arranged guide. Gravett analyzes 30 key graphic novels ("stories to change your life") in generic or topical chapters that bring together, say, alternative comics products such as *Maus* and *Jimmy Corrigan*, or superhero standouts such as *Watchmen* and *The Dark Knight Returns*. For readers inspired to investigate further, he follows each discussion of a particular book with selections from four similar graphic novels. Entire pages from the work under discussion appear, indicating its quality far better than a panel or two would. Gravett's analyses are concise and perceptive, and his introductory remarks in each chapter are knowledgeable. He has long been associated with the British alt-comics movement, which allows him to recommend a number of notable British and European graphic novels that likely would have been overlooked by a more American-centered book. Even the most well-versed comics fan will discover new treasures here, and newbies to the field may consider it indispensable. Gordon Flagg Copyright American Library Association. All rights reserved. About the Author Paul Gravett is a freelance journalist, curator, lecturer, and broadcaster who has worked in comics publishing and promotion for over twenty years. He has curated several exhibitions of comic art, from the history of British comics for France's National Comics Centre in Angoulme to the annual Comica Festival at London's Institute of Contemporary Arts. He has written about comics for various periodicals, including *The Guardian*, *The Comics Journal*, *Comics International* and *Blueprint*.