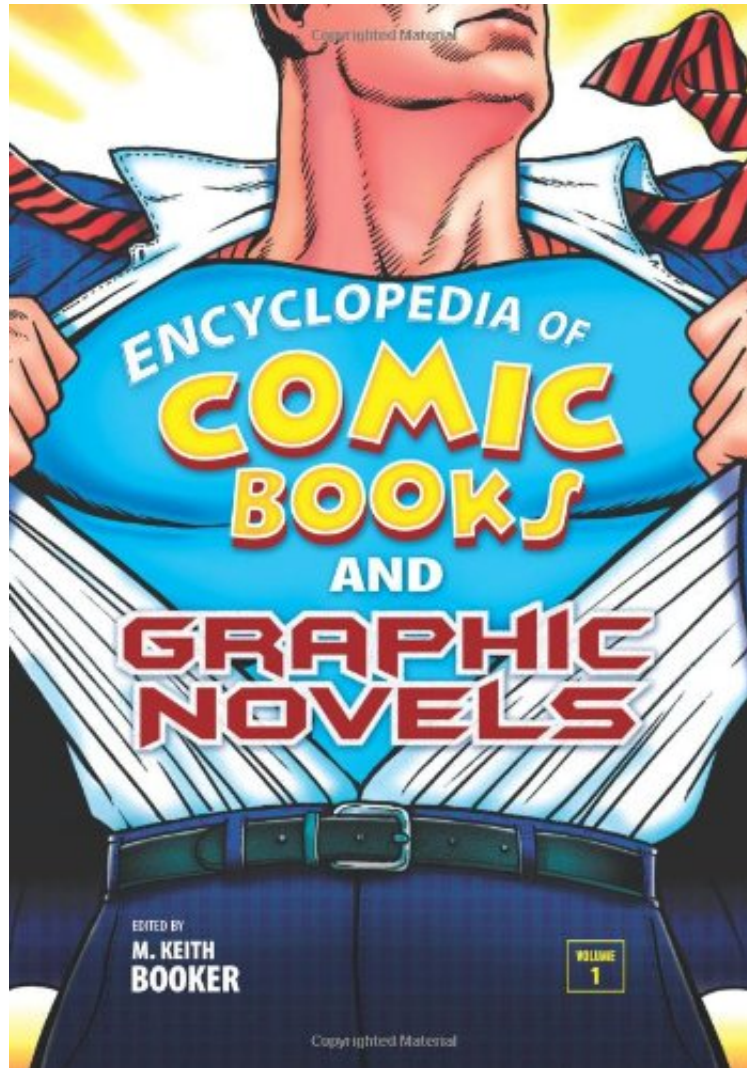


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Encyclopedia of Comic Books and Graphic Novels [2 volumes]

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From Greenwood : Encyclopedia of Comic Books and Graphic Novels [2 volumes] before purchasing it in order to gage whether or not it would be worth my time, and all praised Encyclopedia of Comic Books and Graphic Novels [2 volumes]:

5 of 5 people found the following review helpful. A Superb ResourceBy TheseusThis handsome set of books is one that I return to again and again. There is much to love about fan comic culture and there is much to love about enthused, hype-laden, personality-driven fan-boy internet comic culture. But. There remains a place for these book: a scholarly, accurate, well-designed, and authoritative assemblage of information. The writing here is accessible while the editorial scope and the organization of the content is sophisticated. The thrust here is largely successful or

artistically-lauded comics in English with an emphasis on American creators and companies. Happily this is not just a super-hero book. There are entries not just for E.C. Comics and Will Eisner and Youth Culture in Comics but also for Funny Animal Comics, Burne Horgarth, Jungle Comics, Planetary, RAW, Concrete, and Seth. What these books do well, they do very well. There's about a two page entry for Sgt. Fury and His Howling Commandos and the entry provides basic background on the series, a summary of the characters, the mention of a couple of major events in the run, a placing of this book within its post-war/civil rights era context, references to guest star appearances by Reed Richards and Captain America, a discussion of how elements of the book continued into Nick Fury, and the distinctions between the book and the similar war title at DC (Sgt. Rock.) There's even room for this observation: "...the Howlers were anything but realistic professional commandos. They fought with their fists rather than with weapons and often exposed themselves unnecessarily to enemy fire or possible harm. While the concepts of honor or redemption were clearly used in the comic book story lines, the action was far different than the cold reality of combat where people die, suddenly and violently." That's a LOT of turf covered in a two page entry. Or consider this bit from the entry on Chester Brown's *I Never Liked You*: "Brown's small, fragile drawings are the only bulbs of light in the dark environment of the black plates. Such a page layout stresses the fact that the author offers only carefully selected pieces of his youth, but almost every scene plunges the reader into teenage angst." Clearly, these books attempt to balance historical importance with aesthetic achievements! Another reviewer mentioned being disappointed with the black and white illustrations and, yea, that's a fair criticism -- they're basic bw reproductions. The meat of this book rests in the text not in the images. Anyway, two volumes, glossy pictorial hardback boards without dustjackets, 761 pp total, 4.5 pounds. 2 of 4 people found the following review helpful. A disappointment for the price. By David Keith. A couple of elements: the price tag and lack of visual appeal, make this a disappointing purchase. There are a few odd black and white images but for this lavish price tag, I was expecting much more. There are several similar books that are better. For example I prefer "The Superhero Book" by Gina Misiroglu, which is much cheaper and more interesting to peruse, and it has color images. This one doesn't.

The most comprehensive reference ever compiled about the rich and enduring genre of comic books and graphic novels, from their emergence in the 1930s to their late-century breakout into the mainstream. Includes over 330 entries on comic books and their creators. Presents the work of 80 contributors accomplished academics and librarians who are also fans of comic books and graphic novels. Offers selected bibliographic listings with the entries. Provides a comprehensive index of artists, writers, works, characters, genres, and themes.

From Booklist This encyclopedia offers more than 300 authoritative and well-documented articles addressing the history, evolution, numerous manifestations, noteworthy individuals (both virtual and real), and cultural impact of comic books and graphic novels in the U.S. Articles have been written by a team of 80 individuals, including scholars, authors, historians, and aficionados. These individually signed entries appear in alphabetical order and range from a couple of paragraphs to a couple of pages. All take a serious approach and an academic tone; some include select bibliographies. Occasional black-and-white illustrations are scattered throughout. Researchers can access information by consulting the general index, an alphabetical list of entries, or the topical entry guide. The broad categories listed in the topical guide give a good indication of the breadth of coverage: Individual Comic Book and Graphic Novel Titles or Characters; Individual Writers and Artists; Themes and Genres; Comic Publishers; and then a final designation: Miscellaneous (including, for example, Comics Code, Comics scholarship, Merchandizing and licensing, and Retcon, or retroactive continuity, the act of rearranging previously established narrative details to allow for new versions of serialized story lines). The overall evenhanded and insightful tone is reflected in the entry on Fredric Wertham, a sometimes demonized critic of comic books and their deleterious affect on impressionable adolescent minds, coverage of whom presents a balanced and thorough overview of his entire career. A very brief preface outlines the scope (Anglophone comics, with an emphasis on titles that first appeared in the U.S.). A selected bibliography (listing more than 100 Web sites, magazine articles, and books) completes volume 2. This readable reference will be of interest to public and academic libraries and possibly some school collections. Also available as an e-book. --Kathleen McBroom "Arranged alphabetically, 340 signed entries were contributed by 78 scholars whose fields include political science, computer science, cultural anthropology, English, comparative literature, and library science, among other disciplines a broad range reflecting the broad range of potential readers. The entries offer thorough information on individual comic book and graphic novel titles and characters, individual writers and artists, publishers, themes and genres (such as the Cold War, crime, fantasy, education, folklore, history, horror, mutants, Nazis, romance, satire, science fiction, westerns, youth culture, among others), and miscellaneous topics such as the comics code, comics scholarship, awards, and merchandising. Most entries include a bibliography, and a general resources bibliography is also included." - Reference Research Book News "Recommended for most public and academic libraries." - Library Journal "This readable reference will be of interest to public and academic libraries and possibly some school collections." - Booklist "More than 80 contributors helped craft entries on creators, series, characters, genres, and themes, while a large editorial board of comics scholars made sure all the important elements were included." - Kirkus s". . . an

extremely valuable resource filled with informative and engaging articles dealing with virtually every aspect of the art and industry of comic books and graphic novels. . . . Encyclopedia of Comic Books and Graphic Novels is a welcome addition to the growing body of comics scholarship. It is recommended for both academic and public libraries." - Reference User Services Quarterly

"This seminal encyclopedia provides a convenient resource both for those who have a professional interest in understanding comic books and graphic novels and for those who want to enrich their reading. . . . this is a highly readable and informative resource that will guide its readers into understanding and appreciating the comic book as an American popular culture literary genre. Recommended." - Library Media Connection

About the Author M. Keith Booker is the James E. and Ellen Wadley Roper Professor of English at the University of Arkansas, Fayetteville, AR, where he also serves as director of the program in comparative literature and cultural studies.