

Black Hole Pantheon Graphic Novels

Black HoleRandom House

Confessing his past to an unidentified woman, Doug struggles to recall an incident that may have involved his disturbed ex-girlfriend and her menacing ex-boyfriend, an effort that compels a search in a nightmarish alternate world.

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.

A collection of paired photographs by the author of the acclaimed graphic novel Black Hole explores the enigmatic undertones of a wide range of objects and locales that enjoy distinctive symbiotic relationships. Original.

Patience is an indescribable psychedelic science-fiction love story, veering with uncanny precision from violent destruction to deeply personal tenderness in a way that is both quintessentially 'Clowesian,' and utterly unique in the author's body of work. This 180-page, full-colour story affords Clowes the opportunity to draw some of the most exuberant and breathtaking pages of his life, and to tell his most suspenseful, surprising and affecting story yet. The story opens in 2012, when Jack Barlow returns home to find Patience, his pregnant girlfriend, murdered. We meet him next in 2029, still haunted by the murder. He hears of a guy who thinks he's invented a device that enables time travel. On the next page Jack is in 2006, watching Patience on her dates with boys. Is one of them the killer?

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

A softcover edition of an early classic by the author of Black Hole features a mask-wielding, portly private eye who pits his short temper and tough-talking investigations against a series of adversaries in such episodes as "Robot Love," "Love in Vein," and "Bone Voyage." Reprint.

This monograph presents a prototype theory-based approach to the graphic novel as a narrating genre. After a historical contextualization, the graphic novel is defined through the core feature of complexity and seven gradable subcategories. With regard to narration, the author challenges concepts from classical narratology like the ' narrator ' and ' focalization ' to finally discuss aspects of subjectivity, a focal paradigm in the latest research.

The hugely popular 'Big Baby' stories collected in one deluxe volume for the first time. This is the second of a hardcover series of four volumes reprinting the entirety of Burns' oeuvre up to his current magnum opus BLACK HOLE. Features every peice of BB comics and art available, and features brand new covers, endpapers, and over a dozen pages of never-before seen BB illustrations.

[The Learners](#)

[Munnu: A Boy From Kashmir](#)
[Genre and Narration](#)
[The Cambridge Companion to the Graphic Novel](#)
[Black Hole](#)
[Chris Ware ' s Jimmy Corrigan](#)
[Through the Woods](#)
[The Smartest Kid on Earth](#)

Without a doubt Chris Ware is one of the preeminent creators of comics today. He is a brilliant figure in a generation of extraordinarily talented people. Granted, there are a lot of innovators in the field right now, but no one else in the last seventy years has explored the capabilities of the genre to the same extent as has Ware. His genius, in part, comes from his interest in and understanding of the past accomplishments of figures such as George Herriman and Winsor McCay. One might even say that much of his work is somewhat archaeological in nature: he is interested in a reclamation of the past. Rather than merely excavating the achievements of past masters for the sake of history, however, Ware is also fortifying, expanding, and enriching comics so that it might flourish in the present. This work begins with a broad examination of the nature of comics. First by briefly discussing the cognitive operations involved in processing this hybrid medium, then by surveying the generic branches of comics, and then by offering an historic examination of its contemporary development, which goes back as far as the sixteenth century. Next is an analysis of comics in relation to literature, film, and the visual arts. Comics utilizes elements from all of these, but it also offers a unique narrative experience. This book primarily focuses upon Ware's magnum opus to date, Jimmy Corrigan. It contextualizes his work within developments in comics over the last fifty years, as well as comparing him to other prominent figures such as Will Eisner, Art Spiegelman, Daniel Clowes, Alan Moore, Neil Gaiman, Lynda Barry, and Frank Miller.

Here is Richard McGuire's unique graphic novel based on the legendary 1989 comic strip of the same name. Richard McGuire's groundbreaking comic strip Here was published under Art Spiegelman's editorship at RAW in 1989. Built in six pages of interlocking panels, dated by year, it collapsed time and space to tell the story of the corner of a room - and its inhabitants - between the years 500,957,406,073 BC and 2033 AD. The strip remains one of the most influential and widely discussed contributions to the medium, and it has now been developed, expanded and reimaged by the artist into this full-length, full-colour graphic novel - a must for any fan of the genre. 'From now on, McGuire will be known as the author of the novel Here, because it's a work of literature and art unlike any seen or read before. A book like this comes along once a decade, if not a century' Chris Ware, Guardian 'Promises to leapfrog immediately to the front ranks of the graphic-novel genre' New York Times Richard McGuire is a regular contributor to the New Yorker magazine. He has written and illustrated both children's books and experimental comics. His work has appeared in The New York Times, McSweeney's, Le Monde and Libération. He has written and directed two omnibus feature films, designed and manufactured his own line of toys, and is also the founder and bass player of the band Liquid Liquid.

Uses graphic novel format to depict the events of Hurricane Katrina though six true stories of New Orleanians who survived the storm, including Denise, who experienced the chaos of the Superdome, and a doctor whose French Quarter home was unscathed.

"Terry Zwigoff's movie of Daniel Clowe's extraordinary graphic novel Ghost World has brought Clowes hordes of new readers. Every one of them will be eagerly awaiting the adventures of Clowe's new hero- David Boring, a nineteen-year-old security guard with a tortured inner life and an obsessive nature. When he meets the girl of his dreams, things begin to go awry- what seems too good to be true apparently is, and what seems truest in Boring's life is that, given the right set of circumstances (in this case an origastic cascade of vengeance, humiliation and murder), the primal nature of mankind will come inexorably to the fore.

Fascinating, multi-layered tale that is ultimately based on and inspired by Leopold and Loeb.

As Doug's journey reaches its end, he must learn to deal with the lie he's been telling himself since he set out.

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.

New York Drawings by Adrian Tomine features classic illustrations from The New Yorker cover artist ('one of the most masterful cartoonists of his generation' - Village Voice).

Richly illustrated with the images from observatories on the ground and in space, and computer simulations, this book shows how black holes were discovered, and discusses our current understanding of their role in cosmic evolution. This second edition covers new discoveries made in the past decade, including definitive proof of a black hole at the center of the Milky Way, evidence that the expansion of the Universe is accelerating, and the new appreciation of the connection between black holes and galaxy formation. There are entirely new chapters on gamma-ray bursts and cosmic feedback. Begelman and Rees blend theoretical arguments with observational results to demonstrate how both approaches contributed to this subject. Clear illustrations and photographs reveal the strange and amazing workings of our universe. The engaging style makes this book suitable for introductory undergraduate courses, amateur astronomers, and all readers interested in astronomy and physics.

[Patience](#)

[Habibi](#)

[Last Look](#)

[BodyWorld](#)

[David Boring](#)

[Here](#)

[God Is Dead 7](#)

[Big Baby](#)

[New York Drawings](#)

Since the graphic novel rose to prominence half a century ago, it has become one of the fastest growing literary/artistic genres, generating interest from readers globally. The Cambridge Companion to the Graphic Novel examines the evolution of comic books into graphic novels and the distinct development of this art form both in America and around the world. This Companion also explores the diverse subgenres often associated with it, such as journalism, fiction, historical fiction, autobiography, biography, science fiction and fantasy. Leading scholars offer insights into graphic novel adaptations of prose works and the adaptation of graphic novels to films; analyses of outstanding graphic novels, like Maus and The Walking Man; an overview which distinguishes the international graphic novel from its American counterpart; and analyses of how the form works and what it teaches, making this book a key resource for scholars, graduate students and undergraduate students alike.

A graphic novel chronicles four generations of the Corrigan men, from 1893 to 1983.

They were inseparable - until the day they jumped. Ruth, saved by safety nets, leaves the city. Kari, saved by a sewer, crawls back into the fray of living. With Angel, Lazarus, and the girls of Crystal Palace forming the chorus to her song, she explores the dark heart of smog city - loneliness, sewers, sleeper success, death - and the memory of her absentee Other. Sensuously illustrated and livened by wry commentaries on life and love, Kari gives a new voice to graphic fiction inIndia.

Discover a terrifying world in the woods in this collection of five hauntingly beautiful graphic stories that includes the online webcomic sensation " His Face All Red, " in print for the first time. Journey through the woods in this sinister, compellingly spooky collection that features four brand-new stories and one phenomenally popular tale in print for the first time. These are fairy tales gone seriously wrong, where you can travel to " Our Neighbor ' s House " —though coming back might be a problem. Or find yourself a young bride in a house that holds a terrible secret in " A Lady ' s Hands Are Cold. " You might try to figure out what is haunting " My Friend Janna, " or discover that your brother ' s fiancé may not be what she seems in " The Nesting Place. " And of course you must revisit the horror of " His Face All Red, " the breakout webcomic hit that has been gorgeously translated to the printed page. Already revered for her work online, award-winning comic creator Emily Carroll ' s stunning visual style and impeccable pacing is on grand display in this entrancing anthology, her print debut.

Since 2000, master cartoonist Charles Burns has been self-publishing a secret, handmade sketchbook zine titled Free S**t, exclusively for friends and VIPs. For the first time, Burns has compiled all twenty-five issues into a single pocket-sized volume for all of his fans to enjoy. Featuring finished drawings, rough sketches, process pieces, and more, the book is a revealing behind-the-scenes look at how characters and motifs in acclaimed works like Black Hole and Last Look have evolved.

Since his inception in 1938, Superman has become an American icon. Now acclaimed writer Steven T Seagle (Superman, Grendel) teams up with renowned painter Teddy Kristiansen (Superman) to present a fresh look at the entire Superman mythos. Offered the chance to chronicle the world's most famous hero, Steve's professional life has never looked brighter. His personal life, however, has taken a turn for the worse: his father has gone missing, his mother is very worried and a grim family secret - a fatal genetic disease - has re-entered his life. In the real world, where not all diseases have cures, where the only Superman is ink on paper, who will come to save the day?

From the creator of the cult classic Black Hole, a graphic narrative that will delight and surpass the expectations of his fans.

"It's here- Charles Burns' epic story of existential horror, over ten years in the making. Yet another Cape graphic novel milestone. And you thought your adolescence was scary? Suburban Seattle, the mid-1970's. We learn from the outset that a strange plague has descended upon the area's teenagers, transmitted by sexual contact. The disease is manifested any number of ways - from the hideously grotesque to the subtle (and concealable) - but once you've got it, that's it. There's no turning back. s we inhabit the heads of several key characters - some kids who have it, some who don't, some who are about to get it - what unfolds isn't the expected battle to fight the plague, or bring heightened awareness of it, or even to treat it. What we become witness to instead is a fascinating and eerie portrait of the nature of high-school alienation itself - the savagery, the cruelty, the relentless anxiety and ennui, the longing for escape. And then the murders start. As hypnotically beautiful as it is horrifying (and, believe it or not, autobiographical), 'BLACK HOLE' transcends its genre by deftly exploring a specific American cultural momemt in flux and the kids who are caught in it -

Tegneseriee - graphic novel. Habibi tells the tale of Dodola and Zam, refugee child slaves bound to each other by chance, by circumstance, and by the love that grows between them. We follow them as their lives unfold together and apart; as they struggle to make a place for themselves in a world (not unlike our own) fueled by fear, lust, and greed; and as they discover the extraordinary depth - and frailty - of their connection

[Kari](#)

[A.D.](#)

[El Borbah](#)

[Skin Deep](#)

[It's a Bird](#)

[Jimmy Corrigan](#)

[Ice Haven](#)

[Honing the Hybridity of the Graphic Novel](#)

[Daytripper Deluxe Edition](#)

Fresh out of college in the summer of 1961, Happy lands his first job as a graphic designer (okay, art assistant) at a small Connecticut advertising agency populated by a cast of endearing eccentrics. Life for Happy seems to be -- well, happy. But when he's assigned to design a newspaper ad recruiting participants for an experiment in the responding to the ad himself. Little does he know that the experience will devastate him, forcing a reexamination of his past, his soul, and the nature of human cruelty -- chiefly, his own. Written in sharp, witty prose and peppered with absorbing ruminations on graphic design, The Learners again shows that Chip Kidd's writing is every bit a book jackets.

A group of little people find themselves without a home in this horror fantasy classic Newly homeless, a group of fairies find themselves trying to adapt to their new life in the forest. As they dodge dangers from both without and within, optimistic Aurora steps forward to organize and help build a new community. Slowly, the world around factions form. Beautiful Darkness became a bestseller and an instant classic when it was released in 2014. This paperback edition of the modern horror classic contains added material, preparatory sketches, and unused art. While Kerascoët mix gorgeous watercolors and spritely cartoon characters, Fabien Vehlmann takes the story into ble descends. As with any great horror, there are moments of calm and jarring shocks while a looming dread hangs over the forest.

This volume explores the most exciting trends in 21st century US fiction's genres, themes, and concepts.

Provides a library reference guide to graphic novels, listing the different genres available and describing the relationship between graphic novels and films and video games, along with lists of recommended works for each category.

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 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, 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 b 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 to vivid and intimate life.

In honor of Frank's 20th anniversary Fantagraphics is re-releasing the massive, long out of print Frank Book omnibus, which collected all the Frank material up to the mid-aughts, including several jaw-droppingly beautiful full-color stories, literally dozens of lushly-delineated black-and-white stories, and a treasure trove of covers and illustrations by one of Frank's biggest fans (himself a Frank, or almost): Francis Ford Coppola.

"A compilation of the author's three previous graphic novels"--Provided by publisher.

The popular primer on the best graphic novels, initially called The 101 Best Graphic Novels, is back in its third updated edition. Expert librarian Stephen Weiner—with the crowdsourcing help of professionals in the field, from artists to critics to leading comic store owners—has sifted through the bewildering thousands of graphic novels now missed 101. With an all-encompassing variety of genres, including both fiction and nonfiction, this serves as a great introduction to this increasingly influential world of pop culture and entertainment while also serving as a reference list for fans on what they may have possibly overlooked.

Skin Deep is the third (following El Borbah and Big Baby) of a hardcover series of four volumes reprinting his acclaimed oeuvre up to his current project, the ongoing Black Hole comic book series. Skin Deep includes Burns' popular character, Dog Boy, a red-blooded All-American boy with the transplanted heart of a dog, which was turned into a series; new covers and endpapers; as well as several pages of new illustrations from his sketchbooks, as well as covers and other drawings from foreign editions of his work.

[A Novel](#)

[Beautiful Darkness](#)

[The Frank Book](#)

[101 Outstanding Graphic Novels](#)

[Sugar Skull](#)

[Ghost World](#)

[The Hive](#)

[Black Holes in the Universe](#)

[New Orleans After the Deluge](#)

Jimmy Corrigan Has Rightly Been Hailed As The Greatest Comic/Graphic Novel Ever To Be Published. It Won The Guardian First Book Award 2001, The First Graphic Novel To Win A Major British Literary Prize. It Is Now Available For The First Time In Paperback.

Doug's strange night begins when he is awoken by a strange buzzing noise and opens his eyes to find his beloved--but dead--cat Inky climbing through a hole in the wall and beckoning Doug to follow.

The articles in this volume discuss specific ways in which the Gothic transgresses boundaries, be they historical, spatial, national, aesthetic, generic, modal, medial, or sexual. Offering a wide range in every respect - from 'Proto' to 'Post-Gothic,' from mythical to digital, from national to 'Globalgothic,' from metropolitan to 'EcoGothic,' from traditional to 'Candygothic,' from novel to film and from Shakespeare to Steampunk - this collection aims to enrich as well as extend the scholarly debate on the Gothic as a multi-faceted mode of expression that goes beyond limits and, much like a vampire, constantly refreshes itself by feeding on the lifeblood of topical issues. (Series: Culture: Research and Science / Kultur: Forschung und Wissenschaft - Vol. 19) [Subject: Popular Culture, Literary Criticism]

A commemorative edition of the classic work offers previously published and new comics, the Oscar-nominated screenplay, artist sketches, promotional memorabilia, cover art, and notes.

Mike Costa has turned the world of "God is Dead" into one of the most original and innovative series being published. The battle for divine control of the Earth and humanity has delivered a universe of petty squabbling gods that embody the primitive ideals that created them and has turned that history into a modern work of horror that stands alone in its uniqueness. Now the fate of follower and fighter alike is cast as the final showdown between man and god comes to pass. The forces of a shattered world have aligned and are all that stand between hope for a future and the annihilation of the very planet. Can humanity retake the world for itself or is this the final countdown to the end of everything? This volume collects issues #37 - 42 of the ongoing "God is Dead" series.

[The Cambridge Companion to Twenty-First Century American Fiction](#)

[One Eye](#)

[Gravity's Fatal Attraction](#)

[X'ed Out](#)

[Gothic Transgressions](#)

[Reading Graphic Novels](#)

[Free S**t](#)

[Bottomless Belly Button](#)

[The Readers' Advisory Guide to Graphic Novels](#)