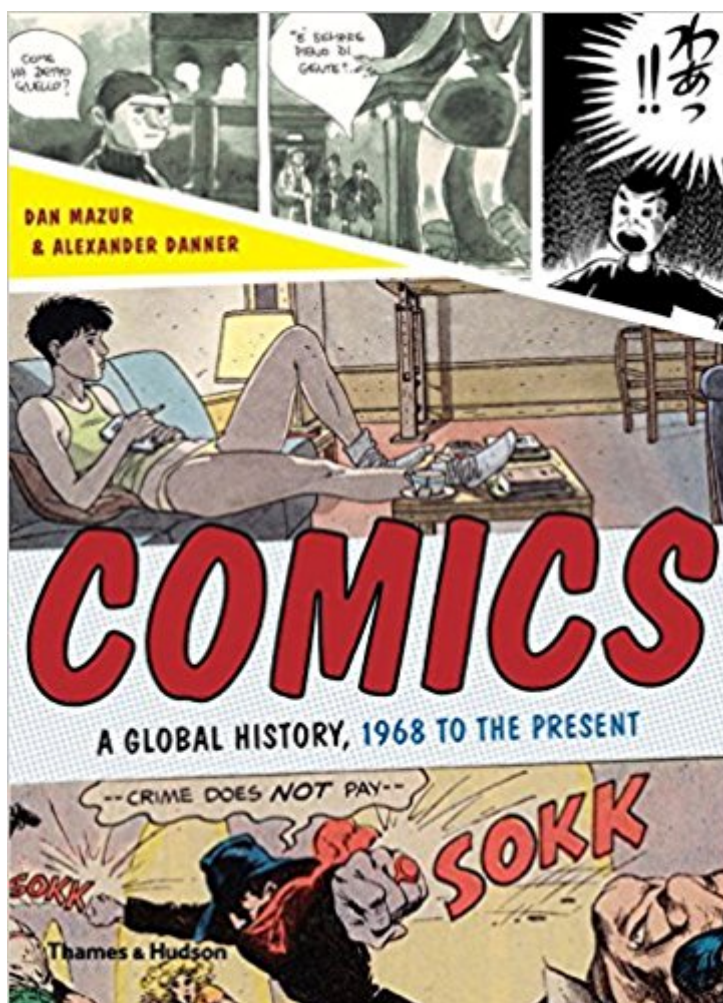


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Comics: A Global History, 1968 To The Present



Synopsis

The first global history of comics around the world from the late 1960s to the present day Comics, manga, bandes dessin  es, fumetti, tebeo, historietas | no matter the name, they have been a powerful medium across four continents for decades. This is the history of comics around the world from the late 1960s to the dawn of the 21st century. Comics is a richly illustrated narrative of extraordinary scope. Examples from all over the world include everything from Crumb and Kirby to RAW; from Metal Hurlant to Marjane Satrapi to nouvelle manga; from both the American mainstream and underground to the evolving and influential British scene. The images here are bright and colorful, dark and brooding, arresting and pleasant, all at the same time. An unprecedented collection includes around 260 expertly chosen illustrations, many reproduced in full-page format for more sophisticated analysis. The authors, two uniquely positioned and knowledgeable authorities, are the first to write a broadly comprehensive history of this most accessible, democratic, and occasionally subversive modern popular art form, displaying an intimate familiarity with schools and styles, writers, artists, and companies across countries and generations. In showing us both post-apocalyptic dreamscapes and portraits of the everyday, Comics looks at this thirty-plus year period through a very unique lens. 289 illustrations in color and black-and-white

Book Information

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Customer Reviews

"For the first time, I was able to put creators I've heard of and maybe was familiar with some of their work (e.g. Mo'ebius, Pratt, Tezuka, Otomo, etc.) into a broader context- not just in terms of which Americans had influenced them, but surprising connections like how post-WWII Italian creators were influenced by Argentinian creators, due to the vast number of Italian refugees who spent the war there...Comics: A Global History is an ambitious and largely successful overview of the evolution of comics from a much-needed fresh perspective."--Alexa Dickman, writing for The Beat"...in

Comics: A Global History, 1968 to the Present, [Mazur and Danner] do an admirable job with a nearly impossible task: providing an encyclopedic overview of important comics throughout the world during that era - popular comics and alternative comics, comics from Japan, Europe and the United States, comics from different schools of thought and design, comics using diverse styles, comics presented sometimes in dramatically diverse ways - and Mazur and Danner do so with a smart focus."--Jason Sacks, writing for Comics Bulletin

"Dan Mazur and Alexander . . . do an admirable job with a nearly impossible task. . . . This level of commentary is like porno for critics, a kind of poetic clarity and insightful focus that brings insight into the familiar or unusual while also hitting the important points that need to be stated."

- Comics Bulletin

"One of the most complete, interconnected histories of comics currently available. . . . Mazur and Danner manage to generate a compelling history made up of the various aesthetic strands that have grown out of, and in many cases have transcended, their national/cultural origins. For fans and scholars wanting a more comprehensive history of the medium, one that doesn't begin and end with the American comic book, Comics: A Global History should be the first place that they turn."

- The Comics Alternative

"Global History is not meant to be the last word on its subject - it is, on the contrary, the first word. It will be, I hope, the starting point for young scholars and enthusiasts in the same way that Gardner, Janson and Mast have been."

- The Great God Pan is Dead

"Mazur and Danner follow a long history of comics practitioners and aficionados who double as historians of the medium: unlike many, they offer a volume that resonates with scholarly authority. . . . This richly dense treatise will best be read cover to cover. . . . Highly recommended."

- Choice

"A beautiful book filled with glorious reprints in color and black and white [that] leaves the reader wanting more...Mazur and Danner are studious in their research and analysis...Worth reading for historians and fans alike."

- Pop Matters

"A very helpful book, which will probably end up on many syllabi of academic courses. It is certainly a fine start of hopefully more global, comparative approaches to the history of graphic narratives."

- Image & Narrative

"For the aficionado or the neophyte, Comics is a useful overview of a richly creative period in a burgeoning art. And despite the good scholarship the authors have managed to retain the buoyancy and upbeat air attendant on

most comics.â • - The Daily Beast

Chronicling the last five decades of comics around the world--with around 290 illustrations drawn from comic books, manga, bandes dessinées, fumetti and historietas--Dan Mazur and Alexander Danner's *Comics* is groundbreaking in both its scope and level of detail. R. Crumb and Lynda Barry, Jack Kirby and Alan Moore, Moebius and Alberto Breccia, Yumiko Oshima and Osamu Tezuka--these are just a few of the hundreds of artists and writers who make *Comics* an essential new history, unprecedented in its global reach.

Great book!

Good overview of comics history since 1968, mainly in The US, Japan and the Franco-Belgian territories, with a few selected titles mentioned from other territories (Italy's Hugo Pratt and Guido Crepax, etc). The book is mostly about comics for older readers, so don't expect a lot of coverage of children's comics. Superheroes are mostly covered when the artist or writer has an 'artistic' edge, like in the case of Jack Kirby, Frank Miller, Alan Moore, etc. Newspaper strips are not covered, so no Calvin and Hobbes. What the book HAS got is a stunning overview of a lot of fascinating comics that would interest modern graphic novel readers, including a lot of foreign stuff that hasn't previously been covered in similar English language books. Some of this material has already been translated, some will hopefully be translated in the coming years. If that's what you're looking for, then this book is pretty definitive. Illustrations are well selected and well printed. It's a visually good looking book.

Great

1968? Why? Like *1001 Comics You Must Read Before You Die*, which might have been better titled *1001 comics only complete obsessives need to have heard about and only a polylinguist could actually read*, another idea that must have seemed good at the time. The full-page illustrations are fine; there are too many quarter-pages. Overall it feels like walking in for the last two acts of *Hamlet*. Is it a read-through, a reference or a coffee table? My feel is it's that dread object the gift book (the book equivalent of a bunch of flowers) and as such destined to end up in the john, where it's a little too bulky to sit snugly. Seriously, guys, *The Essential Guide to World Comics* is the one you want, whether novice or expert, with Dez Skinn's *Comix* for the arty intellectual stuff. (They'd nestle

together very comfortably in your smallest room, should that be their fate.)Hah! Half the reviews posted on .co.uk say 'bought as a gift'. What kind of a moron reviews a book bought for someone else anyway?!

I am giving this a 5 star rating without even reading it due to the fact that the writer did Not separate the creators named by chapter based on gender. Thank You!

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