

## The Visual Language Of Comics Introduction To The Structure And Cognition Of Sequential Images Bloomsbury Advances In Semiotics

The primacy of words over images has deep roots in Western culture. But what if the two are inextricably linked in meaning-making? In this experiment in visual thinking, drawn in comics, Nick Sousanis defies conventional discourse to offer readers a stunning work of graphic art and a serious inquiry into the ways humans construct knowledge.

An eminent psychologist offers a major new theory of human cognition: movement, not language, is the foundation of thought. When we try to think about how we think, we can't help but think of words. Indeed, some have called language the stuff of thought. But pictures are remembered far better than words, and describing faces, scenes, and events defies words. Anytime you take a shortcut or play chess or basketball or rearrange your furniture in your mind, you've done something remarkable: abstract thinking without words. In *Mind in Motion*, psychologist Barbara Tversky shows that spatial cognition isn't just a peripheral aspect of thought, but its very foundation, enabling us to draw meaning from our bodies and their actions in the world. Our actions in real space get turned into mental actions on thought, often spouting spontaneously from our bodies as gestures. Spatial thinking underlies creating and using maps, assembling furniture, devising football strategies, designing airports, understanding the flow of people, traffic, water, and ideas. Spatial thinking even underlies the structure and meaning of language: why we say we push ideas forward or tear them apart, why we're feeling up or have grown far apart. Like *Thinking, Fast and Slow* before it, *Mind in Motion* gives us a new way to think about how--and where--thinking takes place.

With essays by Jan Baetens, David A. Beronä, Frank L. Cioffi, N. C. Christopher Couch, Robert C. Harvey, Gene Kannenberg, Jr., Catherine Khordoc, David Kunzle, Marion D. Perret, and Todd Taylor. In our culture, which depends increasingly on images for instruction and recreation, it is important to ask how words and images make meaning when they are combined. Comics, one of the most widely read media of the twentieth century, serves as an ideal for focusing an investigation on the word-and-image question. This collection of essays attempts to give an answer. The first six see words and images as separate art forms that play with or against each other. David Kunzle finds that words restrict the meaning of the art of Adolphe Willette and Theophile-Alexandre Steinlen in *Le Chat Noir*. David A. Beronä, examining wordless novels, argues that the ability to read pictures depends on the ability to read words. Todd Taylor draws on classical rhetoric to demonstrate that images in *The Road Runner* are more persuasive than words. N. C. Christopher Couch--writing on *The Yellow Kid*--and Robert C. Harvey--discussing early New Yorker cartoons--are both interested in the historical development of the partnership between words and images in comics. Frank L. Cioffi traces a disjunctive relationship of opposites in the work of Andrzej Mleczko, Ben Katchor, R. Crumb, and Art Spiegelman. The last four essays explore the integration of words and images. Among five comic book adaptations of *Hamlet* Marion D. Perret finds one in which words and images form a dialectic. Jan Baetens critiques the semiotically inspired theory of Phillippe Marion. Catherine Khordoc explores speech balloons in *Asterix the Gaul*. Gene Kannenberg, Jr., demonstrates how the Chicago-based artist Chris Ware blurs the difference between word and image. *The Language of Comics*, however, is the first collection of critical essays on comics to explore a single issue as it affects a variety of comics. Robin Varnum, an instructor of English at the American International College in Springfield, Massachusetts, has been published in *Writing on the Edge*, *Journal of Advanced Composition*, *Harvard Library Bulletin*, and *Rhetoric Society Quarterly*. Christina T. Gibbons, an independent scholar living in Brattleboro, Vermont, has been published in *Journal of Regional Cultures*. In the early days of the Civil War, rumors of gold in the frozen Klondike brought hordes of newcomers to the Pacific Northwest. Anxious to compete, Russian prospectors commissioned inventor Leviticus Blue to create a great machine that could mine through Alaska's ice. Thus was Dr. Blue's Incredible Bone-Shaking Drill Engine born. But on its first test run the Boneshaker went terribly awry, destroying several blocks of downtown Seattle and unearthing a subterranean vein of blight gas that turned anyone who breathed it into the living dead. Now it is sixteen years later, and a wall has been built to enclose the devastated and toxic city. Just beyond it lives Blue's widow, Briar Wilkes. Life is hard with a ruined reputation and a teenaged boy to support, but she and Ezekiel are managing. Until Ezekiel undertakes a secret crusade to rewrite history. His quest will take him under the wall and into a city teeming with ravenous undead, air pirates, criminal overlords, and heavily armed refugees. And only Briar can bring him out alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The author discusses his ideas and theories and provides instructions on the art of graphic storytelling.

*The Language of Comics* provides a history of comics from the end of the nineteenth century to the present and explores the 'semiotics of comics'.

For centuries, the people of the Wabanaki Nations of the northeastern United States and eastern Canada used signs, symbols and designs to communicate with one another. As Native Peoples became victims of European expansion, the Wabanaki were separated by war, the search for work and intermarriage, as well as by hiding their identities to avoid persecution. In this diaspora, their visual language helped them keep their teachings and culture alive. Their designs have evolved over time and taken on different meanings, and they are now used on objects that are considered art. While their beauty is undeniable, these pieces cannot be fully appreciated without understanding their context. Tribal member Jeanne Morningstar Kent sheds light on this language, from the work of ancient Wabanaki to today's artists--like David Moses Bridges, Donna Sanipass and Jennifer Neptune--once again using their medium to connect with their fellow Wabanaki.

This edited volume brings together work in the field of empirical comics research. Drawing on computer and cognitive science, psychology and art history, linguistics and literary studies, each chapter presents innovative methods and establishes the practical and theoretical motivations for the quantitative study of comics, manga, and graphic novels. Individual chapters focus on corpus studies, the potential of

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crowdsourcing for comics research, annotation and narrative analysis, cognitive processing and reception studies. This volume opens up new perspectives for the study of visual narrative, making it a key reference for anyone interested in the scientific study of art and literature as well as the digital humanities.

Drawings and sequential images are an integral part of human expression dating back at least as far as cave paintings, and in contemporary society appear most prominently in comics. Despite this fundamental part of human identity, little work has explored the comprehension and cognitive underpinnings of visual narratives--until now. This work presents a provocative theory: that drawings and sequential images are structured the same as language. Building on contemporary theories from linguistics and cognitive psychology, it argues that comics are written in a visual language of sequential images that combines with text. Like spoken and signed languages, visual narratives use a lexicon of systematic patterns stored in memory, strategies for combining these patterns into meaningful units, and a hierarchic grammar governing the combination of sequential images into coherent expressions. Filled with examples and illustrations, this book details each of these levels of structure, explains how cross-cultural differences arise in diverse visual languages of the world, and describes what the newest neuroscience research reveals about the brain's comprehension of visual narratives. From this emerges the foundation for a new line of research within the linguistic and cognitive sciences, raising intriguing questions about the connections between language and the diversity of humans' expressive behaviours in the mind and brain.

Shahnama: The Visual Language of the Persian Book of Kings presents the first comprehensive examination of the interplay between text and image in the celebrated Persian national epic, the Shahnama, written by the poet Firdausi of Tus. The Shahnama is one of the longest poems ever composed and recounts the history of Iran from the dawn of time to the Muslim Arab conquests of the seventh century AD. There is no Persian text, in prose or poetry, which has been so frequently and lavishly illustrated. Offering fresh insights through a range of varied art-historical approaches to the Shahnama, the essays in this volume reveal how the subtle alterations in text and image serve to document changes in taste and style and can be understood as reflections of the changing role of the national epic in the imagination of Iranians and the equally changing messages - often political in nature - which the familiar stories were made to convey over the centuries.

### No Marketing Blurb

The comic strip was created by rival newspapers of the Hearst and the Pulitzer organizations as a device for increasing circulation. In the United States it quickly became an institution that soon spread worldwide as a favorite form of popular culture. What made the comic strip so enduring? This fascinating study by one of the few comics critics to develop sound critical principles by which to evaluate the comics as works of art and literature unfolds the history of the funnies and reveals the subtle art of how the comic strip blends words and pictures to make its impact. Together, these create meaning that neither conveys by itself. The Art of The Funnies offers a critical vocabulary for the appreciation of the newspaper comic strip as an art form and shows that full awareness of the artistry comes from considering both the verbal and the visual elements of the medium. The techniques of creating a comic strip - breaking down the narrative, composition of the panel, planning the layout - have remained constant since comic strips were originated. Since 1900 with Winsor McCay's Little Nemo in Slumberland key cartoonists have relied on the union of words and pictures to give the funnies their continuing appeal. This art has persisted in such milestone achievements as Bud Fisher's Mutt and Jeff, George McManus's Bringing Up Father, Sidney Smith's The Gumps, Roy Crane's Wash Tubbs and Captain Easy, Harold Gray's Little Orphan Annie, Chester Gould's Dick Tracy, Zack Mosley's Smilin' Jack, Harold Foster's Tarzan, Alex Raymond's Secret Agent X-9, Jungle Jim, and Flash Gordon, Milton Caniff's Terry and the Pirates, E. C. Segar's Popeye, George Herriman's Krazy Kat, and Walt Kelly's Pogo. In more recent times with Mort Walker's Beetle Bailey, Charles Schulz's Peanuts, Johnny Hart's B.C., T.K. Ryan's Tumbleweeds, Garry Trudeau's Doonesbury, and Bill Watterson's Calvin and Hobbes, the artform has evolved with new developments, yet the aesthetics of the funnies remain basic. The Art of The Funnies unearths new information and weighs the influence of syndication upon the medium. Though the funnies go in ever new directions, perceiving the interdependency of words and pictures, as this book shows, remains the key to understanding the art.

A User's Guide to Thought and Meaning presents a profound and arresting integration of the faculties of the mind - of how we think, speak, and see the world. Ray Jackendoff starts out by looking at languages and what the meanings of words and sentences actually do. He shows that meanings are more adaptive and complicated than they're commonly given credit for, and he is led to some basic questions: How do we perceive and act in the world? How do we talk about it? And how can the collection of neurons in the brain give rise to conscious experience? As it turns out, the organization of language, thought, and perception does not look much like the way we experience things, and only a small part of what the brain does is conscious. Jackendoff concludes that thought and meaning must be almost completely unconscious. What we experience as rational conscious thought - which we prize as setting us apart from the animals - in fact rides on a foundation of unconscious intuition. Rationality amounts to intuition enhanced by language. Written with an informality that belies both the originality of its insights and the radical nature of its conclusions, A User's Guide to Thought and Meaning is the author's most important book since the groundbreaking Foundations of Language in 2002.

This book is the follow-up to Thierry Groensteen's groundbreaking The System of Comics, in which the leading French-language comics theorist set out to investigate how the medium functions, introducing the principle of iconic solidarity, and showing the systems that underlie the articulation between panels at three levels: page layout, linear sequence, and nonsequential links woven through the comic book as a whole. He now develops that analysis further, using examples from a very wide range of comics, including the work of American artists such as Chris Ware and Robert Crumb. He tests out his theoretical framework by bringing it up against cases that challenge it, such as abstract comics, digital comics and shojo manga, and offers insightful reflections on these innovations. In addition, he includes lengthy chapters on three areas not covered in the first book. First, he explores the role of the narrator, both verbal and visual, and the particular issues that arise out of narration in autobiographical comics. Second, Groensteen tackles the question of rhythm in comics, and the skill demonstrated by virtuoso artists in intertwining different rhythms over and above the basic beat provided by the discontinuity of the panels. And third he resets the relationship of comics to contemporary art, conditioned by cultural history and aesthetic traditions but evolving recently as comics artists move onto avant-garde terrain.

Sequential images are as natural at conveying narratives as verbal language, and have appeared throughout human history, from cave paintings and tapestries right through to modern comics. Contemporary research on this visual language of sequential images has been scattered across several fields: linguistics, psychology, anthropology, art education, comics studies, and others. Only recently has this disparate research begun to be incorporated into a coherent understanding. In The Visual Narrative Reader, Neil Cohn collects chapters that cross these disciplinary divides from many of the foremost international researchers who explore fundamental questions about visual narratives. How does the style of images impact their understanding? How are metaphors and complex meanings conveyed by images? How is meaning understood across sequential images? How do children produce and comprehend sequential images? Are visual narratives beneficial for education and literacy? Do visual narrative systems differ across cultures and historical time periods? This book provides a foundation of research for readers to engage in these fundamental questions and explore the most vital thinking about visual narrative. It collects important papers and introduces review

chapters summarizing the literature on specific approaches to understanding visual narratives. The result is a comprehensive “reader” that can be used as a coursebook, a researcher resource and a broad overview of fascinating topics suitable for anyone interested in the growing field of the visual language of comics and visual narratives. Drawings and sequential images are so pervasive in contemporary society that we may take their understanding for granted. But how transparent are they really, and how universally are they understood? Combining recent advances from linguistics, cognitive science, and clinical psychology, this book argues that visual narratives involve greater complexity and require a lot more decoding than widely thought. Although increasingly used beyond the sphere of entertainment as materials in humanitarian, educational, and experimental contexts, Neil Cohn demonstrates that their universal comprehension cannot be assumed. Instead, understanding a visual language requires a fluency that is contingent on exposure and practice with a graphic system. Bringing together a rich but scattered literature on how people comprehend, and learn to comprehend, a sequence of images, this book coalesces research from a diverse range of fields into a broader interdisciplinary view of visual narrative to ask: Who Understands Comics?

Praised throughout the cartoon industry by such luminaries as Art Spiegelman, Matt Groening, and Will Eisner, this innovative comic book provides a detailed look at the history, meaning, and art of comics and cartooning.

Novel Perspectives on German-Language Comics Studies: History, Pedagogy, Theory is the first English-language anthology to focus on graphic novels and comics from the German-speaking world. Its contributors take innovative historical, pedagogical, and theoretical approaches to reading contemporary German-language comics and, in doing so, demand that the German-language comics tradition, separate from American or Franco-Belgian traditions, be taken seriously at home and abroad.

Do Irish superheroes actually sound Irish? Why are Gary Larson's Far Side cartoons funny? How do political cartoonists in India, Turkey, and the US get their point across? What is the impact of English on comics written in other languages? These questions and many more are answered in this volume, which brings together the two fields of comics research and linguistics to produce groundbreaking scholarship. With an international cast of contributors, the book offers novel insights into the role of language in comics, graphic novels, and single-panel cartoons, analyzing the intersections between the visual and the verbal. Contributions examine the relationship between cognitive linguistics and visual elements as well as interrogate the controversial claim about the status of comics as a language. The book argues that comics tell us a great deal about the sociocultural realities of language, exploring what code switching, language contact, dialect, and linguistic variation can tell us about identity – from the imagined and stereotyped to the political and real.

Introduction by Richard Carpenter The definitive biography of one of the most enduring and endeared recording artists in history—the Carpenters—is told for the first time from the perspective of Richard Carpenter, through more than 100 hours of exclusive interviews and some 200 photographs from Richard's personal archive, many never published. After becoming multimillion-selling, Grammy-winning superstars with their 1970 breakthrough hit "(They Long to Be) Close to You," Richard and Karen Carpenter would win over millions of fans worldwide with a record-breaking string of hits including "We've Only Just Begun," "Top of the World," and "Yesterday Once More." By 1975, success was taking its toll. Years of jam-packed work schedules, including hundreds of concert engagements, proved to be just too much for the Carpenters to keep the hits coming—and, ultimately, to keep the music playing at all. However, Richard and Karen never took their adoring public, or each other, for granted. In Carpenters: The Musical Legacy, Richard Carpenter tells his story for the first time. With candor, heart, and humor, he sheds new light on the Carpenters' trials and triumphs—work that remains the gold standard for melodic pop. This beautifully illustrated definitive biography, with exclusive interviews and never-before-seen photographs, is a must-have for any Carpenters fan.

You are looking at (or: you are holding) the book Ex Libris by Matt Madden. Maybe you came looking for it, maybe you just came across it in a bookstore or at someone's house. Maybe you are reading this in a catalogue on a screen. What kind of adventure do you think takes place in these pages? To judge by the cover design and the title, it would seem that books themselves are a subject of this book. Does this book have a comic book as its hero? If you put the book down now, you'll never find out, but on the other hand imaginary, hypothetical versions of the story will branch off endlessly in some corner of your mind. If you do want to find out what happens, all you need to do is open the book and read the first page. But be careful: you might just get sucked in

A broad-ranging survey of our current understanding of visual languages and their theoretical foundations. Its main focus is the definition, specification, and structural analysis of visual languages by grammars, logic, and algebraic methods and the use of these techniques in visual language implementation. Researchers in formal language theory, HCI, artificial intelligence, and computational linguistics will all find this an invaluable guide to the current state of research in the field.

As one of the most recognisable brands in the world, Marvel has a rich history of over 60 years inspiring readers, creatives, and fans. The evolution of its graphic design has been key in the successful transformation of the brand through the ages, adapting to a challenging and evolving media environment, and making it an unrivalled example of charismatic heritage and ongoing innovation. This book explores the history of Marvel's visual language by dissecting the logos, layout templates, typography, covers, and other visual elements, as well as the influence it has had on graphic design, art, advertising, and more. An essential title to understand not only comic history but also the language of pop culture.

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images that combines with text. Like spoken and signed languages, visual narratives use a lexicon of systematic patterns stored in memory, strategies for combining these patterns into meaningful units, and a hierarchic grammar governing the combination of sequential images into coherent expressions. Filled with examples and illustrations, this book details each of these levels of structure, explains how cross-cultural differences arise in diverse visual languages of the world, and describes what the newest neuroscience research reveals about the brain's comprehension of visual narratives. From this emerges the foundation for a new line of research within the linguistic and cognitive sciences, raising intriguing questions about the connections between language and the diversity of humans' expressive behaviours in the mind and brain.

Bringing together an international team of scholars, this book charts and analyzes the ways in which comic book history and new forms of graphic narrative have been impacted by aesthetic, social, political, economic, and cultural interactions that reach across national borders in an increasingly interconnected and globalizing world. Exploring the tendencies of graphic narratives - from popular comic book serials and graphic novels to manga - to cross national and cultural boundaries, *Transnational Perspectives on Graphic Narratives* addresses a previously marginalized area in comics studies. Placing graphic narratives in the global flow of cultural production and reception, the book investigates controversial representations of transnational politics, examines transnational adaptations of superhero characters, and maps many of the translations and transformations that have come to shape contemporary comics culture on a global scale.

*Comic Books and American Cultural History* is an anthology that examines the ways in which comic books can be used to understand the history of the United States. Over the last twenty years, there has been a proliferation of book-length works focusing on the history of comic books, but few have investigated how comics can be used as sources for doing American cultural history. These original essays illustrate ways in which comic books can be used as resources for scholars and teachers. Part 1 of the book examines comics and graphic novels that demonstrate the techniques of cultural history; the essays in Part 2 use comics and graphic novels as cultural artifacts; the third part of the book studies the concept of historical identity through the 20th century; and the final section focuses on different treatments of contemporary American history. Discussing topics that range from romance comics and Superman to American Flagg! and *Ex Machina*, this is a vivid collection that will be useful to anyone studying comic books or teaching American history. Presents articles that describe how teachers and literacy specialists can use visual media, including graphic novels, cartoons, and picture books, to motivate reading.

This edition of Thierry Groensteen's "The System of Comics" makes available in English a groundbreaking work on comics by one of the medium's foremost scholars. In this book, originally published in France in 1999, Groensteen explains clearly the subtle, complex workings of the medium and its unique way of combining visual, verbal, spatial, and chronological expressions. The author explores the nineteenth-century pioneer Rodolphe Topffer, contemporary Japanese creators, George Herriman's "Krazy Kat," and modern American autobiographical comics. "The System of Comics" uses examples from a wide variety of countries including the United States, England, Japan, France, and Argentina. It describes and analyzes the properties and functions of speech and thought balloons, panels, strips, and pages to examine methodically and insightfully the medium's fundamental processes. From this, Groensteen develops his own coherent, overarching theory of comics, a "system" that both builds on existing studies of the "word and image" paradigm and adds innovative approaches of his own. Examining both meaning and appreciation, the book provides a wealth of ideas that will challenge the way scholars approach the study of comics. By emphasizing not simply "storytelling techniques" but also the qualities of the printed page and the reader's engagement, the book's approach is broadly applicable to all forms of interpreting this evolving art.

The most exciting and comprehensive book yet in the bestselling DC Comics how-to-draw series. From the bestselling DC Comics Guide series, this is the essential resource for aspiring comics creators looking to make intriguing, action-packed comics like the experts at DC Comics. Going beyond the typical art and writing lessons, this book shows readers how to take full advantage of comics' sequential visual storytelling possibilities. With examples direct from DC Comics, featuring their best creators and classic superheroes like Batman, Superman, and the rest of the Justice League, it presents key principles and techniques for crafting exciting professional-quality comics. This behind-the-curtain look at the DC Comics creative process is a can't-miss opportunity for aspiring comics creators, whether they want to work for DC Comics or invent their own unique comics creations.

The most comprehensive guide to the history of DC Comics ever published - now fully updated In 1938, Superman led the charge. The world's first Super Hero was soon followed by his Justice League teammates Batman, Wonder Woman, the Flash, Aquaman, Shazam! and Green Lantern. These heroes, and their Super-Villainous foes such as Lex Luthor and The Joker, became the foundation of DC Comics. You can trace these characters' evolution, and learn about the company and creators who made them the enduring pop culture icons they are today in *DC Comics Year By Year: A Visual Chronicle* - the most comprehensive, chronological history of DC Comics ever published. Fully updated, this best-selling, visually stunning book details the debuts and careers of every major hero and villain in the DC Universe. It also chronicles the company's fascinating 85-year history, highlighting its publishing milestones and expansion into movies and television, alongside the real-world events that shaped the times. Created in full collaboration with DC Comics and written by leading comics historians Matthew K. Manning, Daniel Wallace, Mike McAvennie, Alex Irvine, Alan Cowsill and Melanie Scott, the new edition brings the DC Comics story right up to date, covering recent landmark events such as *Rebirth*, *Dark Nights: Metal*, *Doomsday Clock* and *Heroes in Crisis*. *DC Comics Year By Year: A Visual Chronicle* is guaranteed to keep fans enthralled for hours on end. TM © DC Comics

Teaches comic book artists about artistic perspective, covering one, two, and three-point perspective, using circles,

drawing the human figure, and explaining the horizon and vanishing point

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 details of Saint-Martin's argument contain a wealth of penetrating observations from which anyone with a serious interest in visual communication will profit." -- *Journal of Communication* Saint-Martin elucidates a syntax of visual language that sheds new light on nonverbal language as a form of representation and communication. She describes the evolution of this language in the visual arts as well as its multiple uses in contemporary media. The result is a completely new approach for scholars and practitioners of the visual arts eager to decode the many forms of visual communication. Comic books have increasingly become a vehicle for serious social commentary and, specifically, for innovative religious thought. Practitioners of both traditional religions and new religious movements have begun to employ comics as a missionary tool, while humanists and religious progressives use comics' unique fusion of text and image to criticize traditional theologies and to offer alternatives. Addressing the increasing fervor with which the public has come to view comics as an art form and Americans' fraught but passionate relationship with religion, *Graven Images* explores with real insight the roles of religion in comic books and graphic novels. In essays by scholars and comics creators, *Graven Images* observes the frequency with which religious material—in devout, educational, satirical, or critical contexts—occurs in both independent and mainstream comics. Contributors identify the unique advantages of the comics medium for religious messages; analyze how comics communicate such messages; place the religious messages contained in comic books in appropriate cultural, social, and historical frameworks; and articulate the significance of the innovative theologies being developed in comics.

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