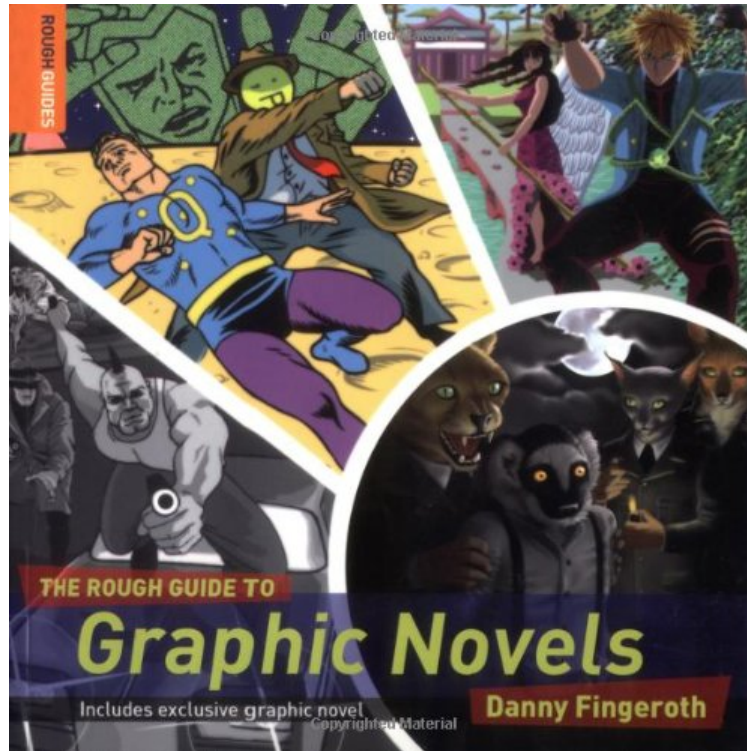


(Download ebook) The Rough Guide to Graphic Novels 1 (Rough Guide Reference)

The Rough Guide to Graphic Novels 1 (Rough Guide Reference)

Danny Fingeroth

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Danny Fingeroth : The Rough Guide to Graphic Novels 1 (Rough Guide Reference) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Rough Guide to Graphic Novels 1 (Rough Guide Reference):

1 of 1 people found the following review helpful. Better than RoughBy John S. LawrenceI'm not very knowledgeable about the world of graphic novels and wanted to become more literate. I trust Danny Fingeroth because of other fine books of his I have read. For me the concepts and examples are clear and the book creates one intelligent map of a very large territory. It's not as much of a coffee table book as Paul Gravett's GRAPHIC NOVELS (2005), which has bigger pages, more color. But Fingeroth is more portable and covers the basics: history of the form, major figures as writers, illustrators, innovators. And somewhat uniquely, the book contains its own 30 page graphic novel "For Arts Sake" with fine drawing by Roger Langridge.Or maybe I should say meta-novel, since the novel is about the challenge of creating graphic novels out of life experience.0 of 0 people found the following review helpful. Solid Reference Source and Enjoyable ReadBy Michael C. LentThis is a great read. The Rough Guide is thoughtful and well-researched, filled with history and insights about the craft of creating comics and graphic novels.0 of 0 people found the following review helpful. Five StarsBy Adrian Merrington:o)

The Rough Guide to Graphic Novels is the ultimate companion to the expanding world of the literary comic book. Written by comic industry insider Danny Fingeroth, it includes the medium's history, from sequential art in Egyptian

tombs, through the superhero boom of the 1940s to the birth of the graphic novel movement and the latest online offerings. All you need to know about the best and rest with 60 must-read graphic novels, including the genre-defining Maus and A Contract with God, plus modern classics-in-the-making Fun Home and Alice in Sunderland. The guide profiles the movements legends including Harvey Pekar, Chris Ware, Denis Kitchen and other amazing illustrators, writers and publishers who've helped win respect for this once marginalised art form. And everything else you need to know from how to make a graphic novel to Persepolis and the latest film and television offerings, manga, documentaries, conventions, books, magazines and websites.

Of even more interest to me was: the included graphic novel! that comes with this book Fingeroth and Langridge did a little graphic novel about making graphic novels. What fascinates me is that the artist is a dude but the writer he finds to work with is a female! Why, it's as if Fingeroth respects the concept of women who can create-- indeed, WRITE-- comics and graphic novels! Golly, wotta concept. --Mangalife.com About the Author Danny Fingeroth is a long-term mainstream superhero comics writer and editor, best-known for editing Spider Man