

Wool The Graphic Novel

WARNING: NOT FIT FOR HUMAN CONSUMPTIONThis book contains foul language and fouler descriptions of life as a zombie. It will offend most anyone, so proceed with caution or not at all. And be forewarned: This is not a zombie book. This is a different sort of tale. It is a story about the unfortunate, about those who did not get away. It is a human story at its rotten heart. It is the reason we can't stop obsessing about these creatures, in whom we see all too much of ourselves.

The first book in the acclaimed, New York Times best-selling trilogy, Wool is the story of a community living in an underground silo completely unaware of the fate of the outside world. When the silo's sheriff asks to leave the silo, a series of events unravels the very fabric of their fragile lives. In a world where all commodities are precious and running out, truth and hope may be the most rare...and the most needed.

The old world is buried. A new one has been forged atop the shifting dunes. Here in this land of howling wind and infernal sand, four siblings find themselves scattered and lost. Their father was a sand diver, one of the elite few who could travel deep beneath the desert floor and bring up the relics and scraps that keep their people alive. But their father is gone. And the world he left behind might be next. Welcome to the world of Sand, a novel by New York Times best-selling author Hugh Howey. Sand is an exploration of lawlessness, the tale of a land ignored. Here is a people left to fend for themselves. Adjust your ker and take a last, deep breath before you enter.

An ancient highway spans the wasteland. Its cracked surface has become a migratory route for the lawless hunters and marauders who inhabit this desolate, future Earth. Along the highway, Helene, an educated young woman on a perilous mission to rescue her sister, meets Mo, a solitary hunter, and Jin, an Asian warrior. Together they embark on an epic journey to a Paris in ruins, where a new social "order" is being forged...

In 2007, the Center for Automation in Nanobiotech (CAN) outlined the hardware and software platforms that would one day allow robots smaller than human cells to make medical diagnoses, conduct repairs, and even self-propagate. In the same year, the CBS network re-aired a program about the effects of propranolol on sufferers of extreme trauma. A simple pill, it had been discovered, could wipe out the memory of any traumatic event. At almost the same moment in humanity's broad history, mankind discovered the means for bringing about its utter downfall. And the ability to forget it ever happened. This is the second volume in the New York Times best-selling Wool series.

Nearly sixty teens awaken halfway through their training, stranded on a harsh alien world with few supplies, no adults, and led by a treacherous artificial intelligence, but their greatest enemy is each other.

From the bestselling author of Los Alamos and The Good German comes a

riveting tale of love, revenge and murder set in postwar Venice It is 1946, and a stunned Europe is beginning its slow recovery from the ravages of World War II. Adam Miller has come to Venice to visit his widowed mother and try to forget the horrors he has witnessed as a U.S. Army war crimes investigator in Germany. Nothing has changed in Venice-not the beautiful palazzi, not the violins at Florian's, not the shifting water that makes the city, untouched by bombs, still seem a dream. But when Adam falls in love with Claudia, a Jewish woman scarred by her devastating experiences during the war, he is forced to confront another Venice, a city still at war with itself, haunted by atrocities it would rather forget. Everyone, he discovers, has been compromised by the Occupation-the international set drinking at Harry's, the police who kept order for the Germans, and most of all Gianni Maglione, the suave and enigmatic Venetian who happens to be his mother's new suitor. And when, finally, the troubled past erupts in violent murder, Adam finds himself at the center of a web of deception, intrigue, and unexpected moral dilemmas. When is murder acceptable? What are the limits of guilt? How much is someone willing to pay for a perfect alibi? Using the piazzas and canals of Venice as an enthralling but sinister backdrop, Joseph Kanon has again written a gripping historical thriller. Alibi is at once a murder mystery, a love story, and a superbly crafted novel about the nature of moral responsibility.

"Home: Habitat, Range, Niche, Territory" is a short story set in the world of Martha Well's Murderbot Diaries. This story was originally given free to readers who pre-ordered Network Effect, the fifth entry in the series. The events of "Home: Habitat, Range, Niche, Territory" occur just after the fourth novella, Exit Strategy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Inspired by the legendary David Bowie, BOWIE: Stardust, Rayguns, & Moonage Daydreams is the original graphic memoir of the great Ziggy Stardust! This graphic novel chronicles the rise of Bowie's career from obscurity to fame; and paralleled by the rise and fall of his alter ego as well as the rise and fall of Ziggy Stardust. As the Spiders from Mars slowly implode, Bowie wrestles with his Ziggy persona. The outcome of this internal conflict will change not only David Bowie, but also, the world. MASSIVELY SUCCESSFUL GRAPHIC NOVEL OF 2020: A New York Times Best Seller CELEBRITY COLLABORATION: Foreword by Neil Gaiman SUPERSTAR ARTIST: Illustrated by Michael Allred CRITICALLY ACCLAIMED! "The Allreds' art and love for Bowie's work makes this one stand apart." – Entertainment Weekly STAR-STUDDER: Read of Bowie's encounters with Elton John, Mark Bolan, The Rolling Stones, Elvis Presley, Jimi Hendrix, and more

From Sara Varon (Robot Dreams, Bake Sale) comes New Shoes, a heartwarming graphic novel about a donkey on a quest to make the perfect pair of shoes. Francis the donkey is the best shoemaker in the village. He uses only the finest materials: coconut wood for the soles, goat's wool for the insoles, and

wild tiger grass for the uppers. One day he receives a special order from his favorite singer: Miss Manatee, the queen of calypso. But he's all out of tiger grass! To make the perfect pair of shoes, Francis must journey deep into the jungle . . . and that means leaving his village for the first time. In *New Shoes*, Sara Varon takes us on a vivid journey into the jungles of South America. From the capybara to the jaguar to the three-toed sloth, Francis meets a variety of animals outside his neighborhood. They're not so scary when you get to know them!

A Junior Library Guild Selection 2017 Amazon Top Twenty Children's Book of the Year 2017 Amazon Best Book of the month December 2017 Chicago Public Library Best Book of 2017 Texas Maverick Graphic Novel 2017 Northern California Indie Bookseller Association Long-List Title Priyanka Das has so many unanswered questions: Why did her mother abandon her home in India years ago? What was it like there? And most importantly, who is her father, and why did her mom leave him behind? But Pri's mom avoids these questions—the topic of India is permanently closed. For Pri, her mother's homeland can only exist in her imagination. That is, until she finds a mysterious pashmina tucked away in a forgotten suitcase. When she wraps herself in it, she is transported to a place more vivid and colorful than any guidebook or Bollywood film. But is this the real India? And what is that shadow lurking in the background? To learn the truth, Pri must travel farther than she's ever dared and find the family she never knew. In this heartwarming graphic novel debut, Nidhi Chanani weaves a tale about the hardship and self-discovery that is born from juggling two cultures and two worlds. This title has Common Core connections.

This is a treatise on what makes art art, told in graphic novel form. What is "Art"? It's widely accepted that art serves an important function in society. But the concept falls under such an absurdly large umbrella and can manifest in so many different ways. Art can be self-indulgent, goofy, serious, altruistic, evil, or expressive, or any number of other things. But how can it truly make lasting, positive change? In *Why Art?*, acclaimed graphic novelist Eleanor Davis (*How To Be Happy*) unpacks some of these concepts in ways both critical and positive, in an attempt to illuminate the highest possible potential an artwork might hope to achieve. A work of art unto itself, Davis leavens her exploration with a sense of humor and a thirst for challenging preconceptions of art worth of Magritte, instantly drawing the reader in as a willing accomplice in her quest.

In a ruined and toxic landscape, a community exists in a giant silo underground, hundreds of stories deep. In a society full of regulations meant to protect the community, Sheriff Holston, unexpectedly breaks the greatest taboo of all: he asks to go outside. An unlikely candidate is appointed to replace him: Juliette, a mechanic with no training in law, whose special knack is fixing machines. Now Juliette is about to be entrusted with fixing her silo, and she will soon learn just how badly her world is broken ...

A graphic biography of the pioneering, free-spirited "Mother of Modern Dance" In

1899, performing in the drawing rooms of London's elite, Isadora Duncan (1877-1927) was already laying the foundations for modern dance. Her performances were visceral, free-flowing, and expressive; she danced barefoot. The 22-year-old from California was shattering the conventions of traditional ballet and, in doing so, enchanting high society. In Isadora, Julie Birmant and Clément Oubrerie capture the astonishing life and scandalous times of the so-called "Mother of Modern Dance" from her arrival in Europe to her tragic death in 1927. This extraordinary graphic novel spans Duncan's meetings with Auguste Rodin and Loie Fuller, her dazzling on-stage career, and the development of a style of dance--inspired by natural forms and Greek sculpture--that would become her enduring legacy.

The Silo Saga Omnibus Wool, Shift, Dust, and Silo Stories Houghton Mifflin Harcourt

It's time for an all-new "it" animal to take the stage! This new funny guidebook is "alpaca-ed" with funny jokes, memes, gags, and more! Meet Alpaca, a soft, fluffy animal who is absolutely not a llama. (That would be preposterous!) Alpaca will take you on an adventure through Alpacalandia?the most fun, secret world ever, that's built only for alpacas! (Hear that, llamas?) You'll get to read about Alpaca's favorite songs (like Alpacapella), favorite films (that Hairy wizard one is pretty good), and a whole lot more. After all, you might as wool! (Unless you're a llama.) "Originally serialized in the comic book 'Berlin,' in issues 17 through 22, published by Drawn & Quarterly"--Copyright pag

Shadows is fan-fiction set in Hugh Howey's WOOL universe as part of the Silo Saga. Life within the silos follows a well-worn pattern passed down through the generations from master to apprentice, 'caster to shadow. "Don't ask! Don't think! Don't question! Just stay in the shadows." But not everyone is content to follow the past...

The Andromeda Strain meets The Stand in this startling and stunning thriller that brings to life a unique vision of the apocalypse and plays brilliantly with vampire mythology, revealing what becomes of human society when a top-secret government experiment spins wildly out of control. At an army research station in Colorado, an experiment is being conducted by the U.S. Government: twelve men are exposed to a virus meant to weaponize the human form by super-charging the immune system. But when the experiment goes terribly wrong, terror is unleashed. Amy, a young girl abandoned by her mother and set to be the thirteenth test subject, is rescued by Brad Wolgast, the FBI agent who has been tasked with handing her over, and together they escape to the mountains of Oregon. As civilization crumbles around them, Brad and Amy struggle to keep each other alive, clinging to hope and unable to comprehend the nightmare that approaches with great speed and no mercy. . .

Sparks is a hero and man's best friend, but nobody suspects he's two cats! This Super Dog is the Cat's Meow! August is a brilliant inventor who is afraid of the outside. Charlie is a crack pilot who isn't afraid of anything. Together these pals save lives every day. They also happen to be cats who pilot a powerful, mechanical dog suit! Always eager to leap into danger, this feline duo have their work cut out for them as they try to thwart Princess, an evil alien bent on enslaving mankind. Don't let the fact that Princess looks like a cute, diaper-wearing baby fool you. She's clever, determined, and totally ruthless. So when Princess and the browbeaten

fools she calls servants enact a brilliant and dastardly plan to conquer Earth, August and Charlie pull out all the stops to save the day.

Since launching as an online feature in 2006, The Argyle Sweater has cemented its reputation as the comic strip for fans of absurd, clever humor. Now, cartoonist Scott Hilburn has collected the best of his 2009 strips in 50% Wool, 50% Asinine. Coming from The Argyle Sweater's customary skewed perspective, the comic strips collected in 50% Wool, 50% Asinine will delight readers with the puns (both verbal and visual) and cerebral wit that are the hallmarks of this hilarious strip. A true fan favorite, The Argyle Sweater has gathered a loyal and enthusiastic following with origins that even predate its hugely successful launch with Universal Press Syndicate. Funny, irreverent, smart, and entertaining, 50% Wool, 50% Asinine is perfect for devoted fans of the strip and a great introduction for those lucky enough to get to experience for the first time this intelligent comic strip infused with childlike imagination.

First UK publication for this modern classic 'Moving, tender, beautifully drawn, painfully honest and probably the most important graphic novel since Jimmy Corrigan.' NEIL GAIMAN 'Blankets is a classic in every genre it touches.' STEPHEN CHBOSKY, author of The Perks of Being a Wallflower 'One of the greatest love stories ever written and surely the best ever drawn.' JOSS WHEDON Wrapped in the snowfall of a blustery Midwestern winter, Blankets is the tale of two brothers growing up in rural isolation, and of the budding romance between two young lovers. A tale of security and discovery, of playfulness and tragedy, of a fall from grace and the origins of faith, Blankets is a profound and utterly beautiful work.

Presents a dystopian story in which man lives in an enclosed environment, and those who dare to express the desire to explore the dangerous outside world are forced out into it.

Imagine if sunlight burned you alive. In the near future, a mysterious solar event has transformed the sun's light into deadly immolating rays. The world's few survivors now live in nocturnal cities. But a killer who uses sunlight to burn his victims emerges, and when he targets the daughter of a solar power mogul, it falls to a disillusioned solar engineer to protect her. Collects ECLIPSE #1-4.

Far away in the icy wastes of Antarctica lives a warm and cuddly, kind-hearted penguin who only wants to do good in the world . . . NOT! This is no ordinary penguin. This is . . . EVIL EMPEROR PENGUIN! And he wants to take over the world! Of course, every evil ruler needs a sidekick and a minion, and Evil Emperor Penguin is no different. That's why he has Number 8, a very polite and thoughtful octopus who knits, and Eugene, the incredibly cuddly abominable snowman who loves hugs. Join this fearsome team of Evil as they try to take over the world--and obviously, destroy it--but get waylaid by evil cats, rogue farts, killer plants, and visiting sisters.

A girl determined to save her missing brother must grapple with mythical creatures and an entire civilization with amnesia.

Jonesy is a self-described "cool dork" who spends her time making zines nobody reads, watching anime, and listening to riot grrrl bands and 1D simultaneously. But she has a secret nobody knows. She has the power to make people fall in love! Anyone. With anything. She's a cupid in plaid. With a Tumblr. There's only one catch - it doesn't work on herself. She's gonna have to find love the old-fashioned way, and in the meantime, figure out how to distract herself from the real emotions she inevitably has to face when her powers go wrong...

"In trans illustrator Bishakh Som's debut work of fiction, questions of gender, the body, and existential conformity are explored over the course of eight speculative and graphic short stories"--

For the first time ever, The Silo Saga Omnibus brings together all of the work in Hugh Howey's ground-breaking, best-selling, acclaimed series, including the individual novels Wool, Shift, and Dust, as well as original essays by the author, and a bonus chapbook of short fiction, Silo Stories. The remnants of humanity live underground in a vast silo. In this subterranean world,

rules matter. Rules keep people alive. And no rule is more strictly enforced than to never speak of going outside. The punishment is exile and death. When the sheriff of the silo commits the ultimate sin, the most unlikely of heroes takes his place. Juliette, a mechanic from the down deep, who never met a machine she couldn't fix nor a rule she wouldn't break. What happens when a world built on rules is handed over to someone who sees no need for them? And what happens when a world broken to its core comes up against someone who won't stop until things are set to right? Their world is about to fall. What – and who – will rise?

Once a thriving working class neighborhood on Chicago's south side, the "Bottomyards" is now the definition of urban blight. When an aspiring fashion designer named Darla and her image-obsessed friend, Cynthia, descend upon the neighborhood in search of cheap rent, they soon discover something far more seductive and sinister lurking behind the walls of their new home. Like a cross between Jordan Peele's *Get Out* and John Carpenter's *The Thing*, Daniels and Passmore's *BTTM FDRS* (pronounced "bottomfeeders") offers a vision of horror that is gross and gory in all the right ways. At turns funny, scary, and thought provoking, it unflinchingly confronts the monsters—both metaphoric and real—that are displacing cultures in urban neighborhoods today.

Wool introduced the world of the silo. Shift told the story of its creation. Dust will describe its downfall. Juliette, now mayor of Silo 18, doesn't trust Silo 1, especially its leader, Donald. But in the world of the Silos, there is no black and white — everything is shades of gray. Donald may not be the monster Juliette thinks he is, and may in fact be key to humanity's continued survival. But can they work together long enough to succeed?

From rural Japan to international icon - Yayoi Kusama has spent her remarkable life immersed in her art. Follow her incredible journey in this vivid graphic biography which details her bold departure from Japan as a young artist, her embrace of the buzzing New York art scene in the 1960s, and her eventual return home and rise to twenty-first-century super-fame.

The cult classic zombie graphic novel: now a Netflix original series! You wake up in the rubble and see a ragged, desperate one-armed man greeting you. He takes you underground to a safe space, feeds you, offers you a place to sleep, and then announces that he'll take the first watch. It's not long before the peril of the jagged landscape has located you and your new-found protector and is scratching at the door. What transpires is a moment-to-moment struggle for survival—*The Road* meets *Dawn of the Dead*. Daybreak is seen through the eyes of a silent observer as he runs from the shadows of the imminent zombie threat. Brian Ralph slowly builds the tension of the zombies on the periphery, letting the threat—rather than the actual carnage—be the driving force. The post-apocalyptic backdrop features tangles of rocks, lumber, I beams, and overturned cars that are characters in and of themselves. Drawing inspiration from horror movies, television, and first-person shooter video games, *Daybreak* departs from zombie genre in both content and format, achieving a living-dead masterwork of literary proportions. When released in 2011, *Daybreak* was a critical success, a YALSA Great Graphic Novel for Teens, and a TLA Maverick Graphic Novel. Now for the first time, *Daybreak* is being adapted into a Netflix Original series, executive produced by Aron Eli Coleite (*Star Trek: Discovery*, *Heroes*), Brad Peyton (*Frontier*, *Rampage*), and Jeff Fierson (*Frontier*, *Rampage*), starring Matthew Broderick. Read the book before it hits the small screen this fall!

The "sepia artwork and lyrical prose" in this graphic novel biography "beat with a love for Guthrie's music and America's beauty" (*Guardian*, UK). Using the sepia tones of the *Dust Bowl* as his palette, author and artist Nick Hayes tells the story of world-famous folk singer and songwriter Woody Guthrie. The tale starts in the 1920s when Guthrie was a teenager supporting himself in dried-up, post-boomtown Oklahoma. Picking up a harmonica and eventually a battered guitar, Guthrie finds solace in the ancient lineage of folksong. Hayes charts the musician's course from Oklahoma and Texas towns ravaged by dust and the Depression to boxcars, factory farms, and the migrant camps of California, highlighting

Guthrie's dedication to singing American folk tunes and creating his own modern classics along the way. Hayes ends his portrait in 1940, at the pivotal time when Guthrie makes his way to New York and writes "This Land Is Your Land," his iconic anthem tinged with both optimism and clear-eyed reality.

In a plague-ravaged medieval city, survival is a harsher fate than death. As corpses accumulate around her, Agnes, a young widow possessed of supernatural strength, must weigh her obligations to the dead and dying against her desire to protect what little remains. *Laid Waste* is a graphic novella about love and kindness among vermin in the putrid miasma at the end of the world. As with her evocative debut book, *Black is the Color*, Julia Gfrörer's delicate, gothic drawing style perfectly complements the period era of the book's setting, bringing the lyricism and romanticism of her prose to the fore.

Marek Bennett's comics adaptation of this actual Civil War memoir brings to life the dry humor and grim conviction of teacher-turned-soldier Freeman Colby. Fiercely proud of his Granite State heritage, Freeman Colby bows to no one - not the rowdy students of his rural one-room schoolhouse, not the high-handed Union army officers in town, and certainly not those Rebel traitors causing all that trouble down South. But Colby needs work, and his ne'er-do-well little brother Newton needs looking after, so the boys enlist with a new regiment promising three years' pay and plenty of adventure in a growing war...

Adam Griffey is living two lives. By day, he teaches literature. At night, he steals it. Adam is a plagiarist, an expert reader with an eye for great works. He prowls simulated worlds perusing virtual texts, looking for the next big thing. And when he finds it, he memorizes it page by page, line by line, word for word. And then he brings it back to his world, the real world, and he sells it. But what happens when these virtual worlds begin to seem more real than his own? What happens when the people within them mean more to him than flesh and blood? What happens when a living thing falls in love with someone who does not actually exist?

Legendary Canadian cartoonist Seth's magnum opus *Clyde Fans*, two decades in the making, appeared on twenty best of 2019 lists, including those from the *New York Times*, the *Guardian*, and *Washington Post*, and was nominated for an Eisner Award and the Giller Prize. *Clyde Fans* peels back the optimism of mid-twentieth century capitalism, showing the rituals, hopes, and delusions of a vanished middle-class—garrulous self-made men in wool suits extolling the virtues of their wares to taciturn shopkeepers. Much like the myth of an ever-growing economy, the *Clyde Fans* family business is a fraud. The patriarch has abandoned it to mismatched sons, one who strives to keep the company afloat and the other who retreats into his memories. Abe and Simon Matchcard are brothers, struggling to save their archaic family business selling oscillating fans in a world switching to air conditioning. Simon flirts with becoming a salesman as a last-ditch effort to leave the protective walls of the family home, but is ultimately unable to escape Abe's critical voice in his head. As *Clyde Fans Co.* crumbles, so does the relationship between the two men, who choose very different life paths but both end up utterly unhappy. Seth's intimate storytelling and gorgeous art allow cityscapes and detailed period objects to tell their own stories as the brothers struggle to find themselves suffocating in an airless home. Twenty years in the making, *Clyde Fans* peels back the optimism of mid-twentieth century capitalism. Legendary Canadian cartoonist Seth lovingly shows the rituals, hopes, and delusions of a middle-class that has long ceased to exist in North

America—garrulous men in wool suits extolling the virtues of the wares to taciturn shopkeepers with an eye on the door. Much like the myth of an ever-growing economy, the *Clyde Fans* family unit is a fraud—the patriarch has abandoned the business to mismatched sons, one who strives to keep the business afloat and the other who retreats into the arms of the remaining parent. Abe and Simon Matchcard are brothers, the second generation struggling to save their archaic family business of selling oscillating fans in a world switching to air conditioning. At *Clyde Fans*' center is Simon, who flirts with becoming a salesman as a last-ditch effort to

leave the protective walls of the family home, but is ultimately unable to escape Abe's critical voice in his head. As the business crumbles so does any remaining relationship between the two men, both of whom choose very different life paths but still end up utterly unhappy. Seth's intimate storytelling and gorgeous art allow urban landscapes and detailed period objects to tell their own stories as the brothers struggle to find themselves suffocating in an airless city home. An epic time capsule of a storyline that begs rereading.

Who owns the story of an adoption? Thousands of South Korean children were adopted around the world in the 1970s and 1980s. More than nine thousand found their new home in Sweden, including the cartoonist Lisa Wool-Rim Sjöblom, who was adopted when she was two years old. Throughout her childhood she struggled to fit into the homogenous Swedish culture and was continually told to suppress the innate desire to know her origins. "Be thankful," she was told; surely her life in Sweden was better than it would have been in Korea. Like many adoptees, Sjöblom learned to bury the feeling of abandonment. In *Palimpsest*, an emotionally charged memoir, Sjöblom's unaddressed feelings about her adoption come to a head when she is pregnant with her first child. When she discovers a document containing the names of her biological parents, she realizes her own history may not match up with the story she's been told her whole life: that she was an orphan without a background. As Sjöblom digs deeper into her own backstory, returning to Korea and the orphanage, she finds that the truth is much more complicated than the story she was told and struggled to believe. The sacred image of adoption as a humanitarian act that gives parents to orphans begins to unravel. Sjöblom's beautiful autumnal tones and clear-line style belie the complicated nature of this graphic memoir's vital central question: Who owns the story of an adoption?

In this powerful memoir the the LA Times calls "moving, rigorous, and heartbreaking," Sarah Leavitt reveals how Alzheimer's disease transformed her mother, Midge, and her family forever. In spare black-and-white drawings and clear, candid prose, Sarah shares her family's journey through a harrowing range of emotions—shock, denial, hope, anger, frustration—all the while learning to cope, and managing to find moments of happiness. Midge, a Harvard educated intellectual, struggles to comprehend the simplest words; Sarah's father, Rob, slowly adapts to his new role as full-time caretaker, but still finds time for wordplay and poetry with his wife; Sarah and her sister Hannah argue, laugh, and grieve together as they join forces to help Midge. Tangles confronts the complexity of Alzheimer's disease, and ultimately releases a knot of memories and dreams to reveal a bond between a mother and a daughter that will never come apart.

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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