

Synopsis

For more than a century the comic book has been one of our most familiar, yet least appreciated popular art forms. As vehemently criticized as it is passionately defended, it has evolved from humble beginnings into a graphically sophisticated and culturally revealing medium.

Book Information

Paperback: 240 pages

Publisher: Phaidon Press; Revised ed. edition (April 24, 2001)

Language: English

ISBN-10: 0714839930

ISBN-13: 978-0714839936

Product Dimensions: 10 x 1 x 11.5 inches

Shipping Weight: 3.2 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #375,898 in Books (See Top 100 in Books) #69 in [Books > Arts &](#)

[Photography > Drawing > Cartooning > Comics](#) #139 in [Books > Comics & Graphic Novels >](#)

[History & Price Guides](#) #1663 in [Books > Crafts, Hobbies & Home > Antiques & Collectibles](#)

Customer Reviews

An art form that is often dismissed as mere entertainment gets its due in this huge, entertaining and enlightening book. Comics, Comix & Graphic Novels is undoubtedly the most comprehensive study of the graphic qualities and cultural impact of comic art, tracing the history of the genre from early woodcuts to modern times. In addition to documenting the origins of established comics such as Tintin and Batman, the contributions and influence of recent artists, including Katsuhiro Otomo of Akira fame and Art Spiegelman (Maus) are also discussed in depth. In addition to the treasure trove of illustrations in the book, Sabin's text deftly balances the history of comic art as entertainment with the placement of these comics in a cultural context. However, despite his scholarly tone the book never comes across as high-handed or pretentious. Beautifully produced and consummately authoritative, this book is a must-read for anyone interested in popular culture.

A good start but not wide enough in scope even when it was originally published in this edition of 2001 and a lot has happened since then and a lot of interesting things have been published before and since that this doesn't cover. You'll want to supplement this with other books if the topic really interests you- such as the bibliography volumes by John Lent for example.

Truly one of the greatest "reference" books on the subject of the history of comix. I checked it out from a library to use as a reference for a term paper, and liked it so much that I bought it. The text is rich, and the pictures and illustrations are amazing. A magnificent and beautifully-put-together book.

I had to purchase the book. It's extremely informative and gives a great retelling of the history of comics. It has all the greats and the tough life comics has gone through. Recommend highly if you're interested in anything that has to do with American comic book.

[Download to continue reading...](#)

Comics, Comix & Graphic Novels: A History Of Comic Art Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step By Step (Drawing Ideas The Complete Guide to Drawing Comics Book) Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) Comic Book Design: The Essential Guide to Creating Great Comics and Graphic Novels Make Comics Like the Pros: The Inside Scoop on How to Write, Draw, and Sell Your Comic Books and Graphic Novels Making Comics: Storytelling Secrets of Comics, Manga, and Graphic Novels Comics Journal (Step-by-step templates for creating comics and graphic novels) Graphic Classics Volume 4: H. P. Lovecraft - 2nd Edition (Graphic Classics (Graphic Novels)) DC Comics Colouring Book: Comic, Comic strip, super heroes, hero, Villains, The Flash, Wonderwoman, Lex Luthor, Present, Gift, Coloring, Thanksgiving, DC, Anime, Marvel, America, Liberty, USA Words for Pictures: The Art and Business of Writing Comics and Graphic Novels Mythology: The DC Comics Art of Alex Ross (Pantheon Graphic Novels) The Abandoned Village: The Enchanted Book - A Minecraft Comic Book: Minecraft Picture Book Graphic Novel for Kids and Children - Adventure, Battling, ... Village - Minecraft Comic Books 1) 50 Manga Babes to Draw and Paint: Create Cutting Edge Manga Figures for Comic Books, Computer Games, and Graphic Novels (Barron's Educational) 50 Robots to Draw and Paint: Create Fantastic Robot Characters for Comic Books, Computer Games, and Graphic Novels Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 7) Minecraft Comics: Flash and Bones and Leetah the Wicked Witch: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 2) Minecraft Comics: Flash and Bones and the Creeper Canyon Quest: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 12) Minecraft Comics: Flash

and Bones and Agramon's Nether Fortress: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 10) Minecraft Comics: Flash and Bones and the Enderman Zombie Potion: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 5)

[Dmca](#)