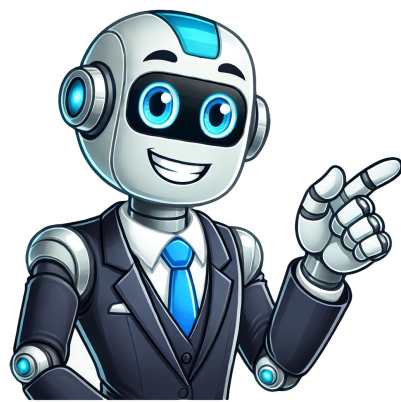


I'm not a bot



with primarily comics contents Not to be confused with Visual novel, Light novel, Illo novel, comic, or Comic novel. ComicsSpeech balloon Comics studies Education Glossary History Methods Cartooning Photo comics Media formats Comic book Comic strip Digital comic Gag cartoon Trade paperback Graphic novel Light novel Political cartoon Webcomic Webtoon Comics by country and culture American comics Argentine comics Bale dessinées (Belgium/France/Quebec) Australian comics Brazilian comics British comics Czech comics Dutch comics German comics Hungarian comics Indian comics Irish comics Italian comics Japanese comics Korean comics Malaysian comics Manga Manhua (Hong Kong) Manhua Mexican comics Pakistani comics Philippine comics Polish comics Portuguese comics Serbian comics South African comics Spanish comics Thai comics Turkish comics Vietnamese comics Community Awards Cartoonists Collecting Publishers Sales Writers Comics portaltve A graphic novel is a self-contained, book-length form of sequential art. The term graphic novel is often applied broadly, including fiction, non-fiction, and anthologized work, though this practice is highly contested by comics scholars and industry professionals. It is, at least in the United States, typically distinct from the term comic book, which is generally used for comics periodicals and trade paperbacks.[1][2][3] Fan historian Richard Kyle coined the term graphic novel in an essay in the November 1964 issue of the comics fanzine Capa-Alpha.[4][5] The term gained popularity in the comics community after the publication of Will Eisner's A Contract with God (1978) and the start of the Marvel Graphic Novel line in 1979. The term is not strictly defined, though Merriam-Webster's dictionary definition is "a fictional story that is presented in comic-strip format and published as a book"[7] Collections of comic books that do not form a continuous story, anthologies or collections of loosely related pieces, and even non-fiction are stocked by libraries and bookstores as graphic novels (similar to the manner in which dramatic stories are included in "comic" books).[citation needed] The term is also sometimes used to distinguish between works created as standalone stories, in contrast to collections or compilations of a story arc from a comic book series published in book form.[8][9][10] In continental Europe, both original book-length stories such as The Ballad of the Salty Sea (1967) by Hugo Pratt or La rivolta dei racchi (1967) by Guido Buzzelli,[citation needed][11] and collections of comics have been commonly published in hardcover volumes, often called albums, since the end of the 19th century (including such later Franco-Belgian comic series as The Adventures of Tintin in the 1930s). As the exact definition of the graphic novel is debated, the origins of the form are open to interpretation. The Adventures of Obadiah Oldbuck is the oldest recognized American example of comics used to this end.[12] It originated as the 1828 publication Histoire de Mr. Vieux Bois by Swiss caricaturist Rodolphe Töpffer, and was first published in English translation in 1841 by London's Tilt & Bogue, which used an 1833 Paris pirate edition.[13] The first American edition was published in 1842 by Wilson & Company in New York City using the original printing plates from the 1841 edition. Another early predecessor is Journey to the Gold Pinnacles by Jeremiah Saddlebacks by brothers J. A. D. and D. F. Read, inspired by The Adventures of Obadiah Oldbuck.[13] In 1894, Caran d'Ache broached the idea of a "drawn novel" in a letter to the newspaper Le Figaro and started work on a 360-page wordless comic (which was never published).[14] In the United States, there is a long tradition of comic book series being collected in hardcover volumes, often called "trade paperbacks" or "graphic novels".[15] The first American graphic novel, A Contract with God (1978) by Will Eisner, was published in 1978. The term "graphic novel" appeared in print to describe three separate works: Chandler Red Tint by Jim Smeal, published in August 1976 under the Fiction Illustrated imprint and released in its regular 8.5 x 11 inch digest size designed to be sold on newsstands, used the term "graphic novel" in its introduction and "a visual novel" on its cover, predating by two years the usage of this term for Will Eisner's A Contract with God. It is therefore considered the first modern graphic novel to be done as an original work, and not collected from previously published segments. Bloodstar by Richard Corben (adapted from a story by Robert E. Howard), Morning Star Press, 1976, also a non-reprinted original presentation, used the term "graphic novel" to categorize itself as well as its dust jacket and introduction. George Metzger's Beyond Time and Again, serialized in underground comix from 1967 to 1972,[29] was subtitled "A Graphic Novel" on the inside title page when collected as a 48-page, black-and-white, hardcover book published by Kyle & Wheary.[30] The following year, Terry Nantier, who had spent his teenage years living in Paris, returned to the United States and formed Flying Buttress Publications, later to incorporate as NBM Publishing (Nantier, Beal, Minoustchine), and published Racket Rumba, a 50-page spoof of the noir-detective genre, written and drawn by the single-name French artist Loro. Nantier followed this with Enki Bilal's The Call of the Stars. The company marketed these works as "graphic albums".[31] The first six issues of writer-artist Jack Katz's 1974 Comics and Comix Co. series The First Kingdom were collected as a trade paperback (Pocket Books, March 1978).[32] which described itself as "the first graphic novel". Issues of the comic had described themselves as "graphic prose", or simply as a novel.[citation needed] Similarly, Sabre: Slow Fade of an Endangered Species by writer Don McGregor and artist Paul Gulacy was published in 1978 as a trade paperback (Pocket Books, March 1978).[33] which described itself as "the first graphic novel". The term "graphic novel" was used to describe the first issue of the comic book series The Silver Surfer (Simon & Schuster/Fireside Books August 1978), by Marvel Comics' Stan Lee and Jack Kirby. Significantly, this was published by a traditional book publisher and distributed through bookstores and libraries, rather than comic book stores. Another early graphic novel, though it carried no self-description, was The Silver Surfer (Simon & Schuster/Fireside Books August 1978), by Marvel Comics' Stan Lee and Jack Kirby. Significantly, this was published by a traditional book publisher and distributed through bookstores and libraries, rather than comic book stores. As was cartoonist Jules Feiffer's Tantrum (Alfred A. Knopf, 1979)[34] described on its dust jacket as a "novel-in-pictures". Sabre (1978), one of the first modern graphic novels. Cover art by Paul Gulacy. Hyperbolic descriptions of longer comic books as "novels" appear on covers as early as the 1940s. Early issues of DC Comics' All-Flash, for example, described their contents as "novel-length stories" and "full-length four chapter novels".[35] In its earliest known citation, comic-book reviewer Richard Kyle used the term "graphic novel" in Capa-Alpha #2 (November 1964), a newsletter published by the Comic Amateur Press Alliance, and again in an article in Bill Spicer's magazine Fantasy Illustrated #5 (Spring 1966).[36] Kyle, inspired by European and East Asian graphic albums (especially Japanese manga), used the label to designate comics of an artistically "serious" sort.[37] Following this, Spicer, with Kyle's acknowledgment, edited and published a periodical titled Graphic Story Magazine in the fall of 1967.[36] The Sinister House of Secret Love #2 (Jan. 1972), one of DC Comics' line of extra-length, 48-page comics, specifically used the phrase "a graphic novel of Gothic terror" on its cover.[38] The term "graphic novel" began to grow in popularity months after it appeared on the cover of the trade paperback edition (though not the hardcover edition) of Will Eisner's A Contract with God (October 1978). This collection of three stories was a mature, complex work focusing on the lives of ordinary people in the real world based on Eisner's own experiences.[39] One scholar used graphic novels to introduce the concept of graphiation, the theory that the entire personality of an artist is visible through his or her visual representation of a work. In the 1970s, the term "graphic novel" was used to describe the first issue of the comic book series The Silver Surfer (Simon & Schuster/Fireside Books August 1978), by Marvel Comics' Stan Lee and Jack Kirby. Significantly, this was published by a traditional book publisher and distributed through bookstores and libraries, rather than comic book stores. As was cartoonist Jules Feiffer's Tantrum (Alfred A. Knopf, 1979)[34] described on its dust jacket as a "novel-in-pictures". Sabre (1978), one of the first modern graphic novels. Cover art by Paul Gulacy. 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As well as the southern half of India would see the decline of the Deccan Sultanates and extinction of the Vijayanagara Empire. The Dutch would colonize Ceylon and endure hostilities with Kandy. The end of the 17th century saw the first major surrender of Ottoman territory in Europe when the Treaty of Karlowitz ceded most of Hungary to the Habsburgs in 1699. In Japan, Tokugawa Iyeyasu established the Tokugawa shogunate at the beginning of the century, beginning the Edo period; the isolationist Sakoku policy began in the 1630s and lasted until the 19th century. In China, the collapsing Ming dynasty was challenged by a series of conquests led by the Manchu warlord Nurhaci, which were consolidated by his son Hong Taiji and finally consummated by his grandson, the Shunzhi Emperor, founder of the Qing dynasty.[3] Qing China spent decades of this century with economic problems (results of civil wars between the Qing and former Ming dynasty loyalists), only recovering well at the end of the century. The greatest military conflicts of the century were the Thirty Years' War,[4] Dutch-Portuguese War,[5] the Great Turkish War, the Nine Years' War, Mughal-Safavid Wars, and the Qing annexation of the Ming. For a chronological guide, see Timeline of the 17th century. Main articles: 1600s, 1610s, 1620s, 1630s, and 1640s Persian Ambassador during his entry into Kraków for the wedding ceremonies of King Sigismund III of Poland in 1605. 1601: 4th Spanish Armada; in the Battle of Kinsale, England defeats Irish and Spanish forces, driving the Gaelic aristocracy out of Ireland and destroying the Gaelic clan system. 1601–1603: The Russian famine of 1601–1603 kills perhaps one-third of Russia[6] 1602: Matteo Ricci produces the Map of the Myriad Countries of the World (坤輿萬國全圖, Kunyu Wan Guo Quantu), a world map that will be used throughout East Asia for centuries. 1602: The Dutch East India Company (VOC) is established by merging competing Dutch trading companies.[7] Its success contributes to the Dutch Golden Age. 1603: Elizabeth I of England dies, ending the Tudor era of English history. 1603–1604: A severe outbreak of bubonic plague occurs in the city of London, killing approximately 10% of the population. 1603–1604: The Russo-Polish War ends with the Peace of Jászmarfalva—Austria abandons Transylvania. 1606: Treaty of Vienna ends an anti-Habsburg uprising in Royal Hungary. 1606: Willem Janszon captained the first recorded European landing on the Australian continent, sailing from Bantam, Java, in the Duyfken. 1607: Flight of the Earls (the fleeing of most of the native Gaelic aristocracy) occurs from County Donegal in the west of Ulster in Ireland. 1607: Iskandar Muda becomes the Sultan of Aceh for 30 years. He will launch a series of naval conquests that will transform Aceh into a great power in the western Malay Archipelago. 1610: The Polish-Lithuanian Commonwealth army defeats combined Russian-Swedish forces at the Battle of Klushino and conquers Moscow. 1610: King Henry IV of France is assassinated by François Ravalliac. 1611: The Pontifical and Royal University of Santo Tomas, the oldest existing university in Asia, is established by the Dominican Order in Manila[8][161]. The first publication of the King James Bible. 1612: The first Cotswold Olympic Games, an annual public celebration of games and sports begins in the Cotswolds, England. 1613: The Time of Troubles in Russia ends with the establishment of the House of Romanov, which rules until 1917. 1613–1617: Polish-Lithuanian Commonwealth is invaded by the Tatars dozens of times.[9][James I of England and VI of Scotland ruled in the first quarter of the 17th century 1613: The Dutch East India Company is forced to evacuate Gresik due to the Mataram siege in neighboring Surabaya. The Dutch negotiates with Mataram and is allowed to set up a trading post in Jepara. 1614–1615: The Siege of Osaka (last major threat to Tokugawa shogunate) ends. 1616: The last remaining Catholic mission in North America, St. Ignace de Loye, is destroyed by Native Americans. 1616: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. The Dutch destroys Jayakarta and builds its new headquarters, Batavia, on top of it. 1620–1621: Polish-Ottoman War over Moldavia. 1620: Bethlen Gábor allies with the Ottomans and an invasion of Moldavia takes place. The Polish suffer a disaster at Cecora on the Prut River. 1620: The Mayflower sets sail from Plymouth, England to what became the Plymouth colony in New England.The 1622 massacre was instrumental in causing English colonists to view all natives as enemies [12]. The Battle of Chocoma: Poles and Cossacks under Jan Karol Chodkiewicz defeat the Ottomans. 1622: Jamestown massacre: Algonquian natives kill 347 English settlers outside Jamestown, Virginia (approximately one-third of the colony's population)[10][11] and burn the Henricus settlement. 1624–1642: As chief minister, Cardinal Richelieu centralises power in France. 1626: St. Peter's Basilica in the Vatican completed. 1627: Aurcho go extinct.[12] 1628–1629: Sultan Agung of Mataram launches a failed campaign to conquer Dutch Batavia. 1629: Abbas I, the Safavids king, died. 1629: Cardinal Richelieu allies with Swedish Protestant forces in the Thirty Years' War to counter Ferdinand II's expansion. 1630: Birth of Shivaji at Shivrner Fort, in present day Maharashtra, India, who later founded Maratha Empire in year 1674.[13] 1631: Mount Vesuvius erupts. 1632: Battle of Lützen, death of King of Sweden Gustav II Adolf.Battle of Nördlingen (1634). The Catholic Imperial army, bolstered by professional Habsburg Spanish troops won a great victory in the battle over the combined Protestant armies of Sweden and their German allies 1632: Taj Mahal building work started in Agra, India. 1633: Galileo Galilei arrives in Rome and meets Pope Urban VIII. 1633–1634: The First Anglo-Dutch War ends with the signing of the Peace of Westminster. 1634: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. 1637: Qing dynasty attacked the Joseon dynasty. 1639: Naval Battle of the Downs – Republic of the United Provinces fleet decisively defeats a Spanish fleet in English waters. 1639: Disagreements between the Farnese and Barberini Pope Urban VII escalate into the Wars of Castro and lasted until 1649. 1639–1651: Wars of the Three Kingdoms, civil wars throughout Scotland, Ireland, and England. 1640–1668: The Portuguese Restoration War led to the end of the Iberian Union.The inauguration of the Royal Academy of Turku in 1640. 1641: The Irish Rebellion, by Irish Catholics who wanted an end to discrimination, greater self-governance, and reverse ownership of the plantations of Ireland. 1641: René Descartes publishes Meditations de prima philosophia Meditations on First Philosophy. 1642: Beginning of English Civil War, conflict will end in 1649 with the execution of King Charles I, the abolition of the monarchy and the establishment of the supremacy of Parliament over the king. 1643: L'Inconcezione di Poppea, Monteverdi 1644: The Manchú conquer China ending the Ming dynasty. The subsequent Qing dynasty rulers until 1912. 1644–1674: The Mauritanian Thirty-Year War. 1645–1669: Ottoman war with Venice. The Ottomans invade Crete and capture Candia. 1647–1652: The Great Plague of Seville. 1648: The Peace of Westphalia ends the Thirty Years' War and the Eighty Years' War and marks the ends of Spain and the Holy Roman Empire as major European powers.Map of Europe in 1648 at the end of the Thirty Years' War 1648–1657: Fronde civil war in France. 1648–1657: The Khmelnytsky Uprising – a Cossack rebellion in Ukraine which turned into a Ukrainian war of liberation from Poland. 1648–1667: The Deluge leaves Polish-Lithuanian Commonwealth in ruins. 1648–1669: The Ottomans capture Crete from the Venetians after the Siege of Candia. 1649: King Charles I is executed for high treason, the first and only English king to be subjected to legal proceedings in a high court of law and put to death. 1649–1653: The Great Turkish War ends with the Peace of Carlowitz. 1650: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. 1650: John Lock writes Two Treatises of Government and A Letter Concerning Toleration. 1650: The Battle of the Boyne in Ireland. 1652: Port Royal in Jamaica is struck by an earthquake and a tsunami. Approximately 2,000 people die and 2,300 are injured. 1652–1654: Famine in France kills two million.[16] 1653: College of William & Mary is founded in Williamsburg, Virginia. 1653–1654: The Second Anglo-Dutch War ends with the signing of the Peace of Münster. 1654–1656: The First Barbados War. 1656: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. 1659: John Shivaji killed Adil Shahi dynasty's general Afzal Khan at Pratapgad fort on 9 November.[14] 1660: The Commonwealth of England ends and the monarchy is brought back during the English Restoration. 1660: The Royal Society was founded. 1660: The Bruneian Civil War begins 1661: The reign of the Kangxi Emperor of China begins. 1663: Ottoman war against Habsburg Hungary. 1664: The Battle of St. Gotthard: count Raimondo Montecuccoli defeats the Ottomans. The Peace of Vasvár – intended to keep the peace for 20 years. 1665: Maratha King Shivaji signed the Treaty of Purandhar with Mughal general Jai Singh I after Battle of Purandhar.[citation needed] 1665: Robert Hook discovers cells using a microscope. 1665: Portugal defeats the Kongu Empire at the Battle of Mbivila.Taj Mahal, completed by 1653 and commissioned by Shah Jahān, one of the Wonders of the World 1665–1667: The Second Anglo-Dutch War fought between England and the United Provinces. 1666: The Great Fire of London. 1666: Shivaji visited Aurangzeb at Agra Fort and forced him into house arrest. Shivaji later escaped and returned to the Maratha kingdom.[citation needed] 1667: The Raid on the Medway during the Second Anglo-Dutch War. 1667–1668: The War of Devolution: France invades the Netherlands. The Peace of Aix-la-Chapelle (1668) brings this to a halt. 1667–1699: The Great Turkish War halts the Ottoman Empire's expansion into Europe. 1672–1673: Ottoman campaign to help the Ukrainain Cossacks. John Sobieski defeats the Ottomans at the second battle of Khotyn (1673). 1672–1674: The Third Anglo-Dutch War fought between England and the United Provinces 1672–1676: Polish-Ottoman War.French invasion of Russia 1673: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. 1678: The Treaty of Nijmegen ends various interconnected wars among France, the Dutch Republic, Spain, Brandenburg, Sweden, Denmark, the Prince-Bishopric of Münster, and the Holy Roman Empire.Claiming Louisiana for France in 1682 1680: The Pueblo Revolt drives the Spanish out of New Mexico until 1692. 1680: Prince Sambhaj crowned himself as the second Chatrapati of Marathia Empire 20 July[citation needed] 1682: French explorer Robert La Salle claims all the land east of the Mississippi River.[15] 1683: China conquers the Kingdom of Tungning and annexes Taiwan. 1683: The Ottoman Empire is defeated in the second Siege of Vienna. 1683–1699: The Great Turkish War leads to the conquest of most of Ottoman Hungary by the Habsburgs. 1687: Isaac Newton publishes Philosophiae Naturalis Principia Mathematica. 1688: The Siege of Derry, the first major event in the Williamite War in Ireland. 1688: Siamese revolution of 1688 ousted French influence and virtually severed all ties with the West until the 19th century. 1688–1689: The Glorious Revolution starts with the Dutch Republic invading England. England becomes a constitutional monarchy. 1688–1691: The War of the Two Kings in Ireland. 1688–1697: The Grand Alliance sought to stop French expansion during the Nine Years' War. 1689: The Battle of Killbuckie is fought between Jacobites and Williamite forces in Highland Perthshire. 1689: The Karposh rebellion is crushed in present-day North Macedonia. Skopje is retaken by the Ottoman Turks. Karposh is killed, and the rebels are defeated.The Battle of Vienna (1683) marked the historic end of the expansion of the Ottoman Empire into Europe 1689: Bill of Rights gains royal consent. 1689: John Locke publishes Two Treatises of Government and A Letter Concerning Toleration. 1690: The Battle of the Boyne in Ireland. 1692: Port Royal in Jamaica is struck by an earthquake and a tsunami. Approximately 2,000 people die and 2,300 are injured. 1692–1694: Famine in France kills two million.[16] 1693: College of William & Mary is founded in Williamsburg, Virginia. 1693–1694: The Second Anglo-Dutch War ends with the signing of the Peace of Utrecht. 1694–1696: The First Barbados War. 1695: The Dutch East India Company captures Jayakarta and withstands a months-long siege by the combined English, Bantenese and Jayakartan forces. They are relieved by Jan Pieterszoon Coen and a fleet of ships from Amboin. 1699: Thomas Savery demonstrates his first steam engine to the Royal Society. Catholic general Albrecht von Wallenstein (1583–1634), supreme commander of the armies of the Imperial Army during the Thirty Years War.Jan Pieterszoon Coen (1587–1629), the founder of Batavia, was an officer of the Dutch East India Company (VOC), holding two terms as its Governor-General of the Dutch East Indies René Descartes (1596–1650) with Queen Christina of Sweden (1626–1689) Cardinal Mazarin (1602–1661), who served as the chief minister to the kings of France Louis XIII and Louis XIV Mughal Emperor Aurangzeb (1618–1707), who ruled over almost the entire Indian subcontinent for a period of 49 years Chhatrapati Shivaji (1630–1680) founder of Maratha Empire is widely regarded as one of the greatest Hindu rulers Kardagi Emperor (1661–17

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The likewise German expression Serienbilder ("serialized images") has, unlike its Spanish counterpart, become obsolete. The term "comic" is used in some other European countries as well, but often exclusively to refer to the standard American comic book format. ^ Meáloid, Pádraig O. "Interview with Bryan Talbot". BryanTalbot.com (Started 6th May 2009. Finished 21st September 2009). ^ Decker, Dwight R.; Jordan, Gil; Thompson, Kim (March 1989). "Another World of Comics & From Europe with Love: An Interview with Catalan's Outspoken Bernd Metz" & "Approaching Euro-Comics: A Comprehensive Guide to the Brave New World of European Graphic Albums". Amazing Heroes. No. 160. Westlake Village, California: Fantagraphics Books, pp. 18-52. ^ Kavanagh, Barry (October 17, 2000). "The Alan Moore Interview: Northampton / Graphic novel". Blather.net. Archived from the original on February 26, 2014. Retrieved March 20, 2007. ^ Weldon, Glen (November 17, 2016). 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Archived from the original on October 16, 2019. Retrieved February 4, 2019. ^ McCLOUD, Scott (1993). Understanding Comics: The Invisible Art. Tundra Publishing/Tychinski, Stan. "A Brief History of the Graphic Novel". broadart.com. (n.d., 2004) Weiner, Stephen; Couch, Chris (2004). Faster than a speeding bullet: the rise of the graphic novel. NBM. ISBN 978-1-56163-368-5. Weiner, Robert G. Weiner, Stephen (2010). Graphic Novels and Comics in Libraries and Archives. McFarland. ISBN 978-0-7864-4302-4. "Welcome to Columbia University's Graphic Novels Page". Columbia University. Archived from the original on December 18, 2010. Retrieved February 4, 2019. ^ "Graphic novels are essentially extended comic books, but they pack a punch with their storytelling. Unlike traditional comics, graphic novels often feature a single cohesive narrative, making them more akin to novels in structure. They explore a wide range of genres, from fantasy to memoir, and address themes such as identity and social issues. Over the years, graphic novels have evolved from niche products to mainstream sensations. Notable titles like Maus and Persepolis have received critical acclaim and commercial success, proving their place in literature. A graphic novel is a book-length work that tells a story through a combination of images and text. Unlike comics, which often consist of short episodes, graphic novels present a complete narrative. They typically span a greater length, allowing for deeper character development and intricate plots. The storytelling techniques used in graphic novels often involve a visual and textual interplay that enhances the reader's experience. Unique elements like panel layout and artistic style contribute to this rich storytelling format. Readers find themselves immersed in a world where art and narrative dance together, creating a captivating literary experience. Format and Structure:Graphic novels typically follow a linear structure, often divided into chapters. Each chapter contributes to an overarching narrative. This organization helps readers engage with the story as it unfolds. Narrative Depth:The storytelling in graphic novels often rivals that of traditional literature. Authors use complex dialogue and character arcs. This depth invites readers to connect emotionally with the characters. Artistic Style:Art plays a crucial role in graphic novels. Different styles—from whimsical to dark—enhance the story's tone. The interplay between visuals and text creates a unique reading experience, making each graphic novel distinct. The graphic novel market is booming. Recent reports show that sales have increased by over 25% in the past decade. In 2022 alone, graphic novel sales surpassed \$1 billion, highlighting their growing popularity among diverse age groups and demographics. Why Read?Graphic novels offer a unique way to experience stories, combining visual art with compelling narratives. They allow readers to dive into vibrant worlds of imagination and explore profound themes. The beauty of graphic novels lies in their ability to tackle complex themes. Identity, trauma, and social issues often take center stage. Take Persepolis by Marjane Satrapi, which vividly narrates the author's experiences during the Iranian Revolution. It's a striking reminder of how personal stories can speak to broader societal themes. Statistics show that readers are increasingly gravitating towards diverse genres. In recent years, graphic novels featuring LGBTQ+ themes have seen a 30% rise in popularity. This genre exploration enriches the medium and encourages readers to engage with different perspectives. Notable authors like Art Spiegelman and Raina Telgemeier have significantly contributed to genre expansion. Their works highlight the cultural significance of graphic novels, proving that these narratives can resonate deeply with audiences. So why not give graphic novels from various genres a try? You might discover new favorites that challenge and inspire! Graphic novels are a feast for the eyes! Illustrations play a crucial role in storytelling, enhancing the narrative with vibrant visuals. The illustrator is like a magician, conjuring emotions and setting the tone. A well-crafted panel layout guides readers, creating a rhythm that complements the storyline. Color schemes also matter. Bright colors can evoke joy, while darker tones might suggest mystery. Take Watchmen by Alan Moore and Dave Gibbons; its unique use of color amplifies the story's themes. Artists like Chris Ware and Marjane Satrapi have signature styles that captivate readers. Ware's meticulous detail contrasts with Satrapi's bold, simplistic approach in Persepolis. Research shows that engaging illustrations boost reader interaction. A study found that readers spend more time on pages with vibrant artwork. Moreover, graphic novels provide a platform for students in literature, history, and social issues. Research shows that graphic novels boost comprehension and encourage reluctant readers to pick up a book. With colorful illustrations and compelling narratives, they can make learning a fun adventure! Moreover, graphic novels have left their mark on other media. Countless adaptations have graced our screens, from blockbuster films to popular video games. The box office successes of titles like The Dark Knight Returns showcase their cultural impact. In fact, graphic novel adaptations generated over \$3 billion in ticket sales last year alone! Representation and diversity are also crucial in graphic novels. They spotlight underrepresented voices, tackling themes of race, gender, and identity. Works like Ms. Marvel and Persepolis illustrate the rich tapestry of human experience. They empower readers to connect with characters who reflect their realities. Support graphic novels that promote social issues! By doing so, you're helping to amplify diverse voices and foster understanding. Join the movement and celebrate this incredible medium! Please let us know what you think about our content by leaving a comment down below! Thank you for reading till here All images from Pixels Book with primarily comics contents NOT to be confused with Visual Novel, Light novel, Illustrated fiction, or Comic novel. ComicsSpeech balloon Comics studies Education Glossary History Methods Cartooning Photo comics Media formats Comic book Comic strip Digital comic Gag cartoon Trade paperback Graphic novel Light novel Political cartoon Webcamcom Webtoon Comics by country and culture American comics Argentine comics Bande dessinées (Belgium/France/Quebec) Australian comics Brazilian comics British comics (Welsh-language) Canadian comics Croatian comics Czech comics Dutch comics European comics German comics Hungarian comics Indian comics Irish comics Italian comics Japanese manga Korean manhwa Malaysian comics Manhua (Hong Kong) Manhwa Mexican comics Pakistani comics Philippine comics Polish comics Portuguese comics Romanian comics Russian comics Serbian comics South African comics Spanish comics Swedish comics Swiss comics Taiwanese comics Thai comics Turkish comics Vietnamese comics Welsh-language comics Yiddish comics Yugoslav comics Zulu comics ^ "Graphic novels are essentially extended comic books, but they pack a punch with their storytelling. 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Notable authors like Art Spiegelman and Raina Telgemeier have significantly contributed to genre expansion. Their works highlight the cultural significance of graphic novels, proving that these narratives can resonate deeply with audiences. So why not give graphic novels from various genres a try? You might discover new favorites that challenge and inspire! Graphic novels are a feast for the eyes! Illustrations play a crucial role in storytelling, enhancing the narrative with vibrant visuals. The illustrator is like a magician, conjuring emotions and setting the tone. A well-crafted panel layout guides readers, creating a rhythm that complements the storyline. Color schemes also matter. Bright colors can evoke joy,

[illegible]

such work was clearly adult-orientated, it was also distinguished from the mainstream by its distribution and its material quality. Underground comix circulated via "head shops" (stores that sold marijuana pipes and other drug paraphernalia) and independent bookstores, rather than via newspaper stands. The paper comix were printed on was sometimes cheaper, and the printing quality was variable. Famous Novels, Last Lines Quiz See an exhibition of comics from various countries curated by librarian Liladhar Pendse at UC Berkeley's Doe LibraryVisit the 2016-17 exhibition "Beyond Tintin and Superman: The Diversity of Global Comics," curated by librarian Liladhar Pendse at UC Berkeley's Doe Library.See all videos for this articleIn the 1970s there was a groundswell of academic interest in comics, and many of these commentators celebrated the work of Crumb alongside Winsor McCay and George Herriman, comic strip creators from the early 20th century. They also sought to validate the importance of comics by delving into the prehistory of the medium, finding a lineage of word-image texts that evolved from cave paintings, Egyptian hieroglyphs and Mayan carvings, illuminated manuscripts, the Bayeux Tapestry, early woodcut printing, the serial illustrations of William Hogarth and Rodolphe Töpfer, and the engravings of William Blake. Töpfer, a 19th-century Swiss artist, was particularly important, and he is often described as the father of the modern comic. Hogarth, an 18th-century English broadsheet satirist, anticipated the funny pages in the late 19th century with visual techniques that would become comic conventions. In the early 20th century, film was influenced by comics, and woodcut novels by the likes of Frans Masereel and Lynd Ward (themselves partially influenced by German Expressionist cinema, and perhaps vice versa) were precursors of the graphic novel. Within this larger historical context, comics can be seen both as an ancient medium that combines words and images, two of the primal building blocks for communication, and as a modern medium that continues to develop and evolve. By the last quarter of the 20th century, the term comics had suddenly become anachronistic. In 1985 Will Eisner used the term sequential art to describe the medium in his influential book Comics and Sequential Art, and in 1993 critic Scott McCloud offered this definition in his book Understanding Comics: comics are "juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or produce an aesthetic response." This academic interest was paralleled by a growth in production of comics for adults in Britain and the United States. As cultural critic Roger Sabin explains in his book Adult Comics (1993), there had always been comics for adults, and adults had always gained enjoyment from comics regardless of the material's supposed audience, but in the late 1970s those children who had embraced the comics boom of the 1960s were now older and sought more realistic and mature comics. The major American comic publishers responded with more violent material and, sometimes, more intelligent comics—many of them in the form of books and albums, mimicking the marketing of comics in Europe. These were the immediate precursors of what would come to be known as graphic novels. The emergence of this format was supported by the birth of the direct-sales market (specialty comic shops), which helped to formalize a culture of fandom around comics and revealed the presence of an audience of readers with high disposable income who could therefore be relied upon to buy these new expensive books. This move away from the newsstands created new possibilities, not just in terms of format but with regard to content. The once strict censorship of the Comics Code Authority—an industry group that policed depictions of sex and violent content in mass-market comics—lessened and ultimately became irrelevant to most publishers and consumers. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material.