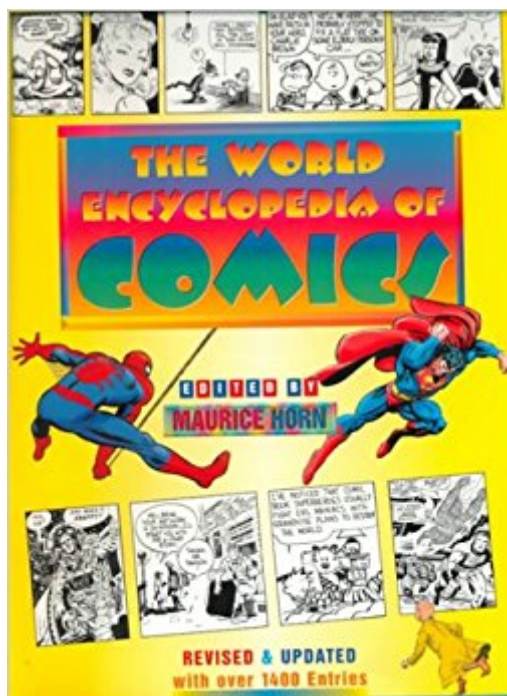


The book was found

The World Encyclopedia Of Comics (Volume 1)



Synopsis

This completely revised and updated edition details every major comic/comic strip, the people who worked on them, descriptions of plots, themes, characters, their place in the history of comics, and much more. '

Book Information

Hardcover: 1060 pages

Publisher: Chelsea House Publications; Com edition (October 1997)

Language: English

ISBN-10: 079104856X

ISBN-13: 978-0791048566

Product Dimensions: 12.4 x 9.4 x 2.7 inches

Shipping Weight: 7.8 pounds

Average Customer Review: 4.6 out of 5 stars 6 customer reviews

Best Sellers Rank: #4,650,128 in Books (See Top 100 in Books) #73 in Books > Teens > Art, Music & Photography > Art > Cartooning #371 in Books > Reference > Encyclopedias & Subject Guides > Humor #978 in Books > Teens > Education & Reference > Reference

Customer Reviews

While no encyclopedia covering ongoing periodical literature can ever be truly complete, the multivolume set here, enlarged and updated from its first edition published 20 years ago, comes impressively close. Horn, an internationally recognized comics authority with several similar books to his credit, has ensured that this work offers a staggering overview, including the obvious newspaper strips and superhero tales as well as underground, independent, and international titles. While not every single comic ever printed is covered here, and while other comics histories might cover single creators or a particular company more extensively, no other publication offers such a wide and varied scope. Extensive historical data are to be found in the first half of Volume 1, and then the listings begin, reporting on writers, artists, publishers, and characters galore, all mixed together alphabetically and covering information up to December 1997. Entries are at times uneven. For example, the glowing discussion of Bill Waterson's wonderful decade-long run of Calvin and Hobbes is equal in length to that of DC's Batman, even though the latter has a 60-year publishing history. Entries can be brutal on perennial favorites (Batman is judged a "worn-out cliché," and Captain America "limps on"), and key developments are sometimes overlooked (Cap's significant resurgence under Mark Waid and John Garney in 1996 is not even mentioned). Even so, this set

has appeal owing to its thorough and insightful coverage and ample illustrations and by virtue of its being the only one of its kind. Only minor differences exist between the single-volume version and the set reviewed above; the hefty tome has the same content and page count as the set, with certain reorganizations (the 80 pages of color illustrations are found together, and comics history articles are found toward the back). Either version is well recommended, but the price difference would make the single-volume work the obvious choice. ?Chris Ryan, New Milford, NJCopyright 1998 Reed Business Information, Inc.

Edited by Maurice Horn, a world-recognized expert on comic art, who is based in New York City. He has authored and edited numerous books and articles on the subject. --This text refers to an out of print or unavailable edition of this title.

thank you

Given that the evolution of comics has been a worldwide process, with innumerable innovations in form and content taking place in every comics scene around the globe, it's no wonder there are so few comprehensive reference works on the subject. Luckily, when we've already got one this bloody good, we don't really NEED many survey works on the subject! Horn's work ranks as a giant achievement in comics scholarship, one that every serious enthusiast of international comics simply must own. Though it's somewhat dated (due to the lack of an updated edition since '97), the vast majority of the information contained herein remains useful and informative, since so much of it is historical in nature. While any reference work dedicated to such a broad subject is bound to fall short in the eyes of some readers whose area of specialty might not be given the emphasis they think it deserves, this is a survey work, and it fills that role very, very well, even given the lack of an updated version. I know comics. I have been a professional writer and cartoonist since the late '90s; I teach college courses in comics appreciation and comics creation; I have favorite titles from individual countries, and favorite periods within those countries' individual comics histories. And yet, I never fail to learn something new when flipping through this invaluable tome. This book has my wholehearted endorsement. If you're interested in looking beyond the capes and tights that dominate mainstream America's conception of comics to find what the rest of the world does with one of our greatest art forms, this book will serve you well.

This is one of those books that was advertised in comic books back in the early seventies that took

me thirty years to find. The info is somewhat dated now, but there is a lot of excellent background information on some of the medium's greatest creations and creators. Recommended!

This is a highly informative and very entertaining encyclopedia. It is amazingly helpful for doing any kind of research, including figuring out which cartoons are worth collecting.

This was an updating of the original World Encyclopedia of Comics, originally published in the 1970s. Editor and French comic expert Maurice Horn has bridged the gap from the original to include many of the revolutionary works that followed the original volume's publication. There are articles galore on just about every major comic strip and comic book from around the world, key writers and artists, as well as noted characters. There is the occasional piece of misinformation and misinterpretation; but, the bulk of the work is first rate. There is one puzzling detail, though: Maurice Horn appears to have some kind of personal agenda in his article for French artist Phillipe Druillet (Loan Sloane). The article basically states that Druillet is completely overrated and not worthy of the awards he has received, without ever providing justification for such bold statements, or making similar statements about other artists. The article is credited to Horn, which suggests bad blood between the two. Apart from that, you can immerse yourself in page after page of fantastic creations, from Alley Oop to Alley Sloper; Tintin,, Asterix, Lucky Luke and Spirou, Golgo 13, 8 Man, Tetsuwan Atom (aka Astroboy); Diabolik, Kriminal, and Valentina; Corto Maltese, Blake and Mortimer, and Dan Dare; Buck Rogers and Flash Gordon, and just about anything inbetween. You can also find a chronological history of comic milestones, a reprinting of the original Comics Code, and a section of color reprints of fabulous Sunday strips and panels from comic books. This is a must have for any library of comic references.

Good book, I'm the first one to write a summar

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

Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) Amazing Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 7) Amazing Minecraft Comics: Flash and Bones and Hero-brine's Mountain Prison: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 4) Amazing Minecraft Comics: Flash and Bones and the Mysterious Bloodrock Mountains: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones

Book 3) Amazing Minecraft Comics: Flash and Bones and the Empty Tomb of Hero-brine: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 1) Amazing Minecraft Comics: Flash and Bones: Bandit Origins - The Demon on the Mount: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Bandit Origins Book 4) Amazing Minecraft Comics: Flash and Bones and the Jungle Demon Agramon: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 9) Amazing Minecraft Comics: Flash and Bones and the Demon Zombie Curse: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 8) Amazing Minecraft Comics: Flash and Bones and the Enderman Zombie Potion: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 5) DC Comics/Dark Horse: Batman vs. Predator (Batman Dc Comics Dark Horse Comics) Comic Sketch Book - Blank Comic Book: Create Your Own Drawing Cartoons and Comics (Large Print 8.5"x 11" 120 Pages) (Drawing comics) (Volume 1) Blank Comic Notebook : Create Your Own Comics With This Comic Book Drawing Journal: Big Size 8.5" x 11" Large, Over 100 Pages To Create Cartoons / Comics (Blank Comic Books) (Volume 8) The World Encyclopedia of Comics (Volume 1) Marvel: Five Fabulous Decades of the World's Greatest Comics ([Marvel comics) Drawing for Beginners: How to Draw Sea World, Drawing Comics, Drawing Animals, Drawing Cartoons (how to draw comics and cartoon characters Book 11) Junior Worldmark Encyclopedia of World Cultures: 9 Volume Set (Junior Worldmark Encyclopedia of World Cultures) Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels The DC Comics Guide to Writing Comics Drawing For Beginners to Expert: How to Draw Comics (Drawing, Comics, Sketching, Inking, Doodle Drawing, Drawing Manga, Cartoons) The DC Comics Guide to Pencilling Comics

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)