

Read Book The Comic Stories

# The Comic Stories

A step-by-step guide to all aspects of comic book creation--from conceptualization to early drafts to marketing and promotion--written by two of the industry's most

## Read Book The Comic Stories

seasoned and successful pros. Discover the Secrets of Your Favorite Comic Book Creators Do you want to break into the comics industry? There are many creative roles available—writer, penciller, inker, colorist, letterer, editor, and

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more. Each creator serves a vital function in the production of sequential art at companies such as DC, Marvel, Image, and Valiant. In *Make Comics Like the Pros*, veteran comics creators Greg Pak and Fred Van Lente team up with a

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who's who of the modern comic book scene to lead you step-by-step through the development of a comic. With these two fan-favorite writers as your guides, you'll learn everything from script formatting to the importance of artistic

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collaboration to the best strategies for promoting and selling your own sequential art masterpiece. Pak and Van Lente even put their lessons into practice inside the pages of the book—pairing with Eisner Award—winning cartoonist

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Colleen Coover (Bandette) to produce the swashbuckling, adventure comic *Swordmaids*, and giving you front row seats to their creative process. *Make Comics Like the Pros* provides all the answers you've been seeking to

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take your comic book-making dreams all the way to professional-level reality.

"Now Top Shelf has teamed up with the Fellowship of Reconciliation to produce the first ever fully-authorized . . . edition[s] of this

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historic comic book, as a companion to the bestselling graphic novel *March: Book One*."--Publisher's website.

A memoir done in the form of a graphic novel by a cult favorite comic artist offers a darkly funny



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family portrait that details her relationship with her father--a funeral home director, high school English teacher, and closeted homosexual.

Since at least 1939, when daily-strip caveman Alley Oop time-

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traveled to the Trojan War, comics have been drawing (on) material from Greek and Roman myth, literature and history. At times the connection is cosmetic-as perhaps with Wonder Woman's Amazonian heritage-and at times it is almost

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irrelevant-as with Hercules' starfaring adventures in the 1982 Marvel miniseries. But all of these make implicit or explicit claims about the place of classics in modern literary culture. Classics and Comics is the first book to

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explore the engagement of classics with the epitome of modern popular literature, the comic book. This volume collects sixteen articles, all specially commissioned for this volume, that look at how classical content is deployed in comics and

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reconfigured for a modern audience. It opens with a detailed historical introduction surveying the role of classical material in comics since the 1930s. Subsequent chapters cover a broad range of topics, including the incorporation

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of modern theories of myth into the creation and interpretation of comic books, the appropriation of characters from classical literature and myth, and the reconfiguration of motif into a modern literary medium. Among the well-known

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comics considered in the collection are Frank Miller's 300 and Sin City, DC Comics' Wonder Woman, Jack Kirby's The Eternals, Neil Gaiman's Sandman, and examples of Japanese manga. The volume also includes an original 12-page

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"comics-essay," drawn and written by Eisner Award-winning Eric Shanower, creator of the graphic novel series Age of Bronze.

Comic Wars

Comic Strips Vol II - Create Your Own Comic Book and Cover - S



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The World's Favorite Beverage  
from 7000 BC to Today's Craft  
Brewing Revolution

Square Corners, 100 Pages, 8.5 X  
11, Soft Cover, Single Image Front  
Square Corners

The Art of Comic Book Writing

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Pulp Empire

The History, Methods and Madness

**Contributions by Bart Beaty, T. Keith Edmunds, Eike Exner, Christopher J. Galdieri, Ivan Lima Gomes, Charles Hatfield, Franny Howes, John A. Lent,**

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**Amy Louise Maynard, Shari Sabeti, Rob Salkowitz, Kalervo A. Sinervo, Jeremy Stoll, Valerie Wieskamp, Adriana Estrada Wilson, and Benjamin Woo**  
**The Comics World: Comic Books, Graphic Novels, and**

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**Their Publics is the first collection to explicitly examine the production, circulation, and reception of comics from a social-scientific point of view. Designed to promote interdisciplinary dialogue**

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**about theory and methods in comics studies, this volume draws on approaches from fields as diverse as sociology, political science, history, folklore, communication studies, and business, among**

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**others, to study the social life of comics and graphic novels. Taking the concept of a “comics world”—that is, the collection of people, roles, and institutions that “produce” comics as they are—as its**

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**organizing principle, the book asks readers to attend to the contexts that shape how comics move through societies and cultures. Each chapter explores a specific comics world or particular site where**

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**comics meet one of their publics, such as artists and creators; adaptors; critics and journalists; convention-goers; scanners; fans; and comics scholars themselves. Through their research, contributors**



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**demonstrate some of the ways that people participate in comics worlds and how the relationships created in these spaces can provide different perspectives on comics and comics studies. Moving beyond**

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**the page, The Comics World explores the complexity of the lived reality of the comics world: how comics and graphic novels matter to different people at different times, within a social space shared**

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**with others.**

**AMERICAN TV COMIC BOOKS (1940s-1980s) takes you from the small screen to the printed page, offering a fascinating and detailed year-by-year history of over 300 television**

## Read Book The Comic Stories

**shows and their 2000+ comic book adaptations across five decades. Author PETER BOSCH has spent years researching and documenting this amazing area of comics history, tracking down the well-**

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**known series (Star Trek, The Munsters) and the lesser-known shows (Captain Gallant, Pinky Lee) to present the finest look ever taken at this unique genre of comic books. Included are hundreds of full-**

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**color covers and images, plus profiles of the artists who drew TV comics: GENE COLAN, ALEX TOTH, DAN SPIEGLE, RUSS MANNING, JOHN BUSCEMA, RUSS HEATH, and many more giants of the comic**

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**book world. Whether you loved watching The Lone Ranger, Rawhide, and Zorro from the 1950s--The Andy Griffith Show, The Monkees, and The Mod Squad in the 1960s--Adam-12, Battlestar Galactica, and The**

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**Bionic Woman in the 1970s--or Alf, Fraggle Rock, and "V" in the 1980s--there's something here for fans of TV and comics alike.**

**The Comic Book Story of Video GamesThe Incredible History**



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**of the Electronic Gaming  
Revolution Ten Speed Press  
Collection of black-and-white  
cartoon strips featuring the  
adventures of Zits, a fifteen-  
year old boy.**

**The Inside Scoop on How to**

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**Write, Draw, and Sell Your  
Comic Books and Graphic  
Novels  
How the Industry Works  
Comic Books, Graphic Novels,  
and Their Publics  
A Hardcore, High-Flying, No-**

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**Hold-Over History of the  
One True Sport  
American TV Comic Books  
(1940s-1980s)  
The Smithsonian Collection of  
Newspaper Comics  
All of the Marvels**

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### **Comic Books as History**

*In time for the 75th anniversary of the Man of Steel, comes the first comprehensive literary biography of Joe Shuster and Jerry Siegel, creators of the DC Comics superhero Superman*

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*and the inspiration for Michael Chabon's Kavalier and Clay*  
*Drawing on ten years of*  
*research in the trenches of*  
*Cleveland libraries, boarded-up*  
*high schools, and secret, private*  
*collections, and a love of comic*

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*books, Brad Ricca's Super Boys is the first ever full biography about Superman's creators. Among scores of new discoveries, the book reveals the first stories and pictures ever published by the two,*

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*where the first Superman story really came from, the real inspiration for Lois Lane, the template for Superman's costume, and much, much more. Super Boys also tracks the boys' unknown, often*

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*mysterious lives after they left Superman, including Siegel's secret work during World War II and never-before-seen work from Shuster. Super Boys explains, finally, what exactly happened with the infamous*



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*check for \$130 that pulled Superman away from his creators—and gave control of the character to the publisher. Ricca also uncovers the true nature of Jerry's father's death, a crime that has always*

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*remained a mystery. Super Boys is the story of a long friendship between boys who grew to be men and the standard that would be impossible for both of them to live up to.*

*A practical guide for beginner*

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*and advanced comic book writers that outlines the steps needed to successfully craft a story for sequential art. With this latest book in the SCAD Creative Essentials series from the esteemed Savannah College*

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*of Art and Design, comics writer and instructor Mark Kneece gives aspiring comic book writers the essential tools they need to write scripts for sequential art with confidence and success. He provides a*

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*practical set of guidelines favored by many comic book publishers and uses a unique trial and error approach to show would-be scribes the potential pitfalls they might encounter when seeking a career in comics*

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*writing. Supported by examples of scripting from SCAD's students, faculty, and alumni, The Art of Comic Book Writing strips away the mysteries of this popular artform and provides real-world*

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*advice and easy-to-follow examples for those looking to write for the comics medium. A fast-break history of basketball--from its humble beginnings to its all-time great players--featuring engaging true*

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*tales from the court and vivid, dynamic illustrations. Whether it's millionaire pros facing off in an indoor arena full of screaming fans or a lone kid shooting hoops on an outdoor court, basketball is one of the*



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*most popular and widely played sports in the world. The Comic Book Story of Basketball gives you courtside seats to the history of hoops. It chronicles the sport from its beginnings in a YMCA in Massachusetts to its*

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*current status as a beloved international game for men and women of all ages. Learn the true stories behind the college game, the street game, the women's game, and the international game, with*

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*legendary players and coaches like Dr. J, Michael Jordan, LeBron James, and Steph Curry profiled throughout.*

*Superman, Batman, Spider-Man, Iron Man, Wonder Woman, the Avengers, the X-Men,*

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*Watchmen, and more: the companion volume to the PBS documentary series of the same name that tells the story of the superhero in American popular culture. Together again for the first time, here come the*

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*greatest comic book  
superheroes ever assembled  
between two covers: down from  
the heavens—Superman and  
the Mighty Thor—or swinging  
over rooftops—the Batman and  
Spider-Man; star-spangled, like*

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*Captain America and Wonder Woman, or clad in darkness, like the Shadow and Spawn; facing down super-villains on their own, like the Flash and the Punisher or gathered together in a team of champions, like the*

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*Avengers and the X-Men! Based on the three-part PBS documentary series Superheroes, this companion volume chronicles the never-ending battle of the comic book industry, its greatest creators,*

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*and its greatest creations. Covering the effect of superheroes on American culture—in print, on film and television, and in digital media—and the effect of American culture on its*



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*superheroes, Superheroes: Capes, Cowls, and the Creation of Comic Book Culture appeals to readers of all ages, from the casual observer of the phenomenon to the most exacting fan of the genre.*

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*Drawing from more than 50 new interviews conducted expressly for Superheroes!—creators from Stan Lee to Grant Morrison, commentators from Michael Chabon to Jules Feiffer, actors from Adam West to Lynda*

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*Carter, and filmmakers such as Zach Snyder—this is an up-to-the-minute narrative history of the superhero, from the comic strip adventurers of the Great Depression, up to the blockbuster CGI movie*

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*superstars of the 21st Century. Featuring more than 500 full-color comic book panels, covers, sketches, photographs of both essential and rare artwork, Superheroes is the definitive story of this powerful presence*

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*in pop culture.*

*Sketchbook #1*

*Stan Lee's How to Draw Comics*

*A Journey to the Ends of the*

*Biggest Story Ever Told*

*Zits*

*The Comic Book History of*

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*Animation: True Toon Tales of  
the Most Iconic Characters,  
Artists and Styles!*

*Ticky and Tikku Fight Corona  
Monster*

*Martin Luther King and the  
Montgomery Story*

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### *Bound by Law?*

An aspiring young creator learns the fundamentals of visual storytelling from three comic book mentors in this charming illustrated tale—a graphic novel that teaches you how to turn your stories into

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comics! Acclaimed illustrator and graphic novelist Mark Crilley returns with a new approach to learning the essential elements of making comics. His easy-to-follow instruction about comic book art, design, and storytelling provides



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aspiring creators a one-of-a-kind how-to experience. In The Comic Book Lesson, you'll meet Emily—an enthusiastic young comics fan who has a story she needs to tell. On her quest to turn that story into a comic book, Emily meets three helpful

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mentors who share their knowledge. Trudy, a high school student who works at the local comics shop, teaches Emily how to create expressive characters and how art can convey action and suspense. Madeline, a self-published manga

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artist, teaches Emily how to use panel composition and layout to tell a story visually and how to develop a comic from script to sketch to finished pages. Sophie, a professional graphic novelist, guides Emily through fine-tuning the details

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of dialogue, sequence, and pacing to lead readers through the story. Page by page, you'll discover more about the events that drive Emily to create her comic book as her mentors teach her (and you!) about the fundamentals of visual narrative and

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comic book art. Each lesson builds on the previous one, guiding you through the steps of planning and creating your comic, with accompanying exercises you can try for yourself. Are you ready to start your comic book lesson today?

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Selected comic treasures from American newspaper pages from 1896 to the 1970s display a range of graphic experimentation and imaginative storytelling

A full-color, lushly illustrated graphic novel that recounts the

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many-layered past and present of beer through dynamic pairings of pictures and meticulously researched insight into the history of the world's favorite brew. Starting from about 7,000 BC, The Comic Book Story of Beer traces beer's

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influence through world history, encapsulating early man's experiments with fermentation, the rise and fall of Ancient Rome, the (often beer-related) factors that led Europe out of the Dark Ages, the Age of Exploration, the spread of



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capitalism, the Reformation, and on up to the contemporary explosion of craft brewing. No book has ever told the story of beer in a graphic format as a liberating or emancipating force that improved the life of everyday people. Visually riffing on

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abstract subjects like pasteurization, "original gravity," and "lagering," artist Aaron McConnell has a flair for cinematic action and demonstrates versatility in depicting characters and episodes from beer's rich history. Hand-drawn in a

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classic, accessible style, The Comic Book Story of Beer makes a great gift, and will appeal to the most avid comic book geek and those who live for beer.

120 inspiring visual stories on environmentalism from key figures,

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charities, activists, and artists. The Most Important Comic Book On Earth is a global collaboration for planetary change, bringing together a diverse team of 300 leading environmentalists, artists, authors, actors, filmmakers, musicians, and

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more to present over 120 stories to save the world. Whether it's inspirational tales from celebrity names such as Cara Delevingne and Andy Serkis, hilarious webcomics from War and Peas and Ricky Gervais, artworks by leading

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illustrators David Mack and Tula Lotay, calls to action from activists George Monbiot and Jane Goodall, or powerful stories by Brian Azzarello and Amy Chu, each of the comics in this anthology will support projects and organizations

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fighting to save the planet and  
Rewrite Extinction.

Create Your Own Comics Write  
Stories for Kids and Adults Every  
Ages with Variety of Templates  
Make Comics Like the Pros  
The Ten-Cent Plague

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The Comics World

The Incredible History of the  
Electronic Gaming Revolution

Superhero comic book for kids

(English graphic novel for children)

A Graphic Novel That Shows You  
How to Make Comics

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Superheroes!

Describes changing public attitudes towards comic books

A complete, illustrated history of video games--highlighting the

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machines, games, and people who have made gaming a worldwide, billion-dollar industry/artform--told in a graphic novel format.

Author Jonathan Hennessey and illustrator Jack

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McGowan present the first full-color, chronological origin story for this hugely successful, omnipresent artform and business. Hennessey provides readers with everything they need to

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know about video games--from their early beginnings during World War II to the emergence of arcade games in the 1970s to the rise of Nintendo to today's app-based games

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like Angry Birds and Pokemon Go. Hennessey and McGowan also analyze the evolution of gaming as an artform and its impact on society. Each chapter features spotlights on major

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players in the development of games and gaming that contains everything that gamers and non-gamers alike need to understand and appreciate this incredible phenomenon.

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This book is an insider's guide to how the comic book industry works. You'll learn how comic book superheroes are created and the deeper meanings they represent. You'll follow the

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development of sequential art storytelling - from caveman wall paintings to modern manga and cinematic techniques. Here you will explore comics in all forms: those flimsy



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pamphlets we call comic books; thick graphic novels; Japanese manga; and blockbuster movies featuring epic battles between good and evil. But behind it all, you'll discover

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how comics are an intellectual property business, the real money found in licensed bedsheets and fast-food merchandise, heart-pounding theme park rides and collectible toys,

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video games, and Hollywood extravaganza featuring such popular superheroes as Spider-Man, Superman, X-Men, and Batman.

Presents selections from comic books from 1938 to

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1955 that feature the adventures of characters such as Superman, Batman, Pogo, Captain Marvel, and Donald Duck

The Comic Book Story of Basketball

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Tales from the Public  
Domain

The Comic Book Story of  
Beer

Comic Books 101

Silly Sea Stories

From the Small Screen to

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the Printed Page  
The Definitive Guide to  
Outlining, Scripting, and  
Pitching Your Sequential Art  
Stories

The Secret History of Comic  
Book Imperialism

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Barely old enough to drink when he joined the EC Comics stable, Al Williamson may have been the new kid on the block, but a lifetime of studying such classic adventure cartoonists as Alex Raymond (Flash Gordon)

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and Hal Foster (Prince Valiant) had made him a kid to reckon with ? as he proved again and again in the stories he created for EC's legendary "New Trend" comics, in particular Weird Science and Weird Fantasy.



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Winner of the 2022 Eisner Award for Best Comics-Related Book The first-ever full reckoning with Marvel Comics' interconnected, half-million-page story, a revelatory guide to the "epic of epics"—and to the

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past sixty years of American culture—from a beloved authority on the subject who read all 27,000+ Marvel superhero comics and lived to tell the tale “Brilliant, eccentric, moving and wholly wonderful. . . . Wolk proves

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to be the perfect guide for this type of adventure: nimble, learned, funny and sincere. . . . All of the Marvels is magnificently marvelous. Wolk's work will invite many more alliterative superlatives.

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It deserves them all.”

—Junot Díaz, New York Times  
Book Review The superhero  
comic books that Marvel  
Comics has published since  
1961 are, as Douglas Wolk  
notes, the longest  
continuous, self-contained

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work of fiction ever created: over half a million pages to date, and still growing. The Marvel story is a gigantic mountain smack in the middle of contemporary culture. Thousands of writers and artists have

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contributed to it. Everyone recognizes its protagonists: Spider-Man, the Avengers, the X-Men. Eighteen of the hundred highest-grossing movies of all time are based on parts of it. Yet not even the people telling the story

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have read the whole thing—nobody's supposed to. So, of course, that's what Wolk did: he read all 27,000+ comics that make up the Marvel Universe thus far, from Alpha Flight to Omega the Unknown. And then

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he made sense of it—seeing into the ever-expanding story, in its parts and as a whole, and seeing through it, as a prism through which to view the landscape of American culture. In Wolk's hands, the mammoth Marvel



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narrative becomes a fun-house-mirror history of the past sixty years, from the atomic night terrors of the Cold War to the technocracy and political division of the present day—a boisterous, tragicomic,

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magnificently filigreed epic about power and ethics, set in a world transformed by wonders. As a work of cultural exegesis, this is sneakily significant, even a landmark; it's also ludicrously fun. Wolk sees

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fascinating patterns—the rise and fall of particular cultural aspirations, and of the storytelling modes that conveyed them. He observes the Marvel story's progressive visions and its painful stereotypes, its

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patches of woeful hackwork and stretches of luminous creativity, and the way it all feeds into a potent cosmology that echoes our deepest hopes and fears. This is a huge treat for Marvel fans, but it's also a

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revelation for readers who don't know Doctor Strange from Doctor Doom. Here, truly, are all of the marvels.

"Paul Hirsch's revelatory book opens the archives to show the complex

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relationships between comic books and American foreign relations in the mid-twentieth century. Scourged and repressed on the one hand, yet co-opted and deployed as propaganda on the other, violent, sexist

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comic books were both vital expressions of American freedom and upsetting depictions of the American id. Hirsch draws on previously classified material and newly available personal records to weave

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together the perspectives of government officials, comic-book publishers and creators, and people in other countries who found themselves on the receiving end of American culture"--  
A documentary is being



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filmed. A cell phone rings, playing the "Rocky" theme song. The filmmaker is told she must pay \$10,000 to clear the rights to the song. Can this be true? "Eyes on the Prize," the great civil rights

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documentary, was pulled from circulation because the filmmakers' rights to music and footage had expired.

What's going on here? It's the collision of documentary filmmaking and intellectual property law, and it's the

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inspiration for this new comic book. Follow its heroine Akiko as she films her documentary, and navigates the twists and turns of intellectual property. Why do we have copyrights? What is "fair

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use"? Bound By Law reaches beyond documentary film to provide a commentary on the most pressing issues facing law, art, property and an increasingly digital world of remixed culture.

Fun Home

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A Family Tragicomic  
Marvel's Battle for Survival  
The Comic Book History of  
Comics  
From the Legendary Creator  
of Spider-Man, The  
Incredible Hulk, Fantastic  
Four, X -Men, and Iron Man

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The Narrative Art of Jack  
Jackson, Art Spiegelman, and  
Harvey Pekar

A Smithsonian Book of Comic-  
book Comics

Comic Strips - Create Your  
Own Comic Book & Cover

Comic Books Incorporated

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tells the story of the US comic book business, reframing the history of the medium through an industrial and transmedial lens. Comic books wielded their influence from the margins and in-between spaces of the

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entertainment business for half a century before moving to the center of mainstream film and television production. This extraordinary history begins at the medium's origin in the 1930s, when comics were



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a reviled, disorganized, and lowbrow mass medium, and surveys critical moments along the way—market crashes, corporate takeovers, upheavals in distribution, and financial transformations. Shawna

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Kidman concludes this revisionist history in the early 2000s, when Hollywood had fully incorporated comic book properties and strategies into its business models and transformed the medium into the heavily

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exploited, exceedingly corporate, and yet highly esteemed niche art form we know so well today.

Who lives in a pineapple under the sea? SpongeBob SquarePants! SpongeBob Comics: Silly Sea Stories is

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a collection of previously published material specially curated by SpongeBob creator Stephen Hillenburg and some of the biggest names in comics. Silly Sea Stories includes short, self-contained classic SpongeBob

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stories. The book brings together the main characters and the rest of the undersea cast that fans know and love--all in an exciting new comic book adventure.

From the team behind The Comic Book History of Comics

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comes the perfect companion piece telling the story of the triumphs and tragedies of the filmmakers and beloved animated characters of the past century and a half—essential for hardcore fans of the medium and

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noobies alike! It's all here, from Aardman to Zoetrope, Disney to Miyazaki, Hanna-Barbera to Pixar, and everything in-between! Begin in the early 1900s with J. Stuart Blackton and the first

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American cartoon, Winsor McCay's Gertie the Dinosaur, and Felix the Cat! Find out about Margaret Winkler, the most powerful person in early animation, and Walt Disney, who revolutionizes cartoons with sound and



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color! Discover how  
Fleischer Studios teaches us  
to sing "Boop-boop-a-doop"  
and eat our spinach, and how  
Warner Bros' Looney Toons  
rivalled Disney's Silly  
Symphonies! Plus, icons of  
animation including Hanna-

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Barbera, Huckleberry Hound, The Flintstones, and Ruby-Spears; the Plastic Age of toy-based TV shows including G.I. Joe, Transformers, and He-Man; and the new Golden Age of TV animation launched by The Simpsons! And go

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abroad to France with Émile Cohl's dynamic doodles in Fantasmagorie; to Japan, where the Imperial Navy debuts the first full-length anime as propaganda, Divine Sea Warriors, and Osamu Tezuka conquers TV as he

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conquered manga; and to Argentina, which beat out Snow White for the first feature length animated movie by two decades! And finally, Jurassic Park and the computer animation revolution! Post-Little

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Mermaid Disney, Pixar, and Studio Ghibli conquer the world! If you've ever wanted to know more about the history of animation but were afraid to ask, this book is especially for you! In Stan Lee's How to Draw

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Comics, Stan Lee reveals his secrets for: \* Costumes \*  
Penciling, Inking & Coloring  
\* Lettering & Word Balloons  
\* Digital Advances \*  
Perspective & Foreshortening  
\* What Makes Great Action \*  
Page & Panel Layout \* Covers

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\* Creating a Portfolio \*  
Getting Work When it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, he's sharing what

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he knows with you,  
Grasshopper! His cohorts  
have always been—and still  
are—some of the best in the  
business: Jack Kirby, John  
Romita, Sr., Neal Adams, Gil  
Kane, Mike Deodato, Jr.,  
Frank Cho, and Jonathan Lau,



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and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand

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lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic

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book industry, and there's an extensive section on various types of covers—the super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the

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hero fights valiantly to get the girl, no stone is left unturned! Here you'll also find info on all the small details—that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound

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effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also

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information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan Lee's How to Draw Comics features a cover that reunites long time collaborator John Romita Sr.

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and original cover artist of  
How to Draw Comics the  
Marvel Way. John Romita Sr.  
was most famous for his  
collaboration on The Amazing  
Spider-Man with Stan Lee!  
It's time for a new approach  
. . . “a cornucopia of

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cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity.” It’s time for a book that takes you on the new journey of creating comic books for the 21st century and beyond!



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Excelsior!

Classics and Comics

50 Girls 50

Comic Strips Vol IV - Create

Your Own Comic Book and

Cover - S

Pixels of You

SpongeBob Comics: Book 1

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# Read Book The Comic Stories

Stories to Save the World  
And Other Stories  
The Amazing Adventures of  
Jerry Siegel and Joe  
Shuster--the Creators of  
Superman

A human and human-

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presenting AI slowly become friends—and maybe more—in this moving YA graphic novel In a near future, augmentation and AI changed everything and nothing. Indira is a

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human girl who has been cybernetically augmented after a tragic accident, and Fawn is one of the first human-presenting AI. They have the same internship at a gallery,

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but neither thinks much of the other's photography. But after a huge public blowout, their mentor gives them an ultimatum: work together on a project or

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leave her gallery forever. Grudgingly, the two begin to collaborate, and what comes out of it is astounding and revealing for both of them. Pixels

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of You is about the slow transformation of a rivalry to a friendship to something more as Indira and Fawn navigate each other, the world around them—and what it

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means to be an artist  
and a person.

Examines the influence  
of comic books on the  
evolution of American  
popular culture in the  
years between World War



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It and the emergence of television, focusing on the battle against comic books by church groups, community elite, and a right-wing Congress.

This book is an updated

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history of the American comic book by an industry insider. You'll follow the development of comics from the first appearance of the comic book format in the

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Platinum Age of the 1930s to the creation of the superhero genre in the Golden Age, to the current period, where comics flourish as graphic novels and

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blockbuster movies.  
Along the way you will  
meet the hustlers,  
hucksters, hacks, and  
visionaries who made the  
American comic book what  
it is today. It's an

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exciting journey, filled with mutants, changelings, atomized scientists, gamma-ray accidents, and supernaturally empowered heroes and villains who

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challenge the imagination and spark the secret identities lurking within us. Kids love comics, especially boys. The "Comic Strip" series

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allows a child to use their imagination to develop and tell their own graphic novels. The Comic Strip series provide hours of fun. And, they also provide

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an easy way to create a graphic novel. Just plan out the story and then fill-in the blank comic strips (frames). Add some color to the drawings. The book was



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designed for children between the ages of 8 to 11; however, it is great for writers and artists of all ages that want to create a comic book. It will help budding

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novelists and artists keep their stories organized. The book also makes a great gift for birthdays, holidays or vacations. Interior Pages Each page provides

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multiple frames where sketches and word bubbles can be added. There are several summary pages that were included at the beginning of the book

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for a 'Table of Content'  
for the titles of your  
graphic stories. The  
interior book is  
designed to be used with  
pencils, colored  
pencils, colored pens,

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crayons and ink stamps.  
(It isn't designed for  
watercolors, markers or  
pens that bleed.) Cover  
The cover is white with  
a matte finish so you  
can create your own

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cover to match your comic strips stories. For best results, use a pencil to do the sketches and then use a permanent marker, such as a Sharpie. The front

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cover has room to add a title at the top and your name at the bottom. The back cover has room for a headline at the top. Both the front and back covers contain

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multiple frames for your sketches. Note...Because markers have different qualities, please make sure to test the markers before using them to complete your



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design...somewhere on the back cover will work. Also, only use permanent (non-washable) markers on the cover.

Additional Information  
The Comic Strip series

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are available in a variety of pre-formatted pages. Simply select the book that contains the comic strip frame format that will best help you tell your story. You can

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also select between the traditional square cornered frames or frames with rounded corners to create your graphic novel. The books are also available with

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either 100 pages or 190 pages. If you flip the book over, the back cover layout is similar to the interior page layout. The book is printed using industry

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standard professional  
grade binding and paper.

The book is neither  
archival nor acid-free.

A Fast-Break History of

Hoops

Super Boys

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The Comic Book Lesson  
The Great Comic-Book  
Scare and How It Changed  
America  
The Comic Book Story of  
Professional Wrestling  
Capes, Cowls, and the

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Creation of Comic Book  
Culture

Comic Books

Comic Books Incorporated

Presents a history of the  
comic book from 1896 to the  
present, exploring how the

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medium has been reshaped over time.

Collects all of the classic match-ups between Superman and the Flash to see who is the faster of the two, in races on land, on sea, in space, and through time.



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Packed with fun cartoons and images, informative sidebars, and commentary, "Comic Books 101" takes readers from the humble beginnings of the comic book all the way through to the popularity of today's comic-

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based blockbuster films.  
Before you Buy ! Check out  
the Specifications : The  
Comic book you need Organize  
your thoughts List  
Characters and their roles  
Write your story Draw Comics  
The Fun Way Variety of

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Templates Measures 8.5 x 11"  
High-Quality white paper and  
cover Everything you look  
for in a comic book is here  
! Add to cart ! visit our  
author's page on Amazon for  
more! Don't forget to leave  
us a review we love to know

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what you think about our  
books !!

The Comic Book Story of  
Video Games

Blank Comic Book

Superman Versus the Flash

A Complete History of  
American Comic Books

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The Most Important Comic  
Book on Earth  
How the Business of Comics  
Became the Business of  
Hollywood

From the host of the critically acclaimed  
pro wrestling podcast Straight Shoot, this

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graphic novel history of wrestling features the key grapplers, matches, and promotions that shaped this beloved sport and form of entertainment. As a pop culture phenomenon, professional wrestling--with its heroic babyfaces and villainous heels performing suplexes and powerbombs in pursuit of championship

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gold--has conquered audiences in the United States and around the world. Now, writer/podcaster Aubrey Sitterson and illustrator Chris Moreno form a graphic novel tag team to present wrestling's complete illustrated history. Featuring legendary wrestlers like Bruno Sammartino, Hulk Hogan, and The Rock,

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and modern-day favorites like John Cena, Kenny Omega, and Sasha Banks, the book covers wrestling's progress from the carnival days of the Gold Dust Trio to the dominance of the WWF/WWE to today's diverse independent wrestling scene, and it spotlights wrestling's reach into Mexico/Puerto Rico (lucha libre), the U.K.



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(all-in), and Japan (puroresu).

"Previous edition published by Broadway Books ... as Comic wars : how two tycoons battled over the Marvel Comics empire--and both lost"--T.p. verso./

Includes bibliographical references and index.

In this visually engaging story book,Get

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ready for an exciting journey with Ticky and Tikku in Dabung Girl's hot air balloon as they fight the corona virus aka the corona monster! Remember, when the going gets tough, #DabungGirl always shows up! The book has been designed in a knowledge partnership with Kailash Satyarthi Children's Foundation. This

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comic book is a must-read for every child. A new Indian superhero is here, and this time, it is a female superhero, Dabung Girl. She is a fearless hero, who has an elastic body as her superpower. However, unlike some other superheroes, who come and save the day, she helps children find solutions on their own. The imagination,

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creativity, and fun continues throughout the comic. This comic book inspires children to find their inner superheroes. Why do millions of children love reading Dabung Girl comics / graphic novels? ? She inspires them to learn, take action, and break stereotypes. ? Presents India's very own girl superhero with relatable stories

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on overcoming gender biases. ?

Meticulously researched and expertly written, this book is packed with vivid, carefully created artwork, illuminating infographics, and insightfully curated dialogues that make the readers think. ?

Validated by educators as a valuable resource to encourage constructive

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dialogues. ? Dabung Girl always comes forward to help her friends. Her superpower is nano-elasticity, and she can extend her body to reach far and wide in a jiffy. Her super neurons enable her to use her mind and heart at 100% capacity. Why do parents love Dabung Girl books? ? Each story of Dabung Girl focuses on a

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specific social issue, such as environment, child protection, sports, etc. Some of these topics are barely touched upon in daily life, while others may be too sensitive for adults to figure out how to convey the message appropriately. This is where Dabung Girl will save the day and the future! It provides a platform for parents

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to have a more engaging discussion with their kids. ? "I wanted my daughter to read things that inspire her to strive for success, that fuel her imagination and nurture her creative spirit! I am thankful to Dabung Girl for giving her a superhero she deserves!" – A caring mother. Does it really work? ? Research shows that



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superhero stories give wings to the imagination and confidence of children. Children feel more empowered when they hear stories of superheroes. Often, the problems that seem very difficult can be solved if we believe in ourselves. ? The impact of Dabung Girl stories is two-fold: empowered girls with confidence and

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knowledge, and at the same time, build gender sensitivity among boys, which is needed to build a better society Do I need to know anything more? ? Apart from winning hearts, Dabung Girl is also winning several awards. Dabung Girl is also the winner of the best emerging comic book series for children at the

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prestigious CBAM Awards 2021. ?  
Dabung Girl Comics present some of the most inspiring comic book stories ever created. Who are the authors of this story? Saurabh Agarwal - Dabung Girl has been created by an internationally recognized life skills educator, Saurabh Agarwal. He brings in his knowledge from Harvard

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University and has worked in the education sector for many years. Abhishek Singh - A global storyteller and an ex-management consultant with over a decade of experience across health, communications, media, and social sectors. KAVOOOM! So what are you waiting for? Don't forget to check out and

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read more Dabung Girl and SuperAvni books! ??? Other spellings: Dabang Girl , Dabangg Girl , ????? ?????

Kids love comics, especially boys. The "Comic Strip" series allows a child to use their imagination to develop and tell their own graphic novels. The Comic Strip series provide hours of fun. And, they also

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provide an easy way to create a graphic novel. Just plan out the story and then fill-in the blank comic strips (frames). Add some color to the drawings. The book was designed for children between the ages of 8 to 11; however, it is great for writers and artists of all ages that want to create a comic book. It will help budding novelists

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and artists keep their stories organized. The book also makes a great gift for birthdays, holidays or vacations. Interior Pages Each page provides multiple frames where sketches and word bubbles can be added. There are several summary pages that were included at the beginning of the book for a 'Table of Content' for the titles

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of your graphic stories. The interior book is designed to be used with pencils, colored pencils, colored pens, crayons and ink stamps. (It isn't designed for watercolors, markers or pens that bleed.)

Cover The cover is white with a matte finish so you can create your own cover to match your comic strips stories. For best



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results, use a pencil to do the sketches and then use a permanent marker, such as a Sharpie. The front cover has room to add a title at the top and your name at the bottom. The back cover has room for a headline at the top. Both the front and back covers contain multiple frames for your sketches. Note...Because markers

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that contains the comic strip frame format that will best help you tell your story. You can also select between the traditional square cornered frames or frames with rounded corners to create your graphic novel. The books are also available with either 100 pages or 190 pages. The book is printed using industry standard

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professional grade binding and paper. The book is neither archival nor acid-free.