



Comics: A Global History, 1968 to the Present

By Dan Mazur, Alexander Danner



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The first global history of comics around the world from the late 1960s to the present day

Comics, manga, bandes dessinées, fumetti, tebeo, historietas... no matter the name, they have been a powerful medium across four continents for decades. This is the history of comics around the world from the late 1960s to the dawn of the 21st century.

Comics is a richly illustrated narrative of extraordinary scope. Examples from all over the world include everything from Crumb and Kirby to RAW; from Metal Hurlant to Marjane Satrapi to nouvelle manga; from both the American mainstream and underground to the evolving and influential British scene. The images here are bright and colorful, dark and brooding, arresting and pleasant, all at the same time. An unprecedented collection includes around 260 expertly chosen illustrations, many reproduced in full-page format for more sophisticated analysis.

The authors, two uniquely positioned and knowledgeable authorities, are the first to write a broadly comprehensive history of this most accessible, democratic, and occasionally subversive modern popular art form, displaying an intimate familiarity with schools and styles, writers, artists, and companies across countries and generations. In showing us both post-apocalyptic dreamscapes and portraits of the everyday, *Comics* looks at this thirty-plus year period through a very unique lens. 289 illustrations in color and black-and-white



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Editorial Review

Review

"For the first time, I was able to put creators I've heard of and maybe was familiar with some of their work (e.g. Moëbius, Pratt, Tezuka, Otomo, etc.) into a broader context- not just in terms of which Americans had influenced them, but surprising connections like how post-WWII Italian creators were influenced by Argentinian creators, due to the vast number of Italian refugees who spent the war there...*Comics: A Global History* is an ambitious and largely successful overview of the evolution of comics from a much-needed fresh perspective."

--Alexa Dickman, writing for The Beat

"...in *Comics: A Global History, 1968 to the Present*, [Mazur and Danner] do an admirable job with a nearly impossible task: providing an encyclopedic overview of important comics throughout the world during that era - popular comics and alternative comics, comics from Japan, Europe and the United States, comics from different schools of thought and design, comics using diverse styles, comics presented sometimes in dramatically diverse ways - and Mazur and Danner do so with a smart focus."

--Jason Sacks, writing for Comics Bulletin

"Dan Mazur and Alexander . . . do an admirable job with a nearly impossible task. . . . This level of commentary is like porno for critics, a kind of poetic clarity and insightful focus that brings insight into the familiar or unusual while also hitting the important points that need to be stated." (Comics Bulletin)

"One of the most complete, interconnected histories of comics currently available. . . . Mazur and Danner manage to generate a compelling history made up of the various aesthetic strands that have grown out of, and in many cases have transcended, their national/cultural origins. For fans and scholars wanting a more comprehensive history of the medium, one that doesn't begin and end with the American comic book, *Comics: A Global History* should be the first place that they turn." (The Comics Alternative)

"Global History is not meant to be the last word on its subject—it is, on the contrary, the first word. It will be, I hope, the starting point for young scholars and enthusiasts in the same way that Gardner, Janson and Mast have been." (The Great God Pan is Dead)

"Mazur and Danner follow a long history of comics practitioners and aficionados who double and historians of the medium: unlike many, they offer a volume that resonates with scholarly authority. . . . This richly dense treatise will best be read cover to cover. . . . Highly recommended." (Choice)

"A beautiful book filled with glorious reprints in color and black and white [that] leaves the reader wanting more...Mazur and Danner are studious in their research and analysis...Worth reading for historians and fans alike." (Pop Matters)

"A very helpful book, which will probably end up on many syllabi of academic courses. It is certainly a fine start of hopefully more global, comparative approaches to the history of graphic narratives." (Image & Narrative)

“For the aficionado or the neophyte, *Comics* is a useful overview of a richly creative period in a burgeoning art. And despite the good scholarship the authors have managed to retain the buoyancy and upbeat air attendant on most comics.” (The Daily Beast)

From the Back Cover

Chronicling the last five decades of comics around the world--with around 290 illustrations drawn from comic books, manga, *bandes dessinees*, *fumetti* and *historietas*--Dan Mazur and Alexander Danner's *Comics* is groundbreaking in both its scope and level of detail. R. Crumb and Lynda Barry, Jack Kirby and Alan Moore, Moebius and Alberto Breccia, Yumiko Oshima and Osamu Tezuka--these are just a few of the hundreds of artists and writers who make *Comics* an essential new history, unprecedented in its global reach.

About the Author

Dan Mazur is a cartoonist, teacher, journalist, editor, and screenwriter. Co-founder of the Boston Comics Roundtable, he has edited numerous indie comics anthologies while his articles on comics have appeared in the Boston Phoenix and the International Journal of Comic Art.

Alexander Danner teaches Writing the Graphic Novel and other courses at Emerson College, Boston, and is the co-author of the textbook *Character Design for Graphic Novels*. He also writes about comics for a range of publications.

Users Review

From reader reviews:

Allen Brown:

Do you have favorite book? Should you have, what is your favorite's book? Publication is very important thing for us to find out everything in the world. Each e-book has different aim or goal; it means that e-book has different type. Some people really feel enjoy to spend their the perfect time to read a book. They may be reading whatever they get because their hobby is actually reading a book. What about the person who don't like looking at a book? Sometime, individual feel need book if they found difficult problem or even exercise. Well, probably you'll have this *Comics: A Global History, 1968 to the Present*.

Eric Alaniz:

Nowadays reading books be than want or need but also become a life style. This reading addiction give you lot of advantages. Associate programs you got of course the knowledge even the information inside the book that improve your knowledge and information. The details you get based on what kind of guide you read, if you want get more knowledge just go with schooling books but if you want truly feel happy read one having theme for entertaining including comic or novel. Often the *Comics: A Global History, 1968 to the Present* is kind of guide which is giving the reader erratic experience.

Andrea Whitt:

In this era globalization it is important to someone to find information. The information will make someone to understand the condition of the world. The healthiness of the world makes the information simpler to share. You can find a lot of sources to get information example: internet, magazine, book, and soon. You can

observe that now, a lot of publisher that print many kinds of book. The actual book that recommended to you is Comics: A Global History, 1968 to the Present this reserve consist a lot of the information of the condition of this world now. That book was represented just how can the world has grown up. The dialect styles that writer value to explain it is easy to understand. The actual writer made some exploration when he makes this book. That's why this book ideal all of you.

Stacie Logan:

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