

(Download) 500 Essential Graphic Novels: The Ultimate Guide

500 Essential Graphic Novels: The Ultimate Guide

Gene Kannenberg

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Gene Kannenberg : 500 Essential Graphic Novels: The Ultimate Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised 500 Essential Graphic Novels: The Ultimate Guide:

1 of 1 people found the following review helpful. Anyone who is into graphic novels will love this book as a reference source. By Joseph J. Truncale I have been into graphic novels for a few years and when I saw this amazing book (500 Essential Graphic Novels: The Ultimate Guide by Gene Kannenberg, Jr.) on at a bargain price I immediately purchased it. This huge 527 slick page volume is organized into ten chapters covering wide range of topics. They include the following: Adventure graphic novels, non-fiction graphic novels with 10 biographies, Graphic novels on crime and mystery, top 10 fantasy graphic novels, general fiction graphic novels, horror graphic novels, top ten humor graphic novels, science fiction graphic novels, which is one of my favorite chapters. There are also chapters on superheroes graphic novels and top 10 war graphic novels. This book made me realize just how popular graphic novels

have become over the years. This is the kind of reference book you will want to keep and check out when you order graphic novels. The pages in this book are slick and have a brief overview of each graphic novel mentioned in this text. If you are into graphic novels this reference source is a must have in your personal library. Rating: 5 Stars. Joseph J. Truncala (Author: Pro-Systems Combatives Vol. 1, 2.). 0 of 0 people found the following review helpful. **SLICK PRESENTATION, QUALITY BINDING, BUT . . .** By Roy Clark. . . a magnifying glass would come in handy. And they're presenting mostly comic strips and comic books as graphic novels. And it's more of a listing than any in-depth presentation of those comics. Many titles, like **THE INVISIBLES**, only Volume I is shown, not all the many volumes. Looking up 'graphic novels' shows how they've played it loose with the 'novel' description. It's a compendium; concise, but not detailed (Plot and Review are given, but only sparse descriptions). In the introduction they do say they're 'uncomfortable' with the name 'graphic novel'; but that may be a CYA qualification. I expected, wished for a more contemporary definition and inclusion of just such titles. Still, for a broad overview it's well done. Without its good printing and sheer weight I would've given it three stars. Hope someone comes along to present today's groundbreaking actual graphic novels. 3 of 3 people found the following review helpful. **Impressive overview of the realm graphic novels** By James Britt This is a very good overview of what's out there in the world of the graphic novel. Broken up into genres, you'll find short reviews and observations on each book. If you are new to this art form and want to get some sense of where to start, this book can serve as a solid guide for selecting material. It's impressive, too, that the author did not limit the titles only to what's currently hip, but includes older work, such as the timeless (and excellently crafted) Tin-tin stories of Herge.

500 Essential Graphic Novels is an all-in-one guide to this exciting form of visual literature. Including more than 350 authors and 400 artists, this lush volume contains an essential mix of some of the finest visually-stunning stories of our time. From politically-charged non-fiction sagas to imaginative fantasy tales, this ultimate guide has something to satisfy everyone's taste. The first of its kind, this book focuses on each graphic novel separately, honing in on art technique, style and prose, plus an age rating system so parents will know what is suitable for their children. Chapters are divided by genre, complete with individual plot synopses and star-scaled reviews for each book, providing the reader with a concise and balanced understanding of today's best graphic novels.

About the Author Gene Kannenberg, Jr. gained his PhD in comics at the University of Connecticut and has published numerous articles on comic art, including work for *The Comics Journal*. He has served as Chair of the International Comic Arts Festival (ICAF) and is the current Director of ComicsResearch.org