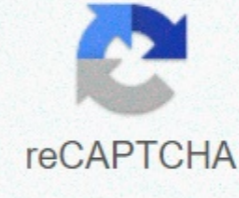I'm not robot

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Scott MacLeod reinvents comics, the sequel to his first comic book book, is an exploration of two revolutions: failed and potential. His 1993 book is not only a chronicle of the potential breakthrough of comics (which he excels at as a consistent art) in a legitimate art form, but also sterling itself an example of the carrier's astonishingly awkward potential. Now, seven years later, he chronicles the failure of the comic book industry to fulfill that promise, but also explores how the movement can be rebooted, especially by using the resources of another spectacularly successful revolution, the Internet. In the first half of the comic book reinvention, an elegantly pure example of a comic in McCloud's trademark bold black-and-white style, the author describes how hype, speculation and artistic burning led to a decline in the genre. He then devises 12 paths to a new comic book revolution, including artists' rights, industry innovation, public perception, gender balance and genre diversity, which are then explored with innovative intellect, which, as in his previous work, the conclusions he made were interesting to both artists and non-artearys. However, three of his paths are of particular interest to anyone who wants to know how the internet will affect both our lives and the livelihoods of future artists. Comic's understanding, with its brilliant guide to marrying image and language, has become an indispensable reference for many web designers. McCloud is now returning the service, focusing on how the digital revolution will affect the production, delivery and form of comics itself. Informatively, without being meticulous, controversial, without being argumentative and always fun, this is both a worthy continuation of the author's brilliant original and a creation that opens up the potential for a completely different direction for consistent art in the realm of cyberspace. --John Longenbaugh This is an exclusive book (in comic format) of ideas presented as a reader's theoretical lectureD and may just be a plan for the future of the comic industry. MacLeod, author of Understanding Comics, a classic study of how this unique art form actually works, now uses his impressive insight and admiration to insit 12 revolutions that, he says, must be held for comics in order to survive and finally be recognized as a legitimate art form. The themes evolved from the oldest of the arguments related to comics (seeking respect) to the use of computer technology to renew and expand the audience. These brilliant discussions were about comics such as literature, comics such as art, creator rights, industry innovation and public perception, among other topics. McCloud's arguments are strong, in fact (he development of the comic book and internet industry to support the development of and convincing. He describes comics as a misunderstood, wasted idea... it seems increasingly vague ... [and] small... Like an atom... let's split up. After reading this lazen, I agree. Highly recommended for all public and academic libraries. Little... Like an atom... let's split up. After reading this lazen, I agree. Highly recommended for all public and academic libraries. DChris Ryan, New Milford, NJ Copyright 2000 Reed Business Information, Inc. Scott MacLeod reinvents comics is manifesto and bold, irritating as sand that can one day produce a pearl. This will provoke a lot of controversy, make a lot of people think and ultimately change the world a little bit - which is, after all, what the manifesto is about. Scott MacLeod is the smartest guy in comics. Again, he opened the door to a debate that will no doubt last for years – this time, not only with the definition of comics, but also his very fate is at stake. (Frank Miller) Everyone involved in interactive entertainment (games, web, etc.) should read this book. Scott MacLeod once again transcended the comic book world and tackled much deeper problems of creativity and economics. This time, he looks to the future, not the past. This can only be a plan for the future of the comic book industry. (Library diary) In 1993, Scott MacLeod knocked down the wall between high and low culture with the acclaimed international hit Understanding Comics, a massive comic book that explores the inner workings of the worlds' most misunderstood art form. Now, McCloud takes the comics to the next turn, describing twelve different revolutions in how comics are created, read and preceded today, and how they are ready to conquer the new millennium. Part one of this fascinating and in-depth book includes:The Life of Comics as an Art Form and as a Liteic Battle for Creators' RightsIn business comicsThe still and changing public perversions of comicbooksSexual and ethnic representation of comicsThen in part two, McCloud paints a stern picture of the digital revolutions of comics, including: The intricacies of digital productionThe cool world of online deliveryThe best challenges of the infinite digital canvas , drawing and viewing comics since 1984. Winner of the Eisner and Harvey Awards, his works have been translated into more than 16 languages. Frank Miller (300) calls him the smartest man in comics. He lives with his family in Southern California. His online comics and inventions can be found in scottmccloud.com. for product details reviews on accessibility The new century manifesto for the many futures of comic art in 1993, Scott We broke the wall between high and low culture with the acclaimed international hit Comic Relief, a massive comic book that explores the inner workings of the worlds' most misunderstood art form. Now, McCloud has taken comics to the next level, describing twelve different revolutions in how comics are created, read and perceived today. 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