



Underground and Independent Comics, Comix, and Graphic Novels Series

Comics have become an increasingly popular area of academic study, and yet the typical library has only a small selection of graphic novels in the catalog. **Underground and Independent Comics, Comix, and Graphic Novels** solves this problem by collecting thousands of comics — many extremely rare and hard to find — in one easy-to-use online collection.

Underground and Independent Comics, Comix, and Graphic Novels is the first-ever scholarly online collection of its kind. This multi-volume resource covers the full spectrum of this visual art form, from pre-Comics Code era works to modern sequential releases from artists the world over.

From the shocking and explicit work of young artists to intricate and beautiful designs of aesthetic craftsmanship, the comic book is a medium capable of both the offensive and the sublime. Now users can experience the full range of this offbeat art form by exploring 300,000 pages of original material alongside interviews, commentary, criticism, and other supporting materials.

Underground and Independent Comics, Comix, and Graphic Novels: Volume I

Charleston Advisor 2013 Reader's Choice Award Winner for Best Content

Library Journal 2011 Best Reference Winner

"Highly recommended." —Booklist

Volume I covers major works from North America and Europe, beginning with the first underground comix from the 1950s and continuing through to modern sequential artists. It incorporates 75,000 pages of material from artists such as Basil Wolverton and Harvey Kurtzman, R. Crumb, Gilbert Shelton, Harvey Pekar, Spain Rodriguez, and Vaughn Bode, and modern masters including Peter Bagge, Kim Deitch, Dave Sim, Dan Clowes, and Los Bros.

The collection contextualizes these original works with 25,000 pages of interviews, commentary, theory, and criticism from journals, books, and magazines, including *The Comics Journal*. Also included in this collection is *The Seduction of the Innocent* by Dr. Frederick Wertham — the book that led to one of the largest censorship programs in US history — and the complete transcripts of the senate subcommittee hearings that birthed the Comics Code Authority and, inadvertently, the underground comix movement.



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Underground and Independent Comics, Comix, and Graphic Novels: Volume II

The second volume expands on the debut database by offering an additional 100,000 pages of important, rare, and hard-to-find works, scholarly writings, and more. It adds extensive coverage of the pre-Comics Code era horror, crime, romance, and war comics that fueled the backlash leading to the advent of the Comics Code.

Selections include works by visionaries such as Alex Toth, Boody Rogers, Fletcher Hanks, Steve Ditko, Joe Kubert, Bill Everett, Joe Simon, and Jack Kirby, along with essential series such as *Crime Does Not Pay* and *Mister Mystery*, and many others both famous and infamous.

Volume II also contains tens of thousands of pages of non-mainstream, post-code comics and secondary materials from around the world, including the US, Canada, France, Italy, Spain, England, Sweden, Norway, Australia, Korea, Japan, and more. Notable titles include *Essex County* by Jeff Lemire, *From Hell* by Alan Moore and Eddie Campbell, *120 Days of Simon* by Simon Gardenfors, *Gen Manhwa* by various artists, *Werewolves of Montpellier* by Jason, and *God of Comics: Osamu Tezuka and the Creation of Post-World War II Manga*.

Ancillary materials within Volume II render the collection ideal for students and researchers seeking a holistic perspective on the historical role of underground comics. Dozens of associated scholarly writings and commentaries add perspective and enrich understanding of the works and their cultural significance.



Underground and Independent Comics, Comix, and Graphic Novels: Volume III, The Modern Age

The third volume offers 125,000 pages of contemporary primary sources for comic studies research focusing on the Modern Age of comics from 1986 to the present. It examines trends and developments particular to the Modern Age of comics in North America — digital creation tools, innovative shifts in art and narratives, and the rise of independent publishing houses and diverse voices. It also provides in-depth coverage of the history and creators of some of the most popular comics and graphic novels ever created.

Content Highlights:

- **Kagagi: the Raven** — a graphic novel featuring an indigenous superhero created by Jay Odjick.
- **Comic Book Artist** — Multi-Eisner award winner! Celebrates cartoonists, writers, and editors from various eras through interviews, feature articles, and unpublished art.
- **Draw!** — A professional "How-To" magazine on cartooning and animation, offering in-depth interviews and demonstrations from comics professionals, with mature content for figure-drawing instruction.
- **Write Now!** — Explores the creative and business aspects of narrative fiction writing, featuring insights from industry professionals on creating desirable stories for readers and editors.



RELATED PRODUCTS

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- *Entertainment Industry Magazine Archive*
- *The World of Archie Comics Archive*
- *Popular Culture Studies in Video*
- *Young and Popular Culture Magazine Archive*

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