

Working with Graphic Novels and Manga

Superhero Graphic Novels

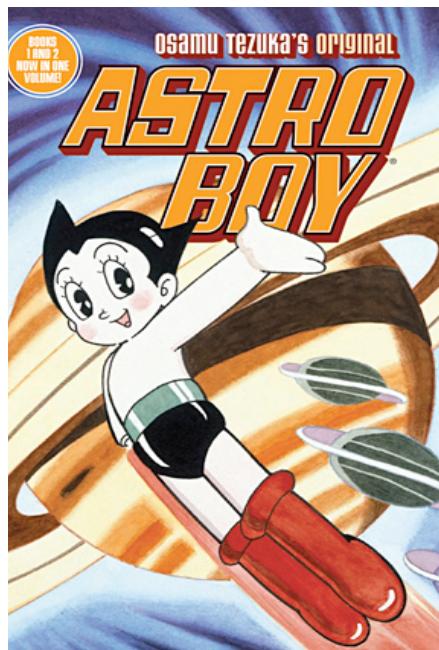
The most popular sources for these books are Marvel and DC comics, famous for Spider-man and Superman respectively. Below is a short list of in-print Graphic Novels that could be used for this project.

- Astro City: Confessions by Kurt Busiek
- Daredevil: Born Again by Frank Millar
- Incredible Hulk: Future Tense by Peter David
- Kingdom Come by Mark Waid
- Batman: Year One by Frank Miller
- The Kents by John Ostrander
- The New Teen Titans: Terror of Trigon by Marv Wolfman
- The New Teen Titans: The Judas Contract by Marv Wolfman
- Watchmen by Alan Moore

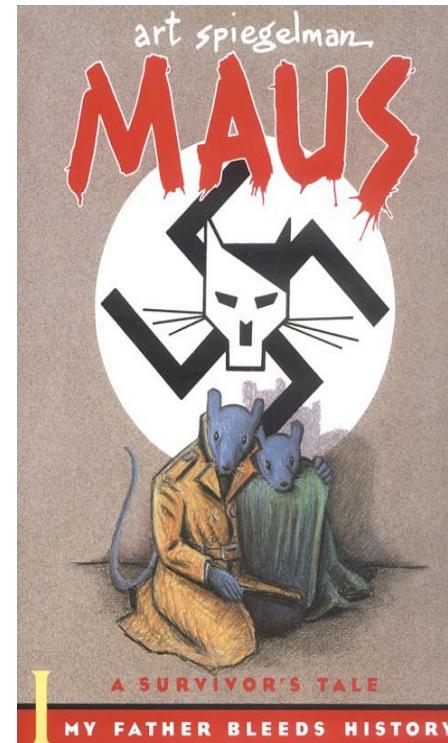
Non-Superhero Graphic Novels and Manga

Non-superhero based graphic novels tend to deal with subjects such as history, horror, fantasy, crime and social satire that is usually marketed at much older audiences than superhero stories. Manga are collected editions of comic that are serialized in Japan. Manga is a much more mainstream phenomenon in Japan than comics and graphic novels are in the United States, and cover a variety of subjects rather than just being limited to superheroics.

- A Contract with God by Will Eisner
- Fables by Bill Willingham
- Maus by Art Spiegelman
- Persepolis: The Story of a Childhood by Marjane Satrapi
- Sin City by Frank Millar
- The Savage Sword of Conan by Roy Thomas
- The Plot by Will Eisner



- Astro Boy by Osamu Tezuka
- Black Jack by Osamu Tezuka
- Dororo by Osamu Tezuka
- Dragon Ball Z by Akira Toriyama
- Inu Yasha by Rumiko Takahashi
- Fruits Basket by Natsuki Takaya
- Rurouni Kenshin by Nobuhiro Watsuki



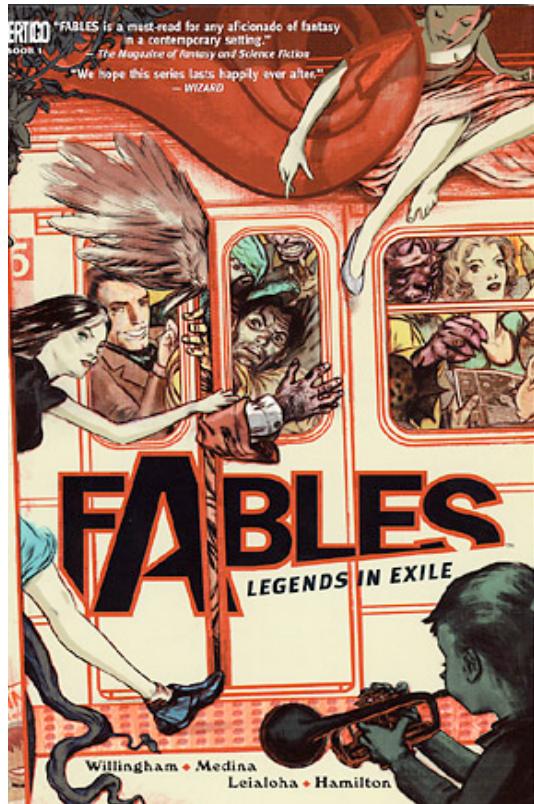
Novelizations are when the materials in a story, in this case a graphic novel story, are adapted to print books format. Novelizations tend to try and flesh out the original story in terms of setting and characterization because of the longer length and different format of novels (i.e. the difference between art in a GN versus words in a novel). Adaptations are when the materials in a story, also in this case a graphic novel story, are transferred to television or movies.



Adaptations can vary depending on needs of the different format and of the people involved (i.e. script writers, producers, directors, etc.); in some cases adaptations will stick very closely to the story and characterization in the original work. In other cases, changes may be made that were not expressed by the original work. And in many other cases, the story in the adaptation may bear no resemblance to the GN story except for the name of the movie and main characters.

Suggestions and Topics

- Compare Graphic Novels to either Original Book version or Novelization. **Example:** Compare Kingdom Come GN by Mark Waid to the Kingdom Come Novelization by Elliot S Maggin. What are the similarities? What are the differences? Does the storytelling and impact change depending on how the story was told – was it more powerful and interesting as a GN or as a novel?
- Compare Graphic Novels against the Television or Movie version. **Example:** Compare The Savage Sword of Conan by Roy Thomas to the Arnold Schwarzenegger Conan the Barbarian Movie. How are the two versions of Conan similar to each other? How are they different? Is there any similarity between the stories besides both having a star named Conan?



- Compare Graphic Novels storylines and characters against the actual historical or cultural ideas they are based on. **Example 01:** Fables by Bill Willingham is a series that stars classic Grimm's Fairy Tale characters such as Snow White and Prince Charming living secretly in modern NYC. How are the characters in Fables different from the traditional characters in the original stories? Are the differences between the characters realistic? **Example 02:** Goku, star of the manga Dragon Ball Z by Akira Toriyama is loosely based on the Chinese legend of Sun Wukong, the main character in the classic epic titled Journey to the West. What kinds of changes were made between the original story and what Toriyama created?

