

# Gettysburg The Graphic History Of Americas Most Famous Battle And The Turning Point Of The Civil War Zenith Graphic Histories

*The Middle Ages* *Gettysburg* *Sapiens: A Graphic History, Volume 1* *Bohemians Still I Rise* *A Graphic History of Sport* *Normandy* *The Red Baron* *Sapiens: A Graphic History, Volume 2* *Wine* *Graphic History of Architecture* *Queer: A Graphic History* *The Beats* *Alexander Hamilton* *Medicine* *Canada at War* *Pinball* *Trinity: A Graphic History of the First Atomic Bomb* *The Black Panther Party* *This Land is My Land* *Battle Lines* *The History of Science Fiction* *Sapiens Graphic Novel Volume 2* *Wobblies! The Story of Jamestown* *Gamish* *Amazons, Abolitionists, and Activists* *Martin Luther King, Jr* *American Politics* *The Cambridge History of the Graphic Novel* *Leonardo Da Vinci* *Sci-Fi Art* *A History of Data Visualization and Graphic Communication* *The Forgotten Man* *Leonardo Da Vinci: The Renaissance Man* *The Art of War: A Graphic Novel* *Witness to the Age of Revolution* *Comic Art* *Propaganda* *The Vietnam War* *Marie Curie*

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**Bohemians** Jul 31 2022 The nineteenth-century countercultures that came to define the bohemian lifestyle spanned both sides of the Atlantic, ranging from Walt Whitman to Josephine Baker, and from Gertrude Stein to Thelonius Monk. *Bohemians* is the graphic history of this movement and its illustrious figures, recovering the utopian ideas behind millennial communities, and covering the rise of Greenwich Village, the multiracial and radical jazz world, and West Coast and Midwest bohemians, among other scenes. Drawn by an all-star cast of comics artists, including rising figures like Sabrina Jones, Lance Took, and Summer McClinton, alongside established artists like Peter Kuper and Spain Rodriguez, *Bohemians* is a broad and entertaining account of the rebel impulse in American cultural history. featuring work by Spain Rodriguez, Sharon Rudahl, Peter Kuper, Sabrina Jones, David Lasky, Afua Richardson, Lance Took, Milton Knight, and others. The ebook edition is expanded from the paperback edition, and includes additional chapters on the swing music scene, La Boheme and midwest bohemians, as well as expanded material on the Greenwich Village intellectuals, Walt Whitman and Harlem jazz club Minton's Playhouse.

**Comic Art Propaganda** Aug 27 2019 *Comic Art Propaganda: A Graphic History* is a fascinating visual history of some of the most outrageous, and unbelievable and politically charged comics ever published. As one of the most effective and powerful forms of communication, it comes as no surprise that comic art has been misappropriated by governments, self-interest groups, do-gooders, and sinister organizations to spread their message. World War II comic book propaganda-with Superman, Batman, and Captain America raising war bonds, and bashing cartoon

Japanese and Germans—was so ubiquitous that there was barely a US comic untainted by the war effort. The sub-textual sequential art continued well into the Cold War, with both sides producing comics extolling themselves and defaming the enemy. "The book covers Sex, Drugs, Race, Politics, War and Religion. Strömberg's historic overviews of each subject and encyclopedic knowledge make for a breezy, informative read."--The Huffington Post

**The Art of War: A Graphic Novel** Oct 29 2019 An entertaining graphic adaptation of the oldest military treatise in the world. Hailed as the oldest philosophical discussion on military strategy, Sun Tzu's The Art of War has been adapted as a graphic novel by award-winning illustrator Pete Katz. In this edition, the narrative focuses on a teacher instructing a pupil on the main points of Sun Tzu's treatise, with vibrant battle scenes interspersed throughout. Issues such as planning, tactics, maneuvering, and spying are demonstrated in the full-color scenes, so that readers can envision how military goals are achieved using principles from the fifth century BC.

Sapiens: A Graphic History, Volume 1 Sep 01 2022 Volume one of the epic, beautifully illustrated graphic history of humankind, based on Yuval Noah Harari's internationally bestselling phenomenon In a world deluged by irrelevant information, clarity is power. How can we see the big picture without getting caught up in an infinity of little details? One way is to step back, to look at the really big picture: the entire history of the human species. Sapiens: A Graphic History, The Birth of Humankind is the story of how an insignificant ape became the ruler of planet Earth, capable of splitting the atom, flying to the Moon, and manipulating the genetic code of life. With Yuval Noah Harari as your guide, and accompanied by characters like Prehistoric Bill, Dr. Fiction, and Detective Lopez, you are invited to take a ride on the wild side of history. The graphic format offers readers a new intellectual and artistic exploration of the past. Human evolution is reimagined as a tacky reality TV show. The first encounter between Sapiens and Neanderthals is explored through the masterpieces of modern art. The extinction of the mammoths and saber-toothed tigers is retold as a "whodunit" movie. Sapiens: A Graphic History is a radical, and radically fun, retelling of the story of humankind, bursting with wit, humor, and colorful characters. If you want to know why we are all trapped inside the dreams of dead people – read this book.

**Pinball** Jun 17 2021 In 1976, champion player Roger Sharpe stepped up to a pinball machine in a Manhattan courtroom. He was there to challenge the citywide ban on pinball by proving this was a game of skill, not chance. Sharpe pulled back the plunger and released, and the fate of this industry and artform hung in the balance. Thus opens Jon Chad's comprehensive graphic guide to the history of the captivating, capricious—and at times infuriating!—game of pinball. Tracing pinball's roots back to the Court of King Louis XIV and right up to the present day, Chad captures not just the history of the game but also the artistry, cultural significance, and even the physics.

**Canada at War** Jul 19 2021 In 1914, Canada went to war as a subject of Britain. In 1939, it made the choice to fight all on its own. Canada at War follows the developments and setbacks, wins and losses, of a nation learning to stand up for itself under the toughest possible conditions: in the midst of the most difficult war of the twentieth century. In graphic-novel format, fully illustrated and in full colour, Canada at War shows the growth of a nation's army, navy, and air forces through movingly depicted triumphs and tragedies. From the disheartening losses at Dieppe and Hong Kong through the Battle of the Atlantic and the invasion of Sicily, it focuses on the human dimension of the key battles and decisions that ultimately swung the war in the Allies' favour. This moving, graphic account ends, after the victories of D-Day and Juno Beach and the liberation of Europe, with a final reckoning of the legacy these storied years have had on a country forged through war. Aimed at a general audience of both adults and young adults, this very human

history tells the stories behind some of this country's most distinguishing military moments.

**Wine** Jan 25 2022 A graphic history of wine, from ancient times to today The history of wine is the history of civilization. It is the religious drink par excellence. In Greek mythology, references to wine abound. In the Bible, after the Flood, Noah plants a vineyard. In the Middle Ages, it was in the monasteries and churches that the syrupy drink of antiquity, unpalatable if not diluted, was transformed into the wine we know today. Wine expert Benoist Simmat and artist Daniel Casanave trace the story of wine from its origins in the Mediterranean to the globalized industry of the 21st century. Spanning the innovations that have punctuated wine's long history, from oak-barrel aging to the invention of the bottle, *Wine: A Graphic History* leaves readers with a fresh view of our own drinking culture.

Martin Luther King, Jr Jul 07 2020 See how Martin Luther King Jr.'s early experiences and beliefs shaped him into the leader of the Civil Rights movement and a martyr in the fight for equal rights. *Great Lives* nonfiction graphic books follows the lives of scientists, artists, and activists that made enormous contributions to the world.

*A History of Data Visualization and Graphic Communication* Jan 31 2020 A comprehensive history of data visualization—its origins, rise, and effects on the ways we think about and solve problems. With complex information everywhere, graphics have become indispensable to our daily lives. Navigation apps show real-time, interactive traffic data. A color-coded map of exit polls details election balloting down to the county level. Charts communicate stock market trends, government spending, and the dangers of epidemics. *A History of Data Visualization and Graphic Communication* tells the story of how graphics left the exclusive confines of scientific research and became ubiquitous. As data visualization spread, it changed the way we think. Michael Friendly and Howard Wainer take us back to the beginnings of graphic communication in the mid-seventeenth century, when the Dutch cartographer Michael Florent van Langren created the first chart of statistical data, which showed estimates of the distance from Rome to Toledo. By 1786 William Playfair had invented the line graph and bar chart to explain trade imports and exports. In the nineteenth century, the "golden age" of data display, graphics found new uses in tracking disease outbreaks and understanding social issues. Friendly and Wainer make the case that the explosion in graphical communication both reinforced and was advanced by a cognitive revolution: visual thinking. Across disciplines, people realized that information could be conveyed more effectively by visual displays than by words or tables of numbers. Through stories and illustrations, *A History of Data Visualization and Graphic Communication* details the 400-year evolution of an intellectual framework that has become essential to both science and society at large.

The Vietnam War Jul 27 2019 Uses a graphic novel format to chronicle the course of the war from the early 1960s through the evacuation of Saigon and covers the anti-war movement, Watergate, and the assassinations of Robert Kennedy and Martin Luther King, Jr.

**Sci-Fi Art** Mar 03 2020 Surveys top-selected science-fiction art from the past 150 years, tracing the form's evolution from the early illustrations of Jules Verne and H. G. Wells, through the classic cover art of pulp magazines, to the paperbacks of the 1960s and 1970s and contemporary film posters and movies. Original.

**The Red Baron** Mar 27 2022 *DIVIn* The Red Baron, historian and graphic artist Wayne Vansant profiles and illustrates the story of Manfred von Richthofen, whose unparalleled prowess as a German WWI pilot forever made him a part of nonfiction military lore. /div

**Gamish** Sep 08 2020 \*Shortlisted for the British Book Design and Production Award for Graphic Novels\* 'A love letter to gaming in all its forms - from board games, to role-play, to virtual reality and video games. For fans of gaming, this is the

perfect read. For those new to gaming, it is the perfect introduction' The Scotsman  
A thrilling illustrated journey through the history of video games and what they really mean to us Pac-Man. Mario. Minecraft. Doom. Ever since he first booted up his brother's dusty old Atari, comic artist Edward Ross has been hooked on video games. Years later, he began to wonder: what makes games so special? Why do we play? And how do games shape the world we live in? This lovingly illustrated book takes us through the history of video games, from the pioneering prototypes of the 1950s to the modern era of blockbuster hits and ingenious indie gems. Exploring the people and politics behind one of the world's most exciting art-forms, Gamish is a love letter to something that has always been more than just a game.

*Normandy* Apr 27 2022 Normandy depicts the planning and execution of Operation Overlord in 96 full-color pages. The initial paratrooper assault is shown, as well as the storming of the five D-Day beaches: Utah, Omaha, Gold, Juno, and Sword. But the story does not end there. Once the Allies got ashore, they had to stay ashore. The Germans made every effort to push them back into the sea. This book depicts the such key events in the Allied liberation of Europe as: 1. Construction of the Mulberry Harbors, two giant artificial harbors built in England and floated across the English Channel so that troops, vehicles, and supplies could be offloaded across the invasion beaches.2. The Capture of Cherbourg, the nearest French port, against a labyrinth of German pillboxes.3. The American fight through the heavy bocage (hedgerow country) to take the vital town of Saint-Lô.4. The British-Canadian struggle for the city of Caen against the "Hitler Youth Division," made up of 23,000 seventeen- and eighteen-year-old Nazi fanatics.5. The breakout of General Patton's Third Army and the desperate US 30th Division's defense of Mortaine.6. The Falaise Pocket, known as the "Killing Ground," where the remnants of two German armies were trapped and bombed and shelled into submission. The slaughter was so great that 5,000 Germans were buried in one mass grave. 7. The Liberation of Paris, led by the 2nd Free French Armored Division, which had been fighting for four long years with this goal in mind.

*Gettysburg* Oct 02 2022 DIVThe Battle of Gettysburg is a landmark event in United States history. Widely recognized as the Civil War's turning point, it accounted for the most casualties of any battle during the war and spelled the beginning of the end for the Confederacy./divDIV/divDIVIn this powerful graphic history, Wayne Vansant describes the history leading up to the Battle of Gettysburg, as well all of the major military events on July 1st, 2nd, and 3rd, including the famous fight for Little Round Top on the second day and the death march known as Pickett's Charge on the third and final day.He paints portraits of each army's leaders, such as Robert E. Lee, James Longstreet, George Meade, and the then little-known Joshua Chamberlain./divDIV/div Vansant concludes a few months later at the dedication of the Soldier's National Cemetery in November, 1863, when Abraham Lincoln delivered one of the most iconic speeches of all time, the Gettysburg Address. Gettysburg delivers one of the hallmark events of American history in an exciting and innovative format. DIV"Wayne Vansant has authored a graphic account of the Battle ofGettysburgwith rich illustrations and narrative that makes history come alive. This book will not only spark an interest in the terrible battle and sad aftermath, but will provide the reader with a good understanding of the men and armies memorialized atGettysburgNational Military Park today."- JohnHeiser, Historian, Gettysburg, PA/div

**The Black Panther Party** Apr 15 2021 WINNER OF THE EISNER AWARD • A bold and fascinating graphic novel history of the revolutionary Black Panther Party. Founded in Oakland, California, in 1966, the Black Panther Party for Self-Defense was a radical political organization that stood in defiant contrast to the mainstream civil rights movement. This gripping illustrated history explores the impact and significance of the Panthers, from their social, educational, and healthcare programs that were designed to uplift the Black community to their battle against

police brutality through citizen patrols and frequent clashes with the FBI, which targeted the Party from its outset. Using dramatic comic book-style retellings and illustrated profiles of key figures, The Black Panther Party captures the major events, people, and actions of the party, as well as their cultural and political influence and enduring legacy.

**Graphic History of Architecture** Dec 24 2021 This pictorial survey of Western architecture, covering ancient Egyptian times to the present, contains two thousand drawings of buildings, ground plans, and architectural details. The book includes maps, time-charts, and a very brief text.

**Witness to the Age of Revolution** Sep 28 2019 The Tupac Amaru rebellion of 1780-1783 began as a local revolt against colonial authorities and grew into the largest rebellion in the history of Spain's American empire-more widespread and deadlier than the American Revolution. An official collector of tribute for the imperial crown, José Gabriel Condorcanqui had seen firsthand what oppressive Spanish rule meant for Peru's Indian population and, under the Inca royal name Tupac Amaru, he set events in motion that would transform him into one of Latin America's most iconic revolutionary figures. While he and the rebellion's leaders were put to death, his half-brother, Juan Bautista Tupac Amaru, survived but paid a high price for his participation in the uprising. This work in the Graphic History series is based on the memoir written by Juan Bautista about his odyssey as a prisoner of Spain. He endured forty years in jails, dungeons, and presidios on both sides of the Atlantic. Juan Bautista spent two years in jail in Cusco, was freed, rearrested, and then marched 700 miles in chains over the Andes to Lima. He spent two years aboard a ship travelling around Cape Horn to Spain. Subsequently, he endured over thirty years imprisoned in Ceuta, Spain's much-feared garrison city on the northern tip of Africa. In 1822, priest Marcos Durán Martel and Maltese-Argentine naval hero Juan Bautista Azopardo arranged to have him freed and sent to the newly independent Argentina, where he became a symbol of Argentina's short-lived romance with the Incan Empire. There he penned his memoirs, but died without fulfilling his dream of returning to Peru. This stunning graphic history relates the life and legacy of Juan Bautista Tupac Amaru, enhanced by a selection of primary sources, and chronicles the harrowing and extraordinary life of a firsthand witness to the Age of Revolution. .

**American Politics** Jun 05 2020 Following in the footsteps of the highly successful *Queer: A Graphic History*, illustrator Jules Scheele teams up with Dr Laura Locker in this comic-book introduction to the political history of the Land of Opportunity. How did a political outsider like Trump win the 2016 presidential election? Why do some Americans feel so strongly about gun rights? Is there a role for more than two political parties in the system? Politics isn't something that just occurs in the West Wing or the gleaming Capitol building - it comes from the interaction between state and society, the American people living their daily lives. In this unique graphic guide, we follow modern citizens as they explore everything from the United States' political culture, the Constitution and the balance of power, to social movements, the role of the media, and tensions over race, immigration, and LGBT rights. Step right up, and see what lies beneath the pageantry and headlines of this great nation.

*The Forgotten Man* Jan 01 2020 In *The Forgotten Man*, Amity Shlaes, one of the nation's most-respected economic commentators, offers a striking reinterpretation of the Great Depression. She traces the mounting agony of the New Dealers and the moving stories of individual citizens who through their brave perseverance helped establish the steadfast character we recognize as American today.

**The Middle Ages** Nov 03 2022 A unique, illustrated book that will change the way you see medieval history *The Middle Ages: A Graphic History* busts the myth of the 'Dark Ages', shedding light on the medieval period's present-day relevance in a unique illustrated style. This history takes us through the rise and fall of empires, papacies, caliphates and kingdoms; through the violence and death of the Crusades,

Viking raids, the Hundred Years War and the Plague; to the curious practices of monks, martyrs and iconoclasts. We'll see how the foundations of the modern West were established, influencing our art, cultures, religious practices and ways of thinking. And we'll explore the lives of those seen as 'Other' - women, Jews, homosexuals, lepers, sex workers and heretics. Join historian Eleanor Janega and illustrator Neil Max Emmanuel on a romp across continents and kingdoms as we discover the Middle Ages to be a time of huge change, inquiry and development - not unlike our own.

**The History of Science Fiction** Jan 13 2021 For the first time in illustrated form, this comprehensive history of sc-fi traces its origins and charts its history from its humble beginnings to its respected status today.

**Trinity: A Graphic History of the First Atomic Bomb** May 17 2021 A graphic novel account of the race to construct the first atomic bomb and the decision to drop it, tracing the early research, the heated debates, and profiles of forefront Manhattan Project contributors.

**Leonardo Da Vinci: The Renaissance Man** Nov 30 2019 Painter, sculptor, architect, musician, scientist, mathematician, engineer, inventor, anatomist, geologist, cartographer, botanist, and writer, Leonardo da Vinci was a genius who was well ahead of his time and the best example of the Renaissance man. This is the story of one of the greatest painters of all time, and perhaps the most diversely talented person ever to have lived. Leonardo grew up in the hamlet of Anchiano in Tuscany where he received an informal education. Young Leonardo had an unquenchable curiosity in life and moved to Florence where he took an interest in painting. At the age of fourteen, Leonardo began an apprenticeship with Andrea del Verrocchio. Here, his talent blossomed and as fate would have it, he was soon employed by the rich and powerful Duke of Milan. Soon, Leonardo moved to the city of Rome, where some of the greatest artists of the time lived. This tale traces the fascinating life of one of the best and most famous artists that the world has ever seen.

**Marie Curie** Jun 25 2019 Graphic novel biography of historic scientist Marie Curie.

**Amazons, Abolitionists, and Activists** Aug 08 2020 A bold and gripping graphic history of the fight for women's rights by the New York Times bestselling author of Hood Feminism "A beautifully drawn, hold-no-punches, surprisingly deep dive through the history of women's rights around the world, which will entrance kids and adults alike."—N. K. Jemisin, Hugo Award-winning author of the Broken Earth trilogy The ongoing struggle for women's rights has spanned human history, touched nearly every culture on Earth, and encompassed a wide range of issues, such as the right to vote, work, get an education, own property, exercise bodily autonomy, and beyond. Amazons, Abolitionists, and Activists is a fun and fascinating graphic novel-style primer that covers the key figures and events that have advanced women's rights from antiquity to the modern era. In addition, this compelling book illuminates the stories of notable women throughout history—from queens and freedom fighters to warriors and spies—and the progressive movements led by women that have shaped history, including abolition, suffrage, labor, civil rights, LGBTQ liberation, reproductive rights, and more. Examining where we've been, where we are, and where we're going, Amazons, Abolitionists, and Activists is an indispensable resource for people of all genders interested in the fight for a more liberated future.

**Sapiens: A Graphic History, Volume 2** Feb 23 2022 The ebook is designed to be read on devices with large color displays The Kindle edition is incompatible with iOS. See below for a list of supported devices. This second volume of Sapiens: A Graphic History, the full-color graphic adaptation of Yuval Noah Harari's #1 New York Times bestseller, focuses on the Agricultural Revolution—when humans fell into a trap we've yet to escape: working harder and harder with diminishing returns. What if humanity's major woes—war, plague, famine and inequality—originated 12,000 years ago, when Homo sapiens converted from nomads to settlers, in pursuit of the fantasy of productivity and efficiency? What if by seeking to control plants and animals,

humans ended up being controlled by kings, priests, and Kafkaesque bureaucracy? Volume 2 of *Sapiens: A Graphic History—The Pillars of Civilization* explores a crucial chapter in human development: the Agricultural Revolution. This is the story of how wheat took over the world; how an unlikely marriage between a god and a bureaucrat created the first empires; and how war, plague, famine, and inequality became an intractable feature of the human condition. But it's not all doom and gloom with this book's cast of entertaining characters and colorful humorous scenes. Yuval, Zoe, Prof. Saraswati, Cindy and Bill (now farmers), Detective Lopez, and Dr. Fiction, all introduced in Volume 1, once again travel the length and breadth of human history, this time investigating the impact the Agricultural Revolution has had on our species. The cunning Mephisto shows them how to ensnare humans, King Hammurabi lays down the law, and Confucius explains harmonious society. The origins of modern farming are introduced through Elizabethan tragedy; the changing fortunes of domesticated plants and animals are tracked in the columns of the *Daily Business News*; the story of urbanization is portrayed as a travel brochure, offering discount journeys to ancient Babylon and China; and the history of inequality unfolds in a superhero detective story; with guest appearances by historical and cultural personalities throughout such as Thomas Jefferson, Scarlett O'Hara, Margaret Thatcher, and John Lennon. *Sapiens: A Graphic History, Volume 2* is a radical, witty and colorful retelling of the story of humankind for adults and young adults, and can be read on its own or in sequence with Volume I.

*The Cambridge History of the Graphic Novel* May 05 2020 The Cambridge History of the Graphic Novel provides the complete history of the graphic novel from its origins in the nineteenth century to its rise and startling success in the twentieth and twenty-first century. It includes original discussion on the current state of the graphic novel and analyzes how American, European, Middle Eastern, and Japanese renditions have shaped the field. Thirty-five leading scholars and historians unpack both forgotten trajectories as well as the famous key episodes, and explain how comics transitioned from being marketed as children's entertainment. Essays address the masters of the form, including Art Spiegelman, Alan Moore, and Marjane Satrapi, and reflect on their publishing history as well as their social and political effects. This ambitious history offers an extensive, detailed and expansive scholarly account of the graphic novel, and will be a key resource for scholars and students.

**Alexander Hamilton** Sep 20 2021 A graphic novel biography of the American legend who inspired the hit Broadway musical *Hamilton*. Alexander Hamilton was one of the most influential figures in United States history—he fought in the Revolutionary War, helped develop the Constitution, and as the first Secretary of the Treasury established landmark economic policy that we still use today. Cut down by a bullet from political rival Aaron Burr, Hamilton has since been immortalized alongside other Founding Fathers such as George Washington and Thomas Jefferson—his likeness even appears on the ten-dollar bill. In this fully-illustrated and impeccably researched graphic novel-style history, author Jonathan Hennessey and comic book illustrator Justin Greenwood bring Alexander Hamilton's world to life, telling the story of this improbable hero who helped shape the United States of America.

*Sapiens Graphic Novel Volume 2* Dec 12 2020 Twelve thousand years ago, we humans fell into a trap. Volume II of *Sapiens—A Graphic History* tells the story of how wheat took over the world; how an unlikely marriage between a god and a bureaucrat created the first empires; and how war, famine, disease and inequality became a part of the human condition. Sound sombre? Not with this cast of entertaining characters, returning from Volume I to explore the Agricultural Revolution. Yuval, Zoe, Prof. Saraswati, Cindy and Bill (turned farmers), Detective Lopez, and Dr. Fiction - are all back to travel the length and breadth of human history. The cunning Mephisto shows them how to entrap humans, King Hammurabi lays down the law, and Confucius explains harmonious society. With guest appearances by Thomas Jefferson, Scarlet O'Hara and Ruth Bader Ginsburg. And there's plenty more genre-bending to enjoy in

this book. The origins of modern farming are introduced through Elizabethan tragedy, the changing fortunes of domesticated plants and animals are tracked in the columns of the Daily Business News, the story of urbanization is told as a travel brochure offering discount journeys to ancient Babylon and China, while the history of inequality is scouted out in a superhero detective story. This graphic series is a radical, witty and colourful retelling of the story of humankind, adapted from the international bestseller *Sapiens- A Brief History of Humankind*, which has sold 18.5 Million copies in 60 languages worldwide. Volume II can be read as a standalone book or as a follow-up to Volume I, and is designed to captivate adults and young adults who don't usually engage with science and history. If you want to know why we are all trapped inside the dreams of dead people - this is your ideal reader.

**Medicine** Aug 20 2021 An engaging, informative, and endlessly surprising graphic history of medicine In the Middle Ages, surgery was performed by barbers due to their skill with sharp instruments. In the mid-19th century, a "grand exhibition" of the effects of laughing gas inadvertently led to the discovery of anesthesia. Three decades later, Louis Pasteur enjoyed a crucial breakthrough in his search for vaccinations because his assistant decided, against his orders, to take a vacation. Here, cardiac surgeon and professor of medical history Jean-Noël Fabiani stitches together the most significant and intriguing episodes from the history of medicine, from chance breakthroughs to hard-fought scientific discoveries. Spanning centuries and crossing continents, this funny, fast-paced yet rigorously detailed graphic novel guides us through one of the most wondrous strands of human history, covering everything from bloodletting to organ donation, X-rays, and prosthetics.

**Battle Lines** Feb 11 2021 Featuring breathtaking panoramas and revelatory, unforgettable images, *Battle Lines* is an utterly original graphic history of the Civil War. A collaboration between the award-winning historian Ari Kelman and the acclaimed graphic novelist Jonathan Fetter-Vorm, *Battle Lines* showcases various objects from the conflict (a tattered American flag from Fort Sumter, a pair of opera glasses, a bullet, an inkwell, and more), along with a cast of soldiers, farmers, slaves, and well-known figures, to trace an ambitious narrative that extends from the early rumblings of secession to the dark years of Reconstruction. Employing a bold graphic form to illuminate the complex history of this period, Kelman and Fetter-Vorm take the reader from the barren farms of the home front all the way to the front lines of an infantry charge. A daring presentation of the war that nearly tore America apart, *Battle Lines* is a monumental achievement.

**Still I Rise** Jun 29 2022 Chronicles achievements made since the time of slavery, including contributions to the arts, science, literature, and politics through the election of President Barack Obama.

**Leonardo Da Vinci** Apr 03 2020 "Here's a biography of the universal genius, Leonardo da Vinci, told in the form of a graphic novel."--Back cover.

**This Land is My Land** Mar 15 2021 Tired of your country's bad politics? Feeling powerless to change things? Start your own utopia instead! This nonfiction graphic novel collects the stories of 30 self-made places around the world built with a dream of utopia, whether a safe haven, an inspiring structure, or a better-run country. From the Gay and Lesbian Kingdom of the Coral Sea Islands to the Indian rock garden of Nek Chand, the micronation of Sealand to the pirate-founded, anti-slavery community of Libertatia, here are the empowering and eccentric visions of creators who struck out against the laws of their homelands, the approval of their peers, and even nature itself to reshape the world around them.

**Wobblies!** Nov 10 2020 The IWW, which has been organizing workers since 1905, is often cited yet elusive to scholars because of its eclectic and controversial cultural and social character. *Wobblies!* presents the IWW whole, scripted and drawn by old-time and younger Wobbly and IWW-inspired artists. A vibrant history in graphic art of the "Wobblies," published for the centenary of the founding of the Industrial Workers of the World and promoted by a major US tour -- Global books in

print.

**A Graphic History of Sport** May 29 2022 Every sport has its legends . . . THE RUMBLE IN THE JUNGLE THE BATTLE OF THE SEXES THE PINE TAR INCIDENT THE STEEL CURTAIN PHILADELPHIA SLAMA JAMA A Graphic History of Sport presents artist Andrew Janik's survey of the weird and wonderful world of athletic competition. The unforgettable plays and over-the-top personalities, the heated rivalries and storied dynasties— all come to vivid life in a series of illustrations filled with subtle wit and a modern design aesthetic. Each illustration is paired with a detailed historic overview as well as surprising stats and trivia, capturing a true sports fan's delight in the games we love to love and the players we love to hate.

*The Story of Jamestown* Oct 10 2020 Tells the story of Jamestown, the first permanent English settlement in North America. Written in graphic-novel format.

*The Beats* Oct 22 2021 A tour of America's underground literary movement, presented in a graphic tale format, includes coverage of the Benzedrine-fueled antics of Jack Kerouac, Chicago's beatnik bistro, and San Francisco's City Lights bookstore.

Queer: A Graphic History Nov 22 2021 'Queer: A Graphic History Could Totally Change the Way You Think About Sex and Gender' Vice Activist-academic Meg-John Barker and cartoonist Jules Scheele illuminate the histories of queer thought and LGBTQ+ action in this groundbreaking non-fiction graphic novel. From identity politics and gender roles to privilege and exclusion, Queer explores how we came to view sex, gender and sexuality in the ways that we do; how these ideas get tangled up with our culture and our understanding of biology, psychology and sexology; and how these views have been disputed and challenged. Along the way we look at key landmarks which shift our perspective of what's 'normal' – Alfred Kinsey's view of sexuality as a spectrum, Judith Butler's view of gendered behaviour as a performance, the play *Wicked*, or moments in *Casino Royale* when we're invited to view James Bond with the kind of desiring gaze usually directed at female bodies in mainstream media. Presented in a brilliantly engaging and witty style, this is a unique portrait of the universe of queer thinking.