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Reinventing Comics, which was published in 2000, was a prescient analysis of how the Internet and the digital world would affect comics readers and creators. He can be as defensive as Spiegelman, but he's also a smarter interpreter.

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Reinventing Comics: How Imagination and Technology Are Revolutionizing an Art Form (The Comic Books #2) In 1993, Scott McCloud tore down the wall between high and low culture with the acclaimed international hit Understanding Comics, a massive comic book that explored the inner workings of the worlds most misunderstood art form.

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Reinventing Comics. Part One examines comics as an art form and as literature, creator's rights, the changing business of comics, public perception, and gender and ethnic diversity. Part Two explores comics and new technology, including digital production, digital distribution, and the design challenges of comics in a digital environment.

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Reinventing Comics How Imagination and Technology Are Revolutionizing an Art Form

Part One of this fascinating and in-depth book includes: The life of comics as an art form and as literature. The battle for creators' rights. Reinventing the business of comics. The volatile and shifting public perceptions of comics. Sexual and ethnic representation on comics.

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The Millions: Reinventing Comics: How Imagination and ...

Reinventing Comics: How Imagination and Technology Are Revolutionizing an Art Form (2000) is a book written by comic book writer and artist Scott McCloud. It was a thematic sequel to his critically acclaimed Understanding Comics, and was followed by Making Comics.

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