

A Life Force Will Eisner Library

Will EisnerPS MagazineExpressive Anatomy for Comics and Narrative: Principles and Practices from the Legendary Cartoonist (Will Eisner Instructional Books)The Name of the GameNew YorkWill Eisner's Hawks of the SeasNew YorkWill Eisner's New YorkLife, in PicturesFagin the JewImmigrants and ComicsThe Graphic Novel ClassroomThe Mass StrikeA Contract with GodA Life ForceCity People NotebookSuperman: Secret IdentityCartoonist ProfilesWill Eisner: A Spirited Life (Deluxe Edition)The BuildingLast Day in VietnamLife on Another PlanetA Family MatterA Contract with God: And Other Tenement StoriesWill Eisner ReaderBronx Heroes in TrumplandThe PlotA Life ForceGraphic StorytellingThe Jewish Graphic NovelTo the Heart of the StormThe DreamerComics & Sequential ArtThe Contract with God TrilogyDropsie AvenueFagin The Jew 10th Anniversary EditionThe Will Eisner SketchbookInvisible PeopleThe Best of "The Spirit"The Building

Will Eisner

When a distant signal seems to indicate the existence of life on another planet, political leaders, scientists, and ordinary people around the world react in different ways to the news, as astrophysicist Dr. Jim Bludd makes a difficult decision.

PS Magazine

"A symphony of character sketches and timeless snapshots of the eccentric denizens of the American city explores three integral parts of city living-- time, space, and smell"--P. [4] of cover.

Expressive Anatomy for Comics and Narrative: Principles and Practices from the Legendary Cartoonist (Will Eisner Instructional Books)

The Name of the Game

The graphic novel is a vital and emerging genre, and this is the only book that focuses on its relation to Jewish culture, literature, and history. A highly readable and informative collection that will be of great interest to readers across a wide range of disciplines.--Deborah R. Geis, editor of "Considering MAUS: Approaches to Art Spiegelman's "Survivor's Tale" of the Holocaust."

New York

Portrays the metamorphosis of a South Bronx neighborhood as it undergoes a transformation from a rural to an urban environment, and experiences waves of new immigrants moving into and out of the area, from colonial times to the present. Reprint.

Will Eisner's Hawks of the Seas

For most of the 20th century, the work of cartoonist and graphic novelist Will Eisner defined the art of comic book storytelling in the U.S. and throughout the world. Still prolific today at the age of 86, Eisner is the embodiment of "living legend" in the world of comic books, continuing to produce some of the most innovative and influential work in the medium. This all-new hardcover collection of Eisner's gorgeous pencil sketches and groundbreaking designs is a must-have for pop-culture enthusiasts and fans of comic books. Culled from many decades' worth of work, the Sketchbook presents the world as seen through Will Eisner's eyes, with introductory notes for each of the eleven different sections. From his observations of his friends and loved ones hustling through their busy daily lives to witnessing those quiet moments when no one is supposed to be watching, Eisner's keen perception and steadfast hand capture the essence of what it means to be alive.

New York

A final installment in the late illustrator's instructional trilogy explores the principles of body grammar in comics storytelling, covering such topics as body mechanics, movement, and facial expression. Original.

Will Eisner's New York

Immigrants and Comics is an interdisciplinary, themed anthology that focuses on how comics have played a crucial role in representing, constructing,

and reifying the immigrant subject and the immigrant experience in popular global culture of the twentieth and twenty-first centuries. Nhora Lucía Serrano and a diverse group of contributors examine immigrant experience as they navigate new socio-political milieux in cartoons, comics, and graphic novels across cultures and time periods. They interrogate how immigration is portrayed in comics and how the 'immigrant' was an indispensable and vital trope to the development of the comics medium in the twentieth century. At the heart of the book's interdisciplinary nexus is a critical framework steeped in the ideas of remembrance and commemoration, what Pierre Nora calls lieux de mémoire. This book will be of interest to students and scholars in Visual Studies, Comparative Literature, English, Ethnic Studies, Francophone Studies, American Studies, Hispanic Studies, art history, and museum studies.

Life, in Pictures

Presents stories of the personal, comical, frightening, and emotional life of soldiers during the Vietnam War.

Fagin the Jew

A quartet of graphic works explores the lives and landscapes of the diverse inhabitants of the urban jungle of the Big Apple.

Immigrants and Comics

Astron Star Soldier is an astronaut/alien warrior who

first appeared in Tom Sciacca's Astral Comics #1 in 1977. Black Power is an African American superhero, war veteran, and former boxer who first appeared in Ray Felix's comic A World Without Superheroes in 1993. As the Bronx Heroes dedicated to eradicating criminals and fighting injustice, they join forces to confront their greatest foe ever—an evil supervillain named Donald Trump. Trump is a toupee-wearing scoundrel plotting to use mind control to vanquish America after first conquering the five boroughs of New York. With his help of the evil prince Putin and his MAGA hat-wearing goon named Gorka, Trump is determined to build walls, create divisiveness, and destroy the media. Astron Star Soldier and Black Power resolve to defeat Trump and restore order but are hypnotized into helplessness by Trump's scheming FLOTUS. Can the Bronx Heroes succeed where Mueller, Hilary Clinton, and the US congress failed, and save the nation from itself? Outlandish and recklessly funny, Bronx Heroes in Trumpland is a comic book that will make you believe in America again.

The Graphic Novel Classroom

A first of four semi-autobiographical works by the award-winning author of The Spirit traces his early years in the thriving comics industry prior to World War II, in an account that includes pseudonymous depictions of his relationships with such pioneers as Bob Kane and Jack Kirby. Reprint.

The Mass Strike

In unforgettable style, the creator of the comic strip *The Spirit* captures the grit and grime of Avenue C on New York's Lower East Side--a world filled with street musicians, overflowing sewers, and peeping toms. Reprint. 10,000 first printing.

A Contract with God

Presented in graphic-novel format, an examination of the 1905 plot fabricated by anti-Semitic secret police that was used to accuse Jewish leaders of wanting to take over the world discusses the contributions of such individuals as Tsar Nicholas II, Henry Ford, and Adolph Hitler, tracing how Protocols became an internationally accepted truth and tragically succeeded far beyond propagandistic ambitions. 50,000 first printing.

A Life Force

Chronicles the lives of ordinary people surviving the Great Depression in the Bronx, portraying the economic collapse, leftist politics, and rise in Nazism.

City People Notebook

Writing and illustrating an action-packed weekly serial called 'Hawks of the Seas' a pirate adventure series set in the 18th-century Caribbean the artist created one dynamic strip after. That artist was none other than comics' grand master Will Eisner! Eisner's 'Hawks of the Seas' weekly stories were translated into several different languages and distributed all

over the world, and now they're collected here in this handsome hardcover edition. The stories themselves stand the test of time, as thrilling and exciting as they were almost 70 years ago.

Superman: Secret Identity

Celebrating the Big Apple, a chronicle of a city building and the people who inhabited it serves as a testament to the greatest human qualities.

Cartoonist Profiles

A tale loosely based on the author's wife's family is a multi-generation saga in which the power and privilege of an American dynasty are shaped by wealth, marriage, and jealousy. Reprint.

Will Eisner: A Spirited Life (Deluxe Edition)

The author discusses his ideas and theories and provides instructions on the art of graphic storytelling.

The Building

An expanded, full-color deluxe edition of the out-of-print biography that explores the fascinating life of Will Eisner, detailing a more than 70-year career that in which he spearheaded comics for adult readers and created the first widely accepted graphic novel, and his enduring character The Spirit. Author Bob Andelman spent almost three years interviewing

Eisner prior to his passing, researching his life and work and interviewing friends, family, and colleagues including Alan Moore, Dave Gibbons, Neil Gaiman, Denis Kitchen, Joe Kubert, Stan Lee, Jules Feiffer, Neal Adams, and Patrick McDonnell. In addition to hundreds of full-color images from Will's archives and private collections (not found in the original edition), this expanded Deluxe Edition includes a series of new interviews with Drew Friedman, Howard Chaykin, Darwyn Cooke, Sergio Aragones, Michael Uslan, and others, which clear the air on some topics left unfinished by the first edition, and add depth to the reader's knowledge of Eisner's body of work. Featuring an insightful introduction by Michael Chabon, and a Foreword by Neal Adams.

Last Day in Vietnam

Frimme Hersh breaks his contract with God and ends up as a Depression-era slumlord, while Jacob Shtarkah strives to help an old friend trapped in Nazi Germany and struggles with poverty and the corruption of the residents of Dropsie Avenue.

Life on Another Planet

A family gets together to celebrate the ninetieth birthday of their ailing father, as their conversations and interactions reveal troubled pasts, marital conflicts, and contention over their inheritance.

A Family Matter

Will Eisner—best known for his influential comic book series *The Spirit* and his groundbreaking graphic novel *A Contract with God*—believed in the teaching power of comics, and from 1951 to 1971 he produced *PS* magazine for the U.S. Army. This *Preventive Maintenance Monthly* (called *PS* because it was a postscript to the standard technical manuals) was aimed at teaching American soldiers everything about weapons safety for vehicles, aircraft, firearms, and electronics. Eisner illustrated these vital lessons in drawings, pinups, step-by-step guides, and comic strips. This collection contains the best of Eisner's 227 issues of *PS*, reproduced in a portable digest format. This relatively unknown work by Eisner is finally explored—the missing link between his comic books and his later, more mature graphic novel style. Praise for *PS Magazine*: "For the first time, Will Eisner's superlative work for the U.S. Army has been assembled into a single collection. The result shows the artist's keen understanding of the educative power of graphic storytelling. From 1951 to 1971, between *The Spirit* and *A Contract with God*, Eisner produced *PS Magazine* for the army in order to teach the common soldier how best to use, maintain, repair, and requisition their equipment. From explaining how to load a truck correctly to why it won't start, Eisner used a combination of humor, sound technical writing, and graphic storytelling to educate the soldiers. His magazines could be found at the front lines, in the officer's mess, and in the quarters of senior military officials. It featured a cast of recurring characters like the loveable Joe Dope and the voluptuous Connie Rodd, who headlined featured segments like "Joe's Dope Sheet" and the provocatively named "Connie

Rodd's Briefs." With Eisner's wonderful artwork and clarity of style making sometimes difficult concepts easy to understand, it's no wonder PS Magazine was so popular with military personnel. A fascinating document for both fans of Eisner and military history buffs." - Publishers Weekly starred review "These amusing yet pragmatic sketches provide a 'missing-link' comics document for fans and demonstrate the same mastery of his craft that marked Eisner's better-known works." —Booklist "An instructional model for today's producers of nonfiction comics, which too often lack such visual traction, this also has appeal for military buffs, vehicle junkies, and Eisner fans." —Library Journal "The enthusiast who's been nurturing a curiosity about Eisner's lost years will find all he needs to know from this beautifully produced little volume." —The Comics Journal "Eisner understood comics' potential for education decades before his peers, and PS magazine was his first laboratory. This thoughtful new collection is an essential addition to the Eisner library." -Scott McCloud, author of Understanding Comics

A Contract with God: And Other Tenement Stories

Chronicles the lives of ordinary people surviving the Great Depression in the Bronx, portraying the economic collapse, leftist politics, and rise in Nazism.

Will Eisner Reader

Bronx Heroes in Trumpland

The revolutionary work of graphic storytelling that inspired a new art form. Will Eisner was present at the dawn of comics. In the 1940s, he pushed the boundaries of the medium with his acclaimed weekly comic strip *The Spirit*, and with the publication of *A Contract with God* in 1978, he created a new medium altogether: the graphic novel. It was unlike anything seen before, heralding an era when serious cartoonists were liberated from the limiting confines of the comic strip. Eisner's work was a shining example of what comics could be: as inventive, moving, and complex as any literary art form. Eisner considered himself "a graphic witness reporting on life, death, heartbreak, and the never-ending struggle to prevail." *A Contract with God* begins with a gripping tale that mirrors the artist's real-life tragedy, the death of his daughter. Frimme Hersh, a devout Jew, questions his relationship with God after the loss of his own beloved child. Hersh's crisis is intertwined with the lives of the other unforgettable denizens of Eisner's iconic *Dropsie Avenue*, a fictionalized version of the quintessential New York City street where he came of age at the height of the Depression. This centennial edition showcases Eisner's singular visual style in new high-resolution scans of his original art, complete with an introduction by Scott McCloud and an illuminating history of Eisner's seminal work. Now readers can experience the legendary book that launched a unique art form and reaffirmed Will Eisner as one of the great pioneers of American graphic storytelling.

The Plot

In 1940, legendary creator Will Eisner (A Contract With God) began an amazing new newspaper comic strip, The Spirit, which changed the face of comics forever. Clad in his famous blue suit and fedora, crimefighter Denny Colt brought his own brand of hardened justice to the corrupt streets of Central City! This huge collection of twenty-two timeless stories from 1940-1950 period features famous first appearances, classic confrontations, human interest tales, and all those magnificent splash pages! Soon to be a major motion picture from celebrated writer and creator Frank Miller (Sin City), this volume also features an introduction by New York Times best-selling novelist Neil Gaiman (The Sandman).

A Life Force

FAGIN THE JEW is the latest full length graphic novel from one of comic's most renowned story tellers (called "the Elvis of comics" by Amazon.com). Throughout history certain fictional characters in our literature have, because of their popularity, achieved a certain reality. One such character, Fagin, created by Charles Dickens for OLIVER TWIST, ultimately became a "profile" of a Jew that embedded itself in popular prejudice. While Dickens never intended to defame Jewish people, by referring to his character as "the Jew" throughout the book he abetted the prejudice against them. In his award-winning artistic style, Will Eisner takes the infamous villain and develops him as the complex and troubled anti-hero

that he very well may have been had he had the opportunity to tell his own tale. Originally conceived as a short introduction to a pictorial adaptation of OLIVER TWIST for educational use, FAGIN THE JEW grew out of Eisner's fascination with this unexplored territory. Eisner places Fagin in his historical context as an Ashkenazi Jew and looks at life in London's immigrant Jewish community during the time of Dickens.

Graphic Storytelling

Examines the fundamentals of storytelling in comic book style and offers advice on story construction and visual narratives.

The Jewish Graphic Novel

In unforgettable style, the creator of the comic strip The Spirit captures the grit and grime of Avenue C on New York's Lower East Side--a world filled with street musicians, overflowing sewers, and peeping toms. Reprint. 10,000 first printing.

To the Heart of the Storm

A volume of short graphic tales includes the piece, "A Sunset in Sunshine City" and follows the author's nostalgia-marked transition into a post-retirement life in mid-1980s Florida. Reprint.

The Dreamer

Comics luminary Will Eisner takes on literary giant Charles Dickens, in this fascinating retelling of the life of Oliver Twist's Fagin! Imagining Fagin's impoverished childhood in the slums of London and his initiation into the criminal underworld, Eisner's story counters the anti-Semitism of Victorian literature as his gorgeous brushwork creates an evocative portrait of the era. * Now with Eisner's previously unused full-color cover art! * Foreword by Brian Michael Bendis! * Introduction by Dickens scholar Jeet Heer!

Comics & Sequential Art

A sweeping historical work inspired by prejudice, assimilation, and anti-Semitism in the western world prior to World War II takes readers from eighteenth-century New York, to Vienna during World War I, to Depression-era America. Reprint.

The Contract with God Trilogy

A single-volume edition of a classic Great Depression graphic novel series documents its role in launching the graphic novel as an art form, in a collection that fictionally depicts its creator's bittersweet struggles with a vengeful God within a tenement district. Reprint.

Dropsie Avenue

Every teacher knows that keeping adolescents interested in learning can be challenging—The

Graphic Novel Classroom overcomes that challenge. In these pages, you will learn how to create your own graphic novel in order to inspire students and make them love reading. Create your own superhero to teach reading, writing, critical thinking, and problem solving! Secondary language arts teacher Maureen Bakis discovered this powerful pedagogy in her own search to engage her students. Amazingly successful results encouraged Bakis to provide this learning tool to other middle and high school teachers so that they might also use this foolproof method to inspire their students. Readers will learn how to incorporate graphic novels into their classrooms in order to: Teach twenty-first-century skills such as interpretation of content and form Improve students' writing and visual comprehension Captivate both struggling and proficient students in reading Promote authentic literacy learning Develop students' ability to create in multiple formats This all-encompassing resource includes teaching and learning models, text-specific detailed lesson units, and examples of student work. An effective, contemporary way to improve learning and inspire students to love reading, The Graphic Novel Classroom is the perfect superpower for every teacher of adolescent students!

Fagin The Jew 10th Anniversary Edition

A visual self-assessment by the creator of A Contract With God and The Plot evaluates his life as a writer, a professional, and an artist, in a collection of autobiographical tales that includes "The Dreamer," "To the Heart of the Storm," and "The Name of the

Game." 15,000 first printing.

The Will Eisner Sketchbook

In the tradition of Kafka, Gogol, and Melville, the master of American comic art presents a haunting trio of stories about life's forgotten shut-ins. Reprint. 10,000 first printing.

Invisible People

With an unparalleled eye for stories and expressive illustration, Will Eisner, the master and pioneer of American comics art, presents one of his renowned celebrations of the Big Apple. No illustrator evoked the melancholy duskiness of New York City as expressively as Eisner, who knew the city from the bottom up. *The Building* is a story filled with ghosts, and a testament to our greatest human qualities a deeply moving chronicle of a city building and the people who inhabited it.

The Best of "The Spirit"

Depicts the artist's career over eight decades, from the dawn of comics' Golden Age in the late 1930s to the early 21st century when Pulitzers began being awarded to graphic novels, and features interviews with his family, friends and colleagues

The Building

What's in a name? Everything, if you share it with the

Man of Steel!- SUPERMAN: SECRET IDENTITY is a 208-page trade paperback collecting the critically lauded 4-issue miniseries written by Kurt Busiek (JLA/AVENGERS, ASTRO CITY) with art by Stuart Immonen (SUPERMAN: END OF THE CENTURY, THOR). Set in the real world, SECRET IDENTITY examines the life of a young Kansas man with the unfortunate name of Clark Kent. All Clark wants is to be a writer, but his daily life is filled with the taunts and jibes of his peers, comparing him to that other Clark Kent - the one with super-powers. Until one day when Clark awakens to discover that he can fly that he does in fact have super-strength! But where did these powers come from? And what's he going to do about it?

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