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# Here (Pantheon Graphic Novels)




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## Synopsis

From one of the great comic innovators, the long-awaited fulfillment of a pioneering comic vision. Richard McGuireÃ¢â ¬â„¢s Here is the story of a corner of a room and of the events that have occurred in that space over the course of hundreds of thousands of years.(With full-color illustrations throughout.)

## Book Information

Series: Pantheon Graphic Novels

Hardcover: 304 pages

Publisher: Pantheon; 1 edition (December 9, 2014)

Language: English

ISBN-10: 0375406506

ISBN-13: 978-0375406508

Product Dimensions: 6.8 x 1.1 x 9.5 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 81 customer reviews

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## Customer Reviews

An Best Book of the Month, December 2014: I love older buildings. I live in one now, and despite the single circuit electricity that shorts-out on a regular basis, the lack of insulation, and other aspects of its Ã¢â ¬Å“charm,Ã¢â ¬Â• the place has tales to tell. And IÃ¢â ¬â„¢m a sucker for stories. Who lived there before me? What were their lives like? Whose idea was it to paint the living room baby diarrhea green? But my limited imagination only goes back a hundred or so years, when the apartment was first built. In Here, groundbreaking graphic novelist Richard McGuire takes it much, much! furtherÃ¢â ¬â •visualizing the goings-on in a specific corner of a specific room over the course of hundreds of thousands of years (past, present, and future). The result is an orgy of the ordinary that is slyly clever and unexpectedly moving. McGuire first conceived of Here in 1989. It was a six-page comic whose influence ended up being as enduring as the room in which it is set. So, the arrival of this expanded edition is cause for much celebration in graphic novel circles, and as it turns out, in mine as well. I donÃ¢â ¬â„¢t typically read graphic novels, but Here is anything but

typical. And, when I sit in my little corner of the world, IÃ¢â ¬â„¢m envisioning the future for a changeÃ¢â ¬â •all the book-loving brethren who will inhabit that space after me, who I hope will discover and delight in Here, too. Ã¢â ¬â œErin Kodicek

**AÃ Â New York TimesÃ Â Notable Book of 2015**Luc Sante,Ã Â The New York Times Book ReviewÃ¢â ¬Å“Brilliant and revolutionaryÃ¢â ¬Â¦ In Ã¢â ¬Å“Here,Ã¢â ¬Â• McGuire has introduced a third dimension to the flat page. He can poke holes in the space-time continuum simply by imposing frames that act as transÃ Â- temporal windows into the larger frame that stands for the provisional now. Ã¢â ¬Å“HereÃ¢â ¬Â• is the Ã Â- comic-book equivalent of a scientific breakthrough. It is also a lovely evocation of the spirit of place, a family drama under the gaze of eternity and a ghost story in which all of us are enlisted to haunt and be haunted in turn.Ã¢â ¬Â•Ã Â Chris Ware,Ã Â The GuardianÃ¢â ¬Å“A book like this comes along once a decade, if not a centuryÃ¢â ¬Â¦ I guarantee that youÃ¢â ¬â„¢ll remember exactly where you are, or were, when you first read it.Ã¢â ¬Â•Jennifer Schuessler,Ã Â The New York TimesÃ¢â ¬Å“Getting from here to there can be hard enough. But it has taken Richard McGuire 25 years to do something even more complicated: get form here to hereÃ¢â ¬Â¦.the book promises to leapfrog immediately to the front ranks of the graphic-novel genre.Ã¢â ¬Â•Etelka Lehoczky, npr.comÃ¢â ¬Å“The magic of Here is that somehow, alchemically, this sparse little exercise begins to yank on your emotions. As your eye lurches around the page, as you flip back and forth between pages, an irresistible sentiment swells. Rare among conceptual works, Here manages to tug your heart even as it undercuts your comfortable role of reader.... Meanwhile, though, the past and present humans continue their tender little lives. Telling stories, playing, making love Ã¢â ¬â • what will be their fate? ThatÃ¢â ¬â„¢s just one of the countless questions Here leaves unanswered. Even so, itÃ¢â ¬â„¢s deeply satisfying. Kind of like a story that never ends.Ã¢â ¬Â•Marnie Kingsley, San Antonio CurrentÃ¢â ¬Å“Imaginative and ingenious, Here transcends the canon of traditional graphic novels. McGuire discusses the inconsistencies of memory, a central theme of SpeigelmanÃ¢â ¬â„¢s Maus series. He readapts the labyrinthine quality of Alison BechelÃ¢â ¬â„¢s Fun Home and focuses on the small moments of everyday experience, similar to parts of Craig ThompsonÃ¢â ¬â„¢ autobiographical graphic novel Blankets. However, Here retains almost no qualities of a novel: It is non-linear, there are no distinct characters, apart from the space, and there is no plot. Despite these seemingly large hurdles, McGuire produces a reading experience that is emotional, thought-provoking and interactive.... A brisk and brilliant read, Here combines genres and styles in a meditation on impermanence and the processes of memory.Ã¢â ¬Â•Financial

TimesÃ¢â ¬Å“McGuire is able to wring a surprising array of emotions from simple lines and blocks of muted colour interspersed with deliberately hackneyed jokes and the uncanny wisdom of the everyday. And the non-chronological arrangement seems faithful to how consciousness really works, the way we shape and reshape the story of ourselves by editing and re-editing highlights from our lives. I found it compelling to shuttle around in time to discover how earlier events informed later ones. Midway through the book one character says to another: Ã¢â ¬ËœLife has a flair for rhyming events.Ã¢â ¬â„¢ Clearly, McGuire does too.Ã¢â ¬Â•Straight.comÃ¢â ¬Å“Even as the ground beneath your feet falls away, McGuire creates poetry out of the echoes thatÃ¢â ¬â„¢s both playful and moving.Ã¢â ¬Â•Minneapolis Star TribuneÃ¢â ¬Å“For the long-awaited book-length Ã¢â ¬ËœHere,Ã¢â ¬â„¢ McGuire adds lavish color and some plot, but he preserves the captivating, uncanny sense of love, anger and tragedy flying across the centuries while staying in one place.Ã¢â ¬Â•Dominicumile.comÃ¢â ¬Å“A new, full-color graphic novel version of Here is stunning. Over more than three hundred pages, McGuire revisits and rebuilds his original strip with flashy interiors set in vivid pastels, and landscape sequences fleshed-out in moody watercolors, computer software-built textures, and sketchy pencil linesÃ¢â ¬Â¦ memorable and executed wonderfullyÃ¢â ¬Â• Patrick Lohier, Boingboing.netÃ¢â ¬Å“I soon found myself immersed and often moved. Here has the surprising depth as a magicianÃ¢â ¬â„¢s top hat. The combination of the surreal and the nostalgic are mesmerizing. The book is an ingenious epic of time and space, and I think readers everywhere, and of many ages, will find it delightful.Ã¢â ¬Â•Publishers WeeklyÃ Â (starred review)Ã¢â ¬Å“Expanding on an influential piece that first appeared inÃ Â RawÃ Â in 1989, McGuire, best known for his illustrated childrenÃ¢â ¬â„¢s books, explores a single patch of land (apparently in Perth Amboy, N.J.) over the course of millions of yearsÃ¢â ¬Â¦ The flat, hard lines produce art that looks like an approximation of Edward HopperÃ¢â ¬â„¢s clean bright paintings, created on an outdated computer program. McGuire threads miniplots and knowing references through his hopscotch narrative, building up a head of steam thatÃ¢â ¬â„¢s almost overwhelmingly poignant. His masterful sense of time and the power of the mundane makes this feel like the graphic novel equivalent of Terrence MalickÃ¢â ¬â„¢sÃ Â The Tree of Life.Ã¢â ¬Â•Ã Â Kirkus ReviewsÃ Â (starred review)Ã¢â ¬Å“Later spreads flash with terrible and ancient supremacy, impending cataclysm, and distant, verdant renaissance, then slow to inevitable, irresistible conclusion. The muted colors and soft pencils further blur individual moments into a rich, eons-spanning whole. A gorgeous symphony.Ã¢â ¬Â•BooklistÃ Â (starred review)Ã¢â ¬Å“McGuireÃ¢â ¬â„¢s quiet artwork in a subdued full-color palette reveals nuanced gestures beautifully, sometimes with precise lines, others in sketchy sepia tones, all of which

emphasize the passage of time. The concept is stunningly simple, and in laying bare the universality of existenceÃ¢â ¬â •its beauty, ugliness, and mundanityÃ¢â ¬â •it is utterly moving.Ã¢â ¬Â•

This book is dazzling. If you have heard anything about it or if you are even the slightest bit interested please take the time to read this book.Its incredible what you can do with so little. There are barely any words in this book yet there is such rich context.The book is just a series of pictures displaying what has gone on in a certain space over a very large period of time. A majority of the book exists in a room of a house but the story goes very far beyond this. This is a creative story that is able to display a large amount of information in a very creative way. Check this book out if you are curios.

A delightful read - and I use the word "read" loosely. As a graphic novel, there were a very limited number of words. Costs a bit, otherwise I'd expect all struggling readers to have a copy. It would keep their interest without overwhelming their reader skill.

Here is an remarkable achievement that hooks you in from the start, then smacks you about the chops with its sheer scale and depth.It's a graphic novel, but not as you probably know it. You don't read it so much as watch time billow before you, which is quite unlike anything I have experienced before. It's an emotional journey from cover to cover - and one I thoroughly recommend taking. Richard McGuire: file next to Art Spiegelman and Chris Ware in the genius section.

I received this yesterday and picked it up last night, just to look at the first pages until I could properly read it later, and (sigh) after a couple hours of fascinated immersion, I turned the last page. Wonderful. It's an entirely graphic (well, maybe 1% words) exploration of what might have happened on the site of what is, in 2014, a corner in an American home's living room. It's presented in a non-linear / non-chronological narrative from the gassy soup of 3-billion years ago through extinct animals to a future (no spoilers here) 22,000+ years from now. Numerous cultures are touched upon -- e.g. natives and colonials, but the emphasis is on the 20th-century -- all replete with period clothing, furnishings, language, technology and activities. Little plots develop through short vignettes, but there is much to miss and much to catch on a second (or tenth) reading.I grew up in a hundred-year-old house and now live in another one -- different town, different state. I often wonder about the previous occupants and furnishings, most recently about those in the time of WWI. This book inspires me to turn my curiosity into action by looking at local historical records.

I remember reading the original the day that issue of raw came out , and while I was initially skeptical the conceit would be able to sustain itself over the book-length treatment, it does, and beautifully. It is to graphic books what Jumping, tezuka's micro masterpiece, is to anime. A perfect coffee table book as well, it's instantly understandable, even if the reader has never read (or wanted to) read a comic before. While the impressionistic art style isn't my personal cup of tea, the storytelling genius more than compensates. Both best and most original graphic book in years.

This is a unique graphic novel experience. As the title states "Here" takes place ... well, here. Every scene - in the distant past, in the far future, in recent decades or days - all take place in 1 spot. Have you ever wondered who lived in your house before you? This living room had different wallpaper and holiday memories, and was actually a primordial swamp long ago. And it will one day be something else. There are very human stories in this place, and they weave back and forth in these pages. Great reading experience.

This is an extraordinary work, revealing the palimpsest of history in a touching and subtle way. An American history that opens the reader's eyes and attunes their sensitivity to the past in delightful detail. A magical book.

Good book. Interesting concept. I think it could have been better if the primary pictures were in chronological order and the inset pictures were placed as they currently are with a bit of randomness. The order of the primary pictures would have allowed the reader to see how the flow of time affected the living space better.

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