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As one of today's most renowned cartoonists, Chris Ware is widely considered an artist of genius.

Combining innovative comic book art, hand lettering, and graphic design, Ware's uniquely appealing work is characterized by ceaseless experimentation with narrative and graphic forms. The publication of his novel *Jimmy Corrigan: The Smartest Kid on Earth* in 2000 inspired a near avalanche of praise from critics and general readers alike. This book is the first to explore the life and work of Chris Ware.

Daniel Raeburn looks closely at Ware's career, work methods, and artistic innovations. Born in Omaha in 1967, Ware introduced the character Jimmy Corrigan in a full-page strip he began writing for the Chicago tabloid *New City*. Combining six years' worth of the strips, Ware created the best-selling novel named after Jimmy that spans an Irish-American family's life in Chicago from the Civil War to the present. For its experiments in graphic form—including pull-out, three-dimensional inserts—and its non-chronological narrative, the novel earned numerous honors, among them the *Guardian First Book Award*, presented for the first time to a comic book.

For this volume Raeburn interviewed Chris Ware for many hours to make fascinating connections between Jimmy Corrigan's fictional life and the life of his creator. Raeburn discusses the scope of Ware's career, including his drawings for *New City*, the *New Yorker*, and his own comic book, *The Acme Novelty Library*. As Raeburn shows, Ware's unique art form extends beyond the world of graphic novels into the broader worlds of literature, graphic art, and popular culture, and challenges traditional definitions of all three.

Chris Ware Details

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From Reader Review Chris Ware for online ebook

Mycala says

I have been seriously crushing on Chris Ware for well over a decade. That said, I find the inside of his head slightly uncomfortable and okay, sometimes scary. There is no denying he is a genius, though, and while I was hoping there would be more about the man himself, it is bits of him with lots of his art. All is forgiven because this book is pure eye candy.

Marisa Fulper says

Good overview of Chris Ware's practices

Earline says

This book is a good introduction to Chris Ware's work and includes great stories about his career. I especially love his attitude towards grad school. Chris Ware is my hero and inspires me to be a better artist... as well as a badass.

"By the time Ware arrived in Chicago for his graduate studies at the School of the Art Institute, he was artistically and emotionally independent enough to ignore his teachers, most of whom discouraged him from doing comics, and a few whom openly mocked him, at least until he dropped out."

Panoramaisland says

Magnificently underlines Ware's massive theoretical/conceptual shortcomings - not, I think, what the author intended. Even so, an even more essentialist reading of his work than I think is actually merited. Lushly illustrated with many comics and photographs!

Powells.com says

Similar in sentiment to artist Joseph Cornell's three-dimensional work, Chris Ware's drawings and sculpture remind me of enchanting collections of objects lost and found. In this new monograph, Daniel Raeburn closely examines Ware's work methods and innovations and discusses the connections between Ware's most well-known character, Jimmy Corrigan, and that of his creator. Check out The Acme Novelty Datebook for more personal insight into his talent and history. Amy Antonio, Powells.com

<http://www.powells.com/cgi-bin/biblio...>

Corbravo says

The texts by this man are a bit R-tarded. But there's Ware's pictures on the other side of the page, so fortunately they're also unnoticeable.

Jamie Felton says

This is a pretty fascinating look at Chris Ware and, more importantly, comic books and how they are more than just words and pictures. One idea that I really liked was that the more comic books become a language of their own, the more people will be able to relate to and access them because people will become more fluent. This book has a ton of early work by Ware.

Joe says

I probably don't have to make a case for how incredible Chris Ware is. Being able to see these comics for free in the Reader and New City for all of my teenage years through my return from college-- wot a countree, eh?

It probably makes sense to just buy the comics themselves, but some of the graphic design analysis in here is really insightful.
