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Annotated Bibliography

What is Fantasy? Fantasy, according to *Literature for Today’s Young Adults*, means “a making visible.” Common features of fantasy include: quest-centered plotlines; rites of passage; symbolic, magical, and allegorical occurrences that externalize the protagonist’s struggles; changes in one’s life and world; new responsibilities, and the consequences of those responsibilities affecting others; accepting that life has ups and downs, good and bad; and having one’s morals tested by the evil they seek to fight. “Fantasy allows us-even forces us—to become greater than we are, greater than we could hope to be. It confronts us with the major ambiguities and dualities of life—good and evil, light and dark, innocence and guilt, reality and appearance, heroism and cowardice, hard work and indolence, determination and vacillation, and order and anarchy. Fantasy presents all these, and it provides the means through which readers can consider both the polarities and the shadings in between.” (LfTYA)

Fantasy works have long been read and studies the world over, whether by spoken word or written text. However, many stories leave descriptions of things up to summarizing them, leaving it to the reader to try to visualize what the author is trying to portray in the story, with varying degrees of success. If a story told the readers about an elf who was the most beautiful woman in the world, it is highly probable they would each visualize her with their own personal preferences, which wouldn’t all match up with what the author originally visualized her as. This issue, common throughout stories, is especially compounded in genres like the fantasy genre due to its use of fantastical character’s and places. To counteract this, graphic novels are a useful substitute.

Many novels are being converted into graphic novels; according to goodreads.com, there are at least 149 of them. The graphic novel adaptations modern books like *Twilight* to classic Shelley’s *Frankenstein*, and everything in between. By reading these stories in graphic novel form, we can actually see things like fantastic views, amazing creatures, or characters’ emotion by actually seeing them, instead of having to rely on some descriptive words to try to explain it.

I have included ten works, divided into categories by “originally being a fantasy work” and “given a fantasy twist when adapted”. All of the works that were classics that one might see being taught in an English class, while several of the novels made fantasy are of works that are included in high school curriculums. Through this list of books, I’ve tried to represent the fiction genre in a visually understandable way.

* Fantasy novels adapted as graphic novels
  + Frankenstein
    - Sanders, Joe Sutliff., Jason Cobley, Declan Shalvey, Jason Cardy, Kat Nicholson, Terry Wiley, and Mary Wollstonecraft Shelley. *Frankenstein: The Graphic Novel*. Towcester: Classical Comics, 2008. Print.
    - Conceived as part of a literary game among friends in 1816, Mary Shelley’s *Frankenstein* is today regarded as a classic piece of 19th century literature. The story begins with the journey of an adventurer, Robert Walton, who saves the life of a man at the North Pole. That man, Victor Frankenstein, tells Walton about his experiments with the creation of life and how he ended up at the North Pole. Through this simple plot device, Shelley was able to deal with serious real-world issues like acceptance, tolerance, and understanding, as well as the universal human need for companionship and love. The novel, of course, inspired a host of films, from the 1931 classic starring Boris Karloff to *Andy Warhol’s Frankenstein,* and more recently, a series of novels by Dean Koontz. This version, though slightly abridged, retains much of the original dialogue and remains true to Shelley’s brilliant vision.
      * While it seems like a science fiction novel, it never actually describes any of the experiments or science he does, thus giving Frankenstein more of a mage-like role. This novel is a classic fantasy novel, and is said to be the creation of the fantasy genre as a whole.
  + Snow White: A Graphic Novel
    - Phelan, Matt. *Snow White: A Graphic Novel*. N.p.: Candlewick (MA), 2016. Print.
    - The scene: New York City, 1928. The dazzling lights cast shadows that grow ever darker as the glitzy prosperity of the Roaring Twenties screeches to a halt. Enter a cast of familiar characters: a young girl, Samantha White, returning after being sent away by her cruel stepmother, the Queen of the Follies, years earlier; her father, the King of Wall Street, who survives the stock market crash only to suffer a strange and sudden death; seven street urchins, brave protectors for a girl as pure as snow; and a mysterious stock ticker that holds the stepmother in its thrall, churning out ticker tape imprinted with the wicked words *"Another . . . More Beautiful . . . KILL."* In a moody, cinematic new telling of a beloved fairy tale, extraordinary graphic novelist Matt Phelan captures the essence of classic film noir on the page—and draws a striking distinction between good and evil.
      * Another classic fantasy story, with a more modern twist on the old moral tale. This story uses fantastical situations to show a distinct binary between good and bad, and what happens to those who cross the line.
  + The Hobbit: Graphic Novel
    - Dixon, Chuck, David Wenzel, Sean Deming, and J. R. R. Tolkien. *The Hobbit, Or, There and Back Again*. Forestville, CA: Eclipse, 1990. Print.
    - First published over 50 years ago, J.R.R. Tolkien's 'The Hobbit' has become one of the best-loved books of all time. Now Tolkien's fantasy classic has been adapted into a fully painted graphic novel. 'The Hobbit' is the story of Bilbo Baggins…a quiet and contented hobbit whose life is turned upside down when he joins the wizard Gandalf and thirteen dwarves on their quest to reclaim the dwarves' stolen treasure. It is a journey fraught with danger – and in the end it is Bilbo alone who must face the guardian of this treasure, the most-dreaded dragon Smaug. Illustrated in full color throughout, and accompanied by the carefully abridged text of the original novel, this handsome authorized edition will introduce new generations to a magical masterpiece – and be treasured by Hobbit fans of all ages, everywhere.
  + The Wonderful Wizard of Oz: the Graphic Novel
    - Baum, L. Frank, Roland Mann, and K. L. Jones. *The Wonderful Wizard of Oz*. N.p.: Random House, 2011. Print.
    - A powerful tornado rips through the Kansas prairie catching Dorothy inside her home. Trapped inside the vortex, the home floats for hours. When the house finally lands on the ground again, it kills a wicked witch. Dorothy finds herself in new surroundings and is welcomed by the local inhabitants, the Munchkins, who tell her she is in Oz, surrounded by a great desert that cannot be crossed. Dorothy's only hope of escape is to see the great Wizard of Oz. On her journey to meet the Wizard, she is joined by some unusual friends who also want favors from the Wizard. But the Wizard will not help Dorothy and her friends unless they do something for him: they must kill the Wicked Witch of the West! Read Campfire's adaptation to know more about Dorothy's adventures in this delightful tale that has fascinated children for years.
  + The Complete Alice in Wonderland
    - Moore, Leah, John Reppion, Erica Awano, Simon Bowland, and Lewis Carroll. *The Complete Alice in Wonderland*. Runnemede, NJ: Dynamite, 2010. Print.
    - Join Alice on her whimsical journey down the rabbit hole! For the first time ever, Lewis Carroll's beloved masterpiece is faithfully adapted and illustrated in its entirety, including the long-lost chapter, "The Wasp in a Wig!" From her initial meeting with the White Rabbit in *Alice's Adventures in Wonderland*, to her final dinner party with the entire (and outrageous) *Through the Looking Glass* cast, every moment of Alice's adventures in that astonishing landscape is captured in gorgeous detail. With old favorites like the Cheshire Cat and the Mad Hatter joined now by a long-forgotten Carroll creation, The Wasp, in one of the book's latter chapters, children and adults alike can rediscover the complete *Alice* tale and fall in love with Wonderland all over again!
  + A Wrinkle in Time: the Graphic Novel
    - Larson, Hope, Jenn Manley Lee, Andrew Arnold, and Madeleine L'Engle. *A Wrinkle in Time: The Graphic Novel*. New York: Farrar Straus Giroux, 2012. Print.
    - The world already knows Meg and Charles Wallace Murry, Calvin O'Keefe, and the three Mrs--Who, Whatsit, and Which--the memorable and wonderful characters who fight off a dark force and save our universe in the Newbery award-winning classic *A Wrinkle in Time*. But in 50 years of publication, the book has never been illustrated.  Now, Hope Larson takes the classic story to a new level with her vividly imagined interpretations of tessering and favorite characters like the Happy Medium and Aunt Beast. Perfect for old fans and winning over new ones, this graphic novel adaptation is a must-read.
  + The Lion, the Witch and the Wardrobe: A Graphic Novel
    - Lawrie, Robin, and C. S. Lewis. *The Lion, the Witch and the Wardrobe*. New York: HarperTrophy, 1995. Print.
    - **They open a door and enter a world.** Narnia...the land beyond the wardrobe, the secret country known only to Peter, Susan, Edmund, and Lucy...the place where the adventure begins. Lucy is the first to find the secret of the wardrobe in the professor's mysterious old house. At first, no one believes her when she tells of her adventures in the land of Narnia. But soon Edmund and then Peter and Susan discover the Magic and meet Aslan, the Great Lion, for themselves. In the blink of an eye, their lives are changed forever. A fully illustrated version of the most popular book in The Chronicles of Narnia, with glowing full page artwork and an abridged text for easier reading.
* Works that were given a fantasy twist when adapted as graphic novels
  + Romeo x Juliet: Omnibus
    - Com, Kate Beckwitt, Lys Blakeslee, and William Shakespeare. *Romeo X Juliet.* New York: Yen, 2010. Print.
    - Neo-Verona was once peacefully ruled by the Capulet family, but the rival house of Montague led a coup against the Capulets, wiping them out. Fourteen years later, Lord Montague rules Neo-Verona with an iron fist. But there is hope for the suffering citizens: Juliet Capulet survived the massacre and now turns her sword against the wealthy Montagues in an effort to aid the poor. When she meets the son of Lord Montague at the Rose Ball, she discovers that he is similarly disturbed by his father's cruelty. As Juliet finds herself falling in love with her sworn enemy, she is conflicted...Is there any hope for a love that crosses enemy lines?
      * A twist on the classic romantic tragedy, this novel immerses Verona in a new fantastical world. Crown prince Romeo rides a Pegasus, Juliet masquerades as a male vigilante, and the original author is in there too. No poison and daggers for this couple, they have knights in shining armor and magic beanstalks.
  + Romeo and Juliet: The War
    - Lee, Stan, Terry Dougas, Max Work, Skan Srisuwan, and William Shakespeare. *Romeo and Juliet: The War*. Los Angeles: 1821 Comics, 2011. Print.
    - This is the story of two groups of superhuman soldiers who turn the Empire of Verona into the most powerful territory on earth. The MONTAGUES, powerful cyborgs made of artificial DNA, and the CAPULETS, genetically enhanced humans known for their speed and agility, work in tandem to destroy all threats to the city. With no one left to fight, the Montagues and Capulets find themselves a new enemy: each other. This is the story of a young Montague boy and Capulet girl who fall in love. They secretly plan to marry, hoping their union can be what brings peace between the warring factions. But forces beyond their control begin to conspire against them, threatening their love, their lives, and the entire Empire of Verona. This is the story of a tragedy that spans all of space and time.
      * While it may seem to be just a science fiction novel, this story does classify as fantasy as well.
  + The Stars Dispose
    - Roessner, Michaela. *The Stars Dispose*. New York: Tor, 1998. Print.
    - Set in Renaissance Florence, this fantasy retelling of the life of Catherine de' Medici is as beautiful and as richly magical as the works of the great artists who people its pages. When Catherine was born, she was the sole legitimate heir to a great fortune and great power. But her father had died before she was born, and her mother died only a few weeks afterward, leaving the child to the guardianship of the pope and the fosterage of servants. From this beginning, Roessner tells an intimate story, of the servant families of the Medici who practice the secret magics of the kitchen and hearth. The Befanini family is bound to the Medici by blood and oaths, through children born on the wrong side of the blanket, recognized but not legitimate. Thomas, the son of Catherine's foster mother, is bound particularly to Catherine by magic and love, for he is destined to become Catherine's chef, and to that end he is not only taught the arts of the kitchen but is apprenticed out to a sculptor, and befriended by the great Michelangelo. But war intervenes in the charted courses of these children, and in the struggles between the pope and the German emperor and the city of Florence itself, their futures - and their very lives - are set at risk.
      * Historical fantasy

Citations

* "Frankenstein Graphic Novel." *Amazon*. N.p., n.d. Web. 06 Dec. 2016.
* *Goodreads*. N.p., n.d. Web. 6 Dec. 2016.
  + *All book summaries, except for the one on Frankenstein, came from this site*.
* *Literature for Today’s Young Adults*