

Trinity A Graphic History Of The First Atomic Bomb

‘ Terrific and enthralling ’ New Scientist Fifty years ago, in July 1969, Apollo 11 became the first manned mission to land on the Moon, and Neil Armstrong the first man to step on to its surface. He and his crewmates, Buzz Aldrin and Michael Collins, were the latest men to risk their lives in this extraordinary scientific, engineering and human venture that would come to define the era. In *Apollo 11: The Inside Story*, David Whitehouse reveals the true drama behind the mission, putting it in the context of the wider space race and telling the story in the words of those who took part – based around exclusive interviews with the key players. This enthralling book takes us from the early rocket pioneers to the shock America received from the Soviets ’ launch of the first satellite, Sputnik; from the race to put the first person into space to the iconic Apollo 11 landing and beyond, to the agonising drama of the Apollo 13 disaster and the eventual winding-up of the Apollo program. Here is the story as told by the crew of Apollo 11 and the many others who shared in their monumental endeavour. Astronauts, engineers, politicians, NASA officials, Soviet rivals – all tell their own story of a great moment of human achievement.

SPACE BATTLES AND GRIT FROM MASTER OF STARFARING ADVENTURE AND MILITARY SCIENCE FICTION DAVE BARA, AUTHOR OF THE LIGHTSHIP CHRONICLES SERIES.

REDEMPTION AT TRINITY The Rim rebellion was glorious—and doomed from the start. Brilliant Rim Confederation Navy space ship captain Jared Clement skuttled his career and professional life by joining the rebels against the overwhelming force of the 5 Suns Alliance. The rebel cause was just. That didn ’ t matter. Ten years later, Clement regrets nothing, but would prefer to be left alone to his thoughts and drink. But a new chance to command a ship of incredible potential is thrust in his lap—humanity ’ s first truly faster-than-light vessel. The destination: Trinity, a newly discovered star system where strange signs of possible space farers may lead to humanity ’ s first alien encounter. Or to interstellar war. Humanity is on the brink of a new age, and everything depends on one crusty star ship captain, his gritty crew, and the *Beauregard*, a ship that was never meant to wage war turned into a weapon-bristling battleship that will either propel humanity to ultimate destruction—or into a new starfaring age of exploration and conflict. And along the way, a noble lost cause—one Captain Jared Clement—may finally get his revenge. And find his redemption. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Trinity: “ [A] rousing. . . far-future tale, taking hard-drinking former Rim Confederacy Navy Capt. Jared Clement of the gunship *Beauregard* into a whopper of a galactic confrontation. . . [with] Clement ’ s rebirth as an idealistic military commander, leading to breathless Horatio Hornblower–type ship-to-ship action updated into a *Star Trek*–like environment. . . [with] plenty of fun, derring-do, and even some tension-relieving fraternization will keep readers invested in Clement and crew. This is an entertaining escape from the here and now. ” —Publishers Weekly About Dave Bara: “ . . . fun, fast, and proper science fiction, where the stakes are big and things matter. ” —New York Times best-selling author Simon R. Green on Dave Bara ’ s *Lightship Chronicles* Series “ This energetic mélange of tried-and-true elements—futuristic jargon, military and romantic tactics, and multiple levels of skullduggery—easily grabs the reader ’ s attention; more impressive is that Bara ’ s story holds that attention all the way to the end. ” —Publishers Weekly on *The Lightship Chronicles* Series “ Bara manages to ramp up the depth and complexity of his world while retaining that sense of excitement, suspense, and adventure. ” —Barnes & Noble Sci Fi & Fantasy Blog

The ebook is designed to be read on devices with large color displays The Kindle edition is incompatible with iOS. See below for a list of supported devices. This second volume of *Sapiens: A Graphic History*, the full-color graphic adaptation of Yuval Noah Harari ’ s #1 New

York Times bestseller, focuses on the Agricultural Revolution—when humans fell into a trap we ' ve yet to escape: working harder and harder with diminishing returns. What if humanity ' s major woes—war, plague, famine and inequality—originated 12,000 years ago, when Homo sapiens converted from nomads to settlers, in pursuit of the fantasy of productivity and efficiency? What if by seeking to control plants and animals, humans ended up being controlled by kings, priests, and Kafkaesque bureaucracy? Volume 2 of *Sapiens: A Graphic History—The Pillars of Civilization* explores a crucial chapter in human development: the Agricultural Revolution. This is the story of how wheat took over the world; how an unlikely marriage between a god and a bureaucrat created the first empires; and how war, plague, famine, and inequality became an intractable feature of the human condition. But it ' s not all doom and gloom with this book ' s cast of entertaining characters and colorful humorous scenes. Yuval, Zoe, Prof. Saraswati, Cindy and Bill (now farmers), Detective Lopez, and Dr. Fiction, all introduced in Volume 1, once again travel the length and breadth of human history, this time investigating the impact the Agricultural Revolution has had on our species. The cunning Mephisto shows them how to ensnare humans, King Hammurabi lays down the law, and Confucius explains harmonious society. The origins of modern farming are introduced through Elizabethan tragedy; the changing fortunes of domesticated plants and animals are tracked in the columns of the *Daily Business News*; the story of urbanization is portrayed as a travel brochure, offering discount journeys to ancient Babylon and China; and the history of inequality unfolds in a superhero detective story; with guest appearances by historical and cultural personalities throughout such as Thomas Jefferson, Scarlett O'Hara, Margaret Thatcher, and John Lennon. *Sapiens: A Graphic History, Volume 2* is a radical, witty and colorful retelling of the story of humankind for adults and young adults, and can be read on its own or in sequence with Volume 1.

On November 29, 1864, over 150 Native Americans, mostly women, children, and elderly, were slaughtered in one of the most infamous cases of state-sponsored violence in U.S. history. Kelman examines how generations of Americans have struggled with the question of whether the nation ' s crimes, as well as its achievements, should be memorialized.

Stories about Scientists

A Graphic History of the First Atomic Bomb

Sapiens: A Graphic History, Volume 2

The Other Side

A Graphic History

"The more who learn the truth the better off the country will be, because there is no better safeguard against the revival of torture than a well-informed public." -- Jane Mayer, from the Introduction On December 9, 2014, the Senate Select Committee on Intelligence released a report that strongly condemned the CIA for its secret and brutal use of torture in the treatment of prisoners captured in the "war on terror" during the George W. Bush administration. This deeply researched and fully documented investigation caused monumental controversy, interest, and concern, and starkly highlighted both how ineffective the program was as well as the lengths to which the CIA had gone to conceal it. In The Torture Report, Sid Jacobson and Ernie Colóse their celebrated graphic-storytelling abilities to make the damning torture report

accessible, finally allowing Americans to lift the veil and fully understand the crimes committed by the CIA.

A unique, illustrated book that will change the way you see medieval history **The Middle Ages: A Graphic History** busts the myth of the 'Dark Ages', shedding light on the medieval period's present-day relevance in a unique illustrated style. This history takes us through the rise and fall of empires, papacies, caliphates and kingdoms; through the violence and death of the Crusades, Viking raids, the Hundred Years War and the Plague; to the curious practices of monks, martyrs and iconoclasts. We'll see how the foundations of the modern West were established, influencing our art, cultures, religious practices and ways of thinking. And we'll explore the lives of those seen as 'Other' - women, Jews, homosexuals, lepers, sex workers and heretics. Join historian Eleanor Janega and illustrator Neil Max Emmanuel on a romp across continents and kingdoms as we discover the Middle Ages to be a time of huge change, inquiry and development - not unlike our own.

A beautifully illustrated and poignant graphic memoir that tells the story of World War II from an Everyman's perspective. In March of 1943, Scott Chantler's grandfather, Law Chantler, shipped out across the Atlantic for active service with the Highland Light Infantry of Canada, along with his best friend, Jack, a fellow officer. Not long afterward, they would find themselves making a rocky crossing of the English Channel, about to take part in one of the most pivotal and treacherous military operations of World War II: the Allied invasion of Normandy. **Two Generals** tells the story of what happened there through the eyes of these two young men -- not the celebrated military commanders or politicians we often hear about, but everyday heroes who risked their lives for the Allied cause. Meticulously researched and gorgeously illustrated, **Two Generals** is a harrowing story of battle and a touching story of friendship -- and a vital and vibrant record of unsung heroism.

"Nuclear weapons, since their conception, have been the subject of secrecy. In the months after the dropping of the atomic bombs on Hiroshima and Nagasaki, the American scientific establishment, the American government, and the American public all wrestled with what was called the "problem of secrecy," wondering not only whether secrecy was appropriate and effective as a means of controlling this new technology but also whether it was compatible with the country's core values. Out of a messy context of propaganda,

confusion, spy scares, and the grave counsel of competing groups of scientists, what historian Alex Wellerstein calls a "new regime of secrecy" was put into place. It was unlike any other previous or since. Nuclear secrets were given their own unique legal designation in American law ("restricted data"), one that operates differently than all other forms of national security classification and exists to this day. Drawing on massive amounts of declassified files, including records released by the government for the first time at the author's request, *Restricted Data* is a narrative account of nuclear secrecy and the tensions and uncertainty that built as the Cold War continued. In the US, both science and democracy are pitted against nuclear secrecy, and this makes its history uniquely compelling and timely"--

The Pillars of Civilization

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

Hiroshima

T-Minus

Restricted Data

Run

From its earliest days, America was a home for spiritual seekers. In 1694, the religious tolerance of the Pennsylvania Colony enticed a Transylvanian monk and his forty followers to cross the Atlantic. Almost two hundred years later, a charismatic preacher founded a utopian community in Oneida, New York, that practiced socialism and free love. In the 1960s and '70s, a new generation of seekers gathered in vegetarian restaurants in Los Angeles, Satanic coffee shops in New Orleans, and fortified communes in Philadelphia. And in the twenty-first century, gurus find their flocks through self-help seminars and get-rich-quick schemes. Across the decades, Americans in search of divine truths have turned to unconventional prophets for the answers. Some of these prophets have demanded their faith, fortunes, and even their very lives. In *American Cult*, over twenty cartoonists explore the history of these groups with clarity and empathy--digging deep to find the human stories within.

In graphic novel format, presents the story of two world superpowers racing to land a man on the moon, and the people who worked on the project.

"Delicately weaves generations of women to the lasting wounds of nuclear destruction and the hubris of war. A unique and unforgettable novel." —Kali Fajardo-Anstine, author of *Woman of Light* A literary thriller about the effects of nuclear power on the mind, body, and recorded history of three generations of Japanese women. Nine years after the Fukushima Daiichi nuclear power plant disaster, Japan is preparing for the 2020 Tokyo Olympics. An unnamed narrator wakes up in a cold, sterile room, unable to recall her past. Across the country, the elderly begin to hear voices emanating from black stones, compelling them to behave in strange and unpredictable ways. The voices are a

symptom of a disease called “ Trinity. ” As details about the disease come to light, we encounter a thread of linked histories—Prometheus stealing fire from the gods, the discovery of radiation, the nuclear arms race, the subsequent birth of nuclear energy, and the disaster in Fukushima. The thread linking these events begins to unravel in the lead-up to a terrorist attack at the Japan National Olympic Stadium. A work of speculative fiction reckoning with the consequences of the past and continued effects of nuclear power, Trinity, Trinity, Trinity follows the lives of three generations of women as they grapple with the legacy of mankind's quest for light and power.

RUN, the Eisner Award-Winner for Best Graphic Memoir, is one of the most heralded books of the year including being named a: New York Times Top 5 YA Books of the Year · Top 10 Great Graphic Novels for Teens (Young Adult Library Services Association) · Washington Post Best Books of the Year · Variety Best Books of the Year · School Library Journal Best Books of the Year · Kirkus Reviews Best Books of the Year · Amazon Best History Book of 2021 • Top Ten Title of the Year (In the Margins Book Award) · In the Margins Book Award for Nonfiction winner · Top Ten Graphic Novels for Adults (American Library Association) · Best Books for Young Readers (U of Penn Graduate School of Education) · Books All Young Georgians Should Read (Georgia Center for the Book) First you march, then you run. From the #1 bestselling, award – winning team behind March comes the first book in their new, groundbreaking graphic novel series, Run: Book One. “ Run recounts the lost history of what too often follows dramatic change—the pushback of those who refuse it and the resistance of those who believe change has not gone far enough. John Lewis ’ s story has always been a complicated narrative of bravery, loss, and redemption, and Run gives vivid, energetic voice to a chapter of transformation in his young, already extraordinary life. ” – Stacey Abrams “ In sharing my story, it is my hope that a new generation will be inspired by Run to actively participate in the democratic process and help build a more perfect Union here in America. ” – Congressman John Lewis The sequel to the #1 New York Times bestselling graphic novel series March—the continuation of the life story of John Lewis and the struggles seen across the United States after the Selma voting rights campaign. To John Lewis, the civil rights movement came to an end with the signing of the Voting Rights Act in 1965. But that was after more than five years as one of the preeminent figures of the movement, leading sit – in protests and fighting segregation on interstate busways as an original Freedom Rider. It was after becoming chairman of SNCC (the Student Nonviolent Coordinating Committee) and being the youngest speaker at the March on Washington. It was after helping organize the Mississippi Freedom Summer and the ensuing delegate challenge at the 1964 Democratic National Convention. And after coleading the march from Selma to Montgomery on what became known as “ Bloody Sunday. ” All too often, the depiction of history ends with a great victory. But John Lewis knew that victories are just the beginning. In Run: Book One, John Lewis and longtime collaborator Andrew Aydin reteam with Nate Powell—the award – winning illustrator of the March trilogy—and are joined by L. Fury—making an astonishing graphic novel debut—to tell this often overlooked chapter of civil rights history.

District Comics

Doom Towns

The Race to the Moon

The History of Nuclear Secrecy in the United States

Trinity: A Graphic History of the First Atomic Bomb

Wine

NEW YORK TIMES BESTSELLER *The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.*

From the acclaimed author who enthralled the world with Exodus, Battle Cry, QB VII, Topaz, and other beloved classics of twentieth-century fiction comes a sweeping and powerful epic adventure that captures the "terrible beauty" of Ireland during its long and bloody struggle for freedom. It is the electrifying story of an idealistic young Catholic rebel and the valiant and beautiful Protestant girl who defied her heritage to join his cause. It is a tale of love and danger, of triumph at an unthinkable cost -- a magnificent portrait of a people divided by class, faith, and prejudice -- an unforgettable saga of the fires that devastated a majestic land . . . and the unquenchable flames that burn in the human heart.

A dedicated mom puts love into action as she creates the perfect rainbow-

colored wig for her transgender daughter, based on the real-life experience of mother-daughter advocate duo Trinity and DeShanna Neal. Warm morning sunlight and love fill the Neal home. And on one quiet day, playtime leads to an important realization: Trinity wants long hair like her dolls. She needs it to express who she truly is. So her family decides to take a trip to the beauty supply store, but none of the wigs is the perfect fit. Determined, Mom leaves with bundles of hair in hand, ready to craft a wig as colorful and vibrant as her daughter is. With powerful text by Trinity and DeShanna Neal and radiant art by Art Twink, My Rainbow is a celebration of showing up as our full selves with the people who have seen us fully all along.

Featuring breathtaking panoramas and revelatory, unforgettable images, Battle Lines is an utterly original graphic history of the Civil War. A collaboration between the award-winning historian Ari Kelman and the acclaimed graphic novelist Jonathan Fetter-Vorm, Battle Lines showcases various objects from the conflict (a tattered American flag from Fort Sumter, a pair of opera glasses, a bullet, an inkwell, and more), along with a cast of soldiers, farmers, slaves, and well-known figures, to trace an ambitious narrative that extends from the early rumblings of secession to the dark years of Reconstruction. Employing a bold graphic form to illuminate the complex history of this period, Kelman and Fetter-Vorm take the reader from the barren farms of the home front all the way to the front lines of an infantry charge. A daring presentation of the war that nearly tore America apart, Battle Lines is a monumental achievement.

Hilary of Poitiers on the Trinity

The People and Landscapes of Atomic Testing

The Comic Book History of Comics

A Graphic Adaptation

An Unconventional History of Washington, DC

Head Games: The Graphic Novel

Trinity: A Graphic History of the First Atomic Bomb Macmillan

Hiroshima is the story of six people—a clerk, a widowed seamstress, a physician, a Methodist minister, a young surgeon, and a German Catholic priest—who lived through the greatest single manmade disaster in history. In vivid and indelible prose, Pulitzer Prize-winner John Hersey traces the stories of these half-dozen individuals from 8:15 a.m. on August 6, 1945, when Hiroshima was destroyed by the first atomic bomb ever dropped on a city, through the hours and days that followed. Almost four decades after the original publication of this celebrated book, Hersey went back to Hiroshima in search of the people whose stories he had told, and his account of what he discovered is now the eloquent and moving final chapter of Hiroshima.

In an adventure reminiscent of Homer's Odyssey, fifteen-year-old Odilia and her four younger sisters embark on a journey to return a dead man to his family in Mexico, aided by La Llorona, but impeded by a witch, a warlock, chupacabras, and more.

In this graphic novel adaptation of the Edgar-nominated novel Head Games, Craig McDonald blends history and legend to tell the tale of the classic hard-drinking, hard-living, and hard-

boiled protagonist. Artist Kevin Singles brings this noir thriller to life with a style reminiscent of the golden age of dime-store paperbacks. It's 1957, and aging novelist Hector Lassiter thought that his adventures were long behind him. But then he receives a treasure worth killing for: the skull of Mexican revolutionary Pancho Villa. With his partners in crime, brooding poet Bud Fiske and hard-as-nails beauty Alicia Vicente, Hector must make a mad dash across the American southwest. If the trio can survive long enough to sell the skull to the highest bidder, they'll score big. But in the meantime, Hector must dodge bullets from deranged fraternity members, aging soldiers of fortune, vicious warlords, and crooked feds.

Moonbound

Sapiens: A Graphic History

Trinity, Trinity, Trinity

Two Generals

The Torture Report

Book One
Features true stories from the history of science Some are serious, some are humorous, and most are a bit of both. All are written by Jim Ottaviani and showcase artwork by Mark Badger, Donna Barr, Sean Bieri, Paul Chadwick, Gene Colan, Guy Davis, Colleen Doran, David Lasky, Steve Lieber, Lin Lucas, Bernie; Mireault, Scott Roberts, Scott Saavedra, and Rob Walton.

It's a world without the three heroes - and a grim world at that - as Morgana Le Fay, Enigma and Despero's plan begins to bear fruit. Only the seer Tarot begins to comprehend the events that the evil trinity has set in motion, but can she stop the world from changing on her own?

A graphic novel account of the race to construct the first atomic bomb and the decision to drop it, tracing the early research, the heated debates, and profiles of forefront Manhattan Project contributors.

Hilary of Poitiers (c300-368), Bishop and Theologian, was instrumental in shaping the development of pro-Nicene theology in the West. Carl Beckwith engages the extensive scholarship on the fourth-century Trinitarian debates and brings new light on the structure and chronology of Hilary's monumental De Trinitate. There is a broad scholarly consensus that Hilary combined two separate theological works, a treatise on faith (De Fide) and a treatise against the 'Arians' (Adversus Arianos), to create De Trinitate. In spite of this the question of when and why Hilary performed this task has largely remained unanswered. Beckwith addresses this puzzle, situating Hilary's De Trinitate in its historical and theological context and offering a close reading of his text. He demonstrates that Hilary made significant revisions to the early books of his treatise; revisions that he attempted to conceal from his readers in order to give the impression of a unified work on the Trinity. Beckwith argues that De Fide was written in 356 following Hilary's condemnation at the synod of Béziers and prior to receiving a decision on his exile from the Emperor. When Hilary arrived in exile, he wrote a second work, Adversus Arianos. Following the synod of Sirmium in 357 and his collaboration with Basil of Ancyra in early 358, Hilary recast his efforts and began to write De Trinitate. He decided to incorporate his two earlier works, De Fide and Adversus Arianos, into this project. Toward

that end, he returned to his earlier works and drastically revised their content by adding new prefaces and new theological and exegetical material to reflect his mature pro-Nicene theology. Beckwith provides a compelling case for the nature of these radical revisions, crucial textual alterations that have never before been acknowledged in the scholarship on De Trinitate.

The Birth of Humankind (Vol. 1)

A History in Comics of the American Revolution

From De Fide to De Trinitate

March

The Middle Ages

Visualising The Beatles

The ebook is designed to be read on devices with large color displays The Kindle edition is incompatible with iOS. See below for a list of supported devices. New York Times Bestseller The first volume of the graphic adaptation of Yuval Noah Harari's smash #1 New York Times and international bestseller recommended by President Barack Obama and Bill Gates, with gorgeous full-color illustrations and concise, easy to comprehend text for adult and young adult readers alike. One hundred thousand years ago, at least six different species of humans inhabited Earth. Yet today there is only one—homo sapiens. What happened to the others? And what may happen to us? In this first volume of the full-color illustrated adaptation of his groundbreaking book, renowned historian Yuval Harari tells the story of humankind's creation and evolution, exploring the ways in which biology and history have defined us and enhanced our understanding of what it means to be "human." From examining the role evolving humans have played in the global ecosystem to charting the rise of empires, Sapiens challenges us to reconsider accepted beliefs, connect past developments with contemporary concerns, and view specific events within the context of larger ideas. Featuring 256 pages of full-color illustrations and easy-to-understand text covering the first part of the full-length original edition, this adaptation of the mind-expanding book furthers the ongoing conversation as it introduces Harari's ideas to a wide new readership.

Readers can embark on an incredible visual journey that introduces them to various perspectives and points of view, daring them to discover what is on the other side of each image.

Presents a history of the comic book from 1896 to the present, exploring how the medium has been reshaped over time.

Honors and awards for this book: National Book Award Winner, Young People's Literature, 2016; #1 New York Times and Washington Post Bestseller; First graphic novel to receive a Robert F. Kennedy Book Award; Winner of the Eisner Award; A Coretta Scott King Honor Book; One of YALSA's Outstanding Books for the College Bound; One of Reader's Digest's Graphic Novels Every Grown-Up Should Read.

Summer of the Mariposas

Battle Lines

An Infographic Evolution of the Fab Four

The 500 Most Recommended Graphic Novels and Picture Books

Peter Lombard

A Novel

Two young men who have never met fight on opposite sides of the war, and neither can face the reality of his situation until it is too late.

Trinity, the debut graphic book by the gifted illustrator Jonathan Fetter-Vorm, depicts in vivid detail the dramatic history of the race to build and the decision to drop the first atomic bomb. This sweeping historical narrative traces the spark of invention from the laboratories of nineteenth-century Europe to the massive industrial and scientific efforts of the Manhattan Project. Along the way, Fetter-Vorm takes special care to explain the fundamental science of nuclear reactions. With the clarity and accessibility that only a graphic book can provide, Trinity transports the reader into the core of a nuclear reaction—into the splitting atoms themselves. The power of the atom was harnessed in a top-secret government compound in Los Alamos, New Mexico, where some of the greatest scientific minds in the world gathered together to work on the bomb. Fetter-Vorm showcases J. Robert Oppenheimer, Enrico Fermi, and General Leslie Groves, the fathers of the atomic bomb, whose insights unleashed the most devastating explosion known to humankind. These brilliant scientists wrestled daily with both the difficulty of building an atomic weapon and the moral implications of actually succeeding. When the first bomb finally went off at a test site code-named Trinity, the world was irreversibly thrust into a new and terrifying age. With powerful renderings of the catastrophic events at Hiroshima and Nagasaki, Fetter-Vorm unflinchingly chronicles the far-reaching political, environmental, and ethical effects of this new discovery. Richly illustrated and deeply researched, Trinity is a dramatic, informative, and thought-provoking book on one of the most significant and harrowing events in history.

Selections from the works of more than seventy-five avant-garde comic artists come together in a definitive anthology that serves as a broad historical overview of the medium and a roundup of some of today's best North American comic artists--including Art Spiegelman, Chris Ware, R. Crumb, Joe Sacco, Daniel Clowes, Lynda Barry, and many others.

Wonderfully Wordless: The 500 Most Recommended Graphic Novels and Picture Books is the first comprehensive best book guide to wordless picture books (and nearly wordless picture books). It is an indispensable resource for parents and teachers who love graphic storytelling or who recognize the value of these exceptional books in working with different types of students, particularly preschool, English as a Second Language (ESL), and special needs, and creative writers. Every age group will benefit from Wonderfully Wordless, from babies and toddlers encountering their first books, to elementary age children captivated by the popular fantasy and adventure themes, to teenagers attracted to graphic novels because of their more intense content and comic book format. Even adults who are not yet readers will benefit from this uniquely authoritative resource because it will provide a bridge to literacy and give them books that they can

immediately share with their children. Wonderfully Wordless is the ultimate guide to wordless and almost wordless books. Its 500 exemplary titles are a composite of 140 sources including recommendations from reference books, award lists, book reviews, professional journals, literary blogs, and the collections of many of the most prominent libraries in the United States and the English-speaking world. The US libraries include the Boston Public Library, Carnegie Library of Pittsburgh, Denver Library, New York Public Library, and Seattle Public Library, as well as the academic libraries at Bank Street College, Miami University, Michigan State University, Penn State University, Stanford University, and University of Chicago. The international libraries include the University of Oxford, British Council Library India, British Library, Hong Kong Public Libraries, National Library of the Philippines, Toronto Public Library, Trinity College Library (Dublin), Vancouver Public Library, and the National Library of New Zealand. The 500 books included here are generated from a database with 7,300 booklist entries. In essence, the ranked list emerging from this compilation will constitute "votes" for the most popular titles, the ones most experts agree are the best. By pooling the expertise from the US and other English-speaking countries, Wonderfully Wordless is an unrivaled core list of classic and contemporary titles. This authoritative reference book conveys not the opinion of one expert, but the combined opinions of a legion of experts. If a single picture is worth a thousand words, then a multitude of the picture-only texts is worth a compendium. Wonderfully Wordless is organized by theme and format and readers should have no problem zeroing in on their favorite topics. There are thirty-one chapters organized by topics such as Christmas Cheer, Character Values, Comedy Capers, Pet Mischief, Creative Journeys, Fascinating Fantasies, and Marvelous Mysteries. There is a full spectrum of wordless fiction and nonfiction, concept books, visual puzzles, board books, cloth books, woodcut novels, graphic novels, and more.

The Daily Show (The Book)

A Graphic History of the Civil War

Two-Fisted Science

Wonderfully Wordless

Apollo 11 and the Dream of Spaceflight

Taxes, the Tea Party, and Those Revolting Rebels

Peter Lombard is best known as the author of a celebrated work entitled Book of Sentences, which for several centuries served as the standard theological textbook in the Christian West. It was the subject of more commentaries than any other work of Christian literature besides the Bible itself. The Book of Sentences is essentially a compilation of older sources, from the Scriptures and Augustine down to several of the Lombard's contemporaries, such as Hugh of Saint Victor and Peter Abelard. Its importance lies in the Lombard's organization of the theological material, his method of presentation, and the way in which he shaped doctrine in several major areas. Despite his importance, however, there is no accessible introduction to Peter Lombard's life and thought available in any

modern language. This volume fills this considerable gap. Philipp W. Rosemann begins by demonstrating how the Book of Sentences grew out of a long tradition of Christian reflection—a tradition, ultimately rooted in Scripture, which by the twelfth century had become ready to transform itself into a theological system. Turning to the Sentences, Rosemann then offers a brief exposition of the Lombard's life and work. He proceeds to a book-by-book examination and interpretation of its main topics, including the nature and attributes of God, the Trinity, creation, angelology, human nature and the Fall, original sin, Christology, ethics, and the sacraments. He concludes by exploring how the Sentences helped shape the further development of the Christian tradition, from the twelfth century through the time of Martin Luther.

The history of atomic testing is usually told as a story about big technology, big science, and complex global politics. *Doom Towns: The People and Landscapes of Atomic Testing* explains critical technological developments and the policies that drove weapons innovation within the context of the specific environments and communities where testing actually took place. The book emphasizes the people who participated, protested, or were affected by atomic testing and explains the decision-making process that resulted in these people and places becoming the only locations and groups to actually experience nuclear warfare during the Cold War. The graphic history presents various viewpoints directly linked to primary sources that reveal the complexity and uncertainty of this history to readers, while also providing evidence and access to archives to help them explore this controversial topic further and to reach their own informed conclusions about this history.

From the acclaimed author of *Speak* comes a kaleidoscopic novel about Robert Oppenheimer—father of the atomic bomb—as told by seven fictional characters. J. Robert Oppenheimer was a brilliant scientist, a champion of liberal causes, and a complex and often contradictory character. He loyally protected his Communist friends, only to later betray them under questioning. He repeatedly lied about love affairs. And he defended the use of the atomic bomb he helped create, before ultimately lobbying against nuclear proliferation. Through narratives that cross time and space, a set of characters bears witness to the life of Oppenheimer, from a secret service agent who tailed him in San Francisco, to the young lover of a colleague in Los Alamos, to a woman fleeing McCarthyism who knew him on St. John. As these men and women fall into the orbit of a brilliant but mercurial mind at work, all consider his complicated legacy while also uncovering deep and often unsettling truths about their own lives. In this stunning, elliptical novel, Louisa Hall has crafted a breathtaking and explosive story about the ability of the human mind to believe what it wants, about public and private tragedy, and about power and guilt. Blending science with literature and fiction with biography, *Trinity* asks searing questions about what it means to truly know someone, and about the secrets we keep from the world and from ourselves.

A graphic history of wine, from ancient times to today The history of

wine is the history of civilization. It is the religious drink par excellence. In Greek mythology, references to wine abound. In the Bible, after the Flood, Noah plants a vineyard. In the Middle Ages, it was in the monasteries and churches that the syrupy drink of antiquity, unpalatable if not diluted, was transformed into the wine we know today. Wine expert Benoist Simmat and artist Daniel Casanave trace the story of wine from its origins in the Mediterranean to the globalized industry of the 21st century. Spanning the innovations that have punctuated wine's long history, from oak-barrel aging to the invention of the bottle, Wine: A Graphic History leaves readers with a fresh view of our own drinking culture.

Apollo 11

An Anthology of Graphic Fiction, Cartoons, & True Stories

American Cult: A Graphic History of Religious Cults in America from the Colonial Era to Today

Trinity

The Inside Story

A Misplaced Massacre

Presenting the American Revolution in a fun, easy-to-understand fashion, Stan Mack's illustration makes history entertaining while providing lucid insight into the revolution's real-life participants, as well as its successes and failures. This graphic account of the birth of the United States stars a chubby, insecure King George III, rebellious and misunderstood colonists, and loudmouthed and insensitive aristocrats, providing information about the Boston Tea Party and the revolt against the status quo. Uncannily relevant to today's world, this whimsical and informative pictorial history tells the story of the original peoples' insurgence.

On a summer night in 1969, two men climbed down a ladder onto a sea of dust at the edge of an ancient dream. When Neil Armstrong and Buzz Aldrin first set foot on lunar soil, the moon ceased to be a place of mystery and myth. It became a destination. Now, on the fiftieth anniversary of the journey, Moonbound tells the monumental story of the moon and the men who went there first. With vibrant images and meticulous attention to detail, Jonathan Fetter-Vorm conjures the long history of the visionaries, stargazers, builders, and adventurers who sent Apollo 11 on its legendary voyage. From the wisdom of the Babylonians to the intrigues of the Cold War, from the otherworldly discoveries of Galileo to the dark legacy of Nazi atrocities, from the exhilarating trajectories of astronauts—recounted in their own words—to the unsung brilliance of engineers working behind the scenes, Moonbound captures the grand arc of the Space Age in a graphic history of unprecedented scope and profound lyricism.

My Rainbow