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# Sampayo Carlos

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**BRADFORD ANASTASIA**


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*Unpopular Culture* Oxford University Press

Latin American comics and graphic novels have a unique history of addressing controversial political, cultural, and social issues. This volume presents new perspectives on how comics on and from Latin America both view and express memory formation on major historical events and processes. The contributors, from a variety of disciplines including literary theory, cultural studies, and history, explore topics including national identity construction, narratives of resistance to colonialism and imperialism, the construction of revolutionary traditions, and the legacies of authoritarianism and political violence. The chapters offer a background history of comics and graphic novels in the region, and survey a range of countries and artists such as Joaquin Salvador Lavado (a.k.a Quino), Hector G. Oesterheld, and Juan Acevedo. They also highlight the unique ability of this art and literary form to succinctly render memory. In sum, this volume offers in-depth analysis of an understudied, yet key literary genre in Latin American memory studies and documents the essential role of comics during the transition from dictatorship to democracy.

*Alack* National Geographic Books

Whether social, cultural, or individual, the act of imagination always derives from a pre-existing context. For example, we can conjure an alien's scream from previously heard wildlife recordings or mentally rehearse a piece of music while waiting for a train. This process is no less true for the role of imagination in sonic events and artifacts. Many existing works on sonic

imagination tend to discuss musical imagination through terms like compositional creativity or performance technique. In this two-volume Handbook, contributors shift the focus of imagination away from the visual by addressing the topic of sonic imagination and expanding the field beyond musical compositional creativity and performance technique into other aural arenas where the imagination holds similar power. Topics covered include auditory imagery and the neurology of sonic imagination; aural hallucination and illusion; use of metaphor in the recording studio; the projection of acoustic imagination in architectural design; and the design of sound artifacts for cinema and computer games.

**Viet Blues** Cambridge University Press  
Addresses ways that cultural imaginaries point toward alternative urban futures.

In this book James Scorer argues that culture remains a force for imagining inclusive urban futures based around what inhabitants of the city have in common. Using Buenos Aires as his case study, Scorer takes the urban commons to be those aspects of the city that are shared and used by its various communities. Exploring a hugely diverse set of works, including literature, film, and comics, and engaging with urban theory, political philosophy, and Latin American cultural studies, *City in Common* paints a portrait of the city caught between opposing forces. Scorer seeks out alternatives to the current trend in analysis of urban culture to read Buenos Aires purely through the lens of segregation, division, and enclosure. Instead, he argues that urban imaginaries can and often do offer visions of more open communities and more inclusive urban futures.

*Drawing from the Archives* University of

Pittsburgh Press

This essay collection examines the theory and history of graphic narrative – realized in various different formats, including comic strips, comic books, and graphic novels – as one of the most interesting and versatile forms of storytelling in contemporary media culture. The contributions assembled in this volume test the applicability of narratological concepts to graphic narrative, examine aspects of graphic narrative beyond the ‘single work,’ consider the development of particular narrative strategies within individual genres, and trace the forms and functions of graphic narrative across cultures. Analyzing a wide range of texts, genres, and narrative strategies from both theoretical and historical perspectives, the international group of scholars gathered here offers state-of-the-art research on graphic narrative in the context of an increasingly postclassical and transmedial narratology.

**Brutal Nature: Concrete Fury #3**

Berghahn Books

Alberto Breccia's *Dracula* is composed of a series of brutally funny satirical misadventures starring the hapless eponymous antihero. Literally defanged (a humiliating trip to the dentist doesn't help), the protagonist's glory days are long behind him and other, more sinister villains (a corrupt government, overtly backed by American imperialism) are sickening and draining the life out of the villagers far more than one creature of the night ever could. This is the first painted, full-color entry in Fantagraphics' artist-focused Alberto Breccia Library, and the atmospheric palette adds mood and dimension. It also includes a sketchbook showing the artist's process.

**Creep Presents Alex Toth** NBM

José Alaniz explores the problematic publication history of komiks—an art form much-maligned as “bourgeois” mass diversion before, during, and after the collapse of the USSR—with an emphasis on the last twenty years. Using archival research, interviews with major artists and publishers, and close readings of several works, *Komiks: Comic Art in Russia* provides heretofore unavailable access to the country's rich—but unknown—comics heritage. The study examines the dizzying experimental comics of the late Czarist and early revolutionary era, caricature from the satirical journal *Krokodil*, and the postwar series *Petia Ryzhik* (the “Russian Tintin”). Detailed case studies include the Perestroika-era KOM studio, the first devoted to comics in the Soviet Union; post-Soviet comics in contemporary art; autobiography and the work of Nikolai Maslov; and women's comics by such artists as Lena Uzhinova, Namida, and Re-I. Alaniz examines such issues as anti-Americanism, censorship, the rise of consumerism, globalization (e.g., in Russian manga), the impact of the internet, and the hard-won establishment of a comics subculture in Russia. Komiks have often borne the brunt of ideological change—thriving in summers of relative freedom, freezing in hard winters of official disdain. This volume covers the art form's origins in religious icon-making and book illustration, and later the immensely popular lubok or woodblock print. Alaniz reveals comics' vilification and marginalization under the Communists, the art form's economic struggles, and its eventual internet “migration” in the post-Soviet era. This book shows that Russian comics, as with the people who made them, never had a “normal life.”

**Health Education** EuroComics

Rencontre avec José Antonio Muñoz, né à Buenos Aires en 1942, et Carlos Sampayo, Argentin lui aussi. Ils ont créé le personnage d'Alack Sinner, détective privé dont les aventures dépeignent sur fond de jazz les bas-fonds new-yorkais. G. Fofi livre dans cet ouvrage l'itinéraire des deux collaborateurs.

El Eternauta, Daytripper, and Beyond  
DIANE Publishing

Tras haber abandonado temporalmente a su personaje más conocido, Carlos Sampayo y José Muñoz volvieron a reencontrarse con él, haciendo que éste se reencontrara a su vez con distintos fragmentos de su pasado en una de las mejores historias de Alack Sinner, casi definitoria del verdadero sabor de esta obra indispensable. Edición revisada y corregida por los propios autores.

Conversations avec Muñoz et Sampayo  
University of Texas Press

Polar sud-américain écrit par le créateur d'Alack Sinner, Carlos Sampayo et par le dessinateur de l'Eternauta, Solano Lopez, Evaristo nous emmènent sur les traces du célèbre policier argentin Evaristo Meneses. Librement inspirés par cette figure légendaire en Argentine, Carlos Sampayo et Francisco Solano Lopez construisent une épopée policière noire, violente, politique et sociale dans le Buenos Aires des années 60'.

**L'âge de l'innocence** Univ. Press of Mississippi

Collects eleven stories originally published in Europe from 1975 through 1982.

*Alberto Breccia's Dracula* Oxford University Press

Comic book studies has developed as a solid academic discipline, becoming an increasingly vibrant field in the United States and globally. A growing number of dissertations, monographs, and edited books publish every year on the subject,

while world comics represent the fastest-growing sector of publishing. The Oxford Handbook of Comic Book Studies looks at the field systematically, examining the history and evolution of the genre from a global perspective. This includes a discussion of how comic books are built out of shared aesthetic systems such as literature, painting, drawing, photography, and film. The Handbook brings together readable, jargon-free essays written by established and emerging scholars from diverse geographic, institutional, gender, and national backgrounds. In particular, it explores how the term "global comics" has been defined, as well the major movements and trends that will drive the field in the years to come. Each essay will help readers understand comic books as a storytelling form grown within specific communities, and will also show how these forms exist within what can be considered a world system of comics.

*Sampayo Carlos* Liverpool University Press

Dive into the celebrated life of "Lady Day" with this fully-illustrated graphic novel that tells the story of Billie Holiday's rapid—and, at times, grueling—rise to become one of the best musicians who ever lived. From her days as a young entertainer performing for small jazz clubs in Harlem, to headlining sold-out shows at Carnegie Hall, every trouble and triumph of Billie Holiday's bold, influential career is featured in this graphic novel from Fantooms.

Throughout the book's 144 pages of dazzling color illustrations, readers will revisit Billie's peak years as she helped lead the transition from the Harlem Renaissance to the iconic Swing Era alongside some of the top names in jazz—including Artie Shaw, Lester Young,

and Count Basie. Meanwhile, readers will learn the true history behind the making and recording of some of Billie's most-classic hits, like "God Bless the Child," and "Strange Fruit," the latter of which is considered to be the first protest song of the civil rights era. Widely recognized as one of the greatest jazz singers of all time, Billie's emotive voice, distinct phrasing, and flawless technique cemented her place as an American icon. Now, new and longtime fans alike have the opportunity to learn more about Lady Day's short but spectacular life. At a time when the country is struggling with issues involving identity and race, this graphic novel provides a timely look into the fascinating life of a fighter, survivor, and world-renowned artist.

*From Comic Strips to Graphic Novels*  
University of Texas Press

The concluding volume of the international bestseller and winner of many of Europe's top comics awards, now available in English for the first time. The Age of Disenchantment is the second of two volumes presenting the complete Alack Sinner comics by the Argentine-born team of artist José Muñoz and writer Carlos Sampayo. Hard-boiled private detective Alack Sinner's adventures wear all the trappings of traditional detective stories, but are imbued with such deep political conscience and scathing critiques of corruption in society, that to think of them as nothing more would be a grave error. Juxtaposed with meditations on the nature of violence and exile in a noirish New York at the end of the 20th century, these themes force us to confront the gritty injustices of our real world, making them as evident as the grime and desperation that pervade traditional detective fiction. Alack Sinner

stories play out against a jazz soundtrack, beginning in 1975 and running through the 2000s. The authors have rearranged the stories by series chronology, rather than date of publication, providing a novel reading experience for fans both new and old. The Age of Disenchantment presents eleven stories, including "Nicaragua," "Private Stories," "The USA Affair," and "The End of the Road."

*Dark city blues* Walter de Gruyter

As the secrets of the shapeshifting mask continue to be uncovered, our heroes own history comes to the fore!

ALACK SINNER No 4/7: ENCIENTROS Y REENCU University of Toronto Press

Mammoth Books: From history to manga, true crime to sci-fi, these anthologies feature top-name contributors and award-winning editors.

**Comics in French** Fantoons

El Eternauta, Daytripper, and Beyond examines the graphic narrative tradition in the two South American countries that have produced the medium's most significant and copious output. Argentine graphic narrative emerged in the 1980s, awakened by Héctor Oesterheld's groundbreaking 1950s serial El Eternauta. After Oesterheld was "disappeared" under the military dictatorship, El Eternauta became one of the most important cultural texts of turbulent mid-twentieth-century Argentina. Today its story, set in motion by an extraterrestrial invasion of Buenos Aires, is read as a parable foretelling the "invasion" of Argentine society by a murderous tyranny. Because of El Eternauta, graphic narrative became a major platform for the country's cultural redemocratization. In contrast, Brazil, which returned to democracy in 1985 after decades of dictatorship, produced considerably less analysis of the period

of repression in its graphic narratives. In Brazil, serious graphic narratives such as Fábio Moon and Gabriel Bá's *Daytripper*, which explores issues of modernity, globalization, and cross-cultural identity, developed only in recent decades, reflecting Brazilian society's current and ongoing challenges. Besides discussing *El Eternauta* and *Daytripper*, David William Foster utilizes case studies of influential works—such as Alberto Breccia and Juan Sasturain's *Perramus* series, Angélica Freitas and Odyr Bernardi's *Guadalupe*, and others—to compare the role of graphic narratives in the cultures of both countries, highlighting the importance of Argentina and Brazil as anchors of the production of world-class graphic narrative.

The Mammoth Book of Best Crime Comics SUNY Press

Né dans un quartier pauvre de New York, Alack Sinner a quitté les flics, las de leur propension à effectuer des expéditions punitives -voir des massacres- et est devenu détective privé. Solitaire, lucide et sarcastique, il évolue dans le milieu des industriels véreux et des avocats marron. Sa bouée de sauvetage : l'amitié, dont il a fait une éthique

**ALACK SINNER No 5/7: NICARAGUA**

Uitgeverij Bonte

Continuamos con la indispensable recuperación de todas las historias de

este personaje creado hace 30 años por el tándem de Carlos Sampayo y José Muñoz. El quinto volumen es un importante punto de inflexión en el ciclo del personaje, con una única historia en episodios en la que Sinner se reencuentra con buena parte de los personajes que han ido apareciendo hasta la fecha. Y aquí, la voz de los autores se vuelve más madura, como se refleja en la propia madurez del personaje.

On the Graphic Novel Springer Science & Business Media

This collection of essays brings together leading experts in the study of exile and expatriation, whose historical and comparative perspectives enable readers to understand the phenomenon of forced displacement in the Americas.

El Eternauta, Daytripper, and Beyond Dark Horse Comics

Summary: 1197 entries to books dealing with current topics of disease prevention and health promotion. Intended for layman and health personnel. Covers specific areas of aging, alcoholism and drug abuse, fitness and exercise, nutrition, women's health, health education, environment, industry, and mental health. Each entry gives bibliographic information and annotation. Author index