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Here (Pantheon Graphic Novels)



Synopsis

From one of the great comic innovators, the long-awaited fulfillment of a pioneering comic vision. Richard McGuire'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

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Customer Reviews

Back in the pre-digital camera days, keeping photos was an archivist ritual. Mine were always scattered in old, musty albums or clipped together in random piles with rubber bands and tossed in shoe boxes hastily labelled, to be forgotten and discovered and forgotten again. Things were in no particular order; sets were often shuffled together like playing cards. Today with Instagram and Flickr and all sorts of similar services, it's easy to create slideshows and to categorize everything using tags and hashtags, and location markers. It's easy and orderly, everything marked in its place. I sort of miss the old way, the scattered photos with their intimate chaos. *HERE* by Richard McGuire takes that concept of chaotic chronologies and fragmented memories and creates an intriguing, high-concept graphic novel that captures that shifting, fluidity of time. He does this by telling the story of what happens in one room, in one location, in one house throughout the ages. It's a weirdly compressed, claustrophobic focal point and setting, which is ironic because McGuire takes us traveling through time even as we stay within the walls of this room. We get snapshots "literally as if someone were standing in one spot and snapping photos" from every age imaginable: 1971,

1957, 1999, 100,097 BC, etc.; early man, the colonial period, the fifties, the seventies, the eighties, the 'present,' and so on. McGuire gives us easter egg glimpses of these moments and as the panels build, they build in temporal complexity too. You'll see one spot of the room set in 1933, and another set in 1979. What's so thrilling about his visual style of storytelling is how the narrative busts out of the familiar left-to-right/up-and-down tracking.

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