

# Xkcd A Webcomic

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*Making Comics* - Scott McCloud 2006-09-05  
Presents instructions for aspiring cartoonists on the art form's key techniques, sharing concise and accessible guidelines on such principles as capturing the human condition through words and images in a minimalist style.

**Attitude 3** - Ted Rall 2006

This is a caustic collection of the top political and social e-cartoonists of today. It offers the

best among the web's flurry of unfettered opinions. The top political and social e-cartoonists found on the web today provide yet another incisive and irreverent alternative view of today's society and politics. Like in the previous volumes of "Attitude", Ted Rall's interviews of the artists are featured along numerous cartoons.

How To - Randall Munroe 2019-09-03

AN INSTANT #1 NEW YORK TIMES  
BESTSELLER “How To will make you laugh as you learn...With How To, you can't help but appreciate the glorious complexity of our universe and the amazing breadth of humanity's effort to comprehend it. If you want some lightweight edification, you won't go wrong with How To.” —CNET “[How To] has science and jokes in it, so 10/10 can recommend.” —Simone Giertz The world's most entertaining and useless self-help guide from the brilliant mind behind the wildly popular webcomic xkcd and the bestsellers What If? and Thing Explainer For any task you might want to do, there's a right way, a wrong way, and a way so monumentally complex, excessive, and inadvisable that no one would ever try it. How To is a guide to the third kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your

Facebook photos. He teaches you how to tell if you're a baby boomer or a 90's kid by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and powering your house by destroying the fabric of space-time. And if you want to get rid of the book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapor, using tectonic plates to subduct it into the Earth's mantle, or launching it into the Sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for himself and his readers. As he did so brilliantly in What If?, Munroe invites us to explore the most absurd reaches of the possible. Full of clever infographics and fun illustrations, How To is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day. [The Big Questions](#) - Steven E. Landsburg

2010-09-02

What's wrong with stealing? What's the best way to blood test a pot-bellied pig? Should we tolerate intolerance? In the wake of his enormously popular books, *The Armchair Economist* and *More Sex is Safer Sex*, Steven Landsburg uses concepts from maths, economics and physics to address the big questions in philosophy: Where does knowledge come from? What's the difference between right and wrong? Do our beliefs matter? Is it possible to know everything? Provocative, utterly entertaining and always surprising, *The Big Questions* challenges readers to re-evaluate their most fundamental beliefs and reveals the relationship between the loftiest philosophical quests and our everyday lives.

**Bogart Creek** - Derek Evernden 2019-03-27  
Collecting the best of Bogart Creek, Derek Evernden's laugh-out-loud funny, single-panel comics of absurd and dark humour. Similar in style to *The Far Side*, Bogart Creek is a perfect

book for bathroom reading.

**See What I Mean** - Kevin Cheng 2012-11-15  
If you're an executive, designer, product manager, marketer, or engineer, communication is part of your work. Using images and text in unique ways, comics can engage readers in ways traditional methods can't. In *See What I Mean*, you'll learn how to create comics about your products and processes without an illustrator—just like Google, eBay, and Adobe do.

**Strange Planet** - Nathan W. Pyle 2019-11-19  
Straight from the mind of New York Times bestselling author Nathan W. Pyle, *Strange Planet* is an adorable and profound universe in pink, blue, green, and purple, based on the phenomenally popular Instagram of the same name! *Strange Planet* covers a full life cycle of the planet's inhabitants, including milestones such as: *The Emergence Day Being Gains a Sibling* *The Being Family Attains a Beast* *The Formal Education of a Being* *Celebration of Special Days* *Being Begins a Vocation* *The*

Beings at Home Health Status of a Being The Hobbies of a Being The Extended Family of the Being The Being Reflects on Life While Watching the Planet Rotate With dozens of never-before-seen illustrations in addition to old favorites, this fixed-format e-book offers a sweet and hilarious look at a distant world not all that unlike our own. I feel more attractive. Honestly, you are. It's the star damage. I CRAVE STAR DAMAGE.

**As the Crow Flies** - Melanie Gillman 2017

A black teenage lesbian finds herself stranded in a dangerous and unfamiliar place: an all-white Christian youth backpacking camp.

**Poorly Drawn Lines** - Reza Farazmand

2015-10-06

Don't Miss Poorly Drawn Lines on Cake, airing on FX and streaming on FX on Hulu! This New York Times bestselling collection of absurd comics is the perfect funny gift for everyone in your life. "Poorly Drawn Lines is the funniest comic I've read since *The Far Side*."—Wil Wheaton, actor (*Star Trek: The Next Generation*;

*The Big Bang Theory*) Life is weird. Embrace it. A bear flies through space. A hamster suffers a breakdown. A child marvels at the wonder of nature as worms emerge from the ground to look for vodka (as they always have). Elsewhere, a garden snake is arrested by animal control and jailed for home invasion. These are common occurrences in the world of Reza Farazmand's wildly popular webcomic, *Poorly Drawn Lines*. Traveling from deep space to alternate realities to the bottom of the ocean, this collection includes fan favorites alongside never-before-seen comics and original essays. For the first time, Farazmand shares his inimitable take on love, nature, social acceptance, and robots.

*House of Leaves* - Mark Z. Danielewski

2000-03-07

"A novelistic mosaic that simultaneously reads like a thriller and like a strange, dreamlike excursion into the subconscious." —The New York Times Years ago, when *House of Leaves* was first being passed around, it was nothing

more than a badly bundled heap of paper, parts of which would occasionally surface on the Internet. No one could have anticipated the small but devoted following this terrifying story would soon command. Starting with an odd assortment of marginalized youth -- musicians, tattoo artists, programmers, strippers, environmentalists, and adrenaline junkies -- the book eventually made its way into the hands of older generations, who not only found themselves in those strangely arranged pages but also discovered a way back into the lives of their estranged children. Now this astonishing novel is made available in book form, complete with the original colored words, vertical footnotes, and second and third appendices. The story remains unchanged, focusing on a young family that moves into a small home on Ash Tree Lane where they discover something is terribly wrong: their house is bigger on the inside than it is on the outside. Of course, neither Pulitzer Prize-winning photojournalist Will Navidson nor

his companion Karen Green was prepared to face the consequences of that impossibility, until the day their two little children wandered off and their voices eerily began to return another story -- of creature darkness, of an ever-growing abyss behind a closet door, and of that unholy growl which soon enough would tear through their walls and consume all their dreams.

**Cartoon County** - Cullen Murphy 2017-11-21  
A history of the cartoonists and illustrators from the Connecticut School, written by the son of the artist behind the popular strips "Prince Valiant" and "Big Ben Bolt, " explores the achievements and pop-culture influence of these artists in the aftermath of World War II.

**Secret Teachings of a Comic Book Master** - Heidi MacDonald 2015-09-01  
"Alfredo Alcalá is one of the most disciplined and perceptive artists inking in comics. The years of distinguished work have earned Alfredo a special place in comics history." — Gil Kane. In the late 1960s, an extremely talented group of

Filipino illustrators took the American comic book industry by storm — and the late Alfredo Alcala led the way, working for both Marvel and DC on such popular characters as Conan the Barbarian and Batman. This unique work is loaded with amazing art and pointers on observational methods, composition, and other techniques. In addition to insightful interviews with Alcala, the book features pages from his groundbreaking masterwork, *Voltar*, which was hailed as a new concept in comic book form, an epic in narrative art, and a milestone in sequential art illustration. Students, professionals, teachers, and fans will treasure this inspiring volume and its insider's look at comic book artistry. "A wonderful look at the thought process of one of the best artist/inkers in comic book history and should be read, not just by comic book fans, but by anyone who appreciates great art." — Rushford Public Library

Xkcd - Randall Munroe 2010-08

Randall Munroe describes *xkcd* as a webcomic of romance, sarcasm, math, and language. While it's practically required reading in the geek community, *xkcd* fans are as varied as the comic's subject matter. This book creates laughs from science jokes on one page to relationship humor on another. *xkcd*: volume 0 is the first book from the immensely popular webcomic with a passionate readership (just Google "*xkcd* meetup"). The artist selected personal and fan favorites from his first 600 comics. It was lovingly assembled from high-resolution original scans of the comics (the mouseover text is discreetly included), and features a lot of doodles, notes, and puzzles in the margins. The book is published by Breadpig, which donates all of the publisher profits from this book to Room to Read for promoting literacy in the developing world.

**How To** - Randall Munroe 2020-09-03

Randall Munroe is . . . 'Nerd royalty' Ben Goldacre 'Totally brilliant' Tim Harford 'Laugh-

out-loud funny' Bill Gates 'Wonderful' Neil Gaiman AN INSTANT #1 NEW YORK TIMES BESTSELLER For any task you might want to do, there's a right way, a wrong way, and a way so monumentally bad that no one would ever try it. How To is a guide to the third kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your Facebook photos. He teaches you how to tell if you're a baby boomer or a millennial by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and getting to your appointments on time by destroying the moon. And if you want to get rid of this book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapour, using tectonic plates to subduct it into the Earth's mantle, or launching it into the

sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for himself and his readers. As he did so brilliantly in What If?, he invites us to explore the most absurd reaches of the possible. Full of clever infographics and amusing illustrations, How To is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day.

Sin Titulo - Cameron Stewart 2013

Following the death of his grandfather, Alex Mackay discovers an enigmatic photograph of the old man smiling happily with an unknown and alluring young woman. Could his grandfather--whom Alex remembers as a sad and broken soul, longing for death--have been leading a double life? Alex's mounting obsession with unraveling this mystery snatches him away from his mundane existence and thrusts him into a weird and sordid world of ever-escalating danger--where dreams and reality merge,

childhood traumas and family secrets are laid bare, and lives are irrevocably altered.

**Scada and Me** - Robert M. Lee 2013-08-03

Author Robert Lee created this wonderful illustrated guide to SCADA to educate and inform. Supervisory Control And Data Acquisition (SCADA) systems pervade every part of our technological life. They are embedded in hospitals, power grids, and manufacturing plants. Most systems were designed and deployed well before the modern day Internet and the incredible amount of cyber attacks we see in the news daily. SCADA systems are subject to those attacks and most are vulnerable. Understanding this vulnerability and moving the conversation towards protecting the critical infrastructure controlled by SCADA systems is the purpose of *Scada and Me*. This easy-to-consume book is a must-have for anyone involved in cyber education.

**Cartography** - Matthew H. Edney 2019-04-12

Over the past four decades, the volumes

published in the landmark *History of Cartography* series have both chronicled and encouraged scholarship about maps and mapping practices across time and space. As the current director of the project that has produced these volumes, Matthew H. Edney has a unique vantage point for understanding what “cartography” has come to mean and include. In this book Edney disavows the term cartography, rejecting the notion that maps represent an undifferentiated category of objects for study. Rather than treating maps as a single, unified group, he argues, scholars need to take a processual approach that examines specific types of maps—sea charts versus thematic maps, for example—in the context of the unique circumstances of their production, circulation, and consumption. To illuminate this bold argument, Edney chronicles precisely how the ideal of cartography that has developed in the West since 1800 has gone astray. By exposing the flaws in this ideal, his book challenges



everyone who studies maps and mapping practices to reexamine their approach to the topic. The study of cartography will never be the same.

*Thing Explainer* - Randall Munroe 2017-10-05  
From the No. 1 bestselling author of *What If?* - the man who created xkcd and explained the laws of science with cartoons - comes a series of brilliantly simple diagrams ('blueprints' if you want to be complicated about it) that show how important things work: from the nuclear bomb to the biro. It's good to know what the parts of a thing are called, but it's much more interesting to know what they do. Richard Feynman once said that if you can't explain something to a first-year student, you don't really get it. In *Thing Explainer*, Randall Munroe takes a quantum leap past this: he explains things using only drawings and a vocabulary of just our 1,000 (or the ten hundred) most common words. Many of the things we use every day - like our food-heating radio boxes ('microwaves'), our very tall roads

('bridges'), and our computer rooms ('datacentres') - are strange to us. So are the other worlds around our sun (the solar system), the big flat rocks we live on (tectonic plates), and even the stuff inside us (cells). Where do these things come from? How do they work? What do they look like if you open them up? And what would happen if we heated them up, cooled them down, pointed them in a different direction, or pressed this button? In *Thing Explainer*, Munroe gives us the answers to these questions and many, many more. Funny, interesting, and always understandable, this book is for anyone -- age 5 to 105 -- who has ever wondered how things work, and why.

*American Comics: A History* - Jeremy Dauber  
2021-11-16

The sweeping story of cartoons, comic strips, and graphic novels and their hold on the American imagination. Comics have conquered America. From our multiplexes, where Marvel and DC movies reign supreme, to our television

screens, where comics-based shows like *The Walking Dead* have become among the most popular in cable history, to convention halls, best-seller lists, Pulitzer Prize-winning titles, and MacArthur Fellowship recipients, comics shape American culture, in ways high and low, superficial, and deeply profound. In *American Comics*, Columbia professor Jeremy Dauber takes readers through their incredible but little-known history, starting with the Civil War and cartoonist Thomas Nast, creator of the lasting and iconic images of Uncle Sam and Santa Claus; the golden age of newspaper comic strips and the first great superhero boom; the moral panic of the Eisenhower era, the Marvel Comics revolution, and the underground comix movement of the 1960s and '70s; and finally into the twenty-first century, taking in the grim and gritty *Dark Knights* and *Watchmen* alongside the brilliant rise of the graphic novel by acclaimed practitioners like Art Spiegelman and Alison Bechdel. Dauber's story shows not only how

comics have changed over the decades but how American politics and culture have changed them. Throughout, he describes the origins of beloved comics, champions neglected masterpieces, and argues that we can understand how America sees itself through whose stories comics tell. Striking and revelatory, *American Comics* is a rich chronicle of the last 150 years of American history through the lens of its comic strips, political cartoons, superheroes, graphic novels, and more.

FEATURING... • American Splendor • Archie • The Avengers • Kyle Baker • Batman • C. C. Beck • Black Panther • Captain America • Roz Chast • Walt Disney • Will Eisner • Neil Gaiman • Bill Gaines • Bill Griffith • Harley Quinn • Jack Kirby • Denis Kitchen • Krazy Kat • Harvey Kurtzman • Stan Lee • Little Orphan Annie • Maus • Frank Miller • Alan Moore • Mutt and Jeff • Gary Panter • Peanuts • Dav Pilkey • Gail Simone • Spider-Man • Superman • Dick Tracy • Wonder Wart-Hog • Wonder Woman • The

Yellow Kid • Zap Comix ... AND MANY MORE  
OF YOUR FAVORITES!

Junior Scientist Power Hour - Abby Howard  
2019-11-10

The second collection of Abby Howard's  
humorous semi-autobiographical webcomic.

Eliza and Her Monsters - Francesca Zappia  
2017-05-30

“A love letter to fandom, friendship, and the stories that shape us, *Eliza and Her Monsters* is absolutely magical.”—Marieke Nijkamp, New York Times–bestselling author of *This Is Where It Ends* Eighteen-year-old Eliza Mirk is the anonymous creator of the wildly popular webcomic *Monstrous Sea*, but when a new boy at school tempts her to live a life offline, everything she’s worked for begins to crumble. Rainbow Rowell’s *Fangirl* meets Noelle Stevenson’s *Nimona* in this acclaimed novel about art, fandom, and finding the courage to be yourself. “A must-have.”—School Library Journal In the real world, Eliza Mirk is shy, weird, and

friendless. Online, Eliza is LadyConstellation, anonymous creator of a popular webcomic called *Monstrous Sea*. With millions of followers and fans throughout the world, Eliza’s persona is popular. Eliza can’t imagine enjoying the real world as much as she loves her digital community. Then Wallace Warland transfers to her school and Eliza begins to wonder if a life offline might be worthwhile. But when Eliza’s secret is accidentally shared with the world, everything she’s built—her story, her relationship with Wallace, and even her sanity—begins to fall apart. With pages from Eliza’s webcomic, as well as screenshots from Eliza’s online forums, this book will appeal to fans of Noelle Stevenson’s *Nimona* and Rainbow Rowell’s *Fangirl*. Young Adult Library Services Association Best Book Best Fiction for Young Adults Top Ten Kirkus Best Book Texas Tayshas Pick

What If? 2 - Randall Munroe 2022-09-13  
AN INSTANT NEW YORK TIMES BESTSELLER!

"The questions throughout What If? 2 are equal parts brilliant, gross, and wonderfully absurd and the answers are thorough, deeply researched, and great fun. . . . Science isn't easy, but in Munroe's capable hands, it surely can be fun." —TIME The #1 New York Times bestselling author of What If? and How To answers more of the weirdest questions you never thought to ask The millions of people around the world who read and loved What If? still have questions, and those questions are getting stranger. Thank goodness xkcd creator Randall Munroe is here to help. Planning to ride a fire pole from the Moon back to Earth? The hardest part is sticking the landing. Hoping to cool the atmosphere by opening everyone's freezer door at the same time? Maybe it's time for a brief introduction to thermodynamics. Want to know what would happen if you rode a helicopter blade, built a billion-story building, made a lava lamp out of lava, or jumped on a geyser as it erupted? Okay, if you insist. Before

you go on a cosmic road trip, feed the residents of New York City to a T. rex, or fill every church with bananas, be sure to consult this practical guide for impractical ideas. Unfazed by absurdity, Munroe consults the latest research on everything from swing-set physics to airliner catapult-design to answer his readers' questions, clearly and concisely, with illuminating and occasionally terrifying illustrations. As he consistently demonstrates, you can learn a lot from examining how the world might work in very specific extreme circumstances.

**Neurocomic** - Hana Ros 2022-09-20

Do you know what your brain is made of? How does memory function? What is a neuron and how does it work? For that matter what's a comic? And in the words of Lewis Carroll's famous caterpillar: "Who are you?" Neurocomic is a journey through the human brain: a place of neuron forests, memory caves, and castles of deception. Along the way, you'll encounter

Boschean beasts, giant squid, guitar-playing sea slugs, and the great pioneers of neuroscience. Hana Roš and Matteo Farinella provide an insight into the most complex thing in the universe.

*What If?* - Randall Munroe 2014

The creator of the incredibly popular webcomic xkcd presents his heavily researched answers to his fans' oddest questions, including "What if I took a swim in a spent-nuclear-fuel pool?" and "Could you build a jetpack using downward-firing machine guns?" 100,000 first printing.

**Lunarbaboon** - Christopher Grady 2017-04-04  
Lunarbaboon shares life's parenting moments from the perspective of a 30-something dad/husband/chaos survivor. Together with the savvy, laid back Mom, wild child Moishe, baby Matilda, and a former Julliard student (their cat), Lunarbaboon must navigate the family and social dynamics of everyday life. Ranging from the hilarious (defeating closet monsters with a "stun" blaster that offers surprising facts about

bears, Mars, and cats) to the sweet (the gray scale-to color transition out of depression at the touch of a loved one), this collection explores the bonds within a family and all the characters who bring both order and chaos to life.

Lunarbaboon's perfect meld of crabby humor and moments of impactful honesty give these comics a wide range and distinctive voice that's both comical and sincere.

**Candy Hearts** - Tommy Siegel 2021-02-02

The acclaimed comic strip artist presents a hysterically honest, unnervingly accurate window into the minds of romantic partners. Tommy Siegel's Candy Hearts comics became an internet sensation drawing a global fanbase that included cultural luminaries from Ringo Starr to Alexandria Ocasio-Cortez. From the awkwardness of flirting during a pandemic to scrolling through disastrous dating profiles, Candy Hearts hilariously captures the secrets, lies, and misunderstandings behind every relationship. With dozens of never-before-seen

comics, this book is the perfect Valentine's Day (or Anti-Valentine's Day) gift for your friends, lovers, and especially yourself.

**Captain Stupendous** - Zach Weiner 2013-05-22

Captain Stupendous is having a bad... life. His ex-wife, Mrs. Mind, is marrying a mortal. His eldest son, Kid Liberty, may be gay. His daughter, Tesla Curl, can't get a date to the prom. And, his mortal middle child... what's-his-name... is, well, mortal. Over the course of a very long day-and-a-half, Captain Stupendous attempts to fix his daughter's problems, work things out with the son he cares about, and do whatever he can to prevent Mrs. Mind (soon to be Mrs. Mind-Meriweather) from being happy without him.

*Organizing Creativity* - Daniel Wessel  
2010-01-30

This book was written as a help for individual persons who want to organize their creativity, be it for science (incl. engineering and commercial projects), art, or private projects. Its aim is to

enlarge your options when having ideas and to improve the chance of realizing creative projects. It is written as a practical handbook and describes how organization can support generating, capturing, collecting (incl. enlarging, restructuring, etc.) and realizing ideas. While creativity "techniques" are dealt with, the focus is on the infrastructure to enable you to capture your fleeting ideas and cultivate them to finally realize them as creative projects.  
*BRO DON'T LIKE THAT LA BRO* - 2014

*Physics* - Raymond A. Serway 2012

Building upon Serway and Jewetta's solid foundation in the classic text, *Physics for Scientists and Engineers*, this first Asia-Pacific edition of *Physics* is a practical and engaging introduction to *Physics*. Using international and local case studies and worked examples to add to the concise language and high quality artwork, this new regional edition further engages students and highlights the relevance of

this discipline to their learning and lives.

**Zen Pencils** - Gavin Aung Than 2014-11-11  
NEW YORK TIMES BESTSELLER! Gavin Aung Than, an Australian graphic designer turned cartoonist, started the weekly Zen Pencils blog in February 2012. He describes his motivation for launching Zen Pencils: "I was working in the boring corporate graphic design industry for eight years before finally quitting at the end of 2011 to pursue my passion for illustration and cartooning. At my old job, when my boss wasn't looking, I would waste time reading Wikipedia pages, mainly biographies about people whose lives were a lot more interesting than mine. Their stories and quotes eventually inspired me to leave my job to focus on what I really wanted to do. The idea of taking these inspiring quotes, combining them with my love of drawing and sharing them with others led to the creation of Zen Pencils." "Zen Pencils deftly blends the inspired thoughts of our great creative and moral thinkers with its own fresh visual wit.

Because these work as pithy history lessons illuminating timeless human truths, it's no wonder Gavin's engaging comics go viral!"  
—Michael Cavna, Washington Post's Comic Riffs  
"Sometimes all it takes is a clear, original vision and a talented hand. Gavin Aung Than and his genius of Zen Pencils gives us that together, and so much more." --Chris Hadfield, retired astronaut and former Commander of the International Space Station  
"If you read this book and don't get a lump in your throat and a stirring in your heart at least once, check your pulse. You're dead." —Philip Plait, The Bad Astronomer  
"Gavin has the amazing ability to make words and ideas come alive. He teaches, inspires, and brings a whole new level of creativity to the quotes that hold a special place in our hearts." —Brené Brown, Ph.D., LMSW  
Author of the No. 1 New York Times Bestseller, Daring Greatly  
"Zen Pencils is a visual demonstration of joy and courage. Buy it for inspiration, and keep it for regular reminders of

living bigger." — Chris Guillebeau, New York Times Bestselling Author of *The \$100 Startup*  
**I Love You, You Big Weirdo** - Tony Breed  
2010-06-01

**Heart and Brain** - The Awkward Yeti  
2015-10-20

Boasting more than two million pageviews per month, *TheAwkwardYeti.com* has become a webcomic staple since its creation in 2012. In addition to tons of fan favorites, *Heart and Brain* contains more than 75 brand new comics that have never been seen online. From paying taxes and getting up for work to dancing with kittens and starting a band, readers everywhere will relate to the ongoing struggle between *Heart and Brain*.

**Every Tool's a Hammer** - Adam Savage  
2020-10-27

In this New York Times bestselling "imperative how-to for creativity" (Nick Offerman), Adam Savage—star of Discovery Channel's

*Mythbusters*—shares his golden rules of creativity, from finding inspiration to following through and successfully making your idea a reality. *Every Tool's a Hammer* is a chronicle of my life as a maker. It's an exploration of making, but it's also a permission slip of sorts from me to you. Permission to grab hold of the things you're interested in, that fascinate you, and to dive deeper into them to see where they lead you. Through stories from forty-plus years of making and molding, building and breaking, along with the lessons I learned along the way, this book is meant to be a toolbox of problem solving, complete with a shop's worth of notes on the tools, techniques, and materials that I use most often. Things like: *In Every Tool There Is a Hammer*—don't wait until everything is perfect to begin a project, and if you don't have the exact right tool for a task, just use whatever's handy; *Increase Your Loose Tolerance*—making is messy and filled with screwups, but that's okay, as creativity is a path with twists and turns



and not a straight line to be found; Use More Cooling Fluid—it prolongs the life of blades and bits, and it prevents tool failure, but beyond that it's a reminder to slow down and reduce the friction in your work and relationships; Screw Before You Glue—mechanical fasteners allow you to change and modify a project while glue is forever but sometimes you just need the right glue, so I dig into which ones will do the job with the least harm and best effects. This toolbox also includes lessons from many other incredible makers and creators, including: Jamie Hyneman, Nick Offerman, Pixar director Andrew Stanton, Oscar-winner Guillermo del Toro, artist Tom Sachs, and chef Traci Des Jardins. And if everything goes well, we will hopefully save you a few mistakes (and maybe fingers) as well as help you turn your curiosities into creations. I hope this book serves as “creative rocket fuel” (Ed Helms) to build, make, invent, explore, and—most of all—enjoy the thrills of being a creator.

*The Mental Load* - Emma 2018-12-18

A new voice in comics is incisive, funny, and fiercely feminist. "The mental load. It's incessant, gnawing, exhausting, and disproportionately falls to women. You know the scene--you're making dinner, calling the plumber/doctor/mechanic, checking homework and answering work emails--at the same time. All the while, you are being peppered with questions by your nearest and dearest 'where are my shoes?', 'do we have any cheese?...' " -- Australian Broadcasting Corp on Emma's comic In her first book of comic strips, Emma reflects on social and feminist issues by means of simple line drawings, dissecting the mental load, ie all that invisible and unpaid organizing, list-making and planning women do to manage their lives, and the lives of their family members. Most of us carry some form of mental load--about our work, household responsibilities, financial obligations and personal life; but what makes up that burden and how it's distributed within

households and understood in offices is not always equal or fair. In her strips Emma deals with themes ranging from maternity leave (it is not a vacation!), domestic violence, the clitoris, the violence of the medical world on women during childbirth, and other feminist issues, and she does so in a straightforward way that is both hilarious and deadly serious.. If you're not laughing, you're probably crying in recognition. Emma's comics also address the everyday outrages and absurdities of immigrant rights, income equality, and police violence. Emma has over 300,000 followers on Facebook, her comics have been shared 215,000 times, and have elicited comments from 21,000 internet users. An article about her in the French magazine L'Express drew 1.8 million views--a record since the site was created. And her comic has just been picked up by The Guardian. Many women will recognize themselves in **THE MENTAL LOAD**, which is sure to stir a wide ranging, important debate on what it really means to be a

woman today.

**Hit Reblog!** - Megan Kearney 2020-08-04

How To - Randall Munroe 2019-09-03

AN INSTANT #1 NEW YORK TIMES

BESTSELLER “How To will make you laugh as you learn...With How To, you can't help but appreciate the glorious complexity of our universe and the amazing breadth of humanity's effort to comprehend it. If you want some lightweight edification, you won't go wrong with How To.” —CNET “[How To] has science and jokes in it, so 10/10 can recommend.” —Simone Giertz The world's most entertaining and useless self-help guide from the brilliant mind behind the wildly popular webcomic xkcd, the bestsellers What If? and Thing Explainer, and What If? 2, coming September 13, 2022 For any task you might want to do, there's a right way, a wrong way, and a way so monumentally complex, excessive, and inadvisable that no one would ever try it. How To is a guide to the third

kind of approach. It's full of highly impractical advice for everything from landing a plane to digging a hole. Bestselling author and cartoonist Randall Munroe explains how to predict the weather by analyzing the pixels of your Facebook photos. He teaches you how to tell if you're a baby boomer or a 90's kid by measuring the radioactivity of your teeth. He offers tips for taking a selfie with a telescope, crossing a river by boiling it, and powering your house by destroying the fabric of space-time. And if you want to get rid of the book once you're done with it, he walks you through your options for proper disposal, including dissolving it in the ocean, converting it to a vapor, using tectonic plates to subduct it into the Earth's mantle, or launching it into the Sun. By exploring the most complicated ways to do simple tasks, Munroe doesn't just make things difficult for himself and his readers. As he did so brilliantly in *What If?*, Munroe invites us to explore the most absurd reaches of the possible. Full of clever

infographics and fun illustrations, *How To* is a delightfully mind-bending way to better understand the science and technology underlying the things we do every day. [Webcomics 2.0](#) - Steve Horton 2008

*Webcomics 2.0: An Insider's Guide to Writing, Drawing, and Promoting Your Own Webcomics* is your comprehensive guide to webcomics creation, from initial concept to publication, and everything in between. Beginning with a brief introduction to get you familiar with webcomics—a comic book or comic strip that can be found on the internet—you'll learn about both the creative and the business aspects and come away with the information you need to write, draw, publish, and market your own webcomics. You'll be introduced to three popular types—humor, adventure, and manga—that incorporate the most common features found in many webcomics. Each example includes a web address so you can view the actual webcomic online, to see how it progresses in real time. And throughout the

book you'll find tips and advice from experienced webcomic artists and writers. After you've seen the webcomics in action, you'll go in-depth with both the written and illustrated elements of story creation, exploring different story structures and approaches as well as storyboarding techniques including drawing, coloring, and lettering. The next step is exploring the available types of online hosting services as well as the benefits of self-publishing versus collectives. You'll also learn about a variety of low- and no-cost promotional ideas and how you can make money from your published webcomics. Whether you've dabbled in webcomic creation before or you're a novice, *Webcomics 2.0: An Insider's Guide to Writing, Drawing, and Promoting Your Own Webcomics* will teach you everything you need to publish your very own webcomics.

**Reading Comics** - Douglas Wolk 2008-07-31  
Suddenly, comics are everywhere: a newly matured art form, filling bookshelves with

brilliant, innovative work and shaping the ideas and images of the rest of contemporary culture. In *Reading Comics*, critic Douglas Wolk shows us why and how. Wolk illuminates the most dazzling creators of modern comics—from Alan Moore to Alison Bechdel to Chris Ware—and explains their roots, influences, and where they fit into the pantheon of art. As accessible to the hardcore fan as to the curious newcomer, *Reading Comics* is the first book for people who want to know not just which comics are worth reading, but ways to think and talk and argue about them.

*Step Aside, Pops* - Kate Beaton 2015-09-15  
Wonder Woman! Hunks! Great men and women of history! *Step aside* – Kate Beaton is coming for you. The author of the smash hit *Hark! A Vagrant* returns with all-new sidesplitting comics that showcase her irreverent love of history, pop culture and literature. Collected from her wildly popular website, readers will guffaw over 'Strong Female Characters', the

wicked yet chivalrous Black Prince, 'Straw Feminists in the Closet' and a disgruntled Heathcliff. Delight in what the internet has long

known - Beaton's humour is as sharp and dangerous as a velocipedestrienne, so watch out!