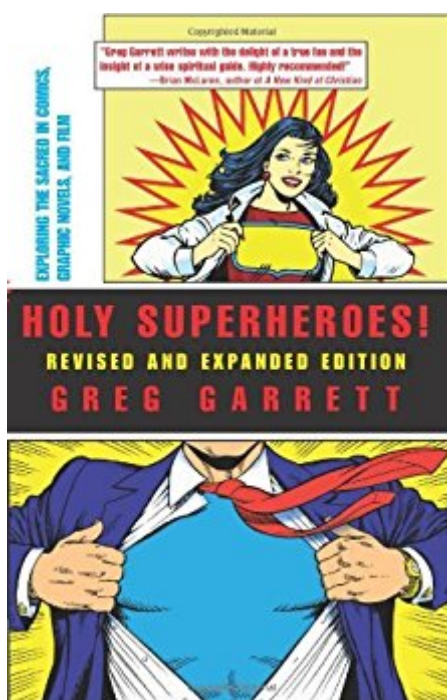


The book was found

Holy Superheroes! Revised And Expanded Edition: Exploring The Sacred In Comics, Graphic Novels, And Film



Synopsis

Spider-Man. Batman. The X-Men. The Fantastic Four. Comic books and the characters they have spawned have become twenty-first-century mythology. Greg Garrett helps us see the profound depth that can be found in the glossy, fast-paced, and often violent world of comics, graphic novels, and the films they inspire. *Holy Superheroes!* provides extensive discussions of some of our most beloved comic heroes and concludes with an appendix of twenty-five comics and graphic novels for discussion of spirituality and comics.

Book Information

File Size: 1484 KB

Print Length: 216 pages

Publisher: Westminster John Knox Press; Expanded edition (January 31, 2008)

Publication Date: March 31, 2005

Sold by:Â Digital Services LLC

Language: English

ASIN: B002LE83TI

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #476,898 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #62

inÂ Kindle Store > Kindle eBooks > Comics & Graphic Novels > Religious #145 inÂ Books >

Comics & Graphic Novels > Graphic Novels > Religion & Spirituality #193 inÂ Kindle Store >

Kindle eBooks > History > Religion > Christianity > Biblical History & Culture > Biblical History & Culture

Customer Reviews

I've been returning to this on my Kindle for the last year or so as there are so many great connections made to rich spiritual resources (from Joseph Campbell to Thomas Merton to Richard Rohr...) as well as the best of the positive messages and hope that the world of comics has given us who love them, from childhood to the present.

[...]There are three reasons why modern audiences make superhero films into blockbuster box

office successes, claims Baylor University English Professor and *The Gospel According to Hollywood* writer Greg Garrett: The genre delivers much-needed heroes, much-needed hope, and, in spite of the mind-blowing special effects, much-needed shows of restraint. The late-twentieth and early-twenty-first century has placed these qualities at a premium during a time when the specters of apocalypticism, apathy, and addiction have loomed heavily over the American consciousness. Some turn to communities of faith at these times, and some turn to worlds of stories; Garrett aims to display their easy overlap. Moreover, as it has in many other times of national malaise, mainstream entertainment again shoulders the additional responsibility of not just providing its viewers with escapism but also with inspiration. The corollary of comic book legend Stan Lee's famous phrase is pertinent here: With great responsibility came great power. The superhero industry currently exhibits incredible muscle across America. Yet even before Christopher Reeves' 1978 *Superman* became both a cinematic icon and industry smash, the influence of superheroes was already reflecting and steering American moralities. Garrett's earlier edition of *Holy Superheroes!*, published in 2005, centered more on the stapled exploits of these fantastic characters than the celluloid. With the continuing Hollywood boom of spandex crusaders since that time, a new publisher and a further examples could take Garrett's message further. Spirituality, humanity, and belief are vital to our existences, and they can be found among the congregation or within the comics - just so long as they are, indeed, found. This new edition begins with Garrett welcoming all to his scholarly fascination and life-long appreciation of the superhero. The enthusiasm in his authorial voice remains constant even as he shifts to the most pertinent matter at hand: Why religion and comics? Because, he suggests, they are already interacting, engaged in a discussion that began as far back as *Superman's* arrival in 1938. A speedy recount of the medium's humble origins move the discussion rapidly to the concept of heroism. For this, he leans on John Shelton Lawrence and Robert Jewett's *Myth of the American Superhero* and "its ongoing retelling of the Judeo-Christian story of redemption" as the foundation for the comic book and film genre's spiritual roots (7). He widens and further emphasizes this association with an outline of Joseph Campbell's global monomyth as presented in comics' natural, serial format. The superheroes' call to action seems a never-ending battle, unlikely to result in a return home or the permanence of death so long as new issues are needed on the store shelf or additional sequels fill the theaters. The superhero is always redeeming. This brand of hero is ever-sacrificing, too, as Garrett continues with the examples of *Spider-Man*, *Captain America*, and *Batman*. As figures of human perfection (and even super-human ability), they have power that could be easily abused, perhaps all the more tempting due to the losses each has suffered in his past. Instead, though, they follow the dictates of the book of Micah,

explains Garrett, and the principles of Catholic writer Thomas Merton: one should use their gifts to attain balance, not domination. During the genre's earliest years, this was as simple as maintaining the status quo and thwarting the obviously bad guys. Eventually, though, matters grayed, and superheroes had to evolve, looking past the direct Akedah-like trust in authority to a New Testament acceptance of sinners and defiance of sin. The spandex vigilante became answerable to himself and, in effect, to each other. Each, suggests Garrett's subsequent chapters, has as much a Beast within him that must be tamed as a villain to defeat. Modern characters like the X-Men's popular Wolverine or Punisher serve as easy daimonic examples, while their prototype, Batman, remains the exemplar. Garrett references the Dark Knight Detective's own time of crisis, when his ally, the Green Lantern, succumbed to a personal darkness and became the villainous Parallax. Particularly fitting for an era of defrocked priests and suicide bombers, it is a loss of faith in an ally that unsettles the hero. Only Green Lantern's second transformation, from Parallax into the avenging Spectre, restores Batman's spirit: "You were the best, the brightest, among us. When you fell - it...rattled me. [...] But I see now - that one of the reasons you were reborn as the Spectre - was to give us all hope." (82) The Spectre, God's authorized spirit of vengeance, sharpens this manner of scene from a generic Campbellian monomyth to much more of a Christ-like descent into Hell before the resurrection. And, closer to Garrett's point, it echoes the devotion we can find in each other, no matter how apparently lost, maintaining faith in a Grand Plan. The final portion of the book highlights the apocalyptic anxiety underscoring the genre, implicitly calling readers to maintain their principles and even to transcend fatalism. Sounding like *A Sense of an Ending's* Frank Kermode, Garrett explains, "The end of the world is everywhere in superhero comics, because the end of the world is everywhere. Our fear of the end - and our hope - is part of the food we eat, the air we breathe" (84-85). He finds an admirable quality in *Watchmen's* masked sociopath Rorschach who will never compromise in his ethics, even at the possible end of the world. "There is good and there is evil, and evil must be punished. Even in the face of Armageddon I shall not compromise in this" (89). More impressive is *Kingdom Come*, where disaster is still met with outright faith in a reunification. This message operates as the underpinning to many post-September 11th works. America can come together again if, instead of violence, restraint akin to that shown by Jesus on the cross is exercised. "Superhuman restraint," Garrett calls it (113), demonstrated as much by the Man of Steel or the energy-blasting X-Man Cyclops as by a kosher family or a celibate clergyman. A new Akedah, a binding of one's force rather than one's culpability, is employed. These comics and movies are not, ultimately, about shows of power; they are about minimal shows of power. Besides the obvious special effects of these films, "We go because we believe - in some way we may not

even consciously acknowledge - in the moral and dramatic fitness of the stories" (116), the shared mission "to diminish the suffering and injustice we see all around us" (119). Garrett's general point is vigorous and passionate, yet in that fervor, it becomes unfocused. I wonder how much of the Akedah metaphor he employs informs the creation of the book, especially this revision. This revised edition of *Holy Superheroes!* reads as even more bound to a demographic and corpus of works than necessarily to its topic. Graphic novels - usually non-serial and conclusive by their end - offer a wealth of publications with overt religious content (e.g. *MAUS*, *Persepolis*, *Blankets*, *Chosen*, *King David*, *Marked!*, etc.). However, only those superheroes with direct ties to cinema are featured and stretched to fit Garrett's concerns. While several non-superhero titles are slipped in (e.g. *Road to Perdition*, *From Hell*), this again is due to their big screen treatments. If released from this movie confinement, I feel that Garrett's argument would gain greater traction. Of course, revising his book to target a film-going audience opens it to a larger readership, and exorcizing motion pictures from the discussion would not release the book from its minor quirks. One group not welcomed as warmly as others are academics themselves; after all, this "isn't a scholarly tome you'd need to be Lex Luthor or Dr. Strange to decipher" (ix), where intellect is curiously villainous. Garrett is not shy from evoking big thinkers, but, perhaps again in the name of marketability, he does avoid a number of theological tangles. The closest he gets to the issue of divinity is a comparison, aptly, of Superman being both alien and American to the determination of Jesus' duality at the Council of Nicea. Otherwise, most anything of potential offense to a Judeo-Christian readership is evaded - whereas the omission of Islam or Hinduism may be the most offensive choice of all, particularly for a revised edition. I am not suggesting that this is an artificial or manufactured, because Garrett's voice is unavoidable. His affection for Lawrence and Jewett's work overrides some of their finer details, such as the altogether salient observation that, instead of Campbell, the American monomyth originates in a discharge from Eden. Further, they more readily credit extra-national sources for this American envisioning; he reasonably dubs comics, not jazz, the "most American of art forms" (ix), yet leaves the British origin of creators Alan Moore, Grant Morrison, Eddie Campbell, and others conveniently unaddressed. His politics shine brightly in casually demonizing *Watchmen*'s Henry Kissinger and Richard Nixon in toto, verbally bleeding for a terrorized Manhattan, and awkwardly likening the X-Men nemesis Magneto, ruler of an island haven for fellow mutants, to Israeli Holocaust survivors. None of these are wrong, per se, but they are strong interpretations that sometimes belie the goal of his otherwise embracing, impassioned book.

Garrett discusses many of the most popular superheroes found in our current films and explores

their cultural influence and spiritual connotations.

Bought for son, who is using in Theology class. He is very pleased with its concept! A great help, and find!

This book is good, but could have been better. It is a comprehensive book citing many different comic books and relating them to Christian principles. Unfortunately, the tone of the book tends to "ramble" too much and does not provide much separation or transition within chapters. In addition, while the author's philosophical and historical citations are plentiful, his Scriptural citations are lacking. Overall, it's a good book for analysis, but not for spirituality...

I appreciate the work and research displayed in this book. As a former comic book collector and now youth pastor, I found many of the conclusions in the book to be pretty on target. I thought he was going to go in a different direction, but was pleasantly surprised.

Don't be put off by the "Revised and Expanded" part of the subtitle. Even if you own a copy of Greg Garrett's earlier version of this book -- this is so different than the earlier text that you shouldn't think twice about ordering the new book. If you're new to Greg Garrett's work, you may want to order this book -- and his book, "The Gospel According to Hollywood," as well. Today, the men and women we are interested in reaching to explore spiritual themes are far more adept at swimming in the seas of popular media than they are in the seas of traditional faith. In this book, Baylor University's Greg Garrett helps us explore our deep fascination with superheroes over the past century of comics, since the creation of Superman in the 1930s. He has designed this book to be great for discussion groups. The main text is only 120 pages and the dozen chapters are smartly divided around themes likely to spark discussion. Plus, he offers an appendix that recommends "essential" graphic novels and comic collections that anyone seriously attempting to lead a group in this field should explore. The one problem with picking up a copy of Garrett's book is that it's almost guaranteed to make you want to read more books -- graphic novels. You won't want to read just one.

[Download to continue reading...](#)

Holy Superheroes! Revised and Expanded Edition: Exploring the Sacred in Comics, Graphic Novels, and Film Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels

War, Politics and Superheroes: Ethics and Propaganda in Comics and Film Critical Survey of Graphic Novels: Heroes and Superheroes, Vol. 1 Amazing Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 7) Amazing Minecraft Comics: Flash and Bones and Hero-brine's Mountain Prison: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 4) Amazing Minecraft Comics: Flash and Bones and the Mysterious Bloodrock Mountains: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 3) Amazing Minecraft Comics: Flash and Bones and the Empty Tomb of Hero-brine: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 1) Amazing Minecraft Comics: Flash and Bones and the Jungle Demon Agramon: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 9) Amazing Minecraft Comics: Flash and Bones and the Demon Zombie Curse: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 8) Amazing Minecraft Comics: Flash and Bones and the Enderman Zombie Potion: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 5) Amazing Minecraft Comics: Flash and Bones: Bandit Origins - The Demon on the Mount: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Bandit Origins Book 4) Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1) DC Comics/Dark Horse: Batman vs. Predator (Batman Dc Comics Dark Horse Comics) Documenting the Documentary: Close Readings of Documentary Film and Video, New and Expanded Edition (Contemporary Approaches to Film and Media Series) Drawing Words and Writing Pictures: Making Comics: Manga, Graphic Novels, and Beyond Words for Pictures: The Art and Business of Writing Comics and Graphic Novels Make Comics Like the Pros: The Inside Scoop on How to Write, Draw, and Sell Your Comic Books and Graphic Novels The Complete Guide to Figure Drawing for Comics and Graphic Novels

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)