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QMSOVM - JAMARI WHITEHEAD

Raj Comics presents Super Commando Dhruva: The Struggle with Depression. It is a short comic book which aims to portray how anyone can have depression irrespective of who they are and what they do and emphasize that it's okay to seek help, no matter the circumstances. It also aims to educate people how they can help those around them. The short comic book is written down by Manoj Gupta, along with Ayush Gupta, while the art is done by Aswin Amarnath R. These are stressful times, and we realised how it is important to talk about depression now, more than ever, and bust the stigma around it. We at Raj Comics hope that this comic book reaches out to everyone and helps the warriors battling depression.

Indian Comics Fandom (Vol. 7)

This book showcases cutting-edge research papers from the 5th International Conference on Research into Design – the largest in India in this area – written by eminent researchers from across the world on design process, technologies, methods and tools, and their impact on innovation, for supporting design across boundaries. The special features of the book are the variety of insights into the product and system innovation process, and the host of methods and tools from all major areas of design research for the enhancement of the innovation process. The main benefit of the book for researchers in various areas of design and innovation are access to the latest quality research in this area, with the largest collection of research from India. For practitioners and educators, it is exposure to an empirically validated suite of theories, models, methods and tools that can be taught and practiced for design-led innovation.

This book explores graphic narratives and comics in India and demonstrates how these forms serve as sites on which myths are enacted and recast. It uses the case studies of a comics version of the Mahabharata War, a folk artist's rendition of a comic book story, and a commercial project to re-imagine two of India's most famous epics – the Ramayana and the Mahabharata – as science fiction and superhero tales. It discusses comic books and self-published graphic novels; bardic performance aided with painted scrolls and commercial superhero comics; myths, folklore, and science fiction; and different pictorial styles and genres of

graphic narration and storytelling. It also examines the actual process of the creation of comics besides discussions with artists on the tools and location of the comics medium as well as the method and impact of translation and crossover genres in such narratives. With its clear, lucid style and rich illustrations, the book will be useful to scholars and researchers of sociology, anthropology, visual culture and media, and South Asian studies, as well as those working on art history, religion, popular culture, graphic novels, art and design, folk culture, literature, and performing arts.

Events, reviews, interviews, artworks, fanfic, articles and news related to Indian Comics.

A sweeping cultural history of India's largest city A place of spectacle and ruin, Mumbai exemplifies the cosmopolitan metropolis. It is not just a big city but also a soaring vision of modern urban life. Millions from India and beyond, of different ethnicities, languages, and religions, have washed up on its shores, bringing with them their desires and ambitions. Mumbai Fables explores the mythic inner life of this legendary city

as seen by its inhabitants, journalists, planners, writers, artists, filmmakers, and political activists. In this remarkable cultural history of one of the world's most important urban centers, Gyan Prakash unearths the stories behind its fabulous history, viewing Mumbai through its turning points and kaleidoscopic ideas, comic book heroes, and famous scandals—the history behind Mumbai's stories of opportunity and oppression, of fabulous wealth and grinding poverty, of cosmopolitan desires and nativist energies. Starting from the catastrophic floods and terrorist attacks of recent years, Prakash reaches back to the sixteenth-century Portuguese conquest to reveal the stories behind Mumbai's historic journey. Examining Mumbai's role as a symbol of opportunity and reinvention, he looks at its nineteenth-century development under British rule and its twentieth-century emergence as a fabled city on the sea. Different layers of urban experience come to light as he recounts the narratives of the Nanavati murder trial and the rise and fall of the tabloid Blitz, and Mumbai's transformation from the red city of trade

unions and communists into the saffron city of Hindu nationalist Shiv Sena. Starry-eyed planners and elite visionaries, cynical leaders and violent politicians of the street, land sharks and underworld dons jostle with ordinary citizens and poor immigrants as the city copes with the dashed dreams of postcolonial urban life and lurches into the seductions of globalization. Shedding light on the city's past and present, Mumbai Fables offers an unparalleled look at this extraordinary metropolis.

Indian Comics and Graphic Novels news, updates. This book is the first attempt to theorise South Asian Gothic production as a common cultural landscape, taking into account both the historical perspective and the variety of media texts. The volume consists of fifteen chapters by experts in film, literature and cultural studies of South Asia, representing the diversity of the region and a number of ways in which Gothic manifests in contemporary South Asian cultures. Gothic in South Asia can be read as a distinctive aesthetic, narrative practice, or a process of signification, where conventional Gothic tropes and im-

agery are assessed anew and global forms are consumed, appropriated, translated, transformed or resisted. The volume investigates South Asian Gothic as a local variety of international Gothic and part of the transnational category of globalgothic, contributing to the ongoing discussion on the need to de-westernise Gothic methodologies and ensure that Gothic scholarship remains relevant in the culturally-diverse modern world.

Wonderful Stories Have Been Written For Children In India. These Are Available In Different Regional Languages But Little Effort Has Gone Into Popularising Them Or Making People Aware Of The Considerable Literature Available On The Subject. It May Come As A Matter Of Surprise To Some That The Panchatantra Tales Left The Shores Of India Several Years Ago And Has Found Ready Acceptance In Many Parts Of The World. The Stories Have Been Adapted To Suit Local Conditions But Their Essence Has Remained The Same.This Volume Contains Articles From Some Of The Leading Exponents In The Field Of Children'S Literature In India. The Canopic Spread

Touches Various Interesting Aspects Such As Mythologies, Illustrations, Children'S Libraries, Etc. Atomic Mumbai offers an insightful historical and ethnographic account of how nuclear issues are represented in popular culture, print media, films, documentaries, advertising and superhero comics, driven by perceptions of those based in the city of Mumbai, a prime site of nuclear establishments in India since the mid-1940s. Based on long-term fieldwork, and including rare photographs, narratives and extensive interviews, the volume documents urban nuclear imaginaries, along with their terrifying association with genetic mutation and death.

This volume uniquely gathers scholarly articles dealing with very dissimilar and kaleidoscopic perspectives on India. It provides an informative overview of the country, which has wide-ranging influences reaching far from India itself, since it has criss-crossed connections with many countries around the world. If read as a collection, this volume is witness to an interlocking network of ideas, attitudes and ideologies that emerge from the contemporary social and polit-

ical world. The book, thus, highlights a variety of issues and the chapters promise to treat them with adequate justice. These features mean that this book can be approached by any person interested in India, given that it offers a diverse range of interesting topics related to the country. The reader glancing through the book will find themes spanning from the analysis of postcolonial literature written in English by Indian women, to sociological reflections on several diasporic situations, and from crossed influences between Indian culture and that of other countries, to the latest discussion topics in ancient Indian history, to mention a few.

Today, comic art is the favorite reading fare for millions of Asians, and is a government-sanctioned, value-added product, as in the case of Korean and Japanese animation. Yet not much is known about Asian cartooning. Themes and Issues in Asian Cartooning uses overviews and case studies by scholars to discuss Asian animation, humor magazines, gag cartoons, comic strips, and comic books. The first half of the book looks at contents and audiences of Malay humor

magazines, cultural labor in Korean animation, the reception of Aladdin in Islamic Southeast Asia, and a Singaporean comic book as a reflection of that society's personality. Four other chapters treat gender and Asian comics, concentrating on Japanese anime and manga and Indian comic books.

This cutting-edge handbook brings together an international roster of scholars to examine many facets of comics and graphic novels. Contributor essays provide authoritative, up-to-date overviewsof the major topics and questions within comic studies, offering readers a truly global approach to understanding the field. Essays examine: the history of the temporal, geographical, and formal development of comics, including topics like art comics, manga, comix, and the comics code; issues such as authorship, ethics, adaptation, and translating comics connections between comics and other artistic media (drawing, caricature, film) as well as the linkages between comics and other academic fields like linguistics and philosophy; new perspectives on comics genres, from funny animal

comics to war comics to romance comics and beyond. The Routledge Companion to Comics expertly organizes representative work from a range of disciplines, including media and cultural studies, literature, philosophy, and linguistics. More than an introduction to the study of comics, this book will serve as a crucial reference for anyone interested in pursuing research in the area, guiding students, scholars, and comics fans alike.
Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 29. Chapters: Anthony (comics), Bheriya, Bhokal, Doga (comics), Fighter Toads, Gojo (comics), Inspector Steel, Nagraj, Parmanu, Shakti (comics), Super Commando Dhruva, Super Indian, Yoddha (comics). Excerpt: Super Commando Dhruva (in Devanagari script) is a fictional character, an Indian comic book superhero who appears in comic books published by Raj Comics. The character, created by writer and illustrator Anupam Sinha in the year 1987, first appeared in GENL #74 Pratishodh Ki Jwala published in 1988 and since then has appeared regular-

ly in many issues published by Raj Comics. Dhruva Mehra, who is primarily referred to as Super Commando Dhruva, is additionally referred to as Captain Dhruva or simply Dhruva. According to the origin story of Dhruva, he was born to a couple who worked in Jupiter Circus as trapeze artists. He received most of his martial art, acrobatic and stunt training in the circus itself. At the age of 14, having lost his parents to a conspiracy that rose out of a business rivalry, he swore to fight against crime for the rest of his life. Eventually he was adopted by the then Superintendent of Police Rajan Mehra (later promoted to the rank of Inspector--general). Super Commando Dhruva operates in the fictional Indian city Rajnagar. He is the founder of a fictional government approved crime fighter organisation Commando Force. The character's appearance is distinctive and iconic: a yellow and sky blue costume, brown boots and a utility belt with a star-shaped buckle. The star has almost become a trademark of the character. Dhruva became a very popular character soon after he was introduced in comic books. He is one of the most suc-

cessful characters of Raj Comics. The most unique thing about Dhruva is that unlike other superheroes, he doesn't have an alter ego and...

A 'strange' Doga tale! An uncanny take on the most dreadful vigilante, Doga! When a top soldier fails spectacularly in a mission, the consequences are-MONSTROUS! Uncover the journey of Suraj in this extraordinary issue! This issue is brought to you by Raj Comics, publishers of superheroes like Nagraj, Super Commando Dhruva, Doga, Tiranga and Parmanu.

This book showcases cutting-edge research papers from the 6th International Conference on Research into Design (ICoRD 2017) – the largest in India in this area – written by eminent researchers from across the world on design process, technologies, methods and tools, and their impact on innovation, for supporting design for communities. While design traditionally focused on the development of products for the individual, the emerging consensus on working towards a more sustainable world demands greater attention to designing for and with communities, so as to promote their suste-

nance and harmony - within each community and across communities. The special features of the book are the insights into the product and system innovation process, and the host of methods and tools from all major areas of design research for the enhancement of the innovation process. The main benefit of the book for researchers in various areas of design and innovation are access to the latest quality research in this area, with the largest collection of research from India. For practitioners and educators, it is exposure to an empirically validated suite of theories, models, methods and tools that can be taught and practiced for design-led innovation. The contents of this volume will be of use to researchers and professionals working in the areas on industrial design, manufacturing, consumer goods, and industrial management.

This pioneering book presents a history and ethnography of adventure comic books for young people in India with a particular focus on vernacular superheroism. It chronicles popular and youth culture in the subcontinent from the mid-twentieth

century to the contemporary era dominated by creative audio-video-digital outlets. The authors highlight early precedents in adventures set by the avuncular detective Chacha Chaudhary with his 'faster than a computer brain', the forays of the film veteran Amitabh Bachchan's superheroic alter ego called Supremo, the Protectors of Earth and Mankind (P.O.E.M.), along with the exploits of key comic book characters, such as Nagraj, Super Commando Dhruv, Parmanu, Doga, Shakti and Chandika. The book considers how pulp literature, western comics, television programmes, technological developments and major space ventures sparked a thirst for extraterrestrial action and how these laid the grounds for vernacular ventures in the Indian superhero comics genre. It contains descriptions, textual and contextual analyses, excerpts of interviews with comic book creators, producers, retailers and distributers, together with the views, dreams and fantasies of young readers of adventure comics. These narratives touch upon special powers, super-intelligence, phenomenal technologies, justice, vengeance, geopolitics, ro-

mance, sex and the amazing potentials of masked identities enabled by navigation of the internet. With its lucid style and rich illustrations, this book will be essential reading for scholars and researchers of popular and visual cultures, comics studies, literature, media and cultural studies, social anthropology and sociology, and South Asian studies.

Illustrations used for story-telling and mirth-making have enlivened Asian walls, scrolls, books, public and private places, and artifacts for millennia. Often playful and humorous, Asian pictorial stories lent conspicuous elements to contemporary comic art, particularly with their use of narrative nuance, humor, satire, and dialogue. Illustrating Asia is a fascinating book on a subject that is of wide and topical interest. All of the articles consider cartoon and/or comic art in the historical and social setting of seven South, Southeast, and East Asian countries: India, Taiwan, Malaysia, Indonesia, Sri Lanka, China, and Japan. The contributors treat comic and narrative art—including comic books, comic strips, picture books, and humor and fan magazines—in both historical and socio-cultural perspectives, as well as portrayals of ancient Chinese philosophy, gender, and the enemy in cartoons and comics. Contributors: Laine Berman, John A. Lent, Fusami Ogi, Rei Okamoto, Ronald Provencher, Aruna Rao, Kuiyi Shen, Shimizu Isao, Shu-chu Wei, Yingjin Zhang.

As COVID-19 (Coronavirus) grips the world with terror, Nagraj strikes just in time to save his city! An initiative by Raj Comics to spread awareness about COVID-19 prevention. Dedicated to the victims of this pandemic and thousands of healthcare workers, researchers and, authorities who are working tirelessly to save us from this global outbreak.