

BARTON

LIBRARY

Dare to know

Bible Comics

Comics in which characters and settings are taken from the Bible.

A sub-genre in which characters, settings, and events are adapted from the Old and New Testaments through a blend of textual and artistic storytelling. Through written and visual communication, readers can grasp nuances by reading and by observing body language, facial expressions, and movements. The medium allows for the relating of compelling and complex stories that emphasize important issues or raise deep questions. The protagonists may be Christians or Jews, as may be the authors, although this is not always the case. Christian comics may feature Christian characters, revolve around Christianity, or explore themes of faith. These works have gained recognition for making the Bible accessible to younger readers as commentary and testimony, and encouraging youth to engage with Biblical values and lessons. They may include literal graphic adaptations, graphic interpretations, and derivations that draw on Biblical themes while developing newer contexts.

Common Elements

Adherence to Biblical accounts
Fuller context of Biblical stories
Focus on secondary Biblical characters

Extrapolation of events and actions
Artistic witness

Graphic Novel Examples

<i>The Action Bible: God's Redemptive Story</i> (2010) by Sergio Cariello
<i>The Bible</i> (2012) by Sheldon Mayer, Joe Kubert, and Nestor Redondo
<i>Book of Genesis</i> (2009) by Robert Crumb
<i>Good and Evil: The Bible as Graphic Novel</i> (2008) by Michael Pearl
<i>The Kingstone Bible Volume 1</i> (2016)

<i>Lion Graphic Bible: The Whole Story from Genesis to Revelation</i> (2004) by Jeff Anderson and Mike Maddox
<i>Manga Bible: From Genesis to Revelation</i> (2007) by Ajibayo Akinsiku
<i>Testament: Akedah</i> (2006) by Douglas Rushkoff