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Graphic adaptation of Paul Auster's "City of Glass" - Visual language and symbolism

By Alisa Westermann

GRIN Verlag GmbH Jun 2011, 2011. Taschenbuch. Book Condition: Neu. 224x147x1 mm. This item is printed on demand - Print on Demand Neuware - Seminar paper from the year 2009 in the subject English Language and Literature Studies - Literature, grade: 1,3, University of Münster (Englisches Seminar), course: Graphic Novels, language: English, abstract: It was a wrong number that started it, the telephone ringing three times in the dead of night, and the voice on the other end asking for someone he was not. (Auster, 1985; 3) Paul Auster's anti-detective novel City of Glass is the story of a man, whose life accidentally angles off. More and more, he blunders into the complexity of a criminal case in search of the significant principle. Obsessively, he adapts his action to the stranger until he finally loses himself. Although Auster's novel, which is based on the nature and the function of language, is rather non-visual, Paul Karasik and David Mazzucchelli succeeded in adopting it into a graphic novel that is more than just a translation from one genre into another. They managed to create a visual language full of metaphors, symbols and icons that add a new layer of meaning to the...



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