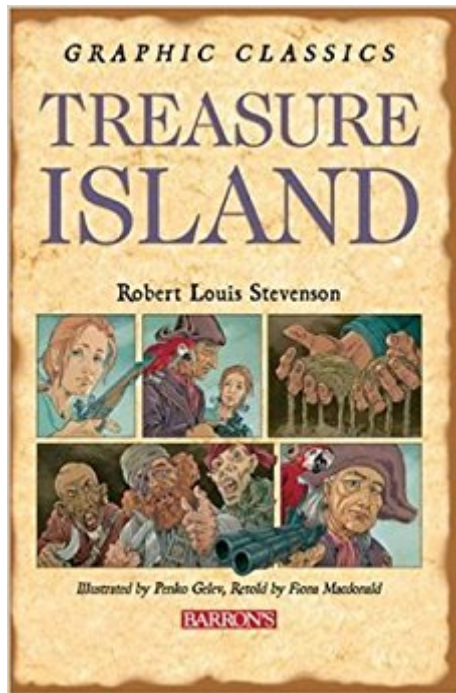




The book was found

Treasure Island (Graphic Classics)



Synopsis

Young Jim Hawkins is the son of an innkeeper. When his father dies, Jim joins the crew of a sailing ship bound from the English port of Bristol to a distant island where a fabulous pirate's treasure is buried. In each of Barron's Graphic Classics, an English literary classic is transformed into a dramatic graphic novel with superb, atmospheric color illustrations and a finely-paced narrative. The tale chosen from among important novels in the literary canon will keep young readers fascinated from first page to last. Graphic Classics make fine introductions for young readers to the riches of English literature. Books are available in both paperback and hardcover editions. In addition to the stories, each title features a brief biography and time line of its author, a list of his important works, a glossary, and an index. As such, these books are suitable for classroom use on junior and senior high school levels.

Book Information

Age Range: 8 - 12 years

Series: Graphic Classics

Paperback: 48 pages

Publisher: Barron's Educational Series (October 1, 2006)

Language: English

ISBN-10: 0764134914

ISBN-13: 978-0764134913

Product Dimensions: 10.2 x 6.7 x 0.2 inches

Shipping Weight: 1.6 ounces

Average Customer Review: 2.0 out of 5 stars 1 customer review

Best Sellers Rank: #2,461,153 in Books (See Top 100 in Books) #27 in Books > Children's Books > Education & Reference > Reference > Citizenship #8986 in Books > Children's Books > Classics #9483 in Books > Children's Books > Comics & Graphic Novels

Customer Reviews

I collect graphic novels based on classic literature, so I had high hopes for this series of Graphic Classics by Barron's. In addition to *Treasure Island*, they've also published *Dracula*, *Frankenstein*, *Kidnapped*, *Moby-Dick*, and *Journey to the Center of the Earth* (maybe others I'm unaware of too). It's a really cool concept, making comic books out of literature that can otherwise be a bit dry and difficult to get through, especially for teenagers. I'm giving it 2 stars for the idea alone. Unfortunately, Barron's does it very poorly. I was introduced to this series beginning with the Barron's Graphic

Classics version of Dracula by Bram Stoker, and while I don't own the other books, I've seen and read them at my local Barnes & Noble. I was highly disappointed when I received my copy of Dracula, and I wanted to be certain that the other books in the series were of similarly poor quality before dismissing the whole series out of hand, so I checked them out in person at my local bookshop. Unfortunately every book I looked at was done in the same style, which I'll describe below. I promptly removed all the others in this series from my wishlist. The problem is that these books are not graphic novels as the term is generally understood, that is, pages consisting of large colorful panels of artwork that tell a story by portraying consecutive images of action, with characters speaking, acting, and moving throughout various background scenes -- in other words, a comic book. The Barron's graphic novels are more like a children's adaptation of novels. They consist of long paragraphs of text with illustrations alongside. You open the book and instead of seeing pages of artwork with dialogue balloons and perhaps a bit of boxed text, instead it's mostly typed text accompanied by color illustrations. The illustrations are done in comic book style, but they're pretty small and only account for maybe 1/4th of the page space. In a comic book I expect the artwork to cover the entire page with a minimum of explanatory text. I realize that a graphic novel is not actually a comic book, but for all intents and purposes they're the same thing. A graphic novel should be mostly artwork; that is all that separates it from a regular novel that happens to be illustrated. I own graphic novel versions of The Hobbit and several other classics done by Marvel Illustrated (yes, the same Marvel famous for Superman et al) and those books are absolutely gorgeous -- full-color images in panels that cover the entire page, on heavy paper with a gloss finish, and the dialogue is taken directly from the text of the original novel rather than adapted. That's another issue with this Barron series; not only is the "graphic" portion severely lacking, but the large amounts of text underneath each illustration isn't even text from the novel. It's more like an explanatory recap of what's going on, and it's necessary because the illustrations are so small that you can't really understand the story by looking at the scenes portrayed in the artwork. The defining characteristic of a comic book \ graphic novel is that the story is told via images rather than text, and this series by Barron's completely fails to do that. The art isn't done in comic-style panels featuring events happening as they unfold; there's little to no movement or action going on in any of the illustrations. For example, the first page of Barron's Graphic Classics "Dracula" includes an illustration that's two inches square (I measured) and shows Johnathan Harker and another man. The man is saying, "Must you go?" and holding out a small chain with what I assume is a crucifix dangling on it, but the picture's so small to begin with that it's difficult to tell what the tiny object is supposed to be. There is nothing in the illustration to give a clue as to where the two men are; no

scenery or background of any kind, it's just a blank illustration enclosed in a box with what might be the vague outline of a house behind the two men. It's a black and white outline, only there so that the illustration box wouldn't be completely white, I assume. The text underneath this says, "Johnathan reaches a gloomy old inn, where he asks for news of Dracula. The innkeepers shudder and insist on giving him a crucifix." I don't know about you, but in a graphic novel I'd sorta like to actually SEE the gloomy old inn, not just an incomplete drawing of two men speaking with typed text underneath to assure me that this conversation is in fact taking place in a gloomy old inn in Transylvania. The entire book continues this way, and it's the same for every book in the Barron's Graphic Classics series; the illustrations are small and they don't tell the story at all, the way a graphic novel should. Instead they're merely that, illustrations -- small accompanying images that contribute a brief glimpse of things that are being explained and described in the text. The text itself is a modern short recap of the novel in 30 to 40 pages, without a single line of it taken from the original book. Very, very disappointing effort from Barron's. Save yourself the disappointment and buy the Marvel Illustrated graphic novels instead. You'll be extremely impressed.

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

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) Dead Men Tell No Tales - 60+ Pirate Novels, Treasure-Hunt Tales & Sea Adventure Classics: Blackbeard, Captain Blood, Facing the Flag, Treasure Island, ... the Waves, The Ways of the Buccaneers... PIRATE NOVELS: 50+ Adventure Classics, Treasure Hunt Tales & Maritime Novels: Treasure Island, Captain Blood, Sea Hawk, The Dark Frigate, Blackbeard, Pieces ... Gold-Bug, The Ghost Pirates and many more Treasure Island (Graphic Classics) Treasure Island: The Graphic Novel (Puffin Graphics) Treasure Island (Graphic Revolve: Common Core Editions) Flint's Island: The Lost Sequel to Treasure Island Treasure Island (Candlewick Illustrated Classics) Lost Gold & Buried Treasure: A Treasure Hunter's Guide to 250 Fortunes Waiting to Be Found Cool Metal Projects: Creative Ways to Upcycle Your Trash into Treasure (Checkerboard How-To Library: Cool Trash to Treasure (Library)) Pirate Treasure (Treasure Hunters) PIRATE TALES: 80+ Novels, Stories, Legends & History of the True Buccaneers: The Book of Buried Treasure, The Dark Frigate, Blackbeard, The King of Pirates, ... the Flag, Black Bartlemy's Treasure... Bath Treasure Hunt: Family Edition (Treasure Hunt E-Books from Treasuredays Book 17) Treasures of New Mexico (Treasure Series) (Treasure Series) Island Fly Fisherman: Vancouver Island (Island Fisherman) The Island Hopping Digital Guide To The Southern Bahamas - Part I - Long Island: Including Conception Island, Rum Cay, and San Salvador Headhunters on My Doorstep: A True Treasure Island Ghost

Story Oak Island: and the Search for Buried Treasure Treasure Island The Adventure Collection:
Treasure Island, The Jungle Book, Gulliver's Travels, White Fang, The Merry Adventures of Robin

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)