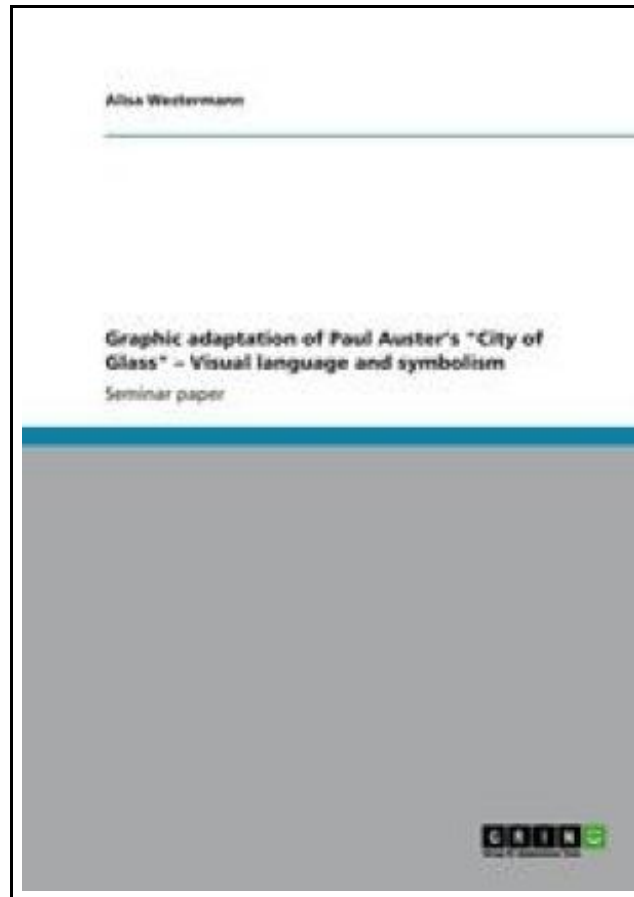


## Graphic adaptation of Paul Auster's "City of Glass" - Visual language and symbolism



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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 hisself.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 story.This is the reason why I decided to pick City of Glass: The graphic novel as the basis of my term paper. This thesis will argue that a graphic adaptation of a literary work can be more than just an illustrated copy of a superior novel and worth an analysis onits own. Furthermore, I will take a deeper look at the visual language, specifically, the visual metaphors and symbols, which build up the graphic novel and how these finding can be adapted into learning situations.First of all, I will give a summary of City of Glass: the novel followed by...

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