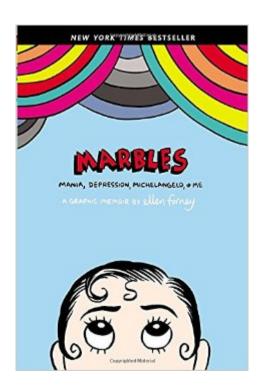
The book was found

Marbles: Mania, Depression, Michelangelo, And Me: A Graphic Memoir





Synopsis

Cartoonist Ellen Forney explores the relationship between â œcrazyâ • and â œcreativeâ • in this graphic memoir of her bipolar disorder, woven with stories of famous bipolar artists and writers. Â Shortly before her thirtieth birthday, Forney was diagnosed with bipolar disorder. Flagrantly manic and terrified that medications would cause her to lose creativity, she began a years-long struggle to find mental stability while retaining her passions and creativity. Searching to make sense of the popular concept of the crazy artist, she finds inspiration from the lives and work of other artists and writers who suffered from mood disorders, including Vincent van Gogh, Georgia Oâ ™Keeffe, William Styron, and Sylvia Plath. She also researches the clinical aspects of bipolar disorder, including the strengths and limitations of various treatments and medications, and what studies tell us about the conundrum of attempting to â œcureâ • an otherwise brilliant mind.Darkly funny and intensely personal, Forneyâ ™s memoir provides a visceral glimpse into the effects of a mood disorder on an artistâ ™s work, as she shares her own story through bold black-and-white images and evocative prose.

Book Information

Paperback: 256 pages

Publisher: Avery (November 6, 2012)

Language: English

ISBN-10: 1592407323

ISBN-13: 978-1592407323

Product Dimensions: 6 x 0.8 x 9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars Â See all reviews (142 customer reviews)

Best Sellers Rank: #33,406 in Books (See Top 100 in Books) #16 in Books > Health, Fitness &

Dieting > Mental Health > Bipolar #24 in Books > Comics & Graphic Novels > Graphic Novels >

Educational & Nonfiction #39 in Books > Comics & Graphic Novels > Biographies & History

Graphic Novels

Customer Reviews

Ellen Forney's graphic novel Marbles: Mania, Depression, Michelangelo, and Me is one of those that instantly appealed to me. I enjoy graphic novels, and for some reason, I really enjoy memoirs in the comic format (I don't particularly like memoirs in other formats). I don't know much about mental illness, so I thought reading about it from the POV of someone who deals with it on a daily basis

would be a good way for me to learn more. The book is about a bipolar woman struggling to be normal. She is diagnosed with bipolar disorder right around the time she reaches age 30 and shares a very intimate story about her struggles with it. Forney is an artist, and a lot of the medication prescribed for bipolar disorder can inhibit creativity. Forney doesn't want to lose her edge or her inspiration, so she isn't sure that she wants to be medicated. But at the same time, she hates the ups and downs of manic-depression and wants very much to get healthy. Forney does a lot of research into artists that struggled with mental illness, pointing out that many of the world's great artists struggled with some sort of disease while working at their art. Edvard Munch's The Scream is an iconic painting that could be a visual representation of a horrible hallucination. Sylvia Plath's writing was heavily influenced by her stay in a mental hospital. Etc., etc. Forney wonders if she will lose her edge by getting better. This is an intensely personal memoir, sometimes uncomfortably so. Forney tells her story in simple, black and white drawings (though the art she shares from her personal journal is much more detailed and complex), but the events themselves are not at all simple. Bipolar disorder has many, many symptoms.

Download to continue reading...

Marbles: Mania, Depression, Michelangelo, and Me: A Graphic Memoir Everett Grist's Big Book of Marbles: A Comprehensive Identification & Value Guide for Both Antique and Machine-Made Marbles Everett Grist's Big Book of Marbles, A Comprehensive Identification & Value Guide for Both Antique and Machine-Made Marbles, 3rd Edition A Bag of Marbles: The Graphic Novel (Graphic Universe) (Junior Library Guild Selection) A Bag of Marbles: The Graphic Novel A Bag of Marbles: The Graphic Novel (Nonfiction - Young Adult) Kovels' Depression Glass and Dinnerware Price List, 8th edition (Kovels' Depression Glass & American Dinnerware Price List) The Depression Book: Depression as an Opportunity for Spiritual Growth The Depression Cure: The 11-Step Program to Naturally Beat Depression for Life Graphic Classics Volume 4: H. P. Lovecraft - 2nd Edition (Graphic Classics (Graphic Novels)) The Forgotten Man: A New History of the Great Depression (Graphic Edition) Atomic Marbles and Branding Irons: Museums, Collections, and Curiosities in Washington and Oregon Imaginative Inventions: The Who, What, Where, When, and Why of Roller Skates, Potato Chips, Marbles, and Pie (and More!) Marbles Identification and Price Guide Marbles: Identification and Price Guide (Schiffer Book for Collectors) Antique and Collectible Marbles Third Edition A Spin on the Past: The Origin Story of the Modern American American Toy Industry, as it Occurred in Akron, Ohio, Including the Story of S.C. Dyke and the First Mass-Produced Toy - Clay Marbles Keeping Their Marbles: How the Treasures of the Past Ended Up in Museums - And Why They Should Stay There Aggies, Immies, Shooters, Swirls: Wonderful World of Marbles (A Bulfinch

Press book) 1st (first) Edition by Barrett, Marilyn published by Bulfinch (1994) Collecting Antique Marbles

<u>Dmca</u>