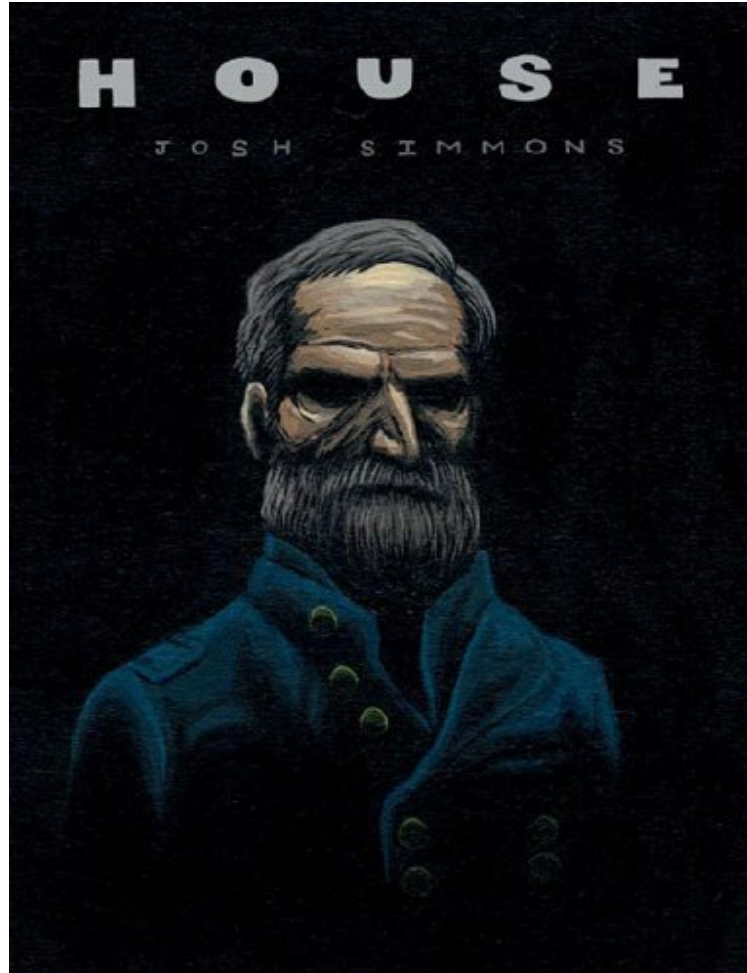


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# House

*Josh Simmons*

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#1967126 in Books 2007-06-13Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 8.50 x .40 x 6.50l, .55 #File Name: 156097855480 pages | File size: 54.Mb

**Josh Simmons : House** before purchasing it in order to gage whether or not it would be worth my time, and all praised House:

0 of 0 people found the following review helpful. The best book without any wordsBy J. CarnesI had originally seen an advertisement for this book in Rue-Morgue Magazine. The ad didn't say much other than that a small group of teens explores an abandoned hospital and discovers it's depths which take them deeper and deeper into darkness. It also mentioned that this book did not have any words, only pictures. I ordered the book and sat down with it as soon as it arrived. I didn't put it down until I had finished it. I have to admit, I didn't think that I would be attracted to this type of book. I loved it. Also, I recently noticed that Rue-Morgue Magazine awarded this book with their graphic novel of the year award for 2007.2 of 3 people found the following review helpful. Just mehBy GustoI didn't find anything too compelling here in both story and artwork. I found the first half much more interesting than the last, when I was hoping it would be just the opposite. I was also hoping for a more supernatural story, but this is really just a cautionary

tale about old staircases. It was over in 10 minutes, and I really can't recommend it. There is a reason you can buy it for 75 cents. 1 of 4 people found the following review helpful. weak story, great drawings By Evzenie Reitmayerovathe drawings are very good but the story is so bad i couldnt believe it was even published. 3 people go into an abandoned house, descent to darkness and die there. Thats it!!nothing more happens, they dont find anything unusual, no monsters, nothing. just get inside, die.some previews showed great pictures, they end after one third of the book. then everything happens i darkness and all you get are basically black pages wizh some tiny white spots.waste of money!!!! (and high quality paper)

2007 Ignatz Award Nominee: Outstanding Graphic Novel. Three teens explore a mysterious abandoned mansion together. As they venture deeper into the sinister, isolated building, events force them to confront their own mortality. A tour de force of claustrophobic horror. In the thick of a dense wood, a young man comes upon a decrepit house and two teen-aged girls, who quickly decide to explore the abandoned house together. Simmons captures the aloof ennui and deep curiosity of being a teenager that is, until events force them to confront their own mortality. This adventurous, silent graphic novel demonstrates the solid strength of this young cartoonist's storytelling ability. Whether plunging into the watery depths of a sinkhole that has obviously swallowed part of a town or entering the uncertain hidden corridors of the house, every turn is captured with intensity by Simmons' scratchy pen. Page composition and panel arrangements are masterfully coordinated to reflect the characters' increasingly claustrophobic panic as the story reaches its crescendo, and to cause a similar and palpable reaction in the reader. *House* is Josh Simmons' first full-length graphic novel after years of honing his craft on the humorous, underground comic series *Happy*, and it is a visual and formal tour de force that proclaims Simmons a major cartooning talent of the new century. Black-and-white comics throughout

From Publishers Weekly Simmons's first solo work is a moody, claustrophobic, haunting tale, told completely without words. Three teenagers meet in the middle of the woods to explore an old mansion and discover its secrets. Their curiosity and fascination with the mystery of the abandoned place is quickly replaced with dread and rising panic. Simmons takes full advantage of the page to dwarf these characters with their surroundings. Their emotions are expressed by the growing distance between them, as one girl draws enviously away from the burgeoning romance between the other two. The pen and ink drawings are filled with wonder: discovering an underwater town, watching the sunset from the roof. But it is no coincidence that in the latter half of the book, the black on the pages overwhelms the white as the house literally swallows them whole. With a simple story, Simmons has stretched his abilities as an illustrator to create a creepy comic that is quick to read but slow to shake. (Aug.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From School Library Journal Grade 10 Up With a cover depicting a menacing portrait of an old man, *House* is forbidding from the outset. The wordless story begins with an eerie calm that is reminiscent of the opening scenes of a horror movie. Tension builds as readers wait to find out what will go wrong. Three teens meet at an abandoned mansion in the woods and explore dusty hallways and moldering rooms. Two of the friends kiss, and the awkward discomfort and isolation of the third add to the unsettling air of the adventure. The house slowly gets the better of the explorers as one by one they are separated, injured, and become lost in a maze of dark passageways. At first glance, their problems do not seem insurmountable, so their sudden change of fortune is almost as disquieting as the unfortunate result of their curiosity. The illustrations begin as a few black lines on a field of white, gradually becoming darker as the scenario becomes more grim. The dark shadows trap the characters on the page, and the final scenes are almost entirely black, with only pinpricks of light illuminating the lost friends. Recommend this one to fans of cult horror movies and horror novels, and to those who prefer their graphic novels wordless. Heidi Dolamore, San Mateo County Library, CA Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist Simmons' debut, a wordless tale about three teenagers who stumble upon a house in the woods and, with it, their doom, stands out for its intricate, layered, and expressive art. The story is simple, and though it's certainly horrific, Simmons spares readers from cheap shocks and overt supernatural elements. When the teenagers meet, the art picks up undercurrents of jealousy among them. When they find the house, large panels open up the scene to show a spectacularly detailed two-page spread of a partially submerged, ruined edifice. As the teens press forward toward their end, decreased panel size and darkness make their pain and desperation palpable. This is obviously not an upbeat read, but it's beautifully handled and gripping, and it will capture the imaginations of readers who like horror movies as well as those looking for a complex, involving visual experience. Karp, Jesse