

Comics and Graphic Novels

Janette Parris

Being invited to curate a comic and graphic novel edition of *WritersMosaic* online could have been daunting. In fact, if I'm honest, the most daunting part was writing the editorial. Finding a range of talented and innovative artists was the easy part, fine tuning my selection not so much. The comic or graphic novel is, I believe, a medium used because of its immediate accessibility; an extensive variety of concerns can be investigated and reach a wide audience. The artists chosen for this edition of *WritersMosaic* have very different styles and interests, reflecting the versatility of the genre.

Charlotte Bailey's writing is based on their experiences as a comic artist living in the UK and the huge cultural influence the medium has within film, politics, health and education despite many artists working for little or no pay. In this work they imagine the potential of the comic and graphic novel.

Rudy Loewe creates work that highlights the under-represented in comics and graphic novels, the queer person of colour and the often inadequate and discriminatory services queer people and people of colour experience in mental health services.

Sofia Niazi gives the viewer two competing narratives that reflect on their own practice and expresses their personal as well as political views on life and the comic genre.

Mary Yacoob documents how the often-overlooked daily routine changed during the Covid-19 lockdown and spotlights these changes using the unusual comic medium of poetic text and the cyanotype photographic printing process (blueprint).

Shangomola Edunjobi uses the dynamic mainstream manga style to convey in two pages the joy and energy of the process in creating fictional characters and stories.

Djofray Makumbu shows the reader cruel, confidence-sapping encounters when navigating the world with severe dyslexia.

Danny Noble reveals how the comic and graphic novel can interrogate the autobiographical theme, abandoning the traditional panels and letting the characters spin across the page.

This edition gives a glimpse into the world of the comic and the graphic novel – formats that reveal a multifaceted arena where artists are open to using themes that cannot be defined or dismissed.

Janette Parris

Janette Parris is an artist who investigates the contemporary urban experience, using narrative, humour and popular formats, including soap opera, stand-up comedy, musical theatre, cartoons, comics and animation. Parris has exhibited widely, nationally and internationally, for 25 years, including TATE, The New Art Gallery Walsall, ICA, Kunsthaus Zürich, Hayward Gallery Touring, Art on the Underground and the Royal Academy of Arts and was one of six lead contemporary artists selected for Museums at Night 2014. Parris is the founder of *Arch*, an established comic which was included in the largest UK comics exhibition, 'Comics Unmasked', at the British Library.

A recording of this talk can be found on the WritersMosaic website at

writersmosaic.org.uk

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