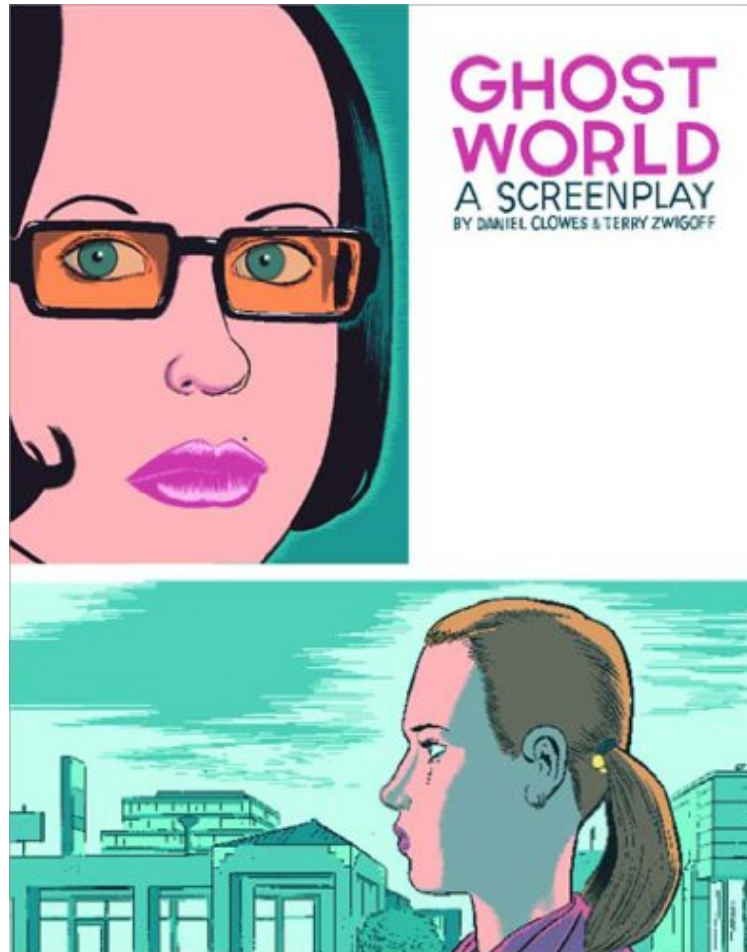


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Ghost World: A Screenplay

Daniel Clowes, Terry Zwigoff

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Daniel Clowes, Terry Zwigoff : Ghost World: A Screenplay before purchasing it in order to gage whether or not it would be worth my time, and all praised Ghost World: A Screenplay:

0 of 0 people found the following review helpful. Some get it, many don't. By Bill Jordan An insight to what became something, the Movie, that was much deeper, and worth contemplation and discussion that never ends. 0 of 0 people found the following review helpful. Not what I expected it to be. By Noreen Anthony-tabar You know when you see something and think, that should be good. Then you receive it and though, "what did I see in that item?" That is the way this was. Ok, I guess but not for me. 0 of 0 people found the following review helpful. Loved by my 16 year old literary buff By Sassy I am not personally a fan of this kind of illustrative literature, but this one is a winner. Apparently the film is awesome as well. Big hit with the older teen and 20's crowd, but anyone who appreciates literature a little outside the box would enjoy this one.

Edited and designed by Daniel Clowes, and co-written by Clowes and director Terry Zwigoff, *The Ghost World Screenplay* is more of a scrapbook of the making of the film than simply a published screenplay. Of course, the 125-page screenplay is included, and is presented as an exact facsimile of the original script. This is the original script as written before filming, and as such includes several scenes and dialogue (over 30 pages of material!) not included in the final cut. The script is wrapped around a beautiful original cover by Clowes, as well as a new comic strip on the inside front cover, featuring *Ghost World's* Enid and Rebecca. Also included is a lengthy color section designed by Clowes and featuring never-before-seen photos and other unique ephemera from the making of the film, including illustrations created for the film's sets by Clowes, and illustrations from Enid's sketchbook in the film, created by Sophie Crumb (daughter of cartoonist R. Crumb). Along with the release of both the *Ghost World* film from MGM/UA, and the re-release of Clowes' *Ghost World* graphic novel from Fantagraphics, *The Ghost World Screenplay* is sure to be a must-have for the legion of devoted fans who have made Clowes the best-selling alternative comic book artist in the world. Also, this special screenplay edition is presented in the same size as the graphic novel, making it a perfect bookshelf companion for one of the best-selling and most critically-acclaimed graphic novels of all-time.

.com Dan Clowes described the story in *Ghost World* as the examination of "the lives of two recent high school graduates from the advantaged perch of a constant and (mostly) undetectable eavesdropper, with the shaky detachment of a scientist who has grown fond of the prize microbes in his petri dish." From this perch comes a revelation about adolescence that is both subtle and coolly beautiful. Critics have pointed out Clowes's cynicism and vicious social commentary, but if you concentrate on those aspects, you'll miss the exquisite whole that Clowes has captured. Each chapter ends with melancholia that builds towards the amazing, detached, ghostlike ending. From School Library Journal YA? Eight interconnected stories about two teens. Enid and Rebecca have been friends for so long that it's difficult for either of them to let the other grow or change. Now Enid will probably leave their working-class neighborhood and go away to college and Rebecca cannot accept this change in their relationship. Enid is the more radical and dramatic of the two, the one who talks a male friend into escorting her into an X-rated "adult" store. Rebecca is not so much a follower as simply more circumspect. She's the one who reasons that Josh, a friend they're both guilty of provoking sexually, really deserves to sleep with one of them after all the teasing he's weathered. While the vocabulary here is raunchy, it is accurate for the characters. These realistic 18-year-olds don't always talk nice and don't always act nice but they do have moral fiber underneath their tough-girl exteriors. It's just that they're at a point in life and a place in society where exteriors are a lot more important than nice. This is a book with distinct appeal to urban high school students, but it's certainly not for their younger brothers and sisters. Depending on where your comics are shelved, add this one where the age-appropriate audience is most likely to find it. The artwork is evocative and tasteful and the book can serve as a bridge to more literary stories of friendships. ?Francisca Goldsmith, Berkeley Public Library, CA Copyright 1999 Reed Business Information, Inc. Ranked #6 of The 20 Best Graphic Novels of the Decade (2009). - Paste Magazine *Ghost World* gets better every time I read it, and I've read it hundreds of times. It still frightens me a little how well Daniel Clowes managed to nail the teen-girl brain. - Alexandra Molotkow, *The Hairpin* Ranked #10 of "The 25 Greatest Gen X Books of All Time" (2009). - Details [Clowes] spells out the realities of teen angst as powerfully and authentically as Salinger did in *The Catcher in the Rye* for an earlier generation. - *The Village Voice* The most readable comic of the year. - *Time* The appeal of Daniel Clowes breakout graphic novel lies not from what could be predictable plotting, but from its engaging character work. It is the relationship between outsider teens Enid and Rebecca that holds readers in its hilariously cynical sway from panel one. - *Wizard*