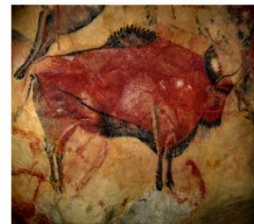
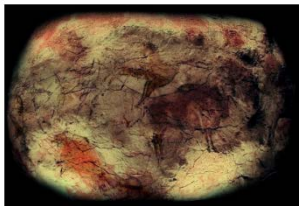


THE HISTORY OF VISUAL NARRATIVE

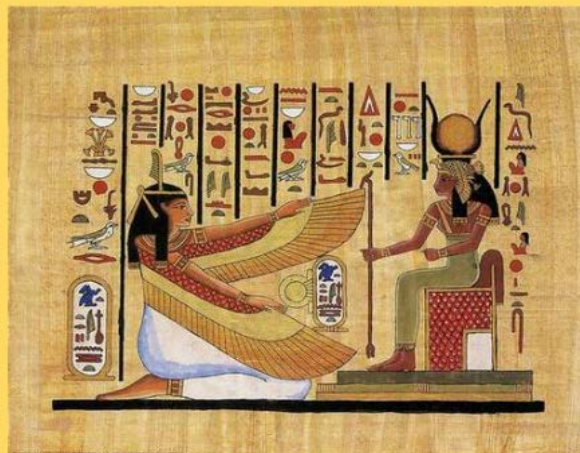


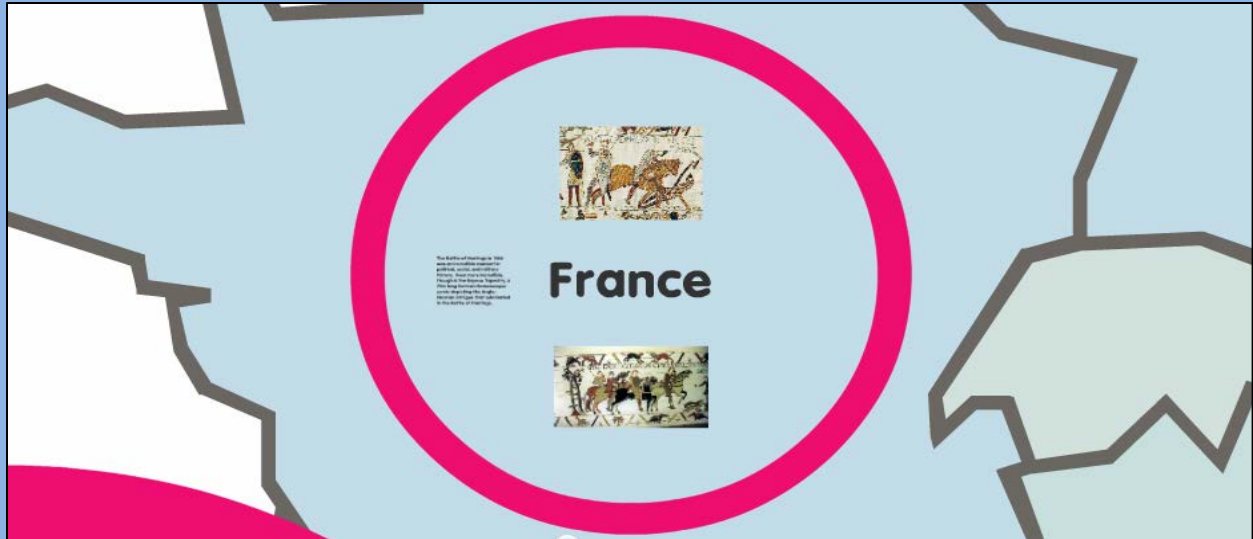
The Cave of Altamira in Spain is home to some of the first known examples of our species' capacity for artistic expression. Known as the Sistine Chapel of Cave art, its paintings go back 20,000-35,000 years.





Ancient Egypt gave us hieroglyphics, one of the neatest examples of early sequential art. In [Understanding Comics](#), Scott McCloud examines these ancient hieroglyphics and their important implications for contemporary comics and graphic novels.





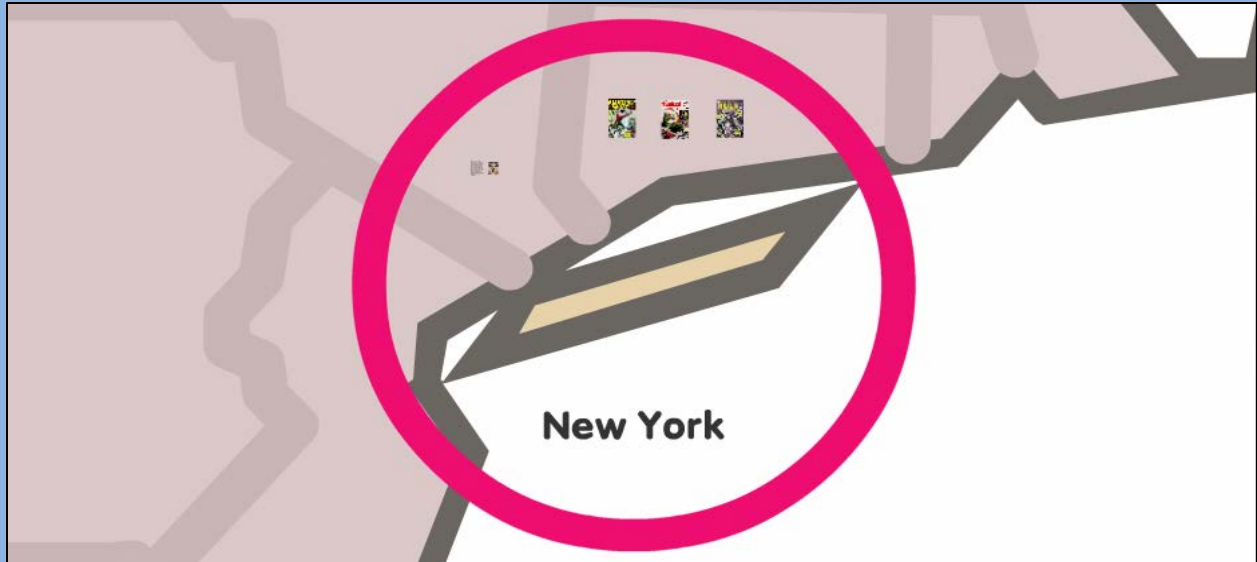
The Battle of Hastings in 1066 was an incredible moment in political, social, and military history. Even more incredible, though is the Bayeux Tapestry, a 70m long Norman Romanesque comic depicting the Anglo-Norman intrigue that culminated in the Battle of Hastings.





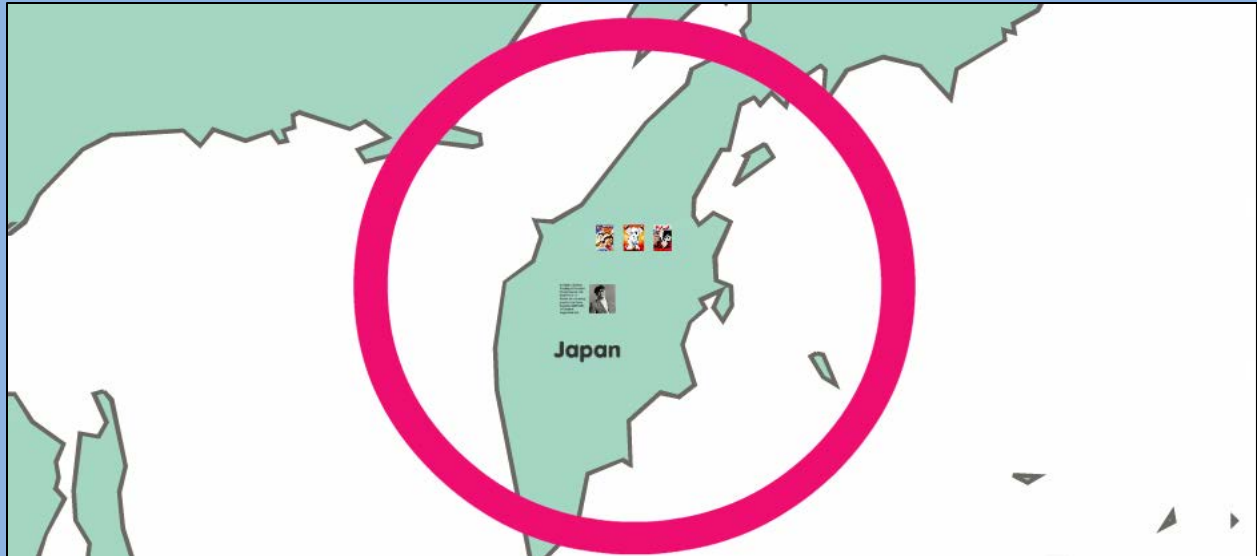
In the 18th century, English artist, William Hogarth created a series of eight paintings, a wordless visual narrative called "A Rake's Progress"





When we think of American Comics, we immediately think of Stan Lee. Now 90 years old, he is an iconic figure in Western comics.





In Japan, Ozuma Tezaku, is the icon. He is known as the **Godfather of Manga** for creating comics that have become hallmarks of Eastern sequential art.

