

through woods emily carroll

Through Woods Emily Carroll: Exploring the Haunting World of an Acclaimed Graphic Storyteller

through woods emily carroll is more than just a phrase—it's an invitation into a dark, atmospheric journey crafted by one of the most evocative voices in contemporary graphic storytelling. Emily Carroll, renowned for her eerie, haunting narratives and distinct artistic style, has captivated readers worldwide with her tales that often merge fairy-tale elements with unsettling horror. "Through Woods" serves as a perfect gateway into Carroll's unique blend of visual and literary artistry, where the woods symbolize mystery, danger, and the unknown.

If you've stumbled upon Emily Carroll's work or are curious about her contributions to graphic novels and horror comics, this article will guide you through the nuances of her storytelling, artistic techniques, and the impact of "Through Woods" on modern graphic literature.

The Essence of Through Woods Emily Carroll

Emily Carroll's stories frequently navigate themes of fear, isolation, and the supernatural. "Through Woods" reflects these motifs vividly, often using the metaphor of the woods—a timeless symbol of both wonder and menace. In many cultures, woods represent a liminal space, a place of transformation and uncertainty, and Carroll leverages this to craft narratives that linger long after the last panel.

Her work is best described as a blend of gothic horror and folklore, with a modern twist. Through her use of minimalist dialogue, stark contrasts in color, and haunting imagery, Carroll invites readers to experience the unsettling quietness of the woods and the lurking shadows within.

What Makes Emily Carroll's Style Unique?

One of the standout features of Emily Carroll's comics is her ability to tell deeply emotional and terrifying stories without overwhelming the reader with text. Her art style is characterized by:

- **Expressive yet subtle illustrations**: Carroll's use of muted color palettes, often with splashes of vivid red or eerie blues, enhances the mood and tension.
- **Minimalist dialogue**: Many of her narratives depend on the power of silence or sparse conversations, allowing visuals to speak volumes.
- **Unconventional panel layouts**: She frequently experiments with panel shapes and transitions, guiding the reader's eye in unexpected ways that heighten suspense.
- **Themes rooted in folklore and myth**: Drawing inspiration from fairy tales and legends, Carroll

reimagines these stories with a dark, psychological edge.

These elements come together to create an immersive experience that feels like stepping “through woods” into a strange, magical, and dangerous world.

Through Woods Emily Carroll: Notable Works and Impact

Emily Carroll’s most famous collection, “Through the Woods,” published in 2014, is a compilation of five short horror stories that exemplify her signature style. This graphic novel won critical acclaim for its chilling narratives and atmospheric art, earning the Eisner Award for Best Graphic Album—Reprint in 2015.

Stories That Define “Through the Woods”

Each story in the collection is set against a backdrop of forested landscapes or shadowy natural settings, exploring themes such as loss, transformation, and hidden dangers:

1. **“His Face All Red”** – A tale of a young girl who encounters a mysterious figure in the woods, blending innocence with menace.
2. **“The Nesting Place”** – A haunting narrative about motherhood, protection, and the lengths one will go to for family.
3. **“My Friend Janna”** – Delving into childhood fears and the supernatural bonds between friends.
4. **“When the Dark Man Calls”** – A story about confronting past trauma and the shadows that follow us.
5. **“The Hole the Fox Did Make”** – An eerie fable-like story with unsettling twists.

These stories are not just horror for horror’s sake; they explore human emotions and complexities wrapped in fantastical horror, making them resonate on multiple levels.

Influence on Horror Comics and Graphic Novels

Emily Carroll’s approach to storytelling has inspired a new wave of horror comic creators who see the potential in blending folklore with personal, emotional narratives. Her ability to use the graphic novel medium to build suspense and evoke deep psychological unease has elevated the genre, proving that horror comics can be both artistically sophisticated and emotionally compelling.

Moreover, Carroll’s work often appears in anthologies and online platforms, contributing to the growing popularity of webcomics and digital storytelling. Her ventures into interactive horror comics, such as the acclaimed “Margot’s Room,” further demonstrate her innovation in using technology to deepen reader

engagement.

Thematic Depth in Through Woods Emily Carroll

Beyond the surface-level scares, Carroll's stories often wrestle with profound themes that add layers to her work. Understanding these themes can enrich one's reading experience.

The Woods as a Symbolic Space

In literature, woods traditionally symbolize the unknown, a place where societal rules dissolve and primal instincts surface. Carroll uses the woods to embody this duality:

- **A place of enchantment and danger**: The woods can be mesmerizing and beautiful yet hold threats lurking just out of sight.
- **A metaphor for psychological states**: Characters often wander into woods during times of emotional turmoil, symbolizing journeys into the subconscious.
- **A setting for transformation**: Encounters in the woods often lead to irreversible changes for characters, both physically and mentally.

This symbolic richness makes "Through Woods" not just a collection of creepy stories but a meditation on human fears and desires.

The Intersection of Folklore and Modern Horror

Emily Carroll expertly weaves traditional folklore elements into her stories, but she doesn't merely replicate old tales. Instead, she reinterprets them through contemporary lenses, addressing modern anxieties such as isolation, trauma, and identity.

Her use of classic horror motifs—haunted forests, mysterious creatures, and cursed objects—feels fresh because it's grounded in relatable emotional experiences. This blend of the old and new resonates with readers who crave both nostalgia and innovation in horror.

Tips for Readers New to Through Woods Emily Carroll

If you're stepping into Emily Carroll's world for the first time, here are some helpful tips to enhance your experience:

- **Immerse yourself in the visuals**: Take time to appreciate her use of color, panel design, and artwork details. These elements are crucial to the mood.
- **Read in a quiet, comfortable space**: Carroll's stories are atmospheric and benefit from an environment where you can focus fully and let the tension build.
- **Pay attention to subtle cues**: Sometimes, small visual hints foreshadow events or reveal character emotions that dialogue doesn't spell out.
- **Explore her online works**: Beyond "Through the Woods," Carroll's webcomics and interactive stories offer different formats to enjoy her storytelling.
- **Reflect on the themes**: Consider how the woods and other motifs relate to broader ideas about fear, growth, and transformation.

The Artistic Evolution of Emily Carroll

Since the release of "Through the Woods," Emily Carroll's artistic style has continued to evolve while maintaining the core traits that define her work. Her later projects show a willingness to experiment with new storytelling formats and digital media, pushing the boundaries of graphic horror.

Her influence can also be seen in collaborations with other creators and contributions to popular media, including her work on adaptations of horror stories and graphic novel anthologies. Carroll's unique voice continues to grow, inspiring both readers and aspiring artists in the horror and graphic novel communities.

Walking through the woods with Emily Carroll is an experience marked by beauty, fear, and uncanny wonder. Her stories invite us to confront the darkness within and around us, all while wrapped in hauntingly beautiful art. Whether you're a longtime fan or new to her work, the phrase "through woods emily carroll" promises a journey into storytelling that is as profound as it is chilling.

Frequently Asked Questions

What is 'Through Woods' by Emily Carroll about?

'Through Woods' by Emily Carroll is a haunting graphic story that explores themes of fear, nature, and the supernatural, using eerie visuals and minimal text to create a chilling atmosphere.

Who is Emily Carroll, the creator of 'Through Woods'?

Emily Carroll is a Canadian comic artist known for her horror and dark fantasy webcomics, including 'Through Woods', which has been praised for its unique storytelling and atmospheric art style.

Where can I read 'Through Woods' by Emily Carroll?

'Through Woods' is available to read on Emily Carroll's official website and various digital comic platforms where her work is published.

What makes the art style in 'Through Woods' by Emily Carroll distinctive?

Emily Carroll's art in 'Through Woods' features minimalist yet expressive illustrations with a muted color palette that enhances the eerie and suspenseful mood of the story.

Has 'Through Woods' by Emily Carroll received any awards or recognition?

While 'Through Woods' itself has been widely praised, Emily Carroll has received multiple awards for her graphic storytelling, including Eisner Awards, highlighting her impact on the horror comics genre.

Additional Resources

Through Woods Emily Carroll: An Exploration of Haunting Visual Storytelling

through woods emily carroll serves as a compelling entry point into the eerie and immersive world crafted by acclaimed graphic novelist and illustrator Emily Carroll. Renowned for her distinctive approach to horror and folklore, Carroll's work "Through Woods" exemplifies her mastery in blending minimalist art with rich, unsettling narratives. This article delves into the creative nuances of "Through Woods," evaluating its thematic depth, artistic style, and its place within Carroll's oeuvre and the broader graphic storytelling landscape.

Understanding "Through Woods" and Emily Carroll's Artistic Vision

Emily Carroll has established herself as a formidable voice in contemporary horror comics, with a reputation for creating atmospheric tales that linger in the reader's mind. "Through Woods" is emblematic of her style—an evocative blend of simple yet expressive illustrations paired with narratives that explore the uncanny and the mysterious. The story often revolves around characters venturing into the woods, a classic motif in horror and folklore symbolizing the journey into the unknown or subconscious fears.

The phrase "through woods emily carroll" is frequently searched by readers intrigued by her distinctive storytelling method that transforms traditional fairy tale tropes into modern psychological horror. This

work does not rely on graphic violence but rather on mood, pacing, and subtle visual cues to evoke unease. The sparse color palette and strategic use of shadows contribute to the immersive experience, allowing readers to engage emotionally and intellectually.

Thematic Exploration in “Through Woods”

At its core, “Through Woods” explores themes of fear, transformation, and the interplay between innocence and danger. The setting—a dense, often impenetrable forest—serves as a metaphor for the unknown challenges and internal struggles faced by the characters. Carroll’s narratives typically probe how individuals confront or succumb to these fears, often leaving the endings ambiguous, inviting reflection and interpretation.

The motif of the woods functions multifariously: as a physical space, a psychological landscape, and a symbol of liminality. This layered approach to setting underscores Carroll’s skill in infusing her stories with complexity beneath their minimalist surface. Readers and critics alike often note that “through woods emily carroll” stories resonate because they tap into universal anxieties about isolation, vulnerability, and the loss of control.

Artistic Style and Visual Storytelling Techniques

Emily Carroll’s visual approach in “Through Woods” distinguishes her from many contemporaries in the graphic novel genre. Her use of watercolor textures combined with stark, clean lines creates a haunting and ethereal atmosphere. The deliberate pacing of panels and the interplay between text and imagery emphasize mood over explicit exposition.

A notable feature of Carroll’s work is her innovative use of digital formats to enhance the reading experience. Some of her stories, including those related to “Through Woods,” have been published as webcomics, allowing for interactive elements such as animated transitions and non-linear navigation. This technique deepens immersion and sets Carroll apart in the evolving digital comics space.

Comparative Insights: Emily Carroll versus Traditional Horror Comics

Comparing Emily Carroll’s “Through Woods” to traditional horror comics reveals significant stylistic and narrative divergences. Whereas classic horror comics often rely on graphic content, jump scares, or overt monsters, Carroll’s work is subtler, focusing on psychological dread and atmosphere. This approach has garnered critical acclaim for revitalizing horror storytelling within the graphic novel domain.

Moreover, Carroll’s emphasis on female protagonists and themes of empowerment through confronting fear

contrasts with many older horror narratives that marginalize or victimize women. This modern sensibility aligns with evolving cultural conversations about representation in genre fiction.

Reception and Impact of “Through Woods”

Since its release, “Through Woods” has been celebrated by both readers and critics for its originality and emotional resonance. The story’s capacity to evoke unease without resorting to explicit horror elements has been highlighted as a significant accomplishment. It has also contributed to Emily Carroll’s rising prominence in graphic literature, influencing emerging artists interested in blending art and narrative innovation.

The work’s success is reflected in its presence on various literary and graphic novel recommendation lists, and its frequent mention in discussions about the future direction of horror comics. “Through Woods” exemplifies how graphic storytelling can transcend genre limitations to explore profound psychological themes.

Pros and Cons of “Through Woods” as a Graphic Narrative

- **Pros:**

- Atmospheric and immersive art style that enhances storytelling.
- Innovative use of digital comic formats to engage readers.
- Complex themes presented through minimalist narrative techniques.
- Strong, nuanced female characters breaking genre stereotypes.

- **Cons:**

- Ambiguous endings may frustrate readers seeking closure.
- Minimalistic dialogue and pacing could be perceived as slow by some.
- The subtlety of horror might not appeal to fans of more conventional scares.

The Legacy of “Through Woods” in Emily Carroll’s Career

“Through Woods” occupies a significant place within Emily Carroll’s portfolio, marking a maturation of her storytelling and artistic techniques. It encapsulates many elements that have become hallmarks of her style: the fusion of folklore motifs with modern fears, the interplay of light and shadow in visual design, and the effective use of digital platforms to push narrative boundaries.

As Carroll continues to evolve as an artist, “Through Woods” remains a reference point for both fans and critics, illustrating the potential of graphic novels to explore complex emotional and psychological landscapes. Its influence extends to other creators seeking to innovate within horror and fantasy genres, reinforcing Emily Carroll’s status as a pioneering figure in contemporary graphic storytelling.

In understanding “through woods emily carroll,” one appreciates not only the story itself but also the broader impact of Carroll’s artistic vision on the medium. Her ability to merge haunting tales with compelling visuals invites readers to confront the eerie depths of the human psyche, making “Through Woods” an essential study for enthusiasts of graphic horror and narrative art alike.

[Through Woods Emily Carroll](#)

through woods emily carroll: Through the Woods Emily Carroll, 2014-07-15 Discover a terrifying world in the woods in this collection of five hauntingly beautiful graphic stories that includes the online webcomic sensation “His Face All Red,” in print for the first time. Journey through the woods in this sinister, compellingly spooky collection that features four brand-new stories and one phenomenally popular tale in print for the first time. These are fairy tales gone seriously wrong, where you can travel to “Our Neighbor’s House”—though coming back might be a problem. Or find yourself a young bride in a house that holds a terrible secret in “A Lady’s Hands Are Cold.” You might try to figure out what is haunting “My Friend Janna,” or discover that your brother’s fiancée may not be what she seems in “The Nesting Place.” And of course you must revisit the horror of “His Face All Red,” the breakout webcomic hit that has been gorgeously translated to the printed page. Already revered for her work online, award-winning comic creator Emily Carroll’s stunning visual style and impeccable pacing is on grand display in this entrancing anthology, her print debut.

through woods emily carroll: Feral and Hysterical Sadie Hartmann, 2025-08-19 Discover the Scream Queens of Must-Read Horror Bram Stoker Awards® winning author Sadie “Mother Horror” Hartmann has curated the ultimate collection of recommendations from the leading ladies of horror! From classic authors such as Mary Shelley, Shirley Jackson, and Daphne du Maurier to the modern wave of indie names and all the underrated voices waiting to be discovered, there’s enough deadly damsels in here to leave you feeling distressed long after you’ve run out of shelf space. Each recommendation includes a spoiler-free synopsis and has been carefully catalogued and organized into thematic reading lists making it easier than ever to sate your darkest desires. Are you

in your Gothic Era? Love watching a marriage gruesomely fall apart? Just finished Mexican Gothic and need more Sporr in your life? Whatever you're vibing with, there's a list for that. Featuring a foreword by prolific horror author Ania Ahlborn and five essays from Alma Katsu, Alexis Henderson, Christina Henry, Rae Wilde, and Laura Purcell, this fully illustrated reader's guide is a must-have for any horror fanatic looking to get out of a reading slump or diversify their TBR pile.

through woods emily carroll: Horror Comics and Religion Brandon R. Gafius, 2024-12-02 While many genres offer the potential for theological reflection and exploration of religious issues, the nature of horror provides unique ways to wrestle with these questions. Since EC Comics of the 1950s, horror comics have performed theological work in ways that are sometimes obvious, sometimes subtle, but frequently surprising and provocative. This collection brings together essays covering the history of horror comics, from the 1950s to the present, with a focus on their engagement with religious and theological issues. Essays explore topics such as the morality of EC Comics, cosmic indifference in the works of Junji Ito, the reincarnated demons of the web-comic The Devil is a Handsome Man, religion and racial horror in comic voodoo, and much more.

through woods emily carroll: Fairy Tales as Social Critique in Adaptations by Women Writers Laura Alexander, 2025-03-10 This collection considers how women writers subvert normative structures in their adaptations of fairy tales. Though fairy tales as a genre have long been associated with conservative values, writers like Anne Sexton, Angela Carter, and Emma Donoghue, among others, reimagine fairy tales as an instrument of social critique of traditional structures. The essays in this collection consider the way women writers rewrite mythologies inherited from the past, charting the decline of aristocratic systems and entrenched class structures.

through woods emily carroll: Comics, Graphic Novels, and Manga Randall Bonser, 2017-09-08 Interest in comic books, graphic novels, and manga has never been greater, and fans of these works continue to grow around the world. From American superheroes like Superman and Spiderman to Japanese manga like Dragon Ball, there is a rich world of graphic storytelling that appeals to a wide range of readers—from young children just beginning to read to adults of every age who are captivated by dynamic illustrations and complex characters. Once dismissed as “just” for children, comic books are now appreciated for their vibrant art and sophisticated storylines. In Comics, Graphic Novels, and Manga: The Ultimate Teen Guide, Randall Bonser explores the history, evolution, diversification, and impact of graphic storytelling. This book looks at the origins of illustrated stories and how they evolved over the decades. A celebration and exploration of the rapidly growing world of comics, this book discusses such topics as the history of graphic storytelling, from cave drawings to zombie comicsthe impact of American superhero comics on popular culture diversity in comicsthe tools comic book and graphic novel creators use to communicateeasy starting points for readers new to comics Featuring reviews of more than 90 graphic novels and popular manga series, this book provides recommendations of what teens should consider reading next. The author also provides a short course on how teens can create and distribute their own comics. For those who either want to start reading comics but aren't sure where to start, or as a gateway for the comics enthusiast to explore a different graphic novel genre, Comics, Graphic Novels, and Manga: The Ultimate Teen Guide provides a fun and fascinating introduction to these worlds.

through woods emily carroll: *Monster, She Wrote* Lisa Kröger, Melanie R. Anderson, 2019-09-17 Meet the women writers who defied convention to craft some of literature's strangest tales, from Frankenstein to The Haunting of Hill House and beyond. Frankenstein was just the beginning: horror stories and other weird fiction wouldn't exist without the women who created it. From Gothic ghost stories to psychological horror to science fiction, women have been primary architects of speculative literature of all sorts. And their own life stories are as intriguing as their fiction. Everyone knows about Mary Shelley, creator of Frankenstein, who was rumored to keep her late husband's heart in her desk drawer. But have you heard of Margaret “Mad Madge” Cavendish, who wrote a science-fiction epic 150 years earlier (and liked to wear topless gowns to the theater)? If you know the astounding work of Shirley Jackson, whose novel The Haunting of Hill House was

reinvented as a Netflix series, then try the psychological hauntings of Violet Paget, who was openly involved in long-term romantic relationships with women in the Victorian era. You'll meet celebrated icons (Ann Radcliffe, V. C. Andrews), forgotten wordsmiths (Eli Colter, Ruby Jean Jensen), and today's vanguard (Helen Oyeyemi). Curated reading lists point you to their most spine-chilling tales. Part biography, part reader's guide, the engaging write-ups and detailed reading lists will introduce you to more than a hundred authors and over two hundred of their mysterious and spooky novels, novellas, and stories.

through woods emily carroll: Out of This World Library Programs Joel A. Nichols, 2017-02-06 Focusing on the most compelling titles across the vast area of imaginative fantasy and science fiction literature and media, this book showcases creative ways to build on existing interest in these genres and promote reading, literacy, and critical thinking. Science fiction and fantasy stories captivate the imaginations of youth and adults—even today, when real-life technological developments often border on unbelievable. We see evidence of the universal appeal of sci-fi and fantasy-themed tales in popular books, movies, and television series—from *The Hunger Games*, *The Martian*, and *Star Wars* to *Jessica Jones* and *The Man in the High Castle*. This guide provides avenues for making use of what naturally interests young audiences pre-teen through emerging or new adult with some 50 programs based on speculative fiction. For each of the literature-based programs, the book provides a description of the project that identifies the appropriate age level and its goals and learning objectives as well as the duration of time and materials needed. While the selection of titles is diverse, special emphasis is given to media and books created by women and people of color. The step-by-step directions, annotation of the book on which the project is based, list of related titles, and special tips ensure that you'll be able to easily implement the program in your classroom or library. Most of the programs have a technology-related component but can be adapted to be done as traditional crafts. All of the programs are appropriate for students in English and creative writing classes as well as for youth or young adults in a public library setting.

through woods emily carroll: **Comic Book Women** Peyton Brunet, Blair Davis, 2022-01-11 2023 Ray and Pat Browne Best Single Work by One or More Authors in Popular and American Culture, Popular and American Culture Association (PACA) / Popular Culture Association (PCA) 2023 Ray and Pat Browne Best Edited Reference/Primary Source Work in Popular Culture Award (Honorable Mention), Popular and American Culture Association (PACA) / Popular Culture Association (PCA) 2023 Peter C. Rollins Book Award, Southwest Texas Popular Culture and American Culture Associations (SWPACA) A revisionist history of women's pivotal roles as creators of and characters in comic books. The history of comics has centered almost exclusively on men. Comics historians largely describe the medium as one built by men telling tales about male protagonists, neglecting the many ways in which women fought for legitimacy on the page and in publishers' studios. Despite this male-dominated focus, women played vital roles in the early history of comics. The story of how comic books were born and how they evolved changes dramatically when women like June Tarpé Mills and Lily Renée are placed at the center rather than at the margins of this history, and when characters such as the Black Cat, Patsy Walker, and Señorita Rio are analyzed. *Comic Book Women* offers a feminist history of the golden age of comics, revising our understanding of how numerous genres emerged and upending narratives of how male auteurs built their careers. Considering issues of race, gender, and sexuality, the authors examine crime, horror, jungle, romance, science fiction, superhero, and Western comics to unpack the cultural and industrial consequences of how women were represented across a wide range of titles by publishers like DC, Timely, Fiction House, and others. This revisionist history reclaims the forgotten work done by women in the comics industry and reinserts female creators and characters into the canon of comics history.

through woods emily carroll: *Delilah Dirk and the King's Shilling* Tony Cliff, 2016-03-08 Globetrotting troublemaker Delilah Dirk and her loyal friend Selim are just minding their own business, peacefully raiding castles and traipsing across enemy lines, when they attract the unwanted attention of the English Army. Before they know it, Delilah and Selim have gotten

themselves accused of espionage against the British crown! Delilah will do whatever it takes to clear her good name, be it sneaking, skirmishing, or even sword fighting... But can she bring herself to wear a pretty dress and have a nice cup of tea with her mother? Delilah Dirk may be defeated at last. By tulle...in Tony Cliff's *Delilah Dirk and the King's Shilling*.

through woods emily carroll: *Monstrous Beings and Media Cultures* Jessica Balanzategui, Allison Craven, 2025-10-01 *Monstrous Beings and Media Cultures* examines the monsters and sinister creatures that spawn from folk horror, Gothic fiction, and from various sectors of media cultures. The collection illuminates how folk monsters form across different art and media traditions, and interrogates the 21C revitalization of folk as both a cultural formation and aesthetic mode. The essays explore how combinations of vernacular and institutional creative processes shape the folkloric and/or folkloresque attributes of monstrous beings, their popularity, and the contexts in which they are received. While it focuses on 21C permutations of folk monstrosity, the collection is transhistorical in approach, featuring chapters that focus on contemporary folk monsters, historical antecedents, and the pre-C21st art and media traditions that shaped enduring monstrous beings. The collection also illuminates how folk monsters and folk horror travel across cultures, media, and time periods, and how iconic monsters are tethered to yet repeatedly become unanchored from material and regional contexts.

through woods emily carroll: *The Best American Nonrequired Reading 2015* 826 National, 2015 Adam Johnson, author of the Pulitzer Prize-winning *The Orphan Master's Son*, works with group of high school students out of 826 San Francisco to select the year's best new fiction, nonfiction, poetry, comics, and category-defying gems aimed at readers 15 and up.

through woods emily carroll: *Romeo and/or Juliet* Ryan North, 2016-06-07 The New York Times bestseller from the author of *How to Invent Everything* and *To Be or Not To Be* *Romeo loves Juliet. Or Rosaline. And Juliet loves Romeo. Or Viola. Or Orlando. It's Shakespeare as you've never played him before.* In this choose-your-own-path version of *Romeo and Juliet*, you choose where the story goes every time you read! What if Romeo never met Juliet? What if Juliet got really buff instead of moping around the castle all day? What if they teamed up to take over Verona with robot suits? Whatever your adventure, you're guaranteed to find lots of romance, lots of epic fight scenes, and plenty of questionable decision-making by very emotional teens. All of the endings—there are over a hundred—feature beautiful illustrations by some of the greatest artists working today, including New York Times bestsellers Kate Beaton, ND Stevenson, Randall Munroe, and Jon Klassen. Packed with exciting choices, fun puzzles, secret surprises, terrible puns, and more than a billion possible storylines, *Romeo and/or Juliet* offers a new experience every time you read it. You can choose to play as Romeo or Juliet (obviously) but you can also play as both of them, or as Juliet's nurse, or, if you're good, you can even unlock a fourth playable character! That's right. We figured out how to have unlockable characters in books. Choose well, and you may even get to write the world's most awkward choose-your-own sex scene.

through woods emily carroll: *The Spectacular Sisterhood of Superwomen* Hope Nicholson, 2017-05-02 Meet more than one hundred of the most heroic female characters in comics history, complete with backstories, vintage art, and colorful commentary. This spectacular sisterhood includes costumed crimebusters like Miss Fury, super-spies like Tiffany Sinn, sci-fi pioneers like Gale Allen, and even kid troublemakers like Little Lulu. With vintage art, publication details, a decade-by-decade survey of industry trends and women's roles in comics, and spotlights on iconic favorites like Wonder Woman and Ms. Marvel, *The Spectacular Sisterhood of Superwomen* proves that not only do strong female protagonists belong in comics, they've always been there.

through woods emily carroll: *Folkloric Horror in Medieval Literature* Christopher M. Flavin, Caitlyn Harris, 2024-12-15 *Folkloric Horror in Medieval Literature: New Discussions and Approaches* focuses on the medieval and early modern precursors of what is now frequently described as Folk Horror. Part of the argument staged in this book stems from an observation that much of what is currently excluded from the conversation about folk horror, if not all horror generally, could be considered folkloric or folkloresque in many cases and would be worthy of

inclusion in the discussion. The argument here is that the recurrent use of medieval literature and tropes as elements of the modern Folk Horror revival in the late twentieth and twenty-first centuries stems in part from a modern repulsion and fascination with the premodern. It is also an outgrowth of traditional narrative fascinations with the abject and the rejected sense of past and place which is present in recognizable forms in premodern literatures globally.

through woods emily carroll: The Gothic and Twenty-First-Century American Popular Culture , 2024-05-13 The Gothic and Twenty-First-Century American Popular Culture examines the gothic mode deployed in a variety of texts that touch upon inherently US American themes, demonstrating its versatility and ubiquity across genres and popular media. The volume is divided into four main thematic sections, spanning representations related to ethnic minorities, bodily monstrosity, environmental anxieties, and haunted technology. The chapters explore both overtly gothic texts and pop culture artifacts that, despite not being widely considered strictly so, rely on gothic strategies and narrative devices.

through woods emily carroll: What to Do if You Don't Know What to Do Evan Jones, 2025-08-22 Are You Following Someone Else's Dream? Or Is It Finally Time to Start Building Your Own? In a world where anxiety, burnout, and uncertainty define the transition from school to adulthood, it's no wonder so many young people feel lost. With the pressure to 'succeed' building before we've even defined what success truly means to us, the path forward can feel like walking a tightrope without a safety net. This book is a conversation starter, a mindset shifter, and a quiet rebellion against the narrow definitions of success that has been handed down to us from generations past. It doesn't pretend to have all the answers—but it will help you ask better questions. Drawing on his personal experience as a Canadian high school teacher with years of national and international teaching experience, Jones outlines how our current education system—designed to guide students from one structured task to the next—fails to prepare us for the unpredictable reality of adult life. Combining personal reflection with research-informed insight, What to Do if You Don't Know What to Do is an exploration into why so many people feel lost in the modern-day workplace—and offers a perspective shifting framework for reclaiming a stronger sense of self and direction. Drawn from personal experience, deep reflection, and timeless wisdom, this guide is for the daydreamers, the late bloomers, and the eternally restless. Whether you read cover-to-cover or one section at a time, this is a practical guide for anyone seeking to move forward with intention. Read it in bites. Reflect deeply. Come back often. You're not behind—you're just getting started.

through woods emily carroll: A Cultural History of Fairy Tales in the Modern Age Andrew Teverson, 2021-07-15 How have fairy tales from around the world changed over the centuries? What do they tell us about different cultures and societies? Drawing together contributions from an international range of scholars in history, literature, and cultural studies, this volume uniquely examines creative applications of fairy tales in the twentieth and twenty-first centuries. It explores how the fairy tale has become a genre that flourishes on film, on TV, and in digital media, as well as in the older technologies of print, performance, and the visual arts. An essential resource for researchers, scholars and students of literature, history, the visual arts and cultural studies, this book explores such themes and topics as: forms of the marvelous, adaptation, gender and sexuality, humans and non-humans, monsters and the monstrous, spaces, socialization, and power. A Cultural History of Fairy Tales (6-volume set) A Cultural History of Fairy Tales in Antiquity is also available as a part of a 6-volume set, A Cultural History of Fairy Tales, tracing fairy tales from antiquity to the present day, available in print, or within a fully-searchable digital library accessible through institutions by annual subscription or on perpetual access (see www.bloomsburyculturalhistory.com). Individual volumes for academics and researchers interested in specific historical periods are also available digitally via www.bloomsburycollections.com.

through woods emily carroll: Perspectives on Digital Comics Jeffrey SJ Kirchoff, Mike P. Cook, 2019-02-21 This collection of new essays explores various ways of reading, interpreting and using digital comics. Contributors discuss comics made specifically for web consumption, and also

digital reproductions of print-comics. Written for those who may not be familiar with digital comics or digital comic scholarship, the essays cover perspectives on reading, criticism and analysis of specific titles, the global reach of digital comics, and how they can be used in educational settings.

through woods emily carroll: *The Readers' Advisory Guide to Horror* Becky Siegel Spratford, 2021-09-30 Like the zombies, ghouls, and vampires which inhabit many of its books, the popularity of horror fiction is unstoppable. Even if you don't happen to be a fan yourself, you won't be "scared" to advise readers on finding their next great fright thanks to the astute guidance provided by horror expert Spratford in her updated guide. This definitive resource for library workers at any level of experience or familiarity with horror fiction details the state of the genre right now, including its appeal factors and key authors, assisting readers in getting up to speed quickly; presents ten annotated lists of suggested titles, all published since 2000, each with a short introduction providing historical context; delves into horror movies, TV shows, podcasts, and other formats; and offers abundant marketing advice, programming options, and pointers on additional resources.

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