



Mark Siegel

Topics

Best Selling and Award Winning Authors, Children and Young Adult Authors

Travels From

New York

Bio

Mark Siegel is the founder and Creative and Editorial Director of First Second Books, Macmillan's graphic novel house. First Second offers an ambitious collection in every age category, in a wide range of themes and styles, with talent from all over the world. First Second has garnered an unmatched array of literary awards, starred reviews, and bestsellers—including for the original works of National Book Award Finalist and Printz Winner Gene Luen Yang, and beloved bestselling titles such as *This One Summer*, *Real Friends*, *Spill Zone*, and many more. Mark has appeared before thousands of librarians and educators to speak about the graphic novel renaissance. Alongside First Second, Mark is the author and illustrator of several award-winning picture books and graphic novels, including *Seadogs*, *Long Night Moon*, *To Dance*, *Moving House*, and *Sailor Twain*, which author John Irving called “a gripping novel with compelling characters, enhanced by haunting, erotically charged artwork.” Mark's latest project is the collaborative graphic novel *5 Worlds*, an epic science-fiction series for young readers. The *New York Times* Book Review hails it as “. . . a bang-zoom start to a series that promises to be epic

in both the classical and internet senses of the word. . . this is a capital-S Saga.” Mark has given lectures and workshops internationally and all around North America, for authors, artists, librarians, students, executives in many venues, at tradeshow, companies, Comic Cons, and animation studios, including Blue Sky, Dreamworks, Disney, and Pixar, for both creative and executives.

SPEECHES

The Great American Graphic Novel

Mark Siegel presents a short and entertaining history of comics in America from early pamphlets, to today’s unprecedented graphic novel renaissance. Discover the special moment we are in, and where it may be heading, and some of the extraordinary graphic novelists who belong in any well-rounded reading diet.

The Impossible Dance of Art & Business

This popular workshop has been honed all over the country. Even though it explores the creative life from the book publishing angle, it is now in demand with TV and feature animation studios. Mark discusses how to reconcile art and commerce and their inherent contradictions—in one’s life or in a project. It is a unique insight, offering tools to help both executives and creatives communicate with each other.

Living the Creative Life

For creators in any medium: Mark Siegel takes a layered look at the challenges, inner and outer, facing a creative pursuit in the world today. Mark provides unique tools, examples, and stories to encourage and nurture authors and artists in every field, drawn from his own unique experience as an editor and as an author.

Fiction and the Quest for Truth

There are a great many impulses driving people to create stories in books, in film, and on stage. Money and fame are a motivation for many; but others long to make lasting, meaningful works. For that there are other motives besides profit: what about the uplift motive? The healing motive? How about the truth motive? Whether in fiction, in art, in story, in journalism or in life—many of the greatest creations are driven by a daring love of truth.

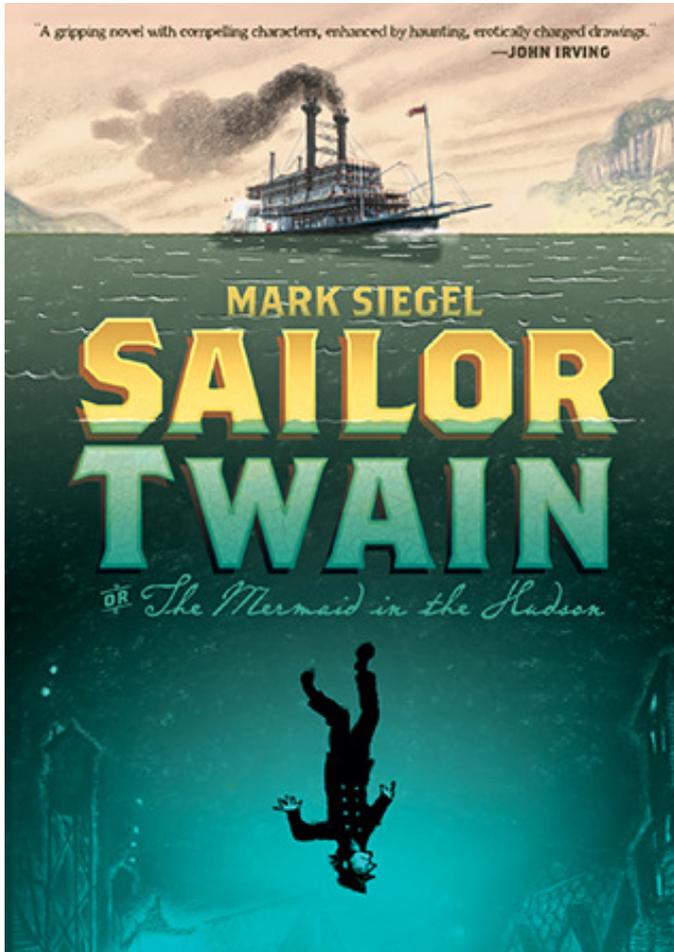
'Making Of' Workshop: *Sailor Twain*

Get behind-the-scenes of making the *New York Times* bestselling graphic novel for adults *Sailor Twain*, or the *Mermaid in the Hudson*. Also very popular in colleges and creative venues—sharing the magic and mishaps of making a book is always entertaining and inspiring. Other workshops include making *Oskar and the Eight Blessings* and making *5 Worlds: The Sand Warrior*, a unique collaborative series.

Graphic Novels and a New Visual Literacy

Mark Siegel's lecture features visual story mechanics, tools for the classroom, data, and resources on literacy and visual media.

BOOKS

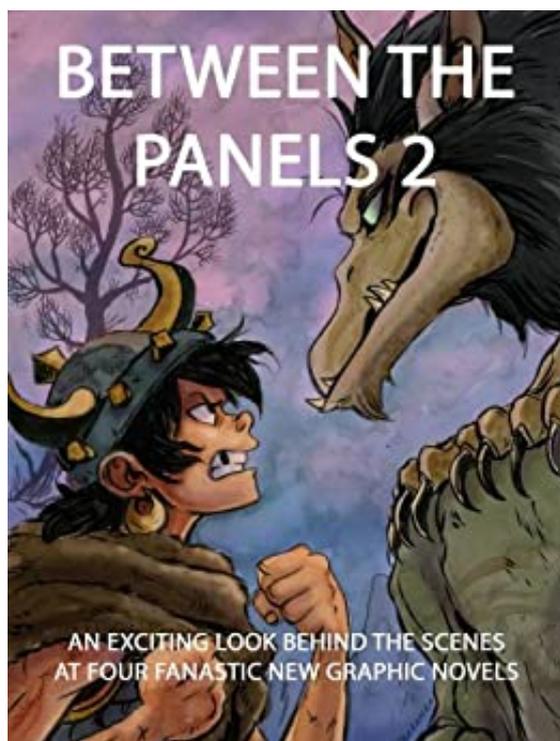


Paperback

[Sailor Twain](#) Or: Mermaid on the Hudson

First Second

A mysterious and beguiling love story with elements of Poe, Twain, Hemingway, and Greek mythology, drawn in moody black-and-white charcoal, this new paperback edition of the New York Times Best-Selling graphic novel by author/illustrator Mark Siegel is a study in romance, atmosphere, and suspense. Don't miss *Sailor Twain*.



[Between the Panels 2](#) An Exciting Look Behind the Scenes at Four Fantastic New Graphic Novels

First Second Books

Have you ever asked yourself what goes on in comics between the panels and behind the scenes? *Between the Panels 2* gives you an inside look at the making of four great new graphic novels: *Broxo*, by Zack Giallongo; *Legends of Zita the Spacegirl*, by Ben Hatke; *Bloody Chester*, by JT Petty and Hilary Florido, *Sumo*, by Thien Pham, and *Sailor Twain*, by Mark Siegel.

E-Book

REVIEWS: “Thank you for your inspiring and fascinating lecture and presentation. The students were deeply impressed with you. You gave them much to think about and I believe you may have changed a few lives today.”

—John Canemaker, Animation Area Head, NYU Tisch

“First Second is one of the great literary presses of the modern world.”

—boingboing.net

“The gold standard for the new graphic novel is First Second.”

—Snow Wildsmith

“The workshop, explored playful ways to communicate complex topics and demonstrated the power of the comics medium as a tool for literacy in an increasingly visual culture.”

—Edward Finn, Director, Center for Science and the Imagination, Arizona State University