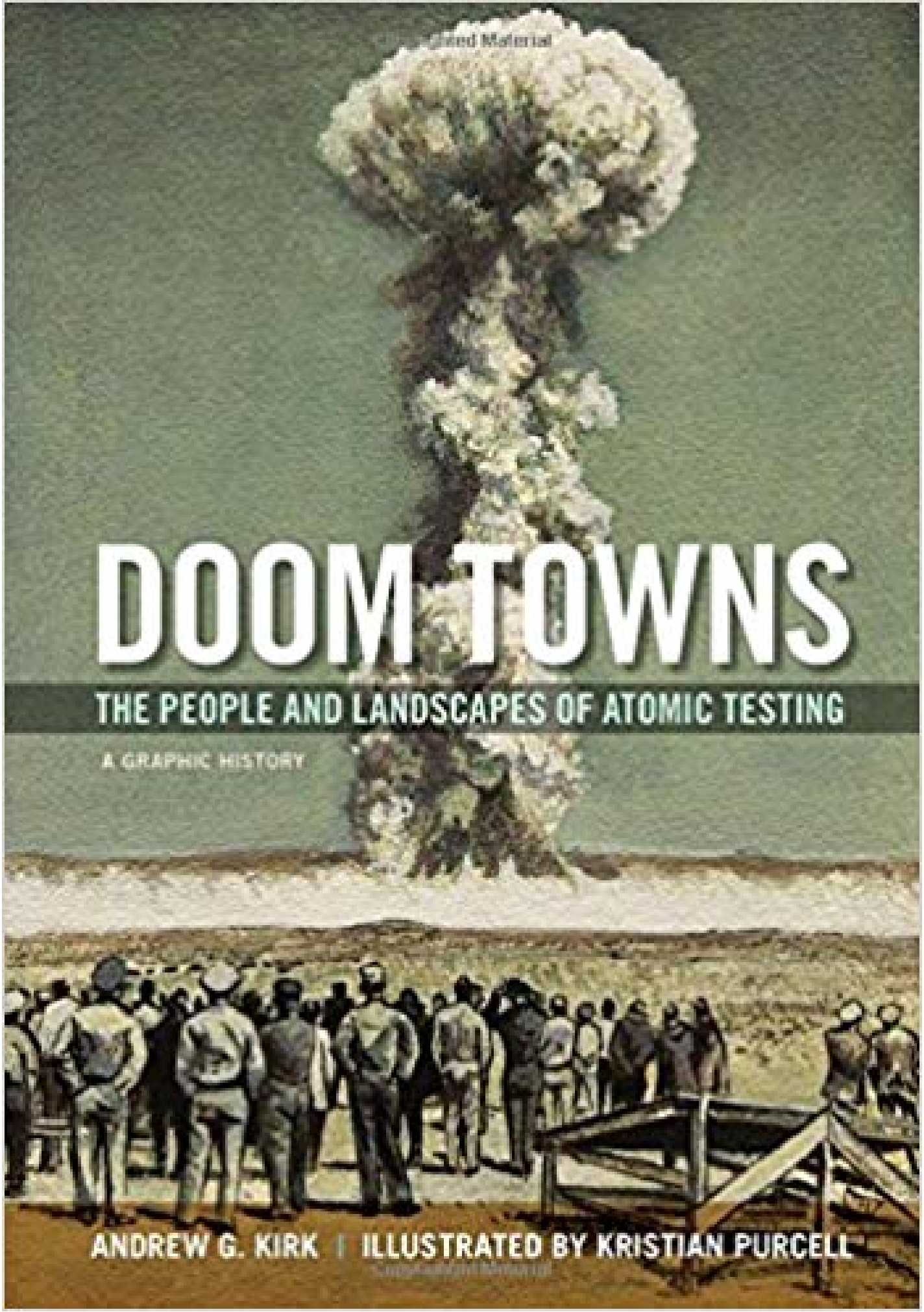
Restricted Material
DOOM TOWNS
THE PEOPLE AND LANDSCAPES OF ATOMIC TESTING
A GRAPHIC HISTORY
ANDREW G. KIRK | ILLUSTRATED BY KRISTIAN PURCELL

Andrew G. Kirk and

Doom Towns: The People and Landscapes of Atomic Testing, A Graphic History (Graphic History Series)

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The history of atomic testing is normally told as a story about big technology, big science, and complex global politics. Doom Towns: The People and Landscapes of Atomic Examining explains critical technological developments and the plans that drove weapons technology within the context of the specific conditions and communities where tests actually occurred. The graphic history presents various viewpoints directly linked to primary resources that reveal the complexity and uncertainty of this history to readers, while also providing evidence and usage of archives to help them explore this controversial topic further and to reach their personal informed conclusions about this history. The reserve emphasizes the people who participated, protested, or were suffering from atomic testing and explains the decision-making process that resulted in these people and places becoming the only locations and groups to actually experience nuclear warfare during the Cold War.

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Interesting and different.. This was an interesting read. It’s history but in a comic book form and wasn’t really my thing, I think I would have individually preferred a normal book but it’s easy enough to complete. The author, however, had become fixated on the thought of a graphic novel (oxymoron though that expression may be) and teamed up with an artist who is apparently of the "blurred and hard to create out" school. Graphic novel review This graphic novel tells the story of the U. I knew this is happening as I was raised but the details were fuzzy. This book brought the process into focus. but this book is so superior to his lectures I've taken a course trained by Kirk, but this book is so much better than his lectures. Extremely interesting method to depict the details through this comic reserve technique. It was interesting and packed with a backstory along with facts. Due to its multi-faceted method of an endlessly intriguing and complex subject matter, that is a work useful for senior high school, undergrad, and graduate classrooms, or even just informal reading at home. I didn't find this very interesting and believed they should have left it out and positioned it on a internet site. The illustration style in the graphic novel is exclusive but uneven in quality some good, some not. Certainly a new take on storytelling for a history course. Consequently, the information the author is attempting to get across, important though it is, becomes lost in facile phrase balloons and textual "tone of voice over" narrations. Doom Towns were the mock up towns filled with manikins built around detonation sites to be able to measure the effects of the nuclear blast.) in doubt of who is being depicted, thus thoroughly muddling an regrettably overly-simplified narrative.S. Five Stars Really awesome book! We knew this is happening.Please pull out the word processor, sit down, and do it right. atomic bomb testing program with the majority of it focused on the above ground detonations. And, generally, the renderings of people are indefinite, departing the reader (viewer? General, I liked the graphic novel portion which gets the 4 star rating. I honestly think that the topic matter of the book could have been simpler to express as a plain-old nonfiction reserve or a novelization of the documentary material. Well researched and artistic method of public history This is really worth the read! Blurry art, simplistic story. Counting the above and below floor tests, there have been over 1000 detonations. Two thirds of the publication contains files from the era plus a contextual history on which the graphic novel is situated. You can just browse the launch and graphic history portion, or, and this is the more fulfilling route, you can dive in to the resources and context. Performing the latter allows you to see a few of the rare principal source material that Kirk and Purcell are two of the first visitors to view to be able to present as research. You can see various examples of how files, oral histories, and images had been translated into this creative piece of public history, and learn a lot more about the people and places involved with testing nuclear technology through the Cold War. I wished all history books had been this entertaining. If you are not from the region, it's a great introduction or growth of understanding on a critical aspect of its recent past. If you live in or around Las Vegas, or any place in southern Nevada, this is a great way to begin exploring or dive deeper into your local history. Best method to do this? Grab a copy and go examine it over a cocktail or beer at Atomic Liquors! NOT VERY FUN The worst bedtime story ever

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