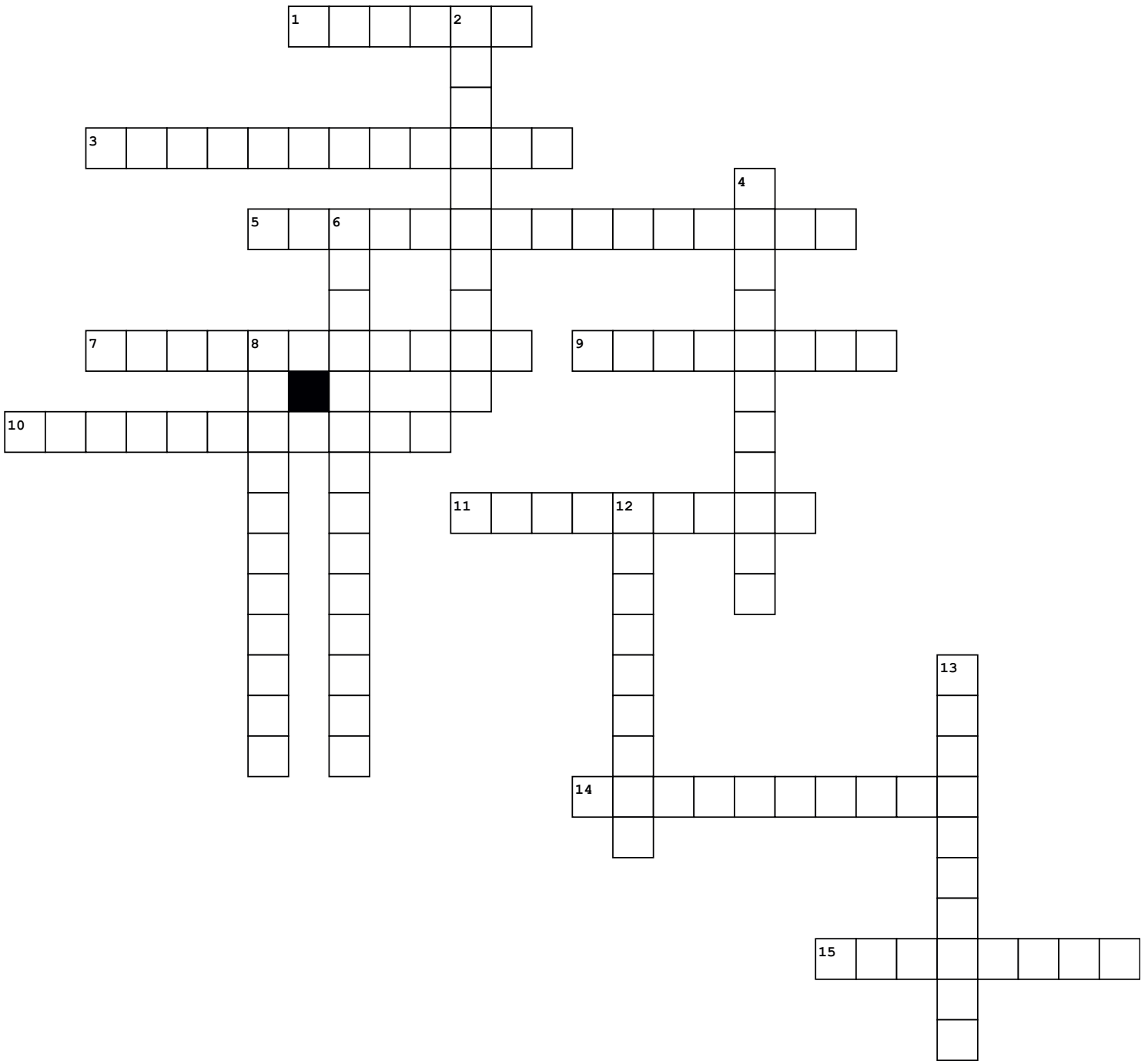


# The Evolution of Comics



## Across

1. Having or showing a modest or low estimate of one's importance, often used to describe the beginnings of comics as a medium.
3. The quality of being able to adjust to new conditions or circumstances, often used to describe how comics have evolved to fit different mediums.

## Down

2. Conforming to the law or to rules, often used to assert the validity of graphic novels as a form of literary art.
4. The current period in history characterized by the widespread use of digital technology and the internet, often used to describe the emergence of webcomics.

5. The process of trying out new ideas, methods, or approaches to discover or test their feasibility, often used to describe the exploration of graphic novels as a storytelling form.
7. Limitations or restrictions that affect one's freedom of action, often used to describe the traditional publishing constraints that webcomics broke free from.
9. A broad range of varied but related ideas or objects, often used to characterize the diversity of genres and styles in webcomics.
10. The process of being mentally stimulated to do or feel something creative, often used to describe the influence of comics on other forms of art and media.
11. Playfully quaint or fanciful, especially in an appealing and amusing way, often used to characterize the humor in early comic strips.
14. Arranged in a logical order, following a particular sequence or progression, often used to describe the layout of images in comics.
15. Exercising power, control, or influence over others, often used to describe the role of comic books in popular culture during the Golden Age.
6. A fundamental change in the basic concepts and practices of a field, often used to describe the transformation brought about by webcomics in the comic medium.
8. To rise above or go beyond the limits of something, often used to describe how comics have gone beyond their niche origins.
12. Free from elements, such as offensive content or themes, that are considered impure or inappropriate, often used in the context of the Comics Code Authority's regulations.
13. The process of thinking about or considering something, often used to describe how comics serve as a reflection of societal values.