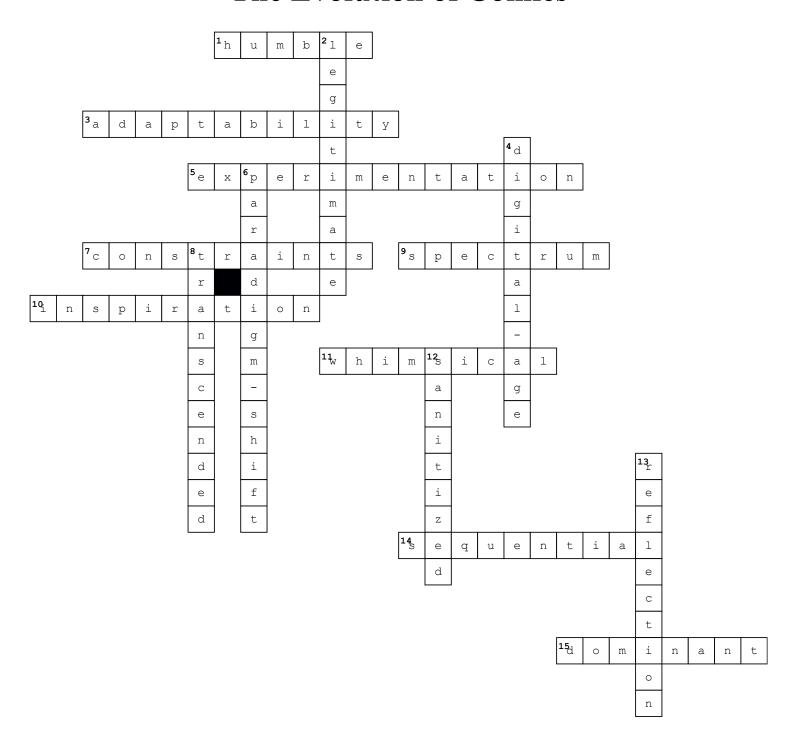
The Evolution of Comics



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.