

(Download free pdf) Black Science, Vol. 3: Vanishing Pattern

## Black Science, Vol. 3: Vanishing Pattern

*Rick Remender*

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**Rick Remender : Black Science, Vol. 3: Vanishing Pattern** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Black Science, Vol. 3: Vanishing Pattern:

2 of 2 people found the following review helpful. individual survival vs. world survival By Frank L. Greenagel II This is a good (3.5 stars) third volume in a sci-fi series whose only constant is change. The characters are not static and the plot moves very fast. Black Science was coined by a Shaman in volume 2, and it describes the damage wrought by Grant McKay's discovery of a dimensional transporter. Everywhere his team goes, "disease, war and death follow."

They all want to get home, but there are conflicting side motivations as well. The art is good. Remender has done an excellent job shifting narrators from issue to issue without compromising the style, tone or plot. 2 of 2 people found the following review helpful. Black Science takes a break from the breakneck pace of previous volumes. Maybe it's the fact that several pages are dedicated to flashbacks of the characters before the first jump, or maybe it's the new colorist working in a style that's a bit less vibrant than before, but Black Science Volume 3 seems to be lacking the intense pulpy weirdness that hooked me on the first volume. The pacing itself is a bit slower as there are a lot of flashbacks to the lives of several characters before the first pillar jump. The multiple pages spent back on vanilla Earth left me wondering when we were going to get back to the crazy worlds and creatures that Remender and Scalera are so great at realizing. The slower pace is further reinforced by the lack of tension created by the pillar auto-jumping at random intervals leaving the team to stay put (dimensionally speaking) for most of the book. Volume 3 is also the first time the protagonists have an on-going external enemy throughout, but I'm not sure it works as expected. The 'bad guys' have a very good reason for wanting our 'heroes' dead, but they don't have a lot of depth which ends up hurting the resolution to their arc at the end (even though it ends up being one of the 'oh \$\*!^' moments I talk about below). Some other small rough spots were minor characters that suddenly get very strong opinions seemingly out of the blue and others who have minor arcs that I wish were allowed to play out a bit more before getting resolved. Still, Black Science definitely had a few 'holy \$\*!^' moments, that make up the difference and earn Volume 3 4 stars. I've talked a lot about where I feel the volume falters but not much about why I still liked it anyway. The trouble is I can't really talk about those parts without giving away major plot points. The best I can do is to say that even the weaker parts of this book all serve to establish events that \*are\* worthy of the series. The story is still one of my favorites and Remender has done a bang up job of weaving a great thread through multiple dimensions and realities. I can't wait for the next volume to see what happens to the team. Final note: If you're new to the series don't start here. There are some major events that happen toward the end that you absolutely need to have read TPB 1 and 2 to appreciate. 0 of 0 people found the following review helpful. Like Sliders But Better. By Bobby Sprinkles. Remember that old television show from the 90's called Sliders? If you're old enough to remember that show, then you will see some similarities (as far as concept) in this series. If you don't know about Sliders then I'll brief you on it: Basically a group of folks "slide" through different dimensions (or alternate Earth's). The whole idea is to get back to their own Earth, but the navigation system on their sliding technology is broke, so they keep sliding at random in hopes that they'll by chance make it home. Black Science is similar to this concept in a lot of ways. However, Black Science is not campy like the 90's show (like all 90's shows). There's great action in this comic series and amazing art and some of the different worlds they travel to are pretty crazy!

Reunited with their leader Grant McKay, the Anarchist League of Scientists dive deeper into the Onion than ever before. Now veterans of inter-dimensional travel, the team begins to realize how damaging their actions are on the fabric of reality. No longer content with merely fixing the Pillar and finding a way back home, they vow to uphold a new ideal: leave every dimension they visit better off than how they found it. Their idealism is put to the test, as infighting and conspiracy within the group put not only themselves, but all of the Eververse at risk. As Grant struggles to keep his children safe, he begins to see the cracks in his team's commitment and trust towards one another. Just as he wanted to use the Pillar to achieve his dreams and hopes, so, it seems, did everyone else. And he has no idea how far some people are willing to go to see their ambitions met. Beset by dangers from all sides, the League barrels through dimension after dimension, struggling to do good, but nevertheless heading straight towards catastrophe! The juggernaut creative team of writer Rick Remender and artist Matteo Scalera return to deliver the most thrilling and vibrant arc of Black Science yet, combining dark and fascinating character drama with mind-bending sci-fi pulp action and gorgeously rendered visuals to deliver one of the most fast-paced and exciting monthly comics on the stands.