

(Library ebook) Cave Carson Has a Cybernetic Eye Vol. 1: Going Underground (Young Animal)

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Gerard Way, Jon Rivera  
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**Gerard Way, Jon Rivera : Cave Carson Has a Cybernetic Eye Vol. 1: Going Underground (Young Animal)**  
before purchasing it in order to gauge whether or not it would be worth my time, and all praised Cave Carson Has a Cybernetic Eye Vol. 1: Going Underground (Young Animal):

2 of 2 people found the following review helpful. You must be living in a cave if you haven't heard about this comic! By fanTwo things you will gleam when reading this trade paperback collecting issues 1-6 of the comic: Cave

Carson does indeed have a cybernetic eye and Gerard Way is a hugely talented storyteller. Although he is a life long comic book fan and Eisner Award winning writer for his original comic series THE UMBRELLA ACADEMY (soon to be a live action series from Netflix) DC still feels the need to state that he was the singer for MY CHEMICAL ROMANCE which, in my opinion, is irrelevant. The story written by Way and Jon Rivera is a fun, but thought provoking romp with a good deal of violent action thanks to the surprising addition of that murderous fan favorite vigilante, Wild Dog. There are many other surprising twist and turns during Carson and Chloe's quest that will surely delight any comic reader, specially those who are getting tired of the run-of-the-mill "dark and edgy" titles. Rendering Way's unique vision of the subterranean world of DC's second stringer spelunker is artist Michael Avon Oeming, who has a magnificent comic style which lies somewhere between Japanese Manga and Saturday morning cartoons which is perfectly suited for this tale. I have included a sample page so you can judge for yourself. Included in this volume: an afterwards by Way, character designs, bios reminiscent of the DC's old WHO'S WHO series and an 18 page comic, WONDER TWINS, a cartoony tribute to Jayna and Zan from SUPER POWERS. All eyes, cybernetic or otherwise, should be on this trade paperback. Give it a look, you will not regret it.

1 of 1 people found the following review helpful. Another Great Young Animal Title By David Swan If DC was just about the money they produce 20 Batman titles, a few JLA titles and a few Superman titles. The sales of a single Batman title would destroy the combined sales of every Young Animal title for a month so it is with great respect that titles like Cave Carson has a Cybernetic Eye even exist. The May issue of Cave Carson sold a little over 10K comics which is near the bottom of DC's lineup which is where most of the Young Animal titles sit. DC has always kept a certain small percentage of titles for experimental or artistic purposes and sometimes it pays off enormously. In the early 70s Jack Kirby was given free rein to create a whole pile of titles and many of the characters he created endure to this day. He lasted less than four years at DC and all his titles were cancelled but today his genius is celebrated. Im not trying to say that Young Animals is the modern day Fourth World but I really dont think the sales is reflective of the quality and years from now people may have a better view of the quality of the line-up. So far Ive read Cave Carson, Doom Patrol and Bug and Ive enjoyed them all. The big difference between the Young Animals titles and some of the other experimental titles is that YA uses, almost exclusively, existing characters. Besides the titular Cave Carson there are also appearances by Doc Magnus and the very obscure Wild Dog. I cant recall ever reading a Cave Carson story except some brief appearances in some of the huge crossover events. What Gerard Way says in the back of the book is 100% correct and that is that when a writer uses a little known character they have far more freedom to do as they please. Im really a fan of artistic freedom but when youre writing a character like Batman, Superman or one of the core DC characters you are constrained. Thats not to say I dont love me some Batman but I like to also support creative expression. When you look at the art you might mistakenly think this book is appropriate for small children but it isnt. There is bloody violence and profanity. Despite the contrast between the art and the writing I enjoy it immensely. Michael Avon Oeming does a very nice of drawing underground scenes and there are a lot. He uses a lot of darks but not so that it becomes difficult to see the images. There are also a lot of reds showing the emergency lights of the Mole II. I read Doom Patrol by Gerard Way and now this book which was co-written by way and I would describe his plotting as complicated. Im still on the fence as to whether it dips over into the area of messy. I would say that Ways writing is better than average but it may need a little tightening up. Its a bit loose. At the very least his writing is interesting and I read both books twice through which is not something I generally do. DC has been doing since before I was born and I think this is an imprint worth supporting. Im not sure if the sales are considered a success, a failure or somewhere in between but from an artistic standpoint I do think its a success. Check it out. If you dont like it youre not out much money.

Wild Dog, Doc Magnus 1 of 1 people found the following review helpful. A Classic Comic Character Re-Emerges From His Cave... By Kevin L. Nensiel Former spelunker and part-time action hero Calvin Cave Carson hung up his spurs and became a family man several years ago. But the excavation company that now employs him has ulterior motives for keeping Carson on a short leash. When a ghost from his past appears on his doorstep, Carson realizes his adventuring days arent through. But his employers wont let Carson go so easily nor his daughter, either. DC Comics introduced Cave Carson in 1957, alongside other adventure-oriented titles, featuring heroes without superpowers, like Challengers of the Unknown and the Sea Devils. But Carson never got sufficient traction to become his own franchise; he fought alongside Superman, but always as a sidekick. Lead writer Gerard Way admits he needed to consult a concordance of obscure classic characters to find someone worthy of reboot for his Young Animal imprint. Newly widowed at the start of this story, Cave Carson struggles to maintain connections with his college-age daughter. He goes through the motions of workplace diligence, but they mostly keep him around for nostalgia: he taught his followers everything they know about underground adventuring, before they eventually outgrew him. Now Carson has the kind of slow, melancholy conversations we recognize from action movies, right before everything hits the fan. And fan-hitting does occur. One night, tired, frustrated, and alone in his formerly full house, Carson hears a knock. A loincloth-wearing emissary appears at his door. Seems the Muldroog, a lost civilization of mole people, are under attack, and only Carsons late wife, with her panoply of ancient secrets, can save the underground. But with her gone, apparently a blood quantum is sufficient, because theyll accept Carsons daughter instead. Its difficult to read this graphic novel without recognizing the debts it owes older stories. Besides reviving an almost forgotten character from the

Eisenhower era, and connecting him to characters borrowed from Edgar Rice Burroughs, the art suggests a combination of Peter Max and Astro-Boy. The story has hints of old EC horror comics, a tendency emphasized by sudden jarring images of amorphous fungus people savaging the peaceful natives. Yet this obsessive borrowing doesn't undercut the story. Like many serial science fiction franchises that don't bother concealing their roots, like Star Wars and Doctor Who, this story's connection to older pulp traditions gives it a sense of continuity. We aren't just reading something generated last weekend like the transient comics of the 1990s that are largely unreadable today. This story connects science fiction's past to its evolving present. The emissary at Carson's doorstep warns him that his employers, EBX, committed the attack on his subterranean nation. So Carson doesn't even bother bringing his bosses into the discussion. He calls his oldest ally, Wild Dog, an Uzi-wielding maniac who plainly copied his image from the first Quiet Riot album, and goes rogue. Getting off the grid proves easy for a scientist accustomed to caves. Bringing his daughter along proves harder. Deep underground, the Muldroog have buried a secret for generations. Why else would a nation, apparently blessed by technology but attuned to natural rhythms, continue living in caves? Seems the Muldroog civilization is based upon a lie its people tell outsiders, a curse that keeps giving, provided nobody ever finds out. But what the Muldroog have spent centuries keeping locked up, EBX wants to make into a profit engine. For all the sci-fi-adventure trappings, this story essentially isn't about that. Cave Carson's cybernetic eye, which sometimes goes unmentioned for several chapters, isn't a driving force behind the story, it's a metaphor for a man whose seen things he cannot forget. Carson and his wife told their daughter lies to protect her from hostile reality. Now Eileen's gone, Cave must bear punishment for those lies alone when truth rushes forth. This book carries a Suggested For Mature Readers label. Please take this seriously. Besides violence, language, and very brief nudity, the themes of long-simmering family tensions shouldn't be taken lightly. This story introduces themes that most grown-ups will recognize from their own families. Though we perhaps won't discover our connection to forgotten mole-people civilizations, we all struggle to accept and understand our roots. Cave Carson is only one among several classic DC characters getting reboot treatments from Gerard Way's Young Animal imprint. Formerly lead singer of My Chemical Romance, Way's recent reinvention as a genre writer has made visible several themes always implicit in his music. He admits his comics deal preponderantly with strained parent-child relationships. Well, this story ends in motion; it'll be interesting to see where he takes these themes next.

DC's classic Silver Age hero is revived in CAVE CARSON HAS A CYBERNETIC EYE VOL. 1: GOING UNDERGROUND, the first chapter of a trailblazing new saga from artist Michael Avon Oeming (Powers) and writers Jonathan Rivera and My Chemical Romance's Gerard Way, the visionary founder of DC's Young Animal imprint! Cave Carson was once the world's greatest underground adventurer but that was a long time ago. When he settled down with his wife, Eileen, to raise their daughter, Chloe, he traded the controls of his vehicle, the Mighty Mole Mark 1, for a desk and keyboard. Since then, Cave has led a quiet life even with the constant distraction of his otherworldly cybernetic eye. But when a sudden illness claims Eileen's life, Cave's tranquil existence is shattered and he and Chloe soon find themselves hurtling down a terrifying tunnel of danger, discovery, mayhem and madness. At the bottom of that tunnel lie secrets buried for decades—secrets that hold the key to thwarting a conspiracy that threatens to consume the surface and subterranean worlds alike. But will Cave and his intrepid team of super-spelunkers be able to overcome this new generation of evil or is there less to this hero than meets the eye? Collects issues #1-6.

Not only possesses the best title of any comic in recent memory—the third launch of Gerard Way's Young Animal imprint is one of the wildest and most inventive comics in years. PASTE MAGAZINE Another strong debut for the Young Animal imprint. NEWSARAMA "it's a compelling character study of a man grieving the loss of his wife and trying to maintain his connection to his daughter while dealing with a dramatic increase in strange shit surrounding him. Gerard Way and Jon Rivera's story is rooted in the pulp adventurer past of their title character, but it's moving in a much more high-concept direction that blends a number of genres into something unique and engaging." --A.V. CLUB/THE ONION About the Author Gerard Way is the Eisner Award-winning writer of The Umbrella Academy and the comics miniseries The True Lives of the Fabulous Killjoys. He is the creative mind behind the new grassroots imprint, DC's Young Animal, whose retro-inspired lineup bridges the gap between the DC Universe and Vertigo. Way is also widely known for his former role as the lead vocalist and co-founder of the alternative rock band My Chemical Romance.