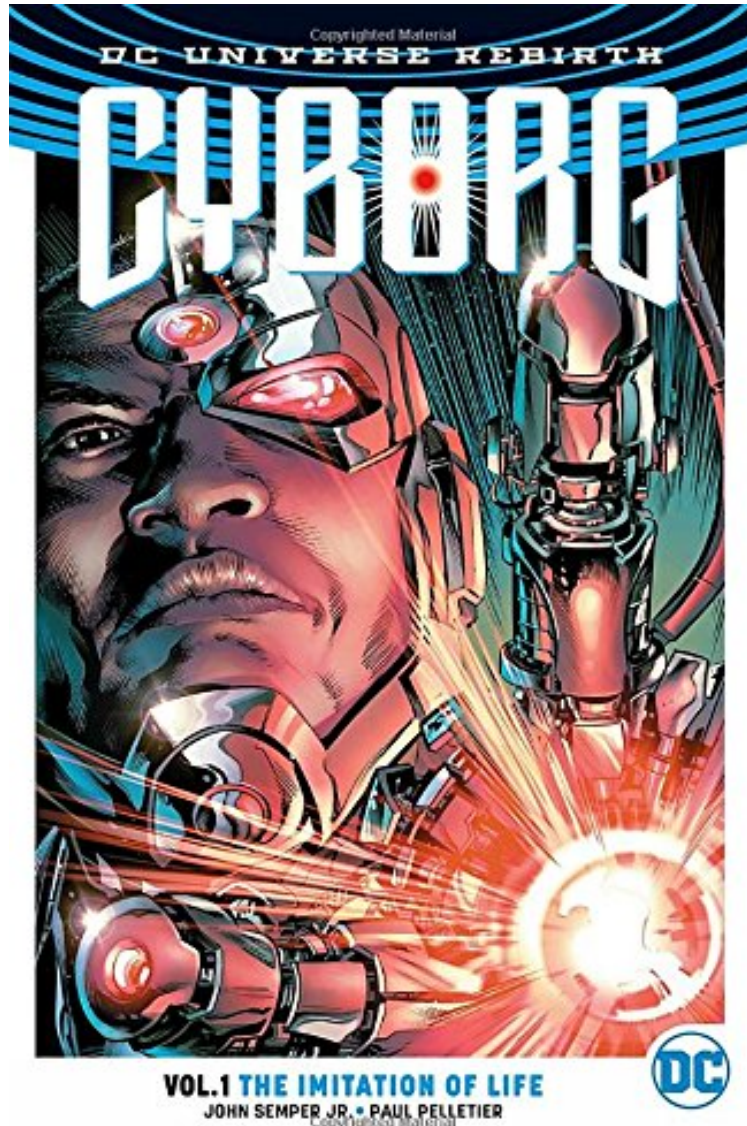


[Free] Cyborg Vol. 1: The Imitation Of Life (Rebirth) (Cyborg (Rebirth))

Cyborg Vol. 1: The Imitation Of Life (Rebirth) (Cyborg (Rebirth))

John Semper Jr.

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#211370 in Books imusti 2017-03-28 2017-03-28Original language:English 10.20 x .20 x 6.60l, .63 #File Name: 1401267920152 pagesCyborg Vol 1 The Imitation Of Life Rebirth Cyborg Rebirth | File size: 23.Mb

John Semper Jr. : **Cyborg Vol. 1: The Imitation Of Life (Rebirth) (Cyborg (Rebirth))** before purchasing it in order to gage whether or not it would be worth my time, and all praised Cyborg Vol. 1: The Imitation Of Life (Rebirth) (Cyborg (Rebirth)):

0 of 1 people found the following review helpful. stone is backBy Welbourne F. Bronaugh IIIi loved cyborg since th 80s. and this series does him justice.0 of 1 people found the following review helpful. Five StarsBy BRIAN MCCANNIt's cyborg goodness.5 of 5 people found the following review helpful. AmateurishBy AltAfter recapping

Cyborgs origin, we learn that an adversary has been sent to battle Cyborg so that he can be tested. We also learn that Cyborg has daddy issues (boring) and that a machine-human hybrid might not have a soul (trite), might in fact be a Frankenstein's monster (really trite). Cyborg has always been a B-level character and it seems that he's been relegated to a B-level writer. Issue 2 recaps issue 1 and adds more self-pity. And it adds a jazz club which would be more effective if, well, the reader could actually hear the jazz. Ah, and then a supervillain introduces himself (You may call me Kilg%re!!), although I'm not sure how he pronounced the % sign or why a % sign is even part of his name. In fact, I'm not sure why Kilg%re introduced himself instead of, for instance, killing Cyborg. But Kilg%re is one of those chatty villains who explains his entire origin while he's trying to kill Cyborg. What would villains like that do if they managed to kill the hero before finishing their sad story? Would they tell the rest of the story anyway? If a supervillain kills a superhero in a forest, does anyone hear the supervillain finish his origin story? Anyway, issue 3 is basically a violent chat session, with an emphasis on shallow philosophy. Daddy issues pop up again at the end of issue 3 and become the focus of issue 4. That plot relates to the fact that Cyborg is out of control and Superman needs to shut him down. Hasn't Superman battled every superhero in the DC pantheon? Anyway, something's clearly wrong with Cyborg again. This yawner leads into issue 5 where the entire JLA, complete with nametags for anyone who doesn't recognize Batman and Wonder Woman, is beating up on Cyborg. Of course, there's an explanation, but it's a really weak explanation that befits a really weak story. Superheroes beating up superheroes is what DC used to do when it couldn't come up with a good idea. An even worse idea is to assign an artist to draw JLA members who obviously has no idea what they look like. At one point, Sarah insists that she must plug a flash drive into the berserk Cyborg because she's the only one who knows where it goes. Like, how many ports could there be? And why are the locations a secret from everyone but Sarah? That's just one example of the level of silliness that characterizes the story. By the time we get to the last issue, we're treated to scintillating dialog like Operative Echo calling from Zone 52. I have been compromised! Requesting immediate extraction! I've had tooth extractions that are less painful than reading dialog like that. In fact, the writing in this volume is amateurish compared to most of the DC titles. Computers speak as if they were 7-year-old boys. The dialog given to humans isn't much better. Certainly it isn't what you'd expect from Ph.D. level scientists. After that, though, Cyborg moseys around Detroit with a blind jazz musician who educates him about the city that surrounds him. This section, unlike the rest of the volume, is smart, interesting, and relevant to the real world. Apart from the fact that nobody in the current century says you big doofus, the writing isn't all that bad. But then we're back to the main plot, which involves the mysterious villain who was testing Cyborg in issue one, and culminates in the creation of get this a female Cyborg, giving cybersex a whole new meaning. The art in this volume is truly schizophrenic. Some pages are quite good, and then the next few pages look like they were drawn by a moderately talented 5-year-old with a crayon. What's up with that? Couldn't meet the deadline so they called out the crayon squad? Three stars because there's some good stuff, some bad stuff, and a lot of mediocre stuff. I hope this gets better.

Cyborg is a member of the Justice League. He is one of Earth's greatest heroes. But is Cyborg really who he thinks he is? Find out in **CYBORG VOL. 1: THE IMITATION OF LIFE**, a part of DC Rebirth! When a shocking discovery about his own origin makes Victor Stone question everything he thought he knew about his identity and his humanity, it seems Cyborg might be more machine than man after all. But if that's the case, which side will Cyborg take when a mysterious cybernetic entity decides to start a war between man and machines? Now, the people Victor Stone cares about the most are caught up in the crossfire, and the choices he makes may mean the difference between the survival of mankind and an artificially intelligent future. Can Cyborg display the heart of a hero...or will he be torn in two by his dual nature? Cyborg is reborn for DC REBIRTH in this great new starting point graphic novel, thanks to animation writer John Semper, Jr. (*Spider-Man: The Animated Series*) and artists including Paul Pelletier (*AQUAMAN*), Will Conrad (*NIGHTWING*), Timothy Green II (*RED HOOD AND THE OUTLAWS*) and more! Collects **CYBORG #1-5** and **CYBORG: REBIRTH #1**.

Refreshes the reader on the titular character while establishing the cast and setting. And it does that in particularly magnificent fashion. Comicosity it's packed with surprises from the start. Newsarama About the Author Emmy-nominated, Harvard graduate John Semper Jr. has worked in television and film for over thirty-five years, with a focus on children's television and animation. Best known for his work on the hit, '90s TV show *SPIDER-MAN: THE ANIMATED SERIES*, **CYBORG** is Mr. Semper's first comic book work for DC Comics.