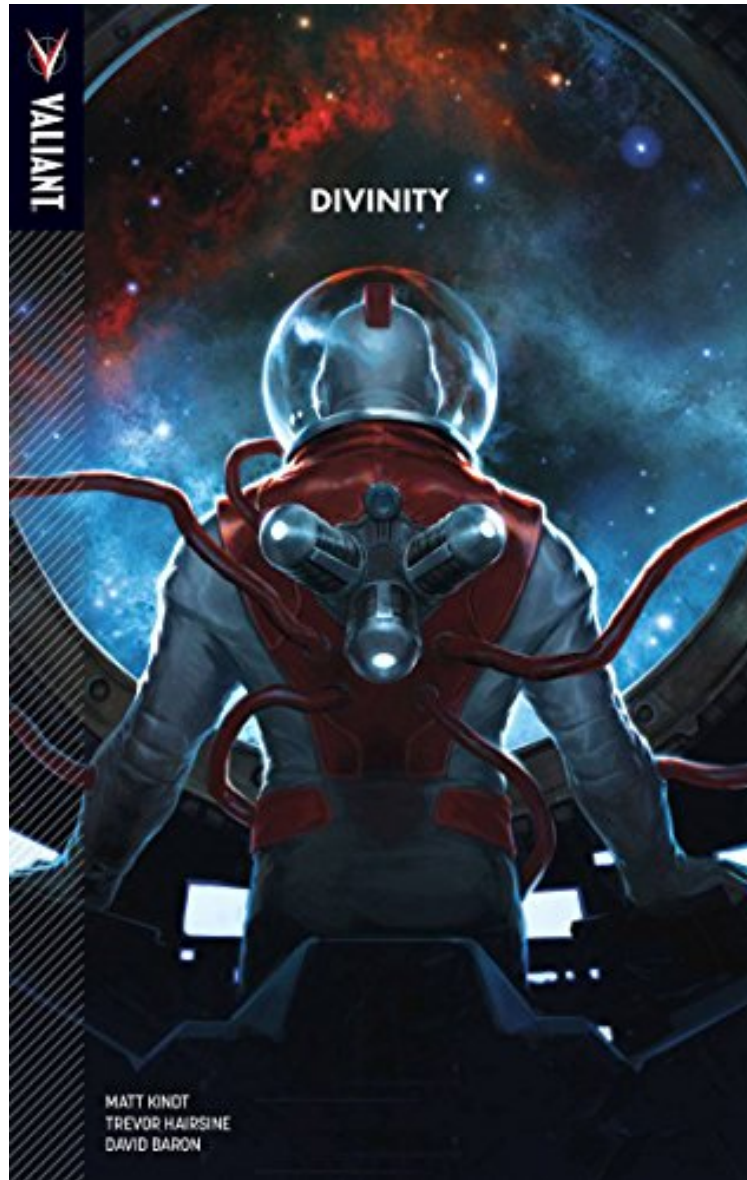


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Divinity

Matt Kindt

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Matt Kindt : Divinity before purchasing it in order to gage whether or not it would be worth my time, and all praised Divinity:

0 of 0 people found the following review helpful. Nice character introBy Sacha VThis was a cool concept. I liked the idea of going back to the Cold War and the Space Race. With the US shooting for the moon the Soviet's launch a super secret mission to carry one of their people to the deepest parts of the galaxy. After years in space, Abram comes to a

stop to study some sort of energy field. He leaves the ship and is inexplicably joined by two other Cosmonauts. The energy field, or whatever it is, takes over Abram, giving him the ability to breath in space, as well as a whole host of other abilities. He returns to Earth, having received Earth's history through radio waves. When he returns he frightens an Australian climber who falls, bangs his head, and wakes and starts hallucinating. Meanwhile, Abram has created a sort of Garden of Eden in the Outback. A band of US Navy SEALs are sent to observe and he enters their minds giving them what the most desire. Naturally the government sends a team of Super Hero's to contain what we know call Divinity (code name of Soviet mission) and a big ruckus ensues. Okay, so like I said I like the Cold War theme and the fact that he receives all of his history while he's gone through the radio waves. It reminds me of the golden records aboard Voyager. The art is great too. The story did jump back and forth through time and if you pay attention you can keep up. Some things I take issue with are: 1) There is a US Navy SEAL team in the Australian Outback doing recon. Why? Does the writer assume the Aussies can't send their own SAS to take care of that? 2) He refers to one of the Navy SEALs as Sergeant. The US Navy does not use the rank of Sergeant. That's strictly Army and Marines. Looking that up doesn't take but a minute. Unless you have really slow internet. 3) Abram/Divinity is from Russia and the character is clearly black. His blonde haired girlfriend that he wasn't supposed to have tells him she's pregnant before he leaves. Their daughter is clearly mixed-race. What's wrong with that you ask? Well, there were very few black people in Russia in 1960. We don't know Abram's background because he was orphaned and raised by the state. Diversity is great. Diversity for the sake of diversity is annoying and stupid.

0 of 0 people found the following review helpful. he is pretty god-like. He is able to change other people ...By ThomahsDivinity presents a really interesting corner of the Valiant U: the cosmic. Matt Kindt has created the first cosmic character, who has god-like powers, and... yeah, he is pretty god-like. He is able to change other people into creatures that somehow fulfill their dreams, bend time and space, and do all sorts of other things that are never clearly defined. He is also human. Or he was. What is really incredible about the storytelling here is that it presents the story as being told from multiple viewpoints, sometimes revealing who the narrator is later in the story. This is done quite artfully a few times, when you realize that having a narrator who is able to bend time creates a way to narrate a story in an especially non-linear way. That's not to say the story isn't cohesive. It is, anchored to both the main character's history before becoming Divinity and to the greater Valiant U once the supergroup Unity shows up to try and contain him. But all of this wouldn't work nearly as well without such an amazing art team. This really feels like old-school comic book magic with a penciller, inker, and colorist all adding to the work something special. The final result is something striking and human. It's beautiful. A really unique book from Valiant that will be hard to replicate. Definitely worth checking out if you are a new-to-Valiant reader (like me).

0 of 0 people found the following review helpful. Interesting Origin StoryBy zagainDivinity introduces a new and extremely powerful character, with a very interesting and odd background, into the Valiant universe. This graphic novel collects the four issue mini-series and includes some interesting commentary at the end from the creative team. Divinity is Abram Adams, a black man born in the 1940s who was left on the doorstep of a Russian foreign ministry as an infant. Adams was raised in in post WWII Russia during the height of the communist movement. He embraced the country that accepted him (when his birth parents did not) and took advantage of the educational system of the country to put himself square in the midst of the space race by becoming a cosmonaut assigned to a secret mission to deep space. Decades later, Adams is back on Earth in the middle of the Australian outback where he's either creating a utopia... or creating a significant world threat, depending upon who you ask. Unity, Valiant's team of heroes, is dispatched to the outback to ascertain exactly what's going on. The struggle that ensues outwardly focuses on Unity taking on a nearly omnipotent opponent while inwardly focuses on Adams' own struggles with who he is, what he's experienced, and what he's lost. Overall, the graphic novel is a solid read. Divinity has a very interesting and unique origin story and his introduction into the Valiant universe provides a new and interesting character to their lineup. The downside to the story, however, is that some of it feels a bit rushed and it would have been great to have gotten more of his history in Russia. I think that if the miniseries had been 6 issues, it would have provided that additional detail that would have more fully fleshed out the collection and really enhanced it. The conflict with Unity was one that was, I guess, necessary in order to bring the character front and center into the universe, but it seemed rushed and detracted a bit from the overall story. I know that a sequel is planned in 2016, which hopefully will focus more on the character himself. The artwork in the book is an odd mix. The cover art for the individual issues by Jelena Kevic-Djurdjevic is extremely good. The interior artwork is mostly good -- pages with fewer panels seem to typically be quite good, but those with quite a few panels (or with smaller strips) are a little difficult to interpret at times. Interestingly, the commentary at the end of the book (which is fascinating as it takes specific pages and shows their transition from pencils to inks to colors with specific thoughts by different members of the team) shows the problem to be the inking in some cases. The penciled artwork is quite well-defined, but on some pages, the inker seemed to basically over-ink the work leaving the finished imagery too dark (and almost blotchy) for certain panels. As mentioned, in addition to the story, the collection also includes several pages of commentary by the writer, inker, and colorist in which they break down certain pages and discuss their respective approaches to those pages. I think the discussion by colorist David Baron is actually the most enlightening as it caused me to go back through the book and look specifically at some of the things he mentioned he tried to do with the book.

From New York Times best-selling writer Matt Kindt (The Valiant, Mind MGMT) and blockbuster artist Trevor Hairsine (X-Men: Deadly Genesis) comes a shocking new vision of 21st century science fiction! At the height of the Cold War, the Soviet Union determined to win the Space Race at any cost green lit a dangerously advanced mission. They sent a man farther into the cosmos than anyone has gone before or since. Lost in the stars, he encountered something unknown. Something that...changed him. Long thought lost and erased from the history books, he has suddenly returned, crash-landing in the Australian Outback. The few that have been able to reach him believe him to be a deity one who turned the scorched desert into a lush oasis. They say he can bend matter, space, and even time to his will. Now the rest of the worlds powers must decide for themselves will the enigmatic Divinity offer his hand in friendship, or will Earths heroes find themselves helpless against the wrath of the divine? Collecting Divinity #14.