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Batman: Earth One



Synopsis

A #1 NEW YORK TIMES BESTSELLER Batman is not a hero. He is just a man. Fallible, vulnerable, and angry. In a Gotham City where friend and foe are indistinguishable, Bruce Wayne's path toward becoming the Dark Knight is riddled with more obstacles than ever before. Focused on punishing his parents' true killers, and the corrupt police that allowed them to go free, Bruce Wayne's thirst for vengeance fuels his mad crusade and no one, not even Alfred, can stop him. In the tradition of the #1 New York Times bestselling Superman: Earth One, writer Geoff Johns and artist Gary Frank re-imagine a new mythology for the Dark Knight, where the familiar is no longer the expected in this long-awaited original graphic novel from DC Comics.

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Customer Reviews

Exclusive: An Omnivoracious Interview with Geoff Johns In the world of superhero comics, there remains one origin above all others, no matter how many times it is retold: an alley, a family, a gun, and a criminal, Batman's origin is as terrifying as they come. Today, Geoff Johns, superstar scribe and DC's Chief Creative Officer, leaves a notable mark on the character by taking it in a new direction in Batman: Earth One, a re-imagining of the Batman mythos from the ground floor. To celebrate the book's release day, Geoff Johns answered a few questions about his version of Batman's origin, and he provided two exclusive pages to the new graphic novel (available after the jump). Omnivoracious.com: Batman: Earth One puts a modern-day spin on Batman's origin. What facets of Batman (and Bruce Wayne) did you focus on modernizing? Geoff Johns: I think the image

on the cover says it all--we wanted to see his eyes. Most of the time, Batman's eyes are white in the comics. We wanted to make this more about a flawed, vulnerable, troubled young guy who is on an arguably insane mission of revenge. So I'm not sure it's modernizing so much as humanizing. Gary and I pulled everything back. He's not the Batman who can tear about 30 S.W.A.T. team members without breaking a sweat. He's not the Batman who has invented a Batmobile. There is no Batmobile. He's got a car with tinted windows. He hasn't even thought of the idea of a Batmobile yet. You see in the very first pages what he carries in his utility belt. It's more about Bruce than Batman. And his journey parallels a lot of the other main characters in the series—once you survive a tragedy someone else hasn't, where does your life go? How does that affect you? One character in particular has given up. This is about learning to never give up. Omni: What sets Batman: Earth One apart from any other "early" Bat-tales, such as Year One and The Long Halloween? Geoff Johns: Batman's not the best as what he does. Alfred's relationship with Bruce, Bruce's mother, Bruce's mission, the cops, Gotham's streets, the secret in the basement, the red dirt and the police man from Los Angeles. It's just a different take on the character. Omni: What Batman characters were you particularly excited about modernizing? Geoff Johns: Alfred and the police. Their stories will speak for themselves, I think. Omni: While you've written Batman in Justice League, this is your first time writing him in a solo story. What would you say is the most important part to understanding the Dark Knight? Geoff Johns: Understanding Bruce. I think, unfortunately, we all understand loss. And this is loss at its very core. A boy and his parents. How you fill that bottomless pit inside you is a bit of a fruitless journey. But Bruce comes to a very big revelation within the story that ultimately changes what Batman is to him and, I think, us. Omni: What differed in writing a solo Batman story as opposed to writing him as part of an ensemble? Geoff Johns: I absolutely loved working with Gary on this because of the singular universe. We built everything from the ground up without having to worry about other stories or other takes on the characters. It could be all ours to re-imagine. And with the page count. We were able to tell our whole story, dive deeper into the characters and create a stand alone graphic novel series starring an entirely new Batman. Omni: You've worked with Gary Frank before on Superman: Secret Origin and Superman: Brainiac, amongst other superhero-centric graphic novels. What is it about his style that continues this working relationship? Geoff Johns: Gary does emotion like no one else can. The subtleties in what Gary's art conveys, along with the power, mystery, strength and drama, it's unmatched. Our styles mesh very well together. Every single project we've ever worked on together has turned out greater than I could've imagined. Gary Frank is a true master of his craft, graphic storytelling and character. He brings as much soul to the story as he does to the art and Batman: Earth One would

not have worked without him. --This text refers to an out of print or unavailable edition of this title.

Johns, writer of DC's flagship title, Justice League, and current creative spearhead of their entire universe, is no stranger to collecting vast mythologies into focused narratives. He and Frank did a superlative job of just that in the recent Superman: Secret Origins. Here, Johns strategically remixes elements of the Batman mythos, laying out his quest for vengeance against a corrupt system in a way that narrows the spotlight on the character's obsession. The Penguin is recast as Gotham City's crooked mayor, Alfred is reinvented as a tough-as-nails ex-Royal Marine, and Bruce Wayne is tied to the city in deeper, more gothically psychological ways. Like the first in DC's line of beautifully bound, more realistic reimaginings, Superman: Earth One (2010), however, this one falls short of a revelatory reexamination of what makes its hero resonant, settling instead for a tweaked but comfortably familiar retelling. If anything, it is Frank's gorgeously lush art that stands out here, putting genuine emotion on faces, conveying the impact of fist against body, and supplying a palpable texture for costumes and environments. --Jesse Karp --This text refers to an out of print or unavailable edition of this title.

Gary Frank's art was exceptional. Everything that I usually break down like character faces, full body shots, backgrounds, etc. were all top notch. I don't have a lot of familiarity with Frank's work but I do remember a couple of things from back in his Image Comics days. DC would do well to put him on some of their top books. Batgirl would be my personal pick to put him on because even though we don't see Batgirl in action in this book, Barbara's concept drawing for her costume is what Batgirl should look like. That is the Batgirl I see in my head when someone mentions the character. Art gets a rare 5. As I've stated recently in my reviews for New 52 Green Lantern, I'm just starting to read stuff written by Geoff Johns. Until GL volume 1, I wasn't familiar with his work at all. Three of the last four things I've read have all been written by him. I'm really fond of what I'm seeing so far. I liked seeing a different version of Batman for a little while. I don't think I'd enjoy the story as much if it was told in our universe, but for an Elseworlds story it works great. Story gets 4 stars. Overall rating would be 4.5 stars. This isn't something I'd recommend to a lot of people. If you're only a casual comic reader and are wanting a title to pick up because you're interested in reading some of Batman's adventures, this is not the book for you. On the other hand, if you're a Batman fan and want to see Bruce and the rest of his supporting cast in a different light, by all means, pick this up. You will not be disappointed

Much like the Superman Earth One book, it was originally bought for my dad, as a just thinking of you type gift. He bragged about how much he liked it so I checked it out for myself. To start I really like how Alfred was portrayed. It was a totally different angle than anything I had seen in the past. That is one thing I really like about these books, they aren't afraid to try something different. To take a different approach to these characters. The art work and the presentation of the book, including it being hardback give the book a certain feel of importance that comes through with the writing. As I said about the Earth One: Superman - It was an interesting new take on a story that has been told many times over. That applies just as much to this book. I'm really looking forward to the sequel books.

I'd like to say I'm a lifelong Batman fan. But it was Batman Begins that exploded my love of the Character. That movie started what my sister calls my Batman phase and that phase hasn't ended. In the last few years I've been getting into the comics and I read this one in this collected edition. I like the realism take on it and the interesting way it moves the characters about in a way that is still in the mythic batman way but with this twist to each one. Batman just starting out, Alfred his ally but as a former soldier and body guard, Gordon not as clean as we thought and Bullock the good looking tv cop. Also the take on the penguin is grotesque in a good way. Good read.

I picked up and just read Earth One Batman Vol 1. It was a great read, and put me in mind of Batman Year One, and the Dark Knight Returns. The art work was very very nice. I have not picked up a comic in just over 20 years, and I am really glad that I picked up this one. From the reviews that I have read on other Earth One titles, I may just start reading that line of DC. I remember bits of Earth One from the 1980's before DC did the Crisis on Infinite Earths, to reboot the story lines. As Earth One is not in the main cannon of the DC Universe the writers have more freedom in their story lines. Depending on how the story lines are played out, this could be the universe that Injustice Gods Among Us falls into. It is also my understanding that the Earth One universe is going to be much darker than the main DC universe, so I am expecting some really cool stories in the different titles.

Batman's first venture into costumed crimefighting is a story that's already been told before, and told well, most notably in Batman: Year One and Batman: Zero Year. But Earth One remains fresh and intriguing from start to finish, and is a worthy retelling of the Caped Crusader's origins. The main draw of this book (as well as one of its critics' chief complaints) is that it shows Batman as human

and and flawed, and then slowly shows his progression into the Batman we've all come to know. This is a very down to earth portrayal of Batman, and honestly that's why I like this story so much. He's not a ridiculous badass who knows every martial art in the world, speaks a dozen languages, and has advanced degrees in forensic science, chemistry, criminal psychology, and engineering like his mainstream counterpart. He's a moderately skilled fighter trained by a former British marine in hand-to-hand combat who has to initially rely on luck, wits, and sometimes faulty gadgets. In Volume 2, he has to ask Gorgon to train him in basic criminal investigation after he realizes that punching people can't solve all his problems, as opposed to the usual incarnation of Batman who is usually hailed as the World's Greatest Detective. And he isn't a stalwart paragon of moral virtue; initially he just wants revenge for the murder of his parents, but slowly comes to realize that he's not the only one who has suffered at the hands of Gotham's criminal element, and resolves to protect the innocent. I love this interpretation because the main appeal of Batman is that he's supposed to be an ordinary, if exceptionally talented, man who regularly goes up against impossible odds and still comes out on top, but all too often Bruce Wayne is portrayed as being so over-the-top intelligent and tough that it strains believability and edges him near Marty Stu territory. This book brings the Batman legend back to basics and then modernizes a lot of concepts. The best part of Earth One, however, has got to be Alfred. What Frank Miller's Year One did for Gordon, Earth One does for Alfred. He's a fully fleshed out, three-dimensional character here, maybe even moreso than Bruce himself, but he's also been given a series overhaul. This time around, he's drawn to resemble a mixture of Sean Connery and Christopher Lee, and reflects his new design with a new attitude. He's tough as nails and possibly the biggest badass in the book, having been the one who trained Batman in fighting in this retelling. What stands out most, though, is his loving and well written fatherly relationship with Bruce, who is a frustrated and angry young man who feels lost in the world. Alfred is the one who grounds him in reality and lifts his spirit, in a gruff, cranky sort of way. Also of note here is this book's interpretations of Harvey Bullock and Penguin, but I don't want to give away too much of the plot. All in all, this is an excellent revamp of the Dark Knight Mythos, and the series only gets better with Volume 2. I eagerly await the continuation of the series with baited breath.

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