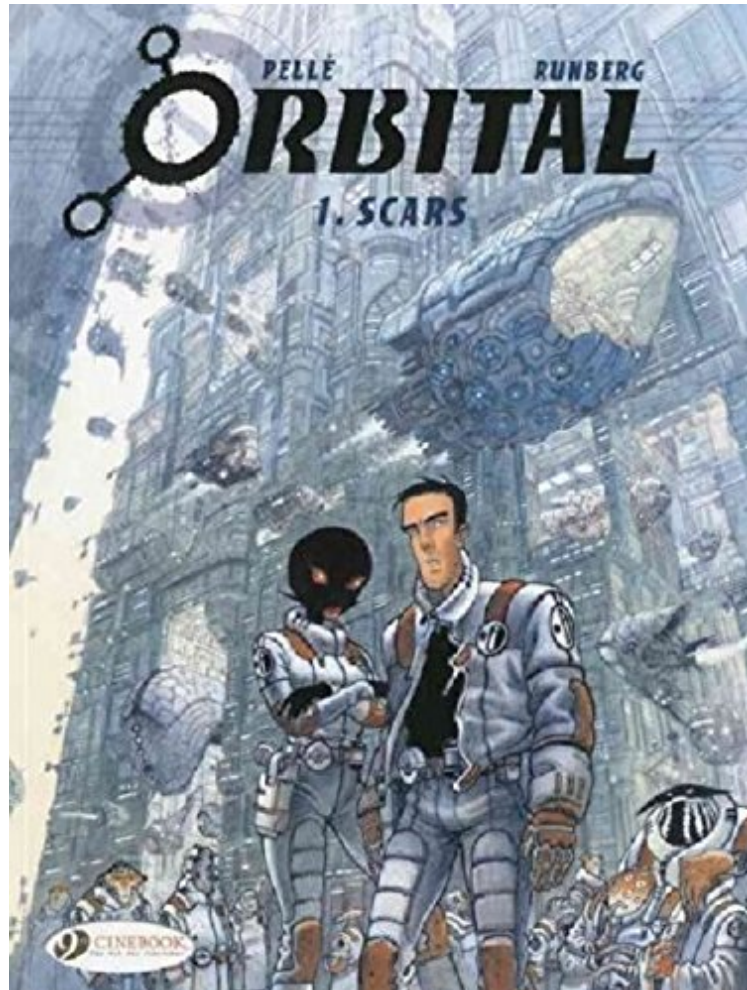


Orbital 1: Scars

Sylvain Runberg

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#664797 in Books imusti 2009-08-16Original language:EnglishPDF # 1 11.60 x .14 x 8.65l, .40 #File Name: 190546089948 pagesCinebook Ltd | File size: 43.Mb

Sylvain Runberg : Orbital 1: Scars before purchasing it in order to gage whether or not it would be worth my time, and all praised Orbital 1: Scars:

0 of 0 people found the following review helpful. Five StarsBy Anthony Troutgreat art and story7 of 7 people found the following review helpful. Orbital Vol.1: ScarsBy Mr. J. M. HicksOrbital is (currently in English) a four-volume graphic novel from the pen of Sylvain Runberg and the paintbrush of Serge Pelle. It's a huge, galaxy spanning science fiction adventure set in the 23rd century. An intergalactic organisation that has been in power for 8,000 years reluctantly allows humans to join, as humans are seen as a young, unpredictable and possibly dangerous race by the other members of the organisation and have therefore been kept out of it. The Sandjarrs had stayed out of the organisation and their politics until conflict arose between themselves and the humans. There are two stories divided into two volumes each. The volume descriptions below are from the Cinebook website[...]Volume 1: Scars - Caleb, a

human, and Mezoke, a Sandjarr, are paired up and trained as special agents to keep the intergalactic peace. This is a controversial and historic alliance, and a lot of people are watching them. Their first mission is to keep war from breaking out between humans and Javlodes on the planet Senestam. First of all, the books themselves. They are 22 x 29 cm softback books in full colour, and at 48 pages you get quite a lot of story. It's decent and robust paper stock with glossy covers, and the text is clear and easy to follow. Now for the artwork - this is wonderful stuff and in the first dozen pages you immediately settle into the atmosphere the story is trying to invoke. The characterisations of the humans are a little more cartoony than normal, some of the images have an almost comical appearance, but each character is defined and has their own personality on the page. The images are crisp and wonderfully coloured with tones reflecting where they are - bright and crisp for outdoors, dark and moody for the ravaged moon, plain and stark for the Orbital. Strangely, it's the alien races that benefit from Pelle's style of artwork, with a huge plethora of species whose images beg for a fleshed-out background and history. Mezoke, the Sandjarr, is a simple jet-black head with red eyes and pouting lips but he manages to express her feelings incredibly well. The setting itself is designed on an epic scale, with inconceivably huge space stations, starships and creatures exploding from the page. The sheer number of concepts in the first volume alone is enough to keep you wondering for a long time. Hats off to Serge Pelle, the artwork is wonderful. It's been a while since I've stared at a page of a graphic novel just drinking in the wonderful design work. Sylvain Runberg's writing is excellent - I'm not a fan of exposition but something on this scale positively screams out for it, and Runberg manages to keep this not only interesting but entertaining, so you don't feel like you've just sat through a lecture on the finer points of galactic issues. There's a lot of cutting between situations with each separate incident continuing on a few pages later from where it left off; this gives it a very cinematic feel. His characters have depth, especially the two main protagonists Caleb and Mezoke, and there are times you honestly feel for them. Out of the pair I'll have to choose Mezoke as my favourite character, which speaks volumes for the writing and the artwork if my favourite personality is a jet-black featureless alien. The stories are interesting, exciting and filled with tension and adventure, and Runberg manages to give us something huge but also very personal; the problems and dangers in the galaxy are thrilling, but you care about them because you care about the characters. The pairing of Pelle and Runberg is what makes the volumes so strong as they suit each other's style. Runberg writes on an epic scale and Pelle illustrates it with aplomb. Some of the human characters may seem a little cartoonish and the plots may jump suddenly from politics to adventure with no warning, with story elements changing or ending suddenly, but these are small gripes compared to the quality of the work on show here.

2 of 2 people found the following review helpful. Nice one

By wiredweird

The premise has promise. After mishaps, and against the wishes of many members, Earth is admitted to the larger society. One of the mishaps involved near-genocide by earth-folk against the small and peaceful Sandjarr population. So, when an Earth-guy is admitted to the Confederation diplomatic corps and paired with a Sandjarr, the raises more than eyebrows: hackles, ire, ruckus, and more. Then, for their first mission, they're sent to negotiate a peaceful outcome to another Earth-vs.-someone genocide-to-be.

Competent art, engaging story and characters, and a cliff-hanger ending - these guys really know how to sell Volume 2 in the series. Having come this far in the story, it would be maddening to put it down and walk away. Not a must-have for any collection, but now that I have this one, I want more.-- wiredweird

In the 23rd century, humans and Sandjarrs are allowed to join an intergalactic, multiracial organisation set up 8,000 years before. The humans are seen as a belligerent, underdeveloped race by the other members of the organisation and have been kept out of it until now.

About the Author Sylvain Runberg has three series published by Dupuis: Les Co-Locataires (2005), Orbital (2006) and Hammerfall (2007). Serge Pelle used to work in advertising. He published his first book in 1996 and, since then, divides his time between drawing comics, designing sets and video games and cartoon animation.