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## Pacific Rim: Tales From Year Zero

*Travis Beacham*

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#88596 in Books Marvel Comics 2013-06-18 2013-06-18 Original language: English PDF # 1 10.44 x .39 x 6.951, .88 #File Name: 0785153942112 pages | File size: 16.Mb

**Travis Beacham : Pacific Rim: Tales From Year Zero** before purchasing it in order to gage whether or not it would be worth my time, and all praised Pacific Rim: Tales From Year Zero:

18 of 20 people found the following review helpful. Good Intro to the Universe - But, Alas, Very Short By Walter A. First let's address some things mentioned on some other reviews: -Quality of the art work - I haven't read a lot of comic books and/or graphic novels, but I have read several, about a dozen or so. The art work here at least as good of most I've see else were. It doesn't knock it out of the park, but doesn't suck; it's middle of the road, and there's nothing wrong with that. I can read everything clearly, in just a second or two I can pick out all the relevant information from

each panel so as not to disrupt the flow, but there is enough detail that I can really dig into most of the panels for more. - Nudity - There really isn't. There is one panel in which a character is in the shower, her arm covers anything that might be "risqu." There are also a few (three I think, I'm not positive on the number) of scenes of pilot's minds connected to control the Jaeger. This is shown with a commonly used ethereal, out-of-bodyesque dream state; and is typical for these types of shots done nude, i.e. clothes don't show up in the mind's eye (although, apparently eyeglasses do). Here either arms/legs, hair, or mist like shadows cover everything. Your typical beach shows just as much (or more) skin. Now the good: This is an interesting look into the early days of the Kaiju Wars. You get to see some of the back stories for several characters and concepts. As the introduction to the book states, any good fictional universe should be as expansive and real as our own. This book shows a peak into some of that. The bad: -- NOTE: This is a minor complaint at worst, in some way (read on and you'll see what I mean) it's even a plus -- This book is short. You can read it in about a half an hour. In some ways that's okay, it leaves you both wanting to know more and knowing that there is more here that can eventually be found. That's what makes for a really good supplementary material/expanded universe, the knowledge that there is more to the universe than just "the story."

0 of 0 people found the following review helpful. Great intro to the movie! By Mike Swope Enjoyed the book. Reveals back history before Pacific Rim begins. 0 of 0 people found the following review helpful. It's okay By M Jones It's mostly setup but is decent if you're a Pacific Rim junky.

Don't miss this exciting sci-fi prequel graphic novel of the highly anticipated Warner Bros. Legendary motion picture, Pacific Rim directed by Guillermo del Toro! Chronicling the very first time Earth is menaced by incredible monsters known as Kaiju, these inhuman beasts rise from the ocean depths and threaten to extinguish all mankind! Witness the race to develop massive robot fighting machines called Jaegers, each one controlled simultaneously by two pilots whose minds are locked in a neural bridge. This action-packed tale features many of the key characters from the film as we follow them in their early careers. Written by Pacific Rim screenwriter himself, Travis Beacham, and with del Toro's hands-on supervision, this volume is beautifully illustrated by Sean Chen, Yvel Guichet, and Pericles Junior; inks by Steve Bird and Mark McKenna; and fully painted cover by superstar artist Alex Ross.