

[DOWNLOAD] Samurai Jack Volume 2: The Scotsman's Curse

Samurai Jack Volume 2: The Scotsman's Curse

Jim Zub

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#641292 in Books 2014-10-14 2014-10-14 Original language: English PDF # 1 10.25 x .27 x 6.751, .0 #File Name: 1631401319120 pages | File size: 28.Mb

Jim Zub : Samurai Jack Volume 2: The Scotsman's Curse before purchasing it in order to gauge whether or not it would be worth my time, and all praised Samurai Jack Volume 2: The Scotsman's Curse:

0 of 0 people found the following review helpful. Mostly the same, but slightly better. By Fernando Villalba As before, reviewing this product on terms of build and production quality would be difficult without also reviewing the content of the comic. Standard fare, the quality of the bindings and color printing are well done. I have not once had a satin page get loose or fall off, nor have I seen any double images on the colors. Word bubbles and text boxes are easy

reads, nothing noticeably bad at all. And of course the glossy cover had no flaws that I could see. This is definitely a high quality product. As for the quality of the comic though, it's not all amazing. Though how "clean" the art looks has improved with the advent of different artists for a few of the issues included, the same problem from the previous volume still applies. Andy Suriano's style is still so messy and unlike the art style of the original 2001 series. But now there's another artist that has a similar style: Andy Kuhn. I'm actually a bit surprised that they found another person with a similar style. Granted Kuhn's style is cleaner, there's still easy comparisons to be made. But even so, I really enjoyed the parts inked by Brittany Williams and Ethan Beavers (glad Ethan returns). Their art is much easier to look at and I was very able to follow the action on each panel. Thankfully those last 2 artists take up the majority of this volume. To be sure, the "messy" art style isn't inherently awful, but it does make reading those portions a slight challenge. The most interesting part though, even more so than the art was the stories told in these issues. From massive gravity machines to horribly deformed doppelgangers to gender swapping the concepts introduced are things not done in this franchise before. Though on the surface this may just be more fan bait I'd say this would be fun for even the casual reader to check out. The one shot commissioned pages of art plus the concept sketches for alternate covers and the gender bent Jack and Scotsman are fun for a while. You're mileage may vary of course but I enjoyed this purchase.

0 of 0 people found the following review helpful. the corners were a bit "folded" so I don't think a perfect review is fair
By El David Cordero. classic jack before the new jack, feels true to the original series, the corners were a bit "folded" so I don't think a perfect review is fair, and the size... well I don't think there's a "standard size" for books, and I haven't bought many comics before, so that's ok if you liked the animated series, you'll probably like this

0 of 0 people found the following review helpful. Good stories. I just wish the Scotsman had more ...
By Jeff Good stories. I just wish the Scotsman had more to do. He's only in two stores and the rest of the issues are unrelated. Minor nitpick.

Jack's journey to return to his own time continues as he teams up with old pal the Scotsman! Plus, a battle with a foe that controls the forces of gravity and Aku sends an opponent who unravels the thoughts and memories that make Jack a samurai. Collects issues #610.

About the Author Jim Zub is a writer, artist and art instructor based in Toronto, Canada. Over the past fifteen years he's worked for a diverse array of publishing, movie and video game clients including Marvel, DC Comics, Capcom, Hasbro, Cartoon Network, and Bandai-Namco. He juggles his time between being a freelance comic writer and Program Coordinator for Seneca College's award-winning Animation program. His current comic projects include Dungeons Dragons, a new series celebrating 40 years of the classic tabletop RPG, Thunderbolts, the return of Marvel's villainous superhero team, and Wayward, a modern supernatural story about teens fighting Japanese mythological monsters. Originally docked in Detroit, Michigan, Andy Suriano hooked up with a circus-type, comedy/magic show when he was 18. He traveled the world performing for the next 7 years, sometimes on crazy European TV Variety shows, other times in historic Vaudevillian theatres, occasionally in front of ten thousand people, royal families, that sort of thing. The group even did a couple Fox specials here in the states way back in 95 called The Rudy Coby Show. Andy's specialty: walking on his hands as a two foot tall Elvis. An accomplished graphic artist and illustrator, Andy worked both in comics and animation winning an Annie Award for his work on Samurai Jack. He has also designed on other Emmy Award winning shows like Fairly Oddparents, Star Wars: Clone Wars and a bunch of others. He has also had a few pilots in production at Cartoon Network, Warner Bros., BET and Disney respectively.