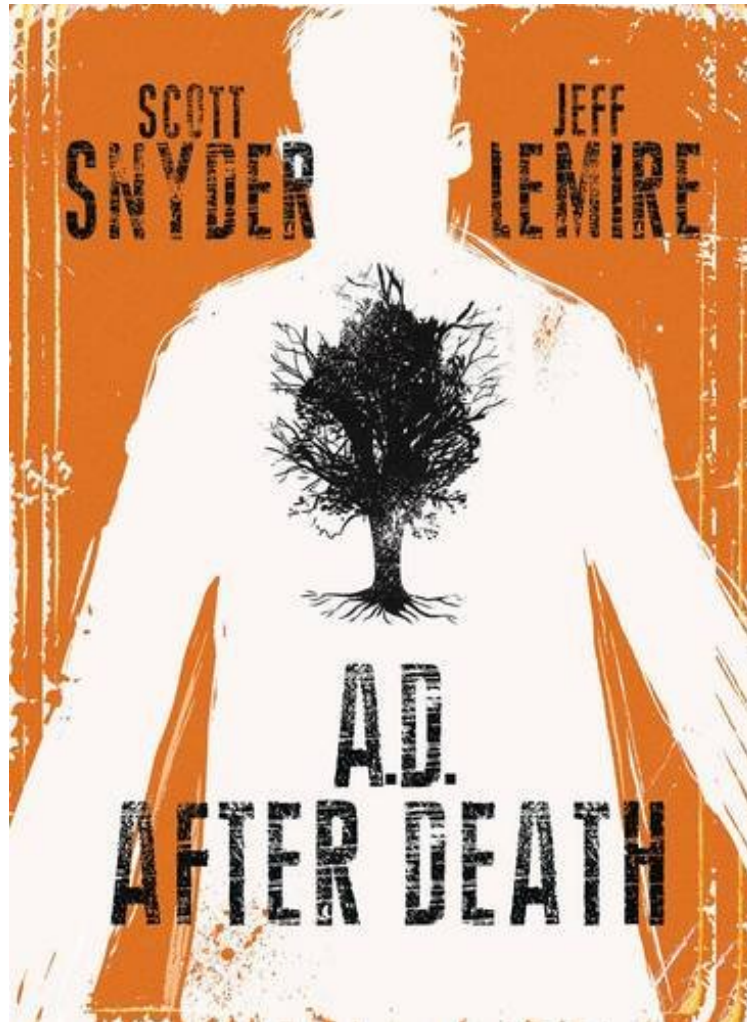


(Library ebook) AD After Death

AD After Death

Scott Snyder

ebooks | Download PDF | *ePub | DOC | audiobook



[Download](#)

[Read Online](#)

#271888 in Books 2017-07-04 2017-07-11 Original language: English 11.10 x .80 x 8.20l, #File Name: 163215868X256 pages | File size: 37.Mb

Scott Snyder : AD After Death before purchasing it in order to gage whether or not it would be worth my time, and all praised AD After Death:

6 of 7 people found the following review helpful. The story is told partway like an illustrated book (especially the past). By Ruths A.D. is a speculative fiction about a world in which death has been cured. Told through the POV of a man who keeps questioning the existence of a world below the one they live in, it follows a non-linear timeline that constantly switches back and forth between three timelines - his childhood, when the cure was created, and the now (some 800 years later). The canon takes some time to settle into place, which is why I spent most of the first half of the book confused as to what fit in where and how the world worked. Things make sense as we head over to the finale, and then the central theme of the story is revealed. A.D. plays off the notion that the ultimate triumph for humans

would not be over death, but their own fear of death. The main character outlines his life as it leads to this moment, and though some of those events don't seem relevant at that point, it shapes him. Similarly, a lot of our life experiences shape our choices, and the memory of those experiences makes us who we are. Without that memory, we are without context - which is what happens to our main character. Though he keeps records of his life through the 800+ years of immortality, that 'memory' is selective and builds up much of his character. The story is told partway like an illustrated book (especially the past, childhood parts) and partway like a graphic novel (the recent parts). The former involves a lot of prose and provides much of the backstory and characterization, but the latter also builds the same through some cleverly done scenes. Speaking of artwork, I was not a fan of the lineart - it comes off as very shabby, but the coloring is where this book shines. Beautifully colored in watercolor style, and rendered in dramatic tones, it serves the story very well, and makes me almost excuse the terrible lineart. The speculative portion of the book also makes sense on a scientific level - there were some concepts and discoveries I wasn't aware of, and finding them out intrigued me. In a way, this might very well be possible, but whether the world would be the same if such a thing happened seems unlikely. There is also a logistical question of the world after - how is a self-sustaining town of people existing without being affected by the world below? Also they are not as futuristic as I would expect from a world that has been through 8 centuries of technological progress. Overall, though, it an interesting bit of an existential question, wrapped in a world where it was possible. The book is definitely an interesting read.

2 of 3 people found the following review helpful. One of the best books of this decade. Not for casual movie type comic book fans. By justanotherjohn This is one of the most intelligently written books of the past few years. Graphic novel or otherwise. Would not recommend for comic fans who don't know how to actually read, but if you consider yourself on the more literary side of comic fandom this is essential to have in your collection. This book works on many levels and takes a couple of reads to really understand. Sort of reminds me of the movie Inception in that regard, although I wouldn't say that they are too similar other than a couple of underlying themes. This book deserves to go alongside the Watchmen, The Dark Knight Returns, and the rest of the graphic novel heavy hitters that people have long considered the ones that elevated the genre. Some might complain that the story is too short or that it takes too long to get going but its brevity and lack of explanation serve as anchors to the reader. We only get glimpses of what is going on until the very end because the rest is either implied or left to the reader's mind, creating a hauntingly personal experience. If you're anything like me it'll be hard not to see yourself in Jonah Cooke's shoes and really feel the shockwave of what affects him in the past and present of his story.

1 of 2 people found the following review helpful. Good stuff. By N This is a graphic novel in the sense that it is mostly a novel with pictures. After Death is a very thoughtful work. I get the feeling that this book meant a lot to all involved. The best thing about After Death is how it tackles its complex and meaningful themes. This could have been a piece of schlock about immortals fighting, but it's much more grounded than that and ponders life in general, resulting in some unique observations. Jeff Lemire does a very nice job with the art. He has a very unique style that works nicely with this and adds a lot to the book. I don't think that any artist could've successfully conveyed actions and emotions in the same way he does. While I did greatly enjoy After Death, I felt it had some problems. I found it somewhat difficult to follow the story because you are just kind of thrown in. The story is told through both prose, which takes place now, and through comic book pages, which take place about 800-900 years from now. Jumping back and forth bothered me a bit, though in the end, I pretty much got it. I had some difficulty understanding motivations of characters because there are a lot of things that aren't revealed until the end. While everything makes sense in the end, I think that going through the book without fully understanding characters hurt my enjoyment of the book. One nitpick was a single line at the end where a character basically says "your life is just like a metaphor explained earlier." I like Scott Snyder a lot, but he often shines a light on things that should be subtle, which is annoying. Overall, After Death is a work I greatly enjoyed. The actual ideas and themes were more important, I felt, than the story, which seemed to act as a vehicle to convey the themes. Really, good stuff.

What if we found a cure for death?

PUBLISHERS WEEKLY (STARRED) -- Superhero mavens Snyder (Batman) and Lemire (the Essex Trilogy, Sweet Tooth) team for a challenging and thought-provoking speculative work set 825 years after a cure for death is found. The mix of graphic novel and illustrated text captures protagonist Jonah as he ponders the world that deathlessness has wrought, peppered with extended flashbacks to the days before the cure. Snyder's script and concepts are sharp and fertile, and recall his pre-comics work as a prose novelist. The art elevates this from an exegesis on mortality to a gripping, elegiac illustrated adventure that bedazzles and fascinates. Lemire has a crackerjack sense of storytelling pace and tempo to back up his art chops, and he puts an unearthly spin on fantastic settings and creatures but never forgets that this is a very human story. This puzzle-box story rewards careful (and repeat) reading. (July)