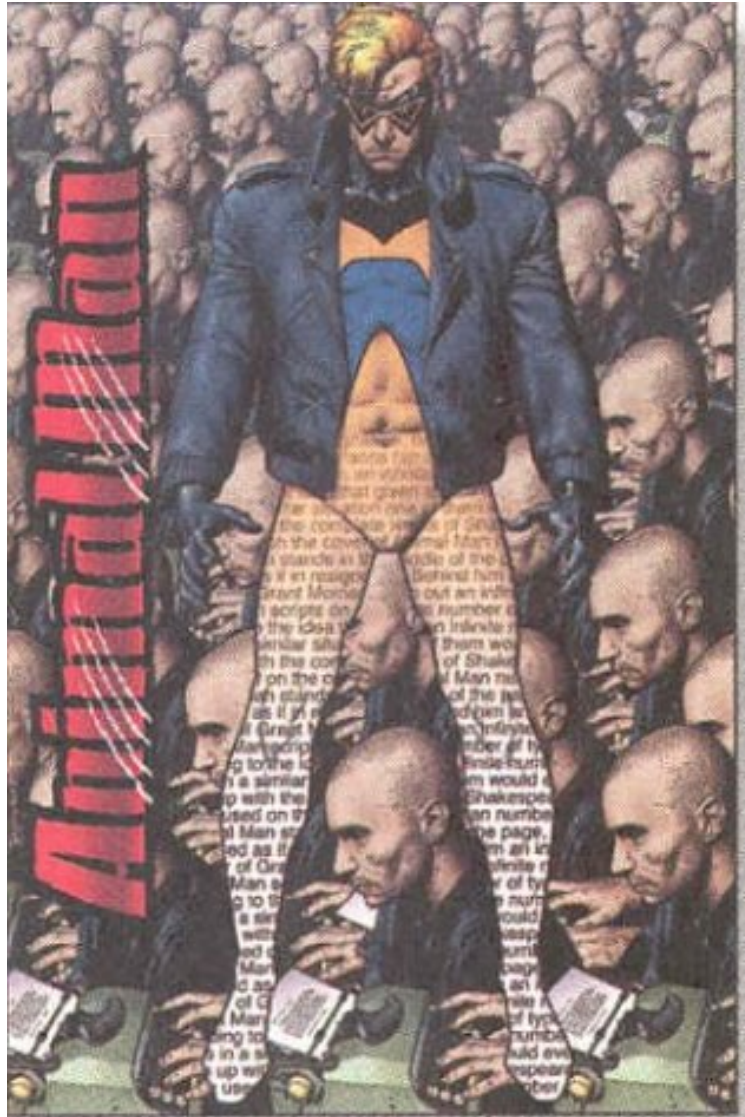


Animal Man, Book 3 - Deus Ex Machina

Grant Morrison

**Download PDF | ePub | DOC | audiobook | ebooks*



[Download](#)

[Read Online](#)

#482179 in Books 2003-11-01 2003-11-01 Original language: English PDF # 1 10.15 x .55 x 6.68l, .75 #File Name: 156389968X232 pages | File size: 47.Mb

Grant Morrison : Animal Man, Book 3 - Deus Ex Machina before purchasing it in order to gage whether or not it would be worth my time, and all praised Animal Man, Book 3 - Deus Ex Machina:

0 of 0 people found the following review helpful. It builds to this...By C. D. VarnAnimal Man volume three collapses the fourth wall and the panel; Morrison uses Crises on Infinite Earth as a way to reimagine the multiverse and the relationship of characters to comic creators. Furthermore, elements from issues nine forward start to make more and more sense as the story arc is wrapped up and some of the earlier rushed stories seemed to add into something. The utter destruction of the fourth wall and the extreme meta-textuality works here because the character and plot have

built up to it, and because it allows Morrison to comment on many of the flaws he saw in superhero comics in the 1980s. This is not to say every element hits, it doesn't. Some plot lines seem too on the nose, and Morrison's conversation with Buddy in the book have some obvious and weighted philosophical commitments that are in keeping with the characters but seem a little cliché now. The art is competent but not particularly ground-breaking, and the meta-textual elements are not as fresh now and a little too dead on. That said, it was definitely groundbreaking in 1989-1990 and did deconstruct the superhero in an early different way than say Alan Moore or Frank Miller. For those who enjoyed the first two volumes but felt a little underwhelmed, I think most will think this pays off. For those who did not enjoy the meta-textual elements, well, this won't be their cup of tea.

0 of 0 people found the following review helpful. I can see you...By James B. Grant Morrison's run on this classic title comes to an end in this volume, and boy does he go out with a bang. This was easily the best of the first three volumes. In this volume, two major things happen. Animal Man goes on a quest to figure out the weird events that happened to him in Africa. It is so wonderfully weird you won't be able to avoid laughing along while you read. Second, the Psycho Pirate comes back and deals with the fallout from the Crisis of Infinite Earths. It starts out fun, and then turns into one of the most heart-warming scenes I've read in comics. This definitely belongs in Vertigo's all time greats list.

1 of 1 people found the following review helpful. A discussion on what a comic character isBy Joao P. C. Santos There is not much in the way of a proper *story* in this book: events have little relevance or connection to one another. However, apparently this is part of the Author's intent. The idea is to discuss the relationship between creators (specifically comic writers) and their creations. A scenery is presented on "what if a comic character could actually find out that he is just so?". There is a discussion on the meaning of a comic character's reality, of the fact that he is just a puppet to a writer, of him not knowing that his "memories" are actually implanted by a writer etc. That is the larger, main scope of this comic, which collects issues 18-26 of Animal Man (published late 1989 to early 1990), thus finishing Grant Morrison's run on the title. In a smaller-scope storyline, Morrison acknowledges the Crisis on Infinite Earths (which no character in the DC Universe was supposed to be aware of, except for the Psycho-Pirate) and discusses the meaning of such event to the existence/non-existence of comic characters in the DCU and in real life. All this makes Deus Ex Machina a singular comic story, especially within the DCU realm. It is not a masterpiece (therefore 4 out of 5 stars), but it should always be highlighted as a very meaningful corner among the twists and turns of DC's mainstream storylines. It is an understatement to call it unusual. Thorough annotations on these specific issues (18-26) can be found on the Web, in the "Crisis annotations" page (just google it, it's easy to find).

Written by Grant Morrison; Art by Chas Truog, Doug Hazlewood, Paris Cullins, Mark Farmer, and Steve Montano; Painted Cover by Brian Bolland This long-awaited third trade paperback completes the collection of Grant Morrison's legendary re-imagining of Animal Man. Reprinting ANIMAL MAN #18-26, DEUS EX MACHINA follows Buddy Baker through an incredible odyssey of discovery and features a new cover by renowned cover artist Brian Bolland.)

From Booklist When comic books started hooking for an older readership in the 1980s, one approach was to take a forgotten second- or third-string superhero and update him with a modern sensibility and sophistication. One of the most successful such resuscitations was Morrison's revamp of Animal Man, a rather inane 1960s costumed crime fighter who could assume the abilities of various beasts, flying like a bird or swimming like a fish. In Morrison's hands, Animal Man progressed from a standard-issue superhero to a compelling crusader for animal rights in an entertaining run of playful, often bizarre stories. In the final issues of the series he wrote, reprinted here, Morrison puts his hero through Job-like trials before finally inserting himself into the narrative to reveal to Animal Man that he is only a fictional character. In these unprecedented stories, Morrison brought metafiction to comics before the concept entered popular culture. Morrison went on to create increasingly complex comics, such as *The Invisibles* and *The Filth*, but it was with Animal Man that he began amassing his sizable fandom.

Gordon Flagg Copyright American Library Association. All rights reserved About the Author Writer Grant Morrison is known for his innovative work on comics from the graphic novel *Arkham Asylum* to acclaimed runs on Animal Man and Doom Patrol, as well as his subversive creator-owned titles such as *The Invisibles*, *Seaguy*, and *WE3*. Grant has also written best-selling runs on JLA, *Seven Soldiers of Victory*, and *New X-Men*, and helped to reinvent the DC Universe in *The Multiversity*, *All Star Superman*, *52*, *Batman*, *Batman Robin* and *Batman, Inc.*