

Batgirl Vol. 3: Mindfields

Cameron Stewart, Brenden Fletcher
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Cameron Stewart, Brenden Fletcher : Batgirl Vol. 3: Mindfields before purchasing it in order to gage whether or not it would be worth my time, and all praised Batgirl Vol. 3: Mindfields:

0 of 0 people found the following review helpful. A fond farewell to Cameron Stewart, Brenden Fletcher and Babs TarrBy Lee Kirby"Batgirl Vol. 3: Mindfields" marks the close of Batgirl's initial adventures in Burnside with two endings.The first is a five-part adventure, courtesy of co-writers Cameron Stewart and Brenden Fletcher and artist

Babs Tarr, involving a battle with a supervillain called The Fugue which takes place not in Burnside or Gotham City, but inside Barbara Gordon's greatest weapon in her fight against crime-her mind. Barbara is distressed by her increasing forgetfulness and by nightmares-both of which just happen to occur as an old friend of hers named Greg arrives on the scene. Both Frankie Charles and Dinah (Black Canary) Lance find this old friend sneaking around Barbara's apartment and rummaging through her belongings. It doesn't take a detective to determine before the characters do that Greg and The Fugue are one and the same. But creating a mystery isn't Stewart's and Fletcher's intent. Rather, they're more interested in using their plot to show the interactions between Barbara and her friends, including the aforementioned Frankie and Dinah, as well as former Batwing Luke Fox, whom Barbara talks into donning his armor one last time. Thus, this story continues and expands upon the "family business" themes of the same-named previous volume of this Batgirl series. That "family business" is also the co-writers' greatest accomplishment of their tenure: giving Batgirl and Barbara a supporting cast with whom she can interact. By contrast, Gail Simone's Batgirl series, which I enjoyed, was one lengthy interior monologue on Barbara's part. Those interactions compensate for a weak subplot involving Barbara. In the course of this five-part story, with virtually no explanation, Barbara abandons her pursuit of her doctorate and builds a giant clean energy engine, start Gordon Clean Energy, and apparently become very wealthy. Stewart and Fletcher try to cover this by using her spotty memory as an excuse to hop, skip and jump through all this, but such major life changes feel shallow without well-reasoned explanations. With this story, both Stewart and artist Babs Tarr bid farewell to Batgirl. While Tarr's art is at times a bit too cartoony for my taste, it has an undeniable energy that leaps off the page and commands the reader's attention. Fletcher flies solo as writer for "The Gladius Offensive," a two-part story which closes the initial Burnside adventures by setting up Barbara's decision to leave temporarily for an overseas journey so she can learn to be a better Batgirl-and positioning the ongoing title for writer Hope Larson's Rebirth-era run. In the process, Fletcher indulges himself with a second crossover with "Gotham Academy," which he also writes. "Mindfields" closes with "The Battle for the Burnside Bridge," a no-dialogue story from Fletcher and Stewart set during the events of the "Endgame" storyline in "Batman." The story finds Batgirl trying to save innocents from a mob of people who have been transformed by Joker toxin into mindless monsters. One can quibble with the placement at the end of this volume when it should have rightfully been included either at the end of Vol. 1, "The Batgirl of Burnside," or at the beginning of "Family Business," but that makes it no less entertaining. And artist Bengal, with a style which bridges Tarr's and the DC house style, is more than capable of doing the heavy lifting this story requires. When Stewart, Fletcher and Tarr took over "Batgirl" from Simone and artist Fernando Pasarin and declared their intentions to lighten the book's tone and make it more appealing to younger audiences, I wanted to hate them. But they've done what good creators should do. They've left Batgirl a better character-and a better book. For that, I give them a well-deserved "thank you." 1 of 1 people found the following review helpful. Unfocused mess. By Cody Munger The writing doesn't flow. The last half is an incoherent mess, so much is happening and nothing makes sense. The plot makes so many jumps in continuity that I thought pages were missing. The first volume was an incredible start with some wonderful artwork and a tightly paced story. This one has a different artist and a story that could have been 100 pages longer. So disappointing. 0 of 0 people found the following review helpful. Great Bat surprise By Welbourne F. Bronaugh III amazing story and art. Love this Stewart/Tarr story line. Brought an original story with good characters

THE BATTLE FOR BURNSIDE IS ON! She rides a cool motorcycle, swings a mean right hook, and has backup from the best crime-fighters in the biz, but Batgirl's greatest weapon has always been her mind. As the brilliant Barbara Gordon, she's on the verge of a tech breakthrough that could transform her beloved Burnside neighborhood, and all of Gotham City to boot-though if it falls into the wrong hands, it could just as easily devastate them. But how can Batgirl stop a hacker who can break into her brain itself? A sinister figure has been haunting Batgirl's nightmares and stealing all her secrets, from her high-tech innovations to her hidden identity. And he'll use that knowledge to destroy her forever. Now Batgirl must assemble a band of her best friends and closest allies-including Spoiler, Black Canary, Batwing and more-to stop the most dangerous enemy she's ever known, or Burnside and the entire Bat-family will burn. It all comes down to this! The revolutionary creative team of Cameron Stewart, Brenden Fletcher, and Babs Tarr bring the saga of the Batgirl of Burnside to a close in **BATGIRL VOL. 3: MINDFIELDS**. Be there for the shocking climax to one of the greatest Batgirl stories ever told! Collects **BATGIRL #46-52**.

Not your Daddy's Batgirl. IGN The Batgirl title at DC has maybe never been better, under the creative team of Cameron Stewart, Brenden Fletcher and Babs Tarr. Nerdist Smart and chic. Shelf Life, Entertainment Weekly This reinvigoration of Batgirl manages to be big fun and actually tuned in to Millennial culture. Thoroughly enjoyable. Sure to please superhero fans of all ages. Library Journal A clean, animated visual style that emphasizes the fun side of superheroics. AV Club About the Author Cameron Stewart is the illustrator of **BATMAN AND ROBIN, SEAGUY, SEVEN SOLDIERS: THE MANHATTAN GUARDIAN, THE OTHER SIDE, CATWOMAN** and many more. He has been nominated for Shuster, Eagle, Harvey and Eisner Awards, and his original webseries *Sin Titulo* won the 2010 Eisner and Shuster Awards for Best Digital Comic. He is currently writing **BATGIRL** for DC Comics. Brenden

Fletcher is a Canadian writer, best known for his work at DC Comics. He is currently co-writing the critically acclaimed bestselling series **BATGIRL** with Cameron Stewart, which has reinvigorated the franchise. Fletcher is also co-writing **GOTHAM ACADEMY** with Becky Cloonan, as well as **BLACK CANARY**.