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Habitat

Roy Simon

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#262658 in Books Simon Roy 2016-11-01Original language:English 10.60 x .50 x 6.90l, .0 #File Name: 163215885X96 pagesHabitat | File size: 64.Mb

Roy Simon : Habitat before purchasing it in order to gage whether or not it would be worth my time, and all praised Habitat:

8 of 8 people found the following review helpful. Magnificent sci-fi world-building in a ripping, fast-paced adventure comicBy Patrick G. Phillips"Habitat" is one of the most impressive sci-fi comics I've read in a while. If you were trying to explain it as a movie pitch, it would be something like "'Apocalypto' meets 'Logan's Run'". In a comics context, it might be "'Conan' by way of 'Neil Gaiman's Teknophage' as imagined by Enki Bilal or Alejandro

Jodorowsky." That's level of high concept we're dealing with here-- the sociology of utopian collapse and regression filtered through a fast-paced sci-fi action story. Cho, the protagonist of the story, is a cannibal soldier trapped in an aging vessel whose populace has devolved into various warring factions over the course of four generations. (Yes, I know-- cannibals don't generally make great protagonists, but all the food in the "habitat" has been gone for decades, so the inhabitants are forced to get creative with how they survive.) On his first day of military service, Cho has a remarkable kill that prompts his commanding officer to allow him to keep his victim's clay medallion as a trophy. However, as it tends to go with these things, the medallion is not what it seems, and what Cho has discovered could destabilize society even further. When confronted, Cho makes his escape and joins up with an "Engineer" tribe that tries to maintain the integrity of the habitat even as the knowledge of how to do so fades away. They have plans for the medallion, too, and those plans might just save the habitat from further societal decay. Again, this is a fast-paced adventure story, but its true appeal is in its world-building. There is something new and interesting about the habitat revealed on pretty much every page, and while certain elements of the story are well-worn tropes, Roy finds ways to make them seem fresh and vital to the story. His art, as expected, is sensational. My only complaint is that the story is somewhat short, but even so, it's a masterpiece. I hope Roy revisits this world someday.

0 of 0 people found the following review helpful. Walking Dead in outerspace (spoilerless review)By A customerNo, there are no zombies in outerspace within the pages of "Habitat". But just like The Walking Dead (TWD) isn't all about Zombies, the characters in Habitat and how they treat each other is really what Habitat is all about. Set on some giant space-station (a self contained world really), it's no plot spoiler to say that the station has seen better days and that its inhabitants are being forced to deal with technology falling apart all around them. The story starts that way right off the bat with no buildup and you're off and running. There is still plenty of working hi-tech left however: 3D printers, mech-robots, and the like. The problem is what happens when something no longer works because its mechanic died, or because there are few ways to fix something that might otherwise be in perfect working order save for one little part. Not to mention that pesky food water situation. Feels very much like TWD in that way, but in no way as a rip-off. Some of the other TWD similarities are plot spoilers, so I won't go into them here. The various factions start to fight and/or cooperate over dwindling resources and knowledge bases. Security vs. Engineering vs. Medical, etc. Great, detailed art, just a little cartoony but still based more in realism. If you like Prophet Volume 4: Joining (Prophet Tp), also by Roy Simon, you'll also like this. Art style that comes across a bit like European comics with a little Richard Corben and a pinch of Tim Truman. You'll read this in one sitting and wonder if they've already started filming the movie.

0 of 0 people found the following review helpful. An interesting comic with amazing visuals. The story is complex and features a ...By Alex F. An interesting comic with amazing visuals. The story is complex and features a cast of characters trying to survive in a massive ship that's stranded in space. One half of the characters have become cannibals for the purposes of survival, others are working hard to keep the ship intact and habitable. I would consider this comic a mixture of Mel Gibson's Apocalypto, and the slew of recent space flicks. You'll find some interesting mecha design in this comic that kinda reminds me of Big Daddy from Bioshock, and some designs rifled from James Cameron's Aliens. The plot can be hard to follow at times since the author invents a dialogue that hints at the history that occurred before the ship became inactive. The author and the artist marry the concept of what happens when a race of technologically superior people devolve into a well organized band of cannibalistic survivors in a setting that looks like a well crafted Miyazaki anime. Definitely an interesting book to rest on your shelf.

All his life, Hank Cho wanted to join the ranks of the Habsec - the rulers of the orbital habitat his people call home. But when he finds a powerful, forbidden weapon from the deep past, a single moment of violence sets his life - and the brutal society of the habitat - into upheaval. Hunted by the cannibalistic Habsec and sheltered by former enemies, Cho finds himself caught within a civil war that threatens to destroy his world. A new barbarian sci-fi adventure from SIMON ROY (Prophet, Jan's Atomic Heart, Tiger Lung). Collecting installments originally serialized in ISLAND MAGAZINE issues 2, 5, and 8.

LIBRARY JOURNAL (STARRED) -- Hank Cho is a newly minted security officer aboard a roughly planet-sized, damaged, and abandoned space station marred by constant war among the tribe-like descendants of the original crew. He discovers some ancient and forbidden technology and is thrust into a sprawling escapade that just might decide the fate of society. Will his discovery doom the station to apocalyptic war, or could this be the first step in the station's reunion with the rest of humankind? Featuring bloody battle scenes, political intrigue, and plenty of giant robots, writer and illustrator Roy (Prophet) has crafted a tale that, while short, easily stands beside the best space opera and sf of the last decade while maintaining a sensibility and aesthetic that fans of edgier, more independent comics will love. Originally serialized in the Image anthology Island issues 2, 5, and 8, collected here for the first time. VERDICT An immensely enjoyable and essential survival tale that fans of visceral action, tales of dystopian futures, sf, and independent comics are sure to embrace.