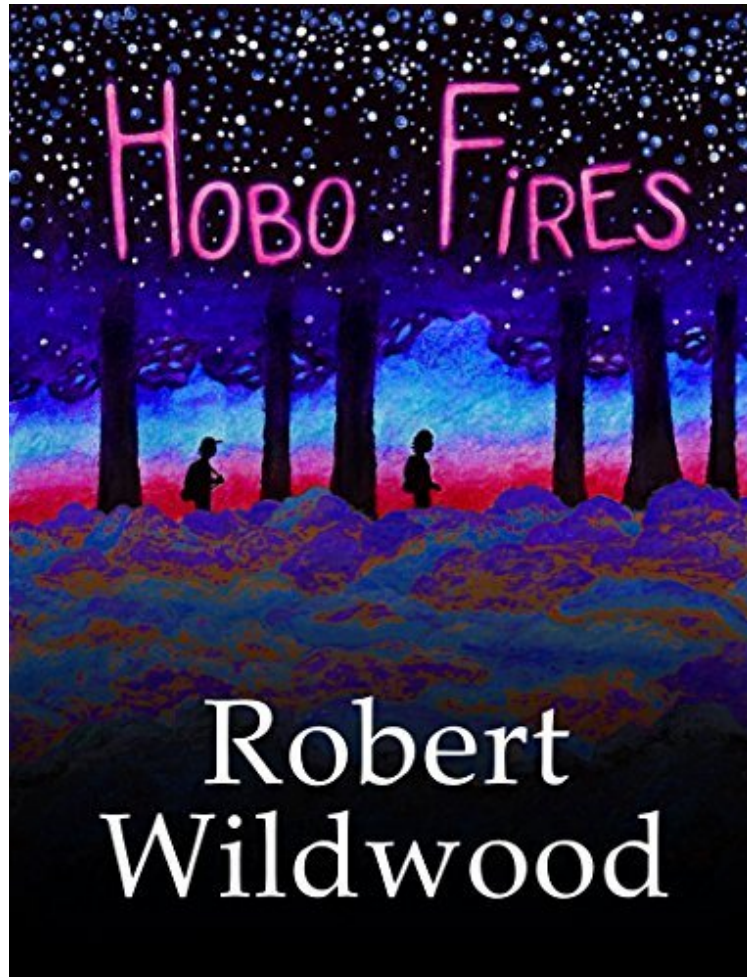


(Mobile book) Hobo Fires

Hobo Fires

Robert Earl Sutter III

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Robert Earl Sutter III : Hobo Fires before purchasing it in order to gage whether or not it would be worth my time, and all praised Hobo Fires:

0 of 0 people found the following review helpful. Little-Known Graphic Novel GemBy Wes ModesThis is an epic graphic novel in the tradition (though not the style) of longer stories by graphic novelists such as Craig Thompson or Will Eisner. However, Rob's style is in a more punky/zine tradition and completely his own. Working in various painterly mediums, Hobo Fires has a DIY charm. The story is tragic, comic, romantic, and full of heart. It deals with subject such as trainhopping, gender identity, sex, love, and anarchism.The author is an acquaintance, but I hope, since I'm a published comic author, you won't disqualify my recommendation. I am a comic artist whose work appears in several anthologies of comic history, as well as a few arty books. I even has the good fortune to collaborate with the late Harvey Pekar.0 of 0 people found the following review helpful. I've never seen anything quite like it. It's reminiscent of smaller homemade comic zinesBy Steve BradyHobo Fires, by Robert Earl Sutter III, is a graphic novel

detailing the freight train riding adventures of two transients, Poenie and Raukkus, over 100 years in the future. This is original, that is, I've never seen anything quite like it. It's reminiscent of smaller homemade comic zines, but bigger and bolder with a professional level of effort. And I don't think anyone's done freight-hopping sci-fi; Rob does for train riding what Douglas Adams did for hitch-hiking. Although it more than qualifies as science fiction, the style is more of a travelogue, like the thinly disguised autobiography of the Lost Generation or the Beats. Rather than plot-driven, a lot of pages show the pair discussing philosophy, politics, personal history and the meaning of their experiences, with each other the other outsiders they meet on the way. And they talk a lot about science cosmology, geology, evolutionary biology, sociology. What's fun about this is that the science sounds fantastic, but is actually quite accurate. Until later on, when we've learned to trust this science, we learn that The universe consists of 96% cosmocellium. The electromagnetic aura of an individual human leaves a continuous imprint in the cosmocellium structure... I almost fell for it! Like the style, the setting is a caricature of modern hoboing. The automation of the rail industry has progressed until the trains are completely robotic. A network of androids seeks to capture the riders, who have a very powerful handheld computer, a second brain, that can download all the info they need and hack systems to keep the travelers safe. Rather than the usual totalitarian dystopia, American society is the same but its absurdities have progressed, for example, more intense pollution and climate change are referenced. And rather than just an ankle monitoring bracelet, Raukkus has a court-ordered chip in his brain. Not only is it a tracking and monitoring device, but it can control his behavior, resulting in accountability problems. Now this is a great book, but I'm inspired to nit-pick because I'd like to see a stronger community of radical writers where we really hone our products. Right now I'm seeing more mutual support among conventional sci-fi writers than authors in the scene. I've also heard that honest critical reviews do more to promote a book than sycophantic ones, and I want to see more books like this. So here goes: As they wander to Salt Lake City, Minneapolis and Chicago, they encounter danger and find ways to survive. Yet there is only one progressing plot element, the chip in Raukkus' brain. I want to respect the travelogue style while being honest about my own prejudices as a reader and writer of sci-fi and fantasy, I kept thinking of ways the plot could be more intense. A hobo is a kind of real-life person, and just like, ordinary teenagers or cubicle workers for example, one could find oneself having to save the world. All the wanderers in *Hobo Fires* seem to think they're destroying authoritarian society and building a new alternative. But here's my next prejudice, this reminds me of traveler kids with exactly this delusion. True, we do see Poenie and Raukkus visit self-sustaining anarchistic hamlets and small communities. However, *Hobo Fires*, while still maintaining a travelogue style, could make this a stronger theme, by showing the bankrupt mainstream world retreating and collapsing, and the new world functioning on a continental scale, really capable of assimilating refugees, etc. The review in *Slingshot* claims The art in *Hobo Fires* hasn't progressed much from Rob's output from the past ten years. I've only read Rob's text fiction, but I was impressed with the layout. The landscapes presented me with the feel of looking out of a freight train with wonder. (If you've just ridden Amtrak, imagine there's no glass in the way and you're not quite sure where you're going) The sense of the freight train also comes across looking at the tracks through a hole with healthy fear, and minimal frames where both the protagonists and readers try to figure out what's happening with scant visual. The artistic weakness for me was the faces. As standalone drawings they're fine, but the similarity in style accumulated for me; I often needed to look closely to tell people apart. And their expression was almost always open-mouthed astonishment; while it's great that incredible things are happening and the faces reflect that, I'd have liked to see more of a spectrum of curiosity, shock, alarm, and startling within that experience. So overall, I definitely recommend this. Rob's passion for things that matter to him, hobo culture, resistance to authority, DIY ethics, moves the reader along. 0 of 0 people found the following review helpful. Fantastic book! By Amy Borgman Touches on so many different ideologies: gender, sexuality, artificial intelligence, authority, anarchy, love, friendship, music, and spontaneity to name a few. Visually pleasing and hard to put down!

In a world where hobos must be hackers to ride automated freight trains, one woman braves the robotic jungles to explore the wild world of an accelerating future. Poenie confronts the mechanized authorities of a hyper-techno society seeking to control the bodies and desires of every soul on earth. Catch a ride with Poenie, Raukkus, Booska, Estrella, and everyone else in the year 2137: all you need is one backpack two boots, the open road is already there. In the moments between running from the law and fighting the law, there's time for fun.