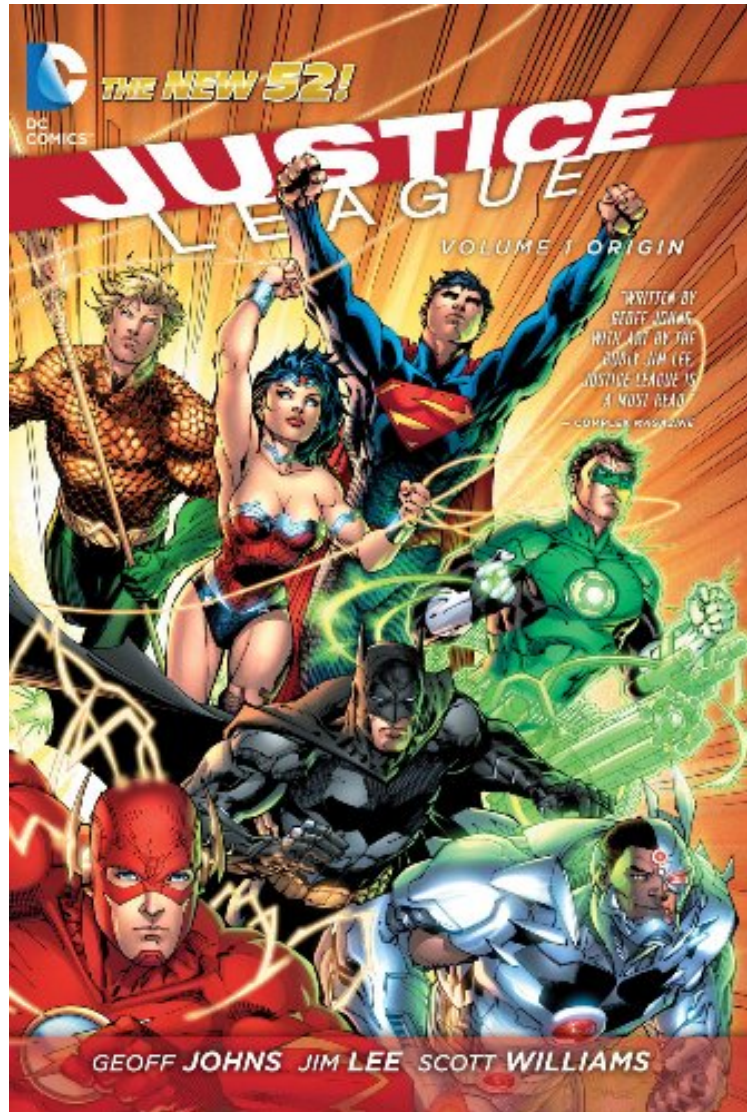


(Ebook pdf) Justice League, Vol. 1: Origin (The New 52)

Justice League, Vol. 1: Origin (The New 52)

Geoff Johns

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#24802 in Books DC Comics 2013-02-05 2013-02-05 Original language: English PDF # 1 10.20 x .30 x 6.60l, .75 #File Name: 1401237886192 pages DC Comics | File size: 36.Mb

Geoff Johns : Justice League, Vol. 1: Origin (The New 52) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Justice League, Vol. 1: Origin (The New 52):

1 of 1 people found the following review helpful. You gotta read this! By Shawn Larrivee One word comes to mind after reading this comic: amazing. This origin seemed like a Green Lantern centered start. He had the most dialogue and seemed the most troubled throughout. Always taking on the tasks others weren't diving head first into. His constant jabs at Batman for being a "superpower-less superhero" which were hilarious at times, were always a great form of entertaining comedic relief. Batman's suit artwork was incredible, and it's the most aesthetic I've seen in all

the comics I've read with him in them. The overall artwork and colors are very bright and intriguing and it leaves you with a "happy and uplifted" feeling which New 52 isn't known to do. I don't know a whole lot about Aquaman, Wonder Woman, and Cyborg, but they definitely did not skimp out on letting us know what their powers were, and I loved learning Cyborg's backstory and how he came to be. Very wonderful origin story for Justice League and having them face one of the comic universes most strongest villains to start out with let's me know these authors aren't messing around with getting down to business with this arc. I can't wait to dive into volume 2, which is right next to me as I type this. See you guys on its review. Until then, enjoy volume 1.2 of 2 people found the following review helpful. Didn't need a reboot, but at least it was good! By J. ParkerDC could have freshened up the DC universe without messing with continuity so much, in my humble opinion. That being said I wanted not to like this... but I couldn't. Jim Lee's art was sensational (like always!)! Also Geoff Johns did a good job weaving in 7 heroes joining together nicely, if a bit rushed, but it is understandable with how much he had to fit it. The banter between the heroes was spot on, except for Batman! Johns view of Batman is more of a highly intelligent, wise, leader as opposed to the more sullen roguish Dark knight. He portrayed him the same way when Batman was in some of Johns "The Flash" about 5 years back. I guess everyone has different takes on different characters. Also I was surprised at the lack of focus Johns put on the villain of the story, which was Darkseid. Johns has a reputation of putting you in the mind of his villains, which can add so much to the story! I won't hold that against him in this collection since he had a lot to do (re)introducing 7 heroes. If DC was going to hit the reset button on us with the Justice League, they were very wise to have Johns/Lee/Williams do it! I would give the story a 4 and the art a 5. Since there isn't a 4.5 I can choose I'll round this up to a 5! 0 people found the following review helpful. A fun take on the Justice League's beginning! By Desert Toyman I absolutely loved this book. The story of how the New 52 version of the Justice League came together is a great ride. The origin of Cyborg is great too. The interaction between all of the characters, particularly Green Lantern and the Flash, is what really makes this book great. The only crutch is that it uses the old battle between heroes because they mistake the other for a bad guy cliché a little too much. I also am not sure that I really like the characterization of Wonder Woman in this story as a thrill-seeking war monger. But the main battle with Darkseid is enjoyable. I really never cared much for Darkseid as a character but I thought that he was used well in this story. The fact that there was some mystery behind what was going on helped it a lot. The New 52 gets a lot of bad word of mouth for all of the changes to the DC universe. This is one book that does not suffer from any of the complaints that I have heard in regards to the New 52. If you haven't read DC in a while because of the New 52, get over it. It's here to stay. Pick up this book and catch up with the world's greatest heroes!

A NEW YORK TIMES BESTSELLER As a part of the monumental DC Comics The New 52 event, comics superstars Geoff Johns and Jim Lee bring you an all-new origin story for the Justice League! In a world where inexperienced superheroes operate under a cloud of suspicion from the public, loner vigilante Batman has stumbled upon a dark evil that threatens to destroy the earth as we know it. Now, faced with a threat far beyond anything he can handle on his own, the Dark Knight must trust an alien, a scarlet speedster, an accidental teenage hero, a space cop, an Amazon Princess and an undersea monarch. Will this combination of Superman, The Flash, Cyborg, Green Lantern, Wonder Woman and Aquaman be able to put aside their differences and come together to save the world? Or will they destroy each other first? In one of the most game-changing titles in comic industry history, Geoff Johns and Jim Lee re-imagine the classic heroes of the DC Universe for the 21st century. This volume collects issues #1-6 of Justice League, part of the DC Comics The New 52 event.

.com QA with Geoff Johns and Jim Lee Q: What's it like working on a huge initiative like The New 52? Geoff Johns: This has been a tremendous opportunity to go back and look at the central core of the characters, the directions they've gone in over the years and the new takes we can bring to them. For me, the Justice League had become too much of a tight knit unit. Their relationships became nearly interchangeable, and in a team dynamic that is extremely dull. What conflicts would come out of their different personalities and approaches to these larger-than-life problems? How would the world's greatest super heroes really form a team? Their relationships are vastly different with one another and will continue to be. Jim Lee: It's been incredible to see so many people coming together and be a part of this fresh, new direction to move our characters forward for, what we hope, will be a new generation of fans. These are characters that have been around for many, many decades and you shouldn't feel scared to be changing that up because otherwise they're just going to ossify and become relics of the past, as opposed to something living and breathing in the present. Q: How are you balancing making these stories and characters feel fresh and new while still respecting what came before? GJ: You always want to remain true to the core essentials of the characters that have made them connect with generation after generation, but at the same time you want to take chances. You want to do something that hasn't been done. For me personally, I want to explore mythologies and villains and new elements that are introduced alongside the world's famous characters. Q: What would you say defines the character you are working on? GJ: Their central concept, which is an emotionally driven one. I'm surprised by how many super heroes seem to lack believable motivation and, in comics, are often ill-defined. What does the character want? And how does that relate to

the bigger story at hand? And how can I connect to that? That's what defines the character for me. Their powers, worlds and enemies should all be an extension of that. Q: What stories or creators inspire you most when working on your character? GJ: I'm inspired by anything that I connect to emotionally and, in the case of super heroes, that I cheer for. Q: So what do you consider to be your character's definitive stories? GJ: That's up to the audience to decide. Sinestro Corps became one because it connected with so many readers. Q: With over 75 years of stories, is it difficult discovering new ideas and places for these characters to go that haven't already been done? GJ: Surprisingly, there's always more stories to come from these characters--that's what makes them great. Q: What would you say is the difference in approach between writing and dialoguing the characters of The New 52 versus their previous incarnations? GJ: I don't want anything to be taken for granted. I don't want the Justice League to be the worked-together-and-friends-for-life characters that they've been. So approaching them in a different way, as people first and heroes second, is what I've been doing. Q: Jim, what's it like working together with Geoff on Justice League? What about his writing do you think compliments your art? JL: Geoff's energy jumps off the script and while he's known for his in-depth history of the rich DC Universe, it's his focus on character and the interpersonal quirks that really make it fun working on DC's trademark superteam. I get a big kick out of drawing their first interactions and more human aspects on the page, including a sense of humor and fun amidst this amazing roller-coaster ride of explosions, derring-do and heroics. At the end of the day, it's this journey you didn't expect that keeps people excited about comics! Q: Jim, you've been involved with two of the biggest comic launches in comics history, X-Men No. 1 and Justice League No. 1. What's it like for you making such huge marks in the industry? Are they similar in any way? JL: It's great! I think any artist wants to reach the widest audience possible for their work, so it's always gratifying to work on a project that captures a lot of fan attention and be considered a huge success. That instant feedback online and meeting fans at conventions is always a rush that fuels me to keep drawing late into the night. Justice League was part of a much larger effort, so it's even more rewarding to see the whole relaunch resonate with fans in a huge way!