


The odyssey graphic novel

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My opinion of Gareth Hinds's version of *Odyssey* is mixed in the sense of entertainment, giving a huge bore to me, but keeping my focus at the same time. Odysseus is urged to chase the usual onslaught of problems to get to his home, the island of Ithaca in Greece, from the island of Ogygia. Odysseus, king of Ithaca, Penelope's husband, and father of Telemachus tend to lean on the beggar side of things. Of course, his current situation is quite desperate, however, he has my opinion of the Gareth Hinds version of *The Odyssey* mixed in the sense of entertainment, giving a huge bore to me, but keeping my focus at the same time. Odysseus is urged to chase the usual onslaught of problems to get to his home, the island of Ithaca in Greece, from the island of Ogygia. Odysseus, king of Ithaca, Penelope's husband, and father of Telemachus tend to lean on the beggar side of things. Of course, his current situation is pretty desperate, however, he only jumps from island to island leeching from the production of other kingdoms, but only by letting God bless you always with health, long life and happiness for all your children - (81) in return. To me he doesn't deserve the title of epic warrior because he hasn't done anything truly epic in this story. Another example of incompetent leadership can be seen in pages 115-116: Two of my people volunteered to go and see how people live there. (115) He lets go of his men, not himself. ... But they were treated to a wild and brutal welcome. (116). The result is the death of two of his men, where he himself could probably take the beasts head and won with all his men. The basic idea of this story is to prevail through treacherous journeys despite various difficulties. Sing through me, and tell the story of his suffering, his tropes and adventures, and his bloody homecoming. Odysseus grew out of this, overcoming these problems in time and hard work. I would recommend this book to people who love mythical stories and actions mixed with adventure. As well as those who are interested in graphic novels. ... more Telemachus waited for 17 years for his father Odysseus to return from the Trojan War. Now a young man, he chafes in vain on a small army of men living behind his father's estate as they try to win his mother's hand in marriage. Knowing nothing about the fate of his father, he goes to distant lands to find out if anyone knows about the whereabouts of Odysseus, or whether he is even alive. Odysseus is alive, but the gods test his courage, patience and skills, further delaying his journey home and his reunion with his wife and son. This retelling of Homer's classic epic poem acquires the format of the graphic novel, increasing its accessibility to a wider audience without diluting the quality of the text. Gareth Hinds' full color art draws the reader's eye from frame to frame. Filled with beautiful Scenes, horrible monsters, and lots of action, drawings help bring this ancient tale to stirring life again. The observant reader will notice that when the gods take on the disguise, they are identified by the barely noticeable blue chalk outline. The Adventures of *Odyssey* are complete, albeit abbreviated because of the format. Cyclops, Sirens, Scylla and Charybdis, gods and goddesses, battles, deception, honor and glory are all here. Readers who enjoy the Percy Jackson series will immerse themselves in this new look at Greek mythology. 256 pages 978-0763642686 Age 12 and above featured Jane Behrens, a high school librarian. Editor's Note: Other *Odyssey* Translations Used by Educators: *Odyssey: The Fitzgerald Translation* translated by Robert Fitzgerald 510 pages 978-0374224387 *Odyssey* translated by Robert Fagles B000P GMXS *Odyssey* translated by Emily Wilson 592 pages 978-0393356250 (very popular) - Educator's point of view: My students are really into the stuff of *Rikara* so instead of teaching a novel that they've read but harnessing their interest, I also used Gareth Hinds's graphic adaptation of *Odyssey*. They are really in graphic novels, so it's a good way to teach canonical text with great historical significance and some contemporary themes and roles are worth the challenge, as well as teaching some textual elements present in graphic novels that they may not have vocabulary for. Other graphic novels that have been popular are *Roller Girl* Victoria Jamieson and *Baba Yaga's assistant* Marika McCool. These were the texts of *Battle of the Books* for our district, and were big hits. *Roller Girl* has some good socio-emotional elements along the lines of young coming-of-age books, which I think will make it a good text for the curriculum too. I also used a couple of graphic novels by Gina Luen Young *Boxers and Saints* to look at the perspective, and the students were busy, and it created some great discussion. -- Rich Farrell, Educator, Illinois, NCTE Teaching and Learning Forum February 2017 Copyright Date: 2010 Availability: Available ISBN: Publisher: 0-763 6-4268-1 Perm-Related: 0-605-44508-7 ISBN 13: Publisher: 978-0-7636-4268-6 Perma-Bound: 978-0-605-44508-6: Horn Book References to Classic *Odyssey* Translations as Sources Hinds retells Homer's epic in pictures plus a reasonable minimum of words, adhering to the original complex, twenty-four chapters of order. Briefly as the text of this graphic version, it makes an accessible and effective addition to the dramatic art of pencil and watercolor that explicates and interprets the story. A worthy companion to great predecessors. Kirkus Reviews Hinds adds another magnificent adaptation to his work (*King Lear*, 2009, etc.) with this stunning graphic retelling of Homer's epic. After *Odyssey* travel to return home to his beloved wife, Penelope, readers into a world that easily combines realistic and fantastic. The gods mix with and not that their warnings could lead to a quick danger; being ordinary people, Odysseus and his team often make hasty mistakes in judgment and have to face complex consequences. Lush watercolors move with liquid lines throughout this reinvention. The artist's use of color is particularly striking: his battle scenes are enough, bloody scarlet affairs, and Polyphemus's cave is stuffy orange; it depicts the underworld as a colorless, tasteless void, interior spaces in warm tans, an all-around sea in light Mediterranean blue and some of the distant islands in almost palpably growing greenery. Don't confuse this hefty, respectful adaptation with some other recent; This one holds nothing back and is proudly grittily realistic rather than fun cartoonish. Big, bold, beautiful. No, no, no. (Graphic classics. YA) Gr 7 Up'12 School Library; Taking the world famous epic poem and adapting it into a graphic novel format for modern readers is certainly a huge effort. But since Hinds has already accomplished the same feat quite admirably with *Beowulf* (Candlewick, 2007) he has proven himself to be more than capable of the task. To sum up the classic story: Odysseus tries to return home after the Trojan War, but many obstacles are thrown in his way, and many people, creatures and gods try to stop him. Its people are loyal on the one hand but poor to follow critical orders on the other, leading to even more delays. Meanwhile, his faithful wife Penelope is waiting for him, fighting off dozens of impatient suitors. Fortunately for Odysseus, he has several supporters, including the goddess Athena. The beautiful Hinds watercolors skillfully capture the pink finger of dawn, the wine-dark sea, the land of the dead, and many other settings and symbols that will inspire readers. This adaptation goes far beyond the zest of coverage that other versions such as Tim Mucci's *Odyssey* (Sterling, 2010) provide. Hinds' work will be a welcome addition for fans of Homer's original work and for newcomers to this classic story. Featuring a great artistic evolution, since his rough-and-tumble *Beowulf* (2007), Hinds lets the epic story take its time, with a slow build and pages that aren't afraid to alternate a packed dialogue with titanic action. Luxury art, produced with grain, texture and hue, evokes a long past time, detailing each line and a drop of sweat on the face of *The Odyssey* and conveying immense greatness to see God rise from the ocean. Teenagers may be puzzled by the hero's commitment to the same pantheon of gods who have a lot of trouble along the way, but they won't lose touch with universal qualities resilience that Odysseus still embodies. Mythical trials rarely felt more grueling or authentic, and this makes the perfect pairing with Tim Mucci and Ben Caldwell's adaptation for a slightly younger audience from the All-Action Classics series, allowing you to see how archetypal history can function so powerfully at both realistic and stylized ends of the artistic spectrum. A grand example of Hinds' ability to combine historical adventure with human understanding. Understanding. the *Iliad* and the *Odyssey* graphic novel. the *Odyssey* graphic novel pdf. the *Odyssey* graphic novel pdf free download. the *Odyssey* graphic novel online. the *Odyssey* graphic novel summary. the *Odyssey* graphic novel lesson plans. the *Odyssey* graphic novel online free. the *Odyssey* graphic novel full book pdf

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