



Batman: Evolution

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Picking up where BATMAN: NO MAN'S LAND VOLUME 5 left off, this trade paperback begins the rebirth of Gotham City. Once again sanctioned by the government, Gotham finds itself on the brink of a civil war between the OG's, those that stayed in Gotham when it was declared off limits, and the DeeZee's, those that left and have now returned. As Batman, Nightwing, Robin, and Batgirl try to prevent a war on the streets from breaking out, the Dark Knight's greatest nemesis, Ra's al Ghul, enacts a deadly plot that will first consume the city and then the world.

Collects Detective Comics Vol. 1 #742 to #750.

Batman: Evolution Details

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From Reader Review Batman: Evolution for online ebook

Ryan Mishap says

Continuing the No Man's Land storyline in a solid fashion, even if I find the more fantastical elements common to comic books less interesting in Batman tales than in others. We all know one of the best aspects of batman is that he ain't got super powers. Throwing in shape-changers and immortality elixirs moves him out of the realm of ersatz realness and into fantasy land.

Heath Lowrance says

Batman gets a much-needed boost after the over-long No Man's Land with a tightly-constructed and exciting story by Greg Rucka. We get to see the Bat exercising his detective skills, as well as some exciting action sequences and general weirdness. And Shawn Martinbrough's art-- along with the cool, monochromatic coloring-- is really singular, unique and fresh. This is the beginning of a two-year run for Rucka and Martinbrough, and I think it ranks up there among the all-time best creative teams ever to work on Batman.

Timo says

Nice aftermath for No Man's Land. Rucka manufactures nice stories, although he does not seem to reach the peak that is Whiteout.
And I disliked the art oh so much.

Fugo Feedback says

Supongo que me lo leeré cuando haya llegado a este punto de la historia (coleccional anterior mediante), pero me lo quise comprar cuando lo vi en kiosco antes de que desaparezca.

Rebecca Tollingworth says

Giving it 4 stars more for the backup arc than the main story. I really liked the Jacobian. I enjoyed the main arc as well, but that's more 3 stars.

Hannah Givens says

The story is fine, but I really enjoyed the art. Each arc has its own colors, usually just black and white with one extra color. Red, then purple and yellow, then green. I enjoyed the Gordon and Bruce Wayne in Gotham stuff, but the Ra's al Ghul plot wasn't very interesting/original.

Joyce says

This is a very nicely put together collection. The plot is good with minimal holes, and the artwork is awesome! More than once I caught myself just really appreciating the inking by Steve Mitchel and the Coloring by WildStorm FX. They did a great job of using a minimal palate to set the tone for the portions of the story.

Sean says

Greg Rucka has such a good handle on, not only Batman, but all the denizens of Gotham City. With No Man's Land ending there comes all kinds of different issues and here we see how Batman and Commissioner Gordon have to deal with them. The inclusion of Ra's Al Ghul is perfect and the introduction of Whisper A'Daire is creepy and brilliant. Seeing actual detective work from Gordon and Batman is something many writers fail at. The art by Shawn Martinbrough is very good but the star here is the coloring. Fantastic use of red scales that is reminiscent of J.H. Williams. Overall, a very good book.

Dan says

Upon first reading this I really liked the return to the crime story roots of Batman, but was not feeling the minimal use of color. I don't know if DC is being cheap or trying to be artsy with this. As I previously said I really liked the beginning story, but this quickly headed south. It got kind of boring with the side stories about some of Gotham PD. Weak start to what should have been a great Post NO Man's Land.

Albert says

Rucka's Batman reminds me Batman: TAS --- Martinbrough's artwork is perfect for the noir feel of the book.

Robert Bussie says

This book picks up after the amazing No Man's Land story arc. The book feels and looks like a noir novel. I would usually rate the art work as average and coloring below average. However, within the frame work of the story it fits very well.

The story has Batman and Commissioner Gordon dealing with the fighting of the people who stayed and those who deserted Gotham City during the No Man's Land story arc. While this is going on Ra's al Ghul tries to release a new drug on the streets of Gotham city that causes mutations.

J says

The color palette on this storyline is fantastic and Rucka's plotting is tight with characters behaving and interacting like human beings which is always a bonus in your typically action-plot-driven hero comics.

Jack Haringa says

Greg Rucka earns five stars for the scripting in this compelling story of bigotry and segregation in post-No Man's Land Gotham. Even if the end of the story turns too much toward the old saws of Talia and Ra's Al Ghul in conflict with "the Detective," Ra's' manipulation of Gotham's gangs and of his own henchmen works well through most of the arc's issues.

Unfortunately, the art by Shawn Martinbrough is dreadful, and degenerates across the story arc. His thick, simple line work seems more appropriate for a children's comic, but has none of the finesse of someone like Darwyn Cooke. This is made worse by the decision to use spot coloring and/or monochrome washes in each issue, rather than full color. I can't imagine what drove the publishers to this, as it makes the artwork look even more amateurish and does nothing to enhance the story (unlike its use in, say, *Sin City*).

Charles says

This book is a continuation of the excellent "Batman: No Man's Land" sequence, unfortunately it is a step down. While the artwork of the NML series was excellent, in this book the coloration is minimal and the lines are drawn much more harshly.

Gotham City is being rebuilt at a frenetic pace, yet it is split into two groups. The people that stayed in the city are called "OGs" and those that left and have returned are called "Deezees." There is a great deal of tension between the two groups with people in each group agitating against the other. Criminal gangs based largely on nationality have carved out their respective niches and they often engage in violent actions against each other.

There is also the presence of a gang that is providing an alchemical elixir that will give a human for eternal life. However, it is extremely addictive, must be taken to maintain the longevity and alters your body structure so that you become part animal. For example, one of the gang members is part king cobra. The leader of the elixir gang and his lieutenants use the hostility of the criminal gangs to incite additional violence so that they can take over the underworld of Gotham City and stopping them is the primary task that Batman is working on.

While the story has some good qualities, I simply could not overcome the visual theme of the story. It may be that I was spoiled by the previous NML books, but what I saw here left me lacking.

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Sophie says

This is a case for 3.5 stars, but because it's Greg Rucka, I'm rounding it up (yes, I'm biased). I liked the way he portrayed the post-NML Gotham, and I loved the story about Renee, but I wasn't too fond of the whole Ra's al Ghul plot. Still, overall I was surprised to see how much I liked it, and it was a good read.
