



# The Private Eye, Volume Two

*Brian K. Vaughan*

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THE PRIVATE EYE, a forward-looking mystery created by writer Brian K. Vaughan and artist Marcos Martin with colorist Muntsa Vicente.

Includes issues 6 to 10 of The Private Eye series plus material from The Making Of special.

## The Private Eye, Volume Two Details

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## **From Reader Review The Private Eye, Volume Two for online ebook**

### **syrin says**

I've never really been a fan of short stories - give me a long heart-wrenching romance, and I'm hooked - but when it comes to comics, sometimes less really is more, like in the case of The Private Eye. This limited series of a not so distant future where there is no internet and privacy is the most important law was very interesting to read, even if part two wasn't as gripping as part one. Still, the idea is great, the art is very good and the colours are amazing, so all in all, this remains one of my favorite KKV's works.

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### **Nate says**

So good. It's a little bit ironic that I was reading this on an iPhone. BKV continues to impress me.

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### **Michael Finocchiaro says**

I enjoyed this comic with its insane premise and crazy narration. Always taking you by surprise. And best, you pay what you wish for it. In any case, Brian K Vaughan is on a streak!

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### **Jim says**

The second ( and unfortunately the last ) volume of "The private eye" is just as awesome as the first one!! The futuristic-noir world that Vaugh and Martin created is one of my favorite! One of the best series ever

Read this now! I dont care if you read comic books or not, just read it!!!!

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### **Jordan says**

Desarrolla grandes partes de la trama, quizá para algunos su final abierto (al menos en cuanto el destino de algunos de sus personajes) resulte exasperante, lo veó como un gran refuerzo al mensaje que sus autores quieren destacar, me resulta sumamente irónico y gracioso que usen el medio para divulgarse y darse a conocer, pues es el mismo medio que atacan (no tan directamente, pero se siente algo de sin sabor al sopesar algunos hechos en cuanto las opiniones de los personajes) por demás es una obra que en mi caso note la elaboración digital es de colores en altas saturaciones, firmes, no hay muchos gradados, tiene excelentes recursos narrativos y se destaca por su ritmo, la eficaz contextualización y uno que otro acierto en cuanto a la neutralidad de las marcas que abordaron (mucho Apple para mi gusto, pero al menos hablaron de MS con Zune)

Recomendado, es una lectura breve, con un análisis moderado, con algunas referencias a otras lecturas.

PD: En mi cabeza resuena tanto ahora con el boom de #MrRobot, #Snowden #NSA y casos más locales como chuzadas telefonicas, etc, etc.

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### **Lionel says**

End of this real good colored-noir crime story. It emphasise on privacy after The Cloud of Information blew up and f\*\*\*\*\* everybody's life. More interesting for the background than the story itself

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### **Dimitris says**

Brian K. Vaughan never ceases to amaze us;he is like Christopher Nolan of comic books

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### **Kelli says**

I love this series and I can't wait for it to be published later on this year.

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### **Mersini says**

Absolutely fantastic.

Taking the idea of masks and secret identities so prevalent in comic books, Vaughan projects a future where privacy is sacred, and people do not use their real names, nor reveal their faces in public. Police and journalists are one and the same, and libraries are places of information, following the dissolution of the internet, due to a massive information dump wherein everyone's information, from their search histories to their credit card details were revealed to the world. It's like Big Brother of the future, except, instead of everyone monitoring each other, they've made sure to be unmonitorable.

It's a reaction to the current culture, of information freely available online, but interwoven with a detective mystery. It's well formed, with characters as lively as real people - I particularly loved PI's grandfather, who is a remnant of today's culture - and a world that is thoroughly believable.

The strangest part about this is that it is freely available online. Not through piracy or illegal downloading, but made free by Vaughan and Martin. If readers are so inclined, they are able to donate in order to receive an e-copy of the book, but that is by no means a necessity. Somehow, against all capitalist reasoning, they have made art, or at least this book, freely available online. Which is someone ironic, considering what the book is about. But it's a fantastic way of reading something for people without access to comic book stores. And this book is nowhere available in print.

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## **Wesley V says**

4.5 out of 5, fascinating premise and so well executed.

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## **Hector Ibarra says**

The unexpected conclusion to a book that asks questions but doesn't spoonfeed you with easy answers. It was a great read and a wonderful visual experience.

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## **Andrew Huey says**

This probably doesn't need much of a review, since if you read volume one, you'll want to read volume two.

The action in this volume is quite fast-paced. Things move along quickly, and the story comes to an exciting conclusion. The themes developed in the first volume (around surveillance, privacy, etc) continue to develop in this one.

The artwork is just as good here as in volume one. I really like Marcos Martin's work here.

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## **Sam Quixote says**

We head one last time into Brian K Vaughan, Marcos Martin and Muntsa Vicente's oddly un-futuristic future world of *The Private Eye* in this second and final volume.

60 years ago at the start of the 21st century, The Cloud burst, giving away everybody's private information and internet was subsequently outlawed. Privacy became a primary concern, so much so that people wear Halloween masks all the time in public to keep their identities secret.

In this world, Patrick Immelmann, aka PI, makes a living snooping on others, gathering their secrets for sale. Until he's approached by Taj McGill, a wealthy woman who wants PI to find out the identity of her sister's killer. Little does he know that Raveena McGill's death is linked to the mysterious terrorist DeGuerre and his plans to bring back... internet!

Brian K Vaughan - he's something isn't he? Easily one of the best comics writers around today, he's a hitmaker who isn't doing any books for Marvel or DC and hasn't for a while, and still manages to outsell a number of their titles with his indie efforts. *Saga* is a runaway success, and he's got two Image titles coming out this year: *We Stand on Guard* (just launched) and *Paper Girls* with Wonder Woman artist Cliff Chiang still to come. He even did a digital-only comic, *The Private Eye*, put it up for name-your-price (meaning you could pay nil) and made it a critical and financial success. He's un-freakin'-stoppable!

Ok, that's enough of that - back to the comic! The second half of the series plays out pretty damn well. PI and Taj are closing in on DeGuerre who's sent his French assassins to kidnap PI's assistant Mel from

hospital. All points converge on the Wonderwall as the rocket satellite prepares to launch and change the world forever - or will it?

Vaughan delivers an action-heavy detective story that jumps from gunfights and car chases - drawn fantastically by Marcos Martin and coloured to perfection by Muntsa Vicente - to the usual genre tropes of breaking into places to find clues and roughing up informants for answers. It's a very fast-paced and exciting read.

Vaughan also throws in some key scenes for PI, developing his character's backstory. There's Mel and PI's first encounter and a great scene between PI and his grandfather when PI's a kid. It's a delight to read a comic by a writer who knows how to tell a story and pace it just right.

Couple gripes (isn't there always?) bothered me like how Gramps is written as the only guy who knows how to use early 21st century tech, and DeGuerre's plan felt a bit underdeveloped so there wasn't as much tension in the finale because it was a bit unclear what the goal was and what exactly happened. I'm not sure how DeGuerre would've gotten away with it given how involved he was too, a bit like a Bond villain stood next to his death ray laughing maniacally - it's like he wanted to be caught.

These are minor complaints though and I really enjoyed reading the finale to this terrific series, especially seeing PI's fate and that brilliant last page. Love Martin's art - the amazing mask designs, the action sequences - and how it's laid out to be read on a tablet even though it's story is very anti-tech. Vicente's colours are as bright and beautiful as they've been throughout the run. I read this on my iPad and every page looked incredible on the screen!

The Private Eye is an excellent comic by a brilliant creative team. If you're one of Vaughan's many fans, you'll love both volumes and will definitely want to check it out. Both books are available over at [panelsyndicate.com](http://panelsyndicate.com) for free download, or you can throw them a few bucks for their efforts - and why not, quality work deserves to be rewarded, right?

The good news is that while The Private Eye is over, the online experiment was a success and Brian, Marcos and Muntsa are returning with a new title soon! Even more good news - The Private Eye is coming to print at Image and it'll have a Walking Dead crossover!

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## **Sandra says**

I love Brian K. Vaughan's stories, but this installment, is definitely not one of my favorites. It wasn't bad, it isn't good either.

So volume 2 collects issue 6-10 of Private Eye that you can get for free, or if you want to donate, you can do that too. To get it, visit this site: <http://panelsyndicate.com>.

Going back, I'd have to say I loved the first volume because of how unique the concept of it is.

Life without the internet. Hmmm. Seems like a life I won't be able to live with. Internet has now become of every day life. A lot of people use internet, some even use it for work. So imagine if all of that was gone for a long time. Private Eye is set in a world without internet, where people hire PI to find out more about their family, history and stuff. But this is illegal, at least a decade.

Okay so here are my mini thoughts on this volume.

1. I loved the world-building.
2. I loved the characters.
3. It has a weak villain.
4. He illustrations were good with bright colors.
5. It will keep you at the edge of your seat.
6. The climax was a big surprise. I did not expect it at all.
7. I really wish it has a deeper story than this.

Overall, I still think this is a great graphic novel and would recommend it to everyone.

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## **Akwa Timba says**

Another brilliant comic by my new story telling god B.K.V.

Insightful and beautifully drawn, this comic plays with format in the way great books play with structure.

The 16:9 aspect ratio makes this ideal for tablet reading or even viewing on a PC/laptop.

It deals with issues that are particularly relevant today such as privacy, and in true B.K.V. style the cast is as diverse as they are interesting.

B.K.V. writes fantastic dialogue, Saga is not a fluke, The Runaways was not a fluke, and The Private eye is not a fluke. B.K.V. consistently demonstrates a mastery of this form of story telling and the fact that he is able to do so while keeping the themes and worlds he explores so fresh is refreshing to say the least.

Since it is available for free (although I do suggest you pay even just a small amount if you can afford it because it is truly brilliant) from <http://panelsyndicate.com/> there is no excuse for missing out on this brilliant comic.

I really enjoyed the making of segment too, that was a wonderful touch.

Please do give this comic your time, it will without a doubt reward you for doing so.

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