



The Eye of the World: The Graphic Novel, Volume Four

Robert Jordan , Chuck Dixon , Andie Tong (Illustrations)

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Well-known comic book writer Chuck Dixon, working closely with the Jordan estate, continues his exciting graphic novel adaptation of Robert Jordan's international bestseller, *The Eye of the World*, the first book in the *Wheel of Time*™ epic fantasy series. Volume Four, which collects issues 19-24 of *The Eye of the World* comic book, is illustrated by the talented Andie Tong, who also provided the interiors for Volume Two.

Volume Four of *The Eye of the World: The Graphic Novel* begins with Rand and Mat, Perrin and Egwene, and their friends and fellow travelers separated into three groups and trying to make their way to Caemlyn as quickly as possible.

Perrin and Egwene have fallen in with Elyas and his wolf companions. Perrin is both distressed and intrigued when he discovers that he can understand the wolves. When Thom is apparently killed defending them, Rand and Mat are grief-stricken, but they have no time to mourn, for they know that Darkfriends will soon be on their trail. The boys put Thom's lessons to good use by performing as gleemen to earn their livelihood as they head along the Caemlyn Road.

Moiraine begins to teach a reluctant Nynaeve the way of the One Power, challenging much that the Wisdom thought she understood about the world. Soon all three groups find themselves pursued by Darkfriends. Will they be safely reunited or will their enemies begin to pick them off, one by one?

The Eye of the World: The Graphic Novel, Volume Four Details

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Author : Robert Jordan , Chuck Dixon , Andie Tong (Illustrations)

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From Reader Review The Eye of the World: The Graphic Novel, Volume Four for online ebook

Nathanael Eoff says

Honestly, at the point I'm just burning through these to finish. They're not getting any better.

Jamie Connolly says

I'd probably only give the book itself 3 stars. But the overall story so far is still good so far.

Michael says

Artist quality going down hill. :(

Josh says

In the last volume, I was excited to finally see some scenes that I liked being brought to life visually on the page. This volume, however, is the opposite of that. Unfortunately we have hit the part of the story that was fine while reading, but is simply not very interesting in graphic novel format. This whole book drags, and I can't help but thinking that most if not all should have been cut. I mean, I appreciate the faithfulness of rendering just about everything from EotW into this graphic novel format, but I'm just afraid that doing so could harm the comic's popularity and ultimately shut it down. Perhaps some of the elements from the book could have been shortened for the comic? I mean, this series has been going on for a long time, and we are so, so far from the end. I know the individual comics are much farther ahead, but getting back issues to catch up is not only difficult, it can be expensive too (even if you buy the e-books). I am still waiting for Elayne's appearance, for Loial, for Tar Valon, for the Ways... How long is this going to take?

At this rate, I fear we are not going to see the whole series converted to graphic novel format... I hope that we at least get to see "The Great Hunt". If not, that would really be a shame...

Sharon Powers says

Book Review by: Sharon Powers.

I finished reading Robert Jordan's The Eye of the World on May 28, 2010--just over four years, ago. In the months that followed reading The Eye of the World, I read all the (then available) books in the series. I, like so many others, had fallen in love with the characters in the series of The Wheel of Time.

And then, the graphic novels appeared, of course, beginning at the beginning, New Spring. And then, The

Eye of the World: The Wheel of Time, The Graphic Novel. I began reading these, too. I completed volumes one, two three, and now, I have finished volume four, the one I am reviewing, here, today.

A graphic novel is, in form, a bound book with material similar to full novels. They can be hardcover or card stock and include topics of fiction and non-fiction, or even such things as anthologies or collections.

The graphic novel is distinguished from comics or comic books even though the bulk of the material consists of art work. Comic books are printed on inexpensive bulk paper and graphic novels are printed on much higher quality of paper. Some are truly beautiful with glossy pages and beautiful illustrations. Moreover, comics contain advertising whereas graphic novels do not. Also, graphic novels invariably contain a story line that has a beginning, middle, and end; comic books tend to be episodic in nature. Comic books are much, much, shorter than graphic novels (some graphic novels I've seen approach 150 pages--an average seems to be around 100 pages).

I mention these attributes to graphic novels because some purported-to-be graphic novels are nothing more than a few comics put together with a card stock cover. It is so disappointing when a title is described and billed as a graphic novel and you spend your money expecting to get a graphic novel, but end up with a glorified comic book. (See the Thor: The Dark World Prelude, A Graphic Novel by Marvel Comics). Now, let's take a look at The Eye of the World, Volume three, Graphic Novel to see how it stands up under scrutiny.

This book has absolutely no advertising of any sort, anywhere in the book; so that's very good. The artwork is by Andie Tong, Lettered by Bill Tortolini, colors by Nicholas Chapuis, and is adapted by Chuck Dixon. The book is published by Tor (Tom Doherty Associates, LLC).

The book is a full hardcover book with a full-color, glossy, dustcover. The images are beautifully rendered and colored and the art is on glossy paper that is, indeed, beautiful to look at. Additionally, it has 176 pages; it is in the English Language, the ISBN 978-0-7653-3631-6.

The story is adapted by Chuck Dixon, and it is clear that the story is adapted from The Wheel of Time Series, The Eye of the World(the novel). Remembering that it is a graphic novel, we know that not everything can be included from a full size book is 753 pages, distilling the book down to 176 pages of art and dialog, it seems that the adapter did a more-than-adequate job, he did a great job. The requirement of having a complete story arc is met: the story follows Jordan's book plot with a beginning, middle, and end.

The book's glossy pages, beautiful art, colors, and design, exciting story arc, and well-constructed features make this one of the finest examples of graphic novel I have ever had the pleasure to read and review. I rate this beautiful book 5 stars out of 5. Thank you for taking time today to read my review. Sincerely, Sharon Powers.

Gautam Surath says

Hmmm. I guess things eventually have to slow down and thus begin to get a little bit of a drag especially having read the books so recently. But appreciation must be given to the detailing that has been followed and there are a very few sub plots that have been missed so far. All in all a decent read due to some interesting discoveries especially for Perrin. Onwards!

Jim says

Great story...great art.

Tina Haigler says

This was another amazing volume. I honestly couldn't ask for anything more. They have done Robert Jordan's masterpiece justice and I love them all for it ?

Cathy (cathepsut) says

[

(hide spoiler)]

Shannon says

Still a great adaptation with fantastic artwork.

Margot says

This fourth volume of the graphic novel adaptation of The Eye of the World begins with the groups separated after their harried flight from Shadar Logoth and ends...in just about the same place, only the groups are a bit nearer to arriving in Caemlyn. That summary kind of sums up the dragging pace of this installment. It's a part of the book that I've always found odd, too. And it might have benefited from some abbreviation in the graphic novel form. Art was better in this volume than in the third. But the whole thing still didn't give me the excitement and eagerness that I was left with after the first two installments.

Shaun says

It's hard rating these volumes individually. They are just small chunks of a bigger story (which is part of a very long very big story.) But this adapts it pretty faithfully. It's not the most thrilling section of book, but it's alright. I also think the art is better than volume 3. I believe they changed artists yet again, back to one that did either the first or second.

Amy says

Another nice installment in the graphic novel of The Eye of the World, even if it has a lot of (kinda) boring Perrin/Egwene/wolves stuff.

Hannah Thomas says

Considering Rand is in his nightmares fighting off the 'Dark One', this is a story getting more and more interesting. For me being so far into the series, I'm wanting the graphics be at the same point that I'm currently at

Michelle Morrell says

These graphic adaptations of The Eye of the World (the first book in the Wheel of Time series) still remain a treat. The visuals are gorgeous and the prose is taken straight from Jordan.

Perrin and Egwene make their way with Elyas, running into first friends, then foes. Rand and Mat travel from Whitebridge to Camelyn.
