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Brandon Sanderson's White Sand Volume 1



Synopsis

A brand new saga of magic and adventure by #1 New York Times best-selling author Brandon Sanderson. On the planet of Taldain, the legendary Sand Masters harness arcane powers to manipulate sand in spectacular ways. But when they are slaughtered in a sinister conspiracy, the weakest of their number, Kenton, believes himself to be the only survivor. With enemies closing in on all sides, Kenton forges an unlikely partnership with Khriss -- a mysterious Darksider who hides secrets of her own. *White Sand* brings to life a crucial, unpublished part of Brandon Sanderson's sprawling Cosmere universe. The story has been adapted by Rik Hoskin (Mercy Thompson), with art by Julius Gopez and colors by Ross Campbell. Employing powerful imagery and Sanderson's celebrated approach to magical systems, *White Sand* is a spectacular new saga for lovers of fantasy and adventure.

Book Information

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Customer Reviews

The richness and details of the art is what you pay for. I love Sanderson's Cosmere and the richness he creates with his normal novels. In this graphic novel I trade long prose and dialog for the artwork. This is also the first of three expected volumes. So at the end of Act 1, I want to rush ahead to find out what happens next. But Act 2 is not available yet. As this is Volume 1, it is a good set up for the rest of the story. It only took me about 2 hours to read the words. I think I spent another 2 hours enjoying the art. For those that follow his Cosmere, we get to meet Khriss - I already know more about her than before. I'm looking forward to learning more. Sorry to the fans expecting a

novel. The beauty of the artwork in this graphic novel is amazing. Well worth the price.

Some of these reviews seem like the reviewer went into *White Sand* with the mindset of reading one of Sanderson's novels. This is a graphic novel folks, and you should know the pluses and minuses of this medium of story telling. Don't expect the depth one would normally have, and enjoy the show. As a huge comic/graphic novel enthusiast, *White Sand* was great. Illustrations are very well done, and the story telling and pacing are very good. Rik Hoskin did a great job of tailoring a Sanderson novel into a graphic novel. Excited for volume two.

I'm a fan of both Graphic Novels, and Brandon Sanderson. That being said, I was a little underwhelmed on this one. Not bad, but not great.

THE GOOD:

- *Physical aspects: the book itself is well made. The pages are glossy, the print quality excellent, & the dust cover is pretty.
- *Art: it's solid. Not the best but far better than average. The art has a busy quality to it, with lots of pencil shading that makes it look a bit murky, rather than a clean contemporary comic book style. Not bad mind you, just a little busy.
- *Cheap: a hardback graphic novel for around \$15? That's a deal.

THE OK: (nitpicky stuff)

- *Exposition: a problem with graphic novels is the over reliance of exposition. In this instance, there are lots of "info dumps" via characters talking to each other, but actually explaining the plot to the reader. I prefer a "narrator approach" to this sort of thing, because I think it's out of character for two characters to be talking to each other about things they clearly already know. It's nitpicky, I know, but if you look at some of the most skilled comics writers, you'll see very little of this. For instance, Geoff Johns often employs a "narrator" to fill in the reader, often just the character thinking to himself, which feels more natural than exposition. There is no avoiding at least a little bit of exposition, but this was a little heavier than I prefer.
- *Characters development: The main character is pretty well developed, but Khriss, the "mysterious Darksider who hides secrets of her own" felt like she was kind of cardboard. I have faith this will improve in future volumes.
- *Magic system: the sand mastery thing does not feel well fleshed out to me, which is surprising for a Sanderson novel. He's known for great magic systems. I suspect the art is where there is an issue communicating the intent, because the sand magic is mostly just represented with little pencil squiggles. At the end of the book it is easier to see, since it is made of glowing lights, but during a huge fight scene in the beginning I was really struggling to see the sand magic. I'll assume this will get better in future volumes.

Overall, a good read, and looking forward to volume 2, where maybe my nitpicky stuff will be fixed? Brandon Sanderson is the shizz, so I'm sure this will end up being a worthy addition to the Cosmere.

Reader thoughts: Battle is bloody. I don't think I notice how much violence there is when I read, but seeing a page of dead people covered in patches of red; you can't avoid it. I like the world and magic system (controlling sand, sand losing power, recharged by the sun) and limitations (magic requires water, the world doesn't rotate or have sunrises/sunsets) and people (the cultures are so fascinating when you can see the outfits!). I like the plot, too (other than all the death). I would have appreciated seeing inside the MC's head more, seeing his struggle and grief. I imagine he's nervous stepping into the leadership role. I imagine he's panicking at the deadline and worrying about how he's going to save his clan. I imagine this, but I don't know for sure. This makes him seem a bit more 2D to me. A few times, in a new scene/place with new characters, I felt lost. Why was she chasing that guy? Why did it matter? These are some of the rich ideas that could have been better in a novel.

Writer thoughts: I've never written a graphic novel, but I think I can speak to some of the pros and cons. I know what elements are good for stories, and I can see which would benefit and which would suffer. What do you LOSE by going from a novel to a graphic novel? The inner dialogue is the biggest loss, I think. Especially since Sanderson writes such good inner conflict and worries and ideas. We learn less background and other cultural ideas. Yes, we get to see the differences between these people, but we don't learn their history or likes/dislikes unless they actually talk about these things. Does that person have a family? Is that one desperate for a job? Have those two been best friends since birth? There are still things I don't know about the MC, about his childhood and motivations that I wish I knew. The non-visual senses are neglected. Sound is conveyed as well as it can be, but I found it unnatural. I finally decided the "ba-bump" in a black background was a heartbeat, not someone getting slowly beaten to death. There was no smell or taste at all, that I remember. It is also hard to know whether something you see is cold, hard, rough, or sticky. Pure text sometimes skips these, too, but not completely. Flow feels more interrupted in this form. Yes, I have read fewer than a dozen graphic novels in my life, but my sense is that the flow is interrupted just slightly with each scene change. It felt like the story was chopped into tiny pieces rather than it all blending together. What do you GAIN? Do I need to say it? Pictures! A graphic novel is very visual. It could not be an audiobook. With a graphic novel, the reader can see the costumes, the danger of the sharp teeth, the majesty of a throne room, and even accents. That's right, the way people speak (their emphases, accents, language, and loudness) can be conveyed in color and font in a graphic novel. I read this much faster than I would have had the story been a regular book. It took me around two hours to finish the graphic novel, whereas most Sanderson books take me closer to ten. The author doesn't have to waste time on descriptions. The sand/cliffs/monster/room

is visible in the panel on the page! You also don't need "he said" or "he jumped," because it's clear who is speaking, and it's clear what they're doing.

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