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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 *White Sand* brings to life a crucial, unpublished part of Brandon Sanderson's sprawling Cosmere universe.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.

I want to start by saying that I am a big Sanderson fan and I have read the majority of his workings, including everything cosmere related. This graphic novel has a very compelling story with another unique magic system from Brandon. The book starts off with excitement and there really is not a dull moment in this novel. The art work is fantastic and it really helps the story come to life right before your eyes. I had a hard time reading the book do to it's nature as a graphic novel. Many of the main characters look quite similar and sometimes it took me a minute to determine who was speaking. I do want to say that I don't regularly venture into graphic novels, and I read this one solely because I love Brandon's work. I felt that by making it a graphic novel there are bits of the world and story that I am missing, but this could be due to the fact that I tend to gloss over the pictures rather than studying them in depth. That said if you like graphic novels I think this is a must read, and if you don't why not give it a try and if you like it take a look at Brandon's other books and you will have a whole new universe to explore.

I love Brandon Sanderson's worlds, cultures, magic and the characters he creates. I read the non-canon book before the graphic novel came out. I loved that book as much as many of his other works. Sadly, the pieces just didn't come together to make this graphic novel work as awesomely as I had hoped. The elements that easily come to mind are 1. World building and character development in a short graphic novel just don't work. You either have to start with a world and characters that are already established (i.e. DC, Marvel, etc) or you have to go the manga route and make the story much longer so that you have time to develop these essential elements. This is especially true when it comes to one character in particular who somehow transforms from being a naive and self-centered but not arrogant noble to one of the most knowledgeable figures in all the cosmere. We're seeing the initial story of an important player and it feels like we're reading the cliff notes instead of the unabridged account of their lives and tribulations. We need Loial! 2. The story happens on the sunny and sandy side of a planet. This limits the terrain's color palette. Everything seems sand-washed. There need to be more vibrant colors in the sashes, water, plants, etc. Something to make the world a little easier to distinguish. 3. The art style; this is a hit or miss when it comes to graphic novels. For me it was a miss. Mainly because it was hard to distinguish between characters. You want to focus on a character's face to see their reaction, but not to compare this face against the faces from previous pages to see who's who. 4. A positive point! This world's magic is very visual and there are some very well drawn shots of the magic system in play. I look forward to

seeing the other two volumes. Hopefully the story will pick up and end up delivering as we all hope.

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.

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