

The Art Of Dead Space

EVENTUALLY, YOU WILL AGREE TO DISCOVER AN ADDITIONAL EXPERIENCE AND COMPLETION BY SPENDING MORE CASH. YET WHEN? ATTAIN YOU TAKE THAT YOU REQUIRE TO ACQUIRE THOSE ALL NEEDS ONCE HAVING SIGNIFICANTLY CASH? WHY DON'T YOU ATTEMPT TO GET SOMETHING BASIC IN THE BEGINNING? THAT'S SOMETHING THAT WILL LEAD YOU TO UNDERSTAND EVEN MORE SOMETHING LIKE THE GLOBE, EXPERIENCE, SOME PLACES, GONE HISTORY, AMUSEMENT, AND A LOT MORE?

IT IS YOUR ENORMOUSLY OWN ERA TO PRETEND REVIEWING HABIT. IN THE MIDST OF GUIDES YOU COULD ENJOY NOW IS **THE ART OF DEAD SPACE** BELOW.

[THE ART OF DARKSIDERS GENESIS - THQ 2020-06-30](#)

DARKSIDERS: GENESIS IS AN ACTION/ADVENTURE GAME THAT TEARS ITS WAY THROUGH HORDES OF DEMONS, ANGELS, AND EVERYTHING IN-BETWEEN ON ITS WAY TO HELL AND BACK WITH GUNS BLAZING AND SWORDS SWINGING. SHOWCASING THE INTRODUCTION OF THE HORSEMAN STRIFE AND THE RETURN OF HIS BROTHER WAR, GENESIS GIVES PLAYERS THEIR FIRST LOOK AT THE WORLD OF DARKSIDERS BEFORE THE EVENTS OF THE APOCALYPSE. THE ART OF DARKSIDERS GENESIS GATHERS THE EPIC ARTWORK BEHIND THIS UNIQUE NEW INSTALLMENT IN THE FRANCHISE, AND INCLUDES CHARACTER DESIGNS, ROUGH CONCEPTS, ENVIRONMENTS, STORYBOARDS, AND MORE. DARKSIDERS GENESIS ALSO HERALDS THE RETURN OF SERIES CREATOR JOE MADUREIRA (BATTLE CHASERS, UNCANNY X-MEN) ALONGSIDE HIS DEVELOPMENT STUDIO, AIRSHIP SYNDICATE.

THE ART OF THE EVIL WITHIN - DAVE MARSHALL (PUBLISHING EDITOR) 2014

PRESENTS CONCEPT ART OF THE HEROES, VILLAINS, AND ENVIRONMENTS FOUND IN THE VIDEO GAME "THE EVIL WITHIN."

PRETTY THINGS - JANELLE BROWN 2020

TWO WILDLY DIFFERENT WOMEN--ONE A GRIFTER, THE OTHER AN HEIRESS--ARE BROUGHT TOGETHER BY THE SCAM OF A LIFETIME IN A PAGE-TURNER FROM THE NEW YORK TIMES BESTSELLING AUTHOR OF WATCH ME DISAPPEAR. "PRETTY THINGS IS AWESOME. SIMPLE AS THAT. I LOVED EVERY PAGE. JANELLE BROWN IS YOUR NEW MUST-READ AUTHOR."--HARLAN COBEN, NEW YORK TIMES BESTSELLING AUTHOR OF RUN AWAY NINA ONCE BOUGHT INTO THE IDEA THAT HER FANCY LIBERAL ARTS DEGREE WOULD LEAD TO A FULFILLING CAREER. WHEN THAT DREAM CRASHED, SHE TURNED TO STEALING FROM RICH KIDS IN L.A. ALONGSIDE HER WILY IRISH BOYFRIEND, LACHLAN. NINA LEARNED FROM THE BEST: HER MOTHER WAS THE ORIGINAL CON ARTIST, HUSTLING TO GIVE HER DAUGHTER A DECENT CHILDHOOD DESPITE THEIR WAYWARD LIFE. BUT WHEN HER MOM GETS SICK, NINA PUTS EVERYTHING ON THE LINE TO HELP HER, EVEN IF IT MEANS RUNNING HER MOST AUDACIOUS, DANGEROUS SCAM YET. VANESSA IS A PRIVILEGED YOUNG HEIRESS WHO WANTED TO MAKE HER MARK IN THE WORLD. INSTEAD SHE BECOMES AN INSTAGRAM INFLUENCER--TRAVELING THE GLOBE, RECEIVING FREE CLOTHES AND PRODUCTS, AND POSING FOR PICTURES IN EXOTIC LOCALES. BUT BEHIND THE COVETABLE FA ADE IS A LIFE MARKED BY TRAGEDY. AFTER A BROKEN ENGAGEMENT, VANESSA RETREATS TO HER FAMILY'S SPRAWLING MOUNTAIN ESTATE, STONEHAVEN: A MANSION OF DARK SECRETS NOT JUST FROM VANESSA'S PAST, BUT FROM THAT OF A LOST AND TROUBLED GIRL NAMED NINA. NINA'S, VANESSA'S, AND LACHLAN'S PATHS COLLIDE HERE, ON THE COLD SHORES OF LAKE TAHOE, WHERE THEIR INTERTWINED LIVES GIVE WAY TO A WINTER OF ASPIRATION AND DESIRE, DUPLICITY AND REVENGE. THIS DAZZLING, TWISTY, MESMERIZING NOVEL SHOWCASES ACCLAIMED AUTHOR JANELLE BROWN AT HER BEST, AS TWO BRILLIANT, DAMAGED WOMEN TRY TO SURVIVE THE GREATEST GAME OF DECEIT AND DESTRUCTION THEY WILL EVER PLAY.

THE ART OF BATTLEFIELD 1 - DICE STUDIOS 2016-10-25

AS THE GREAT WAR WAGES, HERETOFORE INCONCEIVABLE ENGINES OF DESTRUCTION SHAKE THE GROUND AND PIERCE THE SKY.

CAVALRIES CHARGE ACROSS THE SMOKY LANDSCAPE, LEGIONS OF RIDERS AND BEASTS LOCKED IN A FIERCE NEW FORM OF COMBAT. THIS IS THE WAR TO END WARS. THIS IS BATTLEFIELD. DARK HORSE BOOKS IS PROUD TO PRESENT THE ART OF BATTLEFIELD, COLLECTING HUNDREDS OF PIECES OF ART CHRONICLING THE PRODUCTION OF EA DICE'S LATEST ENTRY IN THE ICONIC FIRST-PERSON ACTION SERIES. VISIT THE SCENES OF THE HISTORY-SHAPING CONFLICTS OF WORLD WAR I AND EXAMINE THE GEAR OF SOME OF THE 20TH CENTURY'S MOST INTIMIDATING SOLDIERS. THIS IS A VOLUME THAT WILL THRILL GAMERS IN A STYLISH PACKAGE THAT COLLECTORS WILL ADORE. THIS OFFICIAL ART BOOK FOR EA DICE'S BATTLEFIELD CONTAINS: • AN INTIMATE LOOK INTO EA DICE'S NEW BATTLEFIELD OPUS! • THE BATTLEFIELD FRANCHISE TRAVELS BACK IN TIME TO WORLD WAR II! • FEATURING HUNDREDS OF NEVER-BEFORE-SEEN ART!

[THE ART OF BATTLEFIELD 4](#) - MARTIN ROBINSON 2013-11-05

ONE OF THE MOST POPULAR FIRST-PERSON-SHOOTER FRANCHISES OF ALL TIME, THE CRITICALLY AND COMMERCIALY ACCLAIMED BATTLEFIELD SERIES HAS SOLD OVER 27 MILLION COPIES WORLDWIDE AND BEEN THE RECIPIENT OF NUMEROUS AWARDS AND ACCOLADES - INCLUDING 'BEST SHOOTER' AND 'BEST MULTIPLAYER GAME' AND 'BEST GRAPHICS' IN 2011. THE HIGH-OCTANE SERIES HAS BEEN PRAISED FOR ITS SANDBOX DESIGN AND IMMERSIVE MULTIPLAYER GAMEPLAY, AS WELL AS ITS GRITTY STORYLINES AND SPECTACULAR ATTENTION TO DETAIL. ITS MOST RECENT ENTRY, BATTLEFIELD 3, WINNER OF OVER 60 INDUSTRY AWARDS, HAS BEEN BRANDED AS "AN UNFORGETTABLE, WORLD-CLASS MULTIPLAYER SUITE THAT'S SURE TO EXCITE SHOOTER FANS" BY IGN. TITAN BOOKS' THE ART OF BATTLEFIELD 4 WILL GIVE READERS AN IN-DEPTH LOOK AT EA'S ENORMOUSLY ANTICIPATED ACTION-PACKED NEW GAME, FEATURING EXCLUSIVE CONCEPT AND DEVELOPMENT ART, AS WELL AS DETAILED CREATOR INSIGHTS AND COMMENTARY THROUGHOUT.

DEAD SPACE: SALVAGE - ANTONY JOHNSTON 2010

RESIDENT EVIL 7: BIOHAZARD DOCUMENT FILE - CAPCOM 2020-12-22

AN IN-DEPTH, 152-PAGE ART BOOK THAT VENTURES INTO THE CHALLENGES RECORDED THROUGHOUT THE PRODUCTION OF THE

CRITICALLY ACCLAIMED, FAN-ADORED RESIDENT EVIL 7: BIOHAZARD! RELIVE THE TERROR OF RESIDENT EVIL 7: BIOHAZARD, THE EXPERTLY CRAFTED FIRST-PERSON SURVIVAL HORROR GAME THAT ALTERED THE PARADIGM OF RESIDENT EVIL TITLES. THIS ART BOOK INCLUDES UNDISCLOSED CONCEPT ART AND CG VISUALS CLOSELY ARRANGED AND COUPLED WITH DETAILED PASSAGES OF THE DEVELOPMENT TEAM'S PROGRESS ON THE GAME. EXPLORE INTERVIEWS, PHOTO ALBUMS, A STORYBOARD COLLECTION OF IN-GAME EVENT SCENES FROM OPENING TO ENDING, AND MORE IN THIS SUCCINCTLY PACKED CHRONICLE OF RESIDENT EVIL 7'S DEVELOPMENT. DARK HORSE BOOKS AND CAPCOM PRESENT RESIDENT EVIL 7: BIOHAZARD DOCUMENT FILES, A PERFECT COMPANION FOR FANS OF RESIDENT EVIL, AND FULLY TRANSLATED TO ENGLISH FOR THE FIRST TIME!

DEAD SPACE 2 LIMITED EDITION - MICHAEL KNIGHT 2011-01-25

• A "MAKING OF" CHAPTER DETAILING THE CREATION OF ISAAC'S LIVE ACTION SUIT, INCLUDING INTERVIEW WITH THE SUIT'S CREATORS • CONCEPT ART SECTION • INTERVIEW WITH IAN MILHAM - ART DIRECTOR FOR THE DEAD SPACE SERIES • EXCLUSIVE "ART OF CHRISTOPHER SHY" SECTION, ARTIST OF THE DEAD SPACE GRAPHIC NOVELS • 8X10 LETTER FROM THE CHURCH OF UNITOLOGY • MAPS FOR EVERY LEVEL, INCLUDING MULTIPLAYER, CREATED EXCLUSIVELY FOR THIS GUIDE • LOCATIONS FOR POWER NODES, SCHEMATICS, AND OTHER ITEMS • EXPERT STRATEGT ON DISMEMBERING ALL NECROMORPHS • WALKTHROUGH FOR THE PLAYSTATION 3 AND WII EXCLUSIVE DEAD SPACE: EXTRACTION • PREVIEW DEAD SPACE MARTYR, DEAD SPACE AFTERMATH, AND DEAD SPACE SALVAGE • TIPS AND TRICKS FOR DEAD SPACE: IGNITION • FIND THE PENG

THE ART OF FALLOUT 4 - VARIOUS 2015-12-08

BETHESDA GAME STUDIOS, THE AWARD-WINNING CREATORS OF FALLOUT® 3 AND THE ELDER SCROLLS V: SKYRIM®, WELCOME YOU TO THE WORLD OF FALLOUT® 4 - THEIR MOST AMBITIOUS GAME EVER, AND THE NEXT GENERATION OF OPEN-WORLD GAMING. THE ART OF FALLOUT 4 IS A MUST-HAVE COLLECTIBLE FOR FANS AND A TRUSTY COMPANION FOR EVERY WASTELAND WANDERER. FEATURING NEVER-BEFORE-SEEN DESIGNS AND CONCEPT ART FROM THE GAME'S DYNAMIC ENVIRONMENTS, ICONIC CHARACTERS, DETAILED WEAPONS, AND MORE -- ALONG WITH COMMENTARY FROM THE DEVELOPERS THEMSELVES.

THE ART OF THE MASS EFFECT TRILOGY: EXPANDED EDITION - BIOWARE 2021-03-23

EXPANDED WITH NEVER BEFORE SEEN WORKS OF ART, THIS NEW EDITION DELVES DEEPER THAN EVER INTO THE SCI-FI SAGA THAT CHANGED VIDEO GAMES FOREVER. CONTAINS EXTENSIVE NEW MATERIAL FROM THE DLCs FOR ALL THREE GAMES--INCLUDING THE AWARD-WINNING "LAIR OF THE SHADOW BROKER" FROM MASS EFFECT 2 AND THE FAN-FAVORITE "CITADEL" FROM MASS EFFECT 3. EXPERIENCE THE EVOLUTION OF THE ALIENS, PLANETS, SHIPS, AND TECHNOLOGY THAT DEFINE THIS ICONIC SCIENCE FICTION UNIVERSE, AS THE DEVELOPERS WHO BROUGHT BIOWARE'S MASTERPIECE TO LIFE TAKE YOU FROM THE EARLIEST DESIGN SKETCHES THROUGH TO THE METICULOUS FINAL RENDERS. BRIMMING WITH CONCEPT ART AND COMMENTARY, THIS EXPANDED EDITION IS THE ULTIMATE COMPANION TO ONE OF THE GREATEST SERIES IN THE HISTORY OF GAMING!

[THE HEART OF DEAD CELLS](#) - BENOIT REINIER 2019-03-15

THE HEART OF IS A NEW COLLECTION, HALF ARTBOOK, HALF MAKING-OF. THE FIRST ISSUE DEALS WITH THE INDEPENDANT GAME DEAD CELLS. THE GAME HAS BEEN A HUGE SUCCESS ON PC THE LAST YEARS AND IT'S NOW AVAILABLE ON CONSOLES (PS4, XBOX ONE, SWITCH). A SERIOUS CONTENDER FOR THE GAME OF THE YEAR 2018 AWARD.

THE ART OF DAYS GONE - BEND STUDIO 2019-04-30

A MASTERFULLY DESIGNED HARDCOVER COLLECTING OVER 200 PAGES OF ART AND COMMENTARY FROM THE CREATORS OF THE BRUTAL AND THRILLING DAYS GONE! SET IN THE BEAUTIFUL AND RUGGED LANDSCAPE OF THE PACIFIC NORTHWEST HIGH DESERT, A GLOBAL PANDEMIC HAS WREAKED HAVOC ON EVERYONE AND EVERYTHING IN SIGHT. NOW, FORMER OUTLAW BIKER TURNED BOUNTY HUNTER DEACON ST. JOHN MUST FIGHT FOR SURVIVAL AGAINST ALL ODDS. WITNESS THE CREATION OF DEACON'S EPIC ADVENTURE WITH THE ART OF DAYS GONE! FROM DARK HORSE BOOKS AND BEND STUDIO (SYPHON FILTER, RESISTANCE: RETRIBUTION, UNCHARTED: GOLDEN ABYSS), THE ART OF DAYS GONE TAKES AN UNFLINCHING LOOK AT THE LOVINGLY DETAILED PRODUCTION OF THIS HUGELY ANTICIPATED GAME, FEATURING HUNDREDS OF PIECES OF CONCEPT ART AND EXCLUSIVE COMMENTARY DIRECTLY FROM THE TEAM WHO CREATED IT!

THE ART OF DOOM: ETERNAL - BETHESDA SOFTWORKS 2020-03-24

A FULL-COLOR DIGITAL ART BOOK CONTAINING CONCEPT ART AND COMMENTARY FROM THE DEVELOPMENT OF DOOM ETERNAL, THE NEXT ENTRY IN THE ICONIC FIRST-PERSON SHOOTER SERIES. THE NEWEST CHAPTER IN THE QUINTESSENTIAL GAME FRANCHISE FROM ID SOFTWARE IS HERE. WITNESS DOOM ETERNAL! THIS EPIC VOLUME EXPLORES THE ART AND DEVELOPMENT OF THE HOTLY ANTICIPATED SEQUEL TO THE 2016 GAME AWARD-WINNER FOR BEST ACTION GAME! EXPLORE THE TWISTED DEMONIC INVASION OF EARTH, THE CULTIST UAC FACILITIES, AND PLUNGE INTO OTHERWORLDLY AND UNKNOWN LOCATIONS NEW TO THE DOOM UNIVERSE. ADMIRE THE DANGEROUS GLIMMERING EDGES OF THE SLAYER'S ARSENAL AND ARMOR. EXAMINE THE ANCIENT DESIGNS AND BREEDS OF HELL'S SOLDIERS AND LORDS-- ALL IN GLORIOUSLY DESIGNED FULL COLOR IMAGES STRAIGHT FROM THE FILES OF THE GAME'S ARTISTS THEMSELVES! DARK HORSE BOOKS

AND ID SOFTWARE JOIN FORCES TO PRESENT THE ART OF DOOM ETERNAL, ENCOMPASSING EVERY DETAIL YOU'VE COME TO LOVE FROM DOOM!

THE ART OF DESTINY, VOLUME 2 - BUNGIE 2017-12-12

THE ART OF DESTINY 2 IS THE DEFINITIVE COLLECTION FOR THE GAME'S STUNNING ART AND DESIGN. THE ART OF DESTINY 2 IS A CELEBRATION OF THE DYNAMIC ART AND VISUAL STYLE THAT FANS HAVE COME TO LOVE ABOUT DESTINY. FEATURING HUNDREDS OF PIECES OF CONCEPT ART, THE BOOK COVERS EVERYTHING FROM EARLY SKETCHES AND ILLUSTRATIONS OF CHARACTERS TO PAINTINGS OF SWEEPING VISTAS THE DESIGNERS USED TO HELP SHAPE THE IN-GAME WORLDS. EACH STEP OF THE PROCESS IS METICULOUSLY DETAILED, FROM BUILDING IN-GAME CINEMATICS TO CRAFTING THE COMPLEX UNIVERSE. WITH EXCLUSIVE, NEVER-BEFORE-SEEN IMAGERY, DEVELOPER COMMENTARY, AND MORE, THE ART OF DESTINY 2 IS A MUST-HAVE FOR GUARDIANS EVERYWHERE.

DEAD SPACE - PRIMA GAMES STAFF 2008-10-14

•WALKTHROUGH:EXTENSIVE STEP-BY-STEP WALKTHROUGH FOR ALL 12 LEVELS. •MAPS:DETAILED MAPS PINPOINTING POINTS OF INTEREST AND EQUIPMENT PICKUPS. •TACTICS:LEARN TO MASTER YOUR ALTERNATE POWERS LIKE KINESIS AND STASIS, AS WELL AS THE STRENGTHS AND WEAKNESSES OF ALL ENEMIES AND WEAPONS AND HOW YOU CAN EXPLOIT THEM. •ACHIEVEMENTS AND TROPHIES:COMPLETE LIST OF ALL XBOX 360 ACHIEVEMENTS AND PLAYSTATION 3 TROPHIES!

THE ART OF OVERWATCH - BLIZZARD 2017-10-24

OVERWATCH HAS TAKEN THE WORLD BY STORM, BOASTING MILLIONS OF PLAYERS AND GAINING CRITICAL ACCLAIM. NOW, IN THIS BEAUTIFUL HARDCOVER, BLIZZARD ENTERTAINMENT REVEALS THE CREATIVE PROCESS BEHIND ONE OF THE MOST POPULAR FPS GAMES OF ALL TIME! FILLED WITH NEVER-BEFORE-SEEN ART AS WELL AS COMMENTARY PROVIDED BY THE GAME'S DEVELOPMENT TEAM, THIS BOOK IS SURE TO PLEASE ANY OVERWATCH FAN. • NEVER-BEFORE-SEEN ARTWORK! • ESSENTIAL COMPANION TO THE INTERNATIONAL BEST-SELLING GAME OVERWATCH! • INTRODUCTION AND COMMENTARY PROVIDED BY THE GAME'S DEVELOPMENT TEAM! • OVERWATCH IS A GLOBAL PHENOMENON WITH 30 MILLION PLAYERS! • PRODUCED IN CLOSE PARTNERSHIP WITH BLIZZARD ENTERTAINMENT! • BEHIND-THE-SCENES LOOK AT YOUR FAVORITE CHARACTERS! • OVERWATCH CREATION REVEALED!

SCIENCE OF CREATURE DESIGN - TERRYL WHITLATCH 2015

WHAT IS CREATURE DESIGN? WE ALL HAVE A NOTION--MOSTLY CONSISTING OF EVOCATIVE IMAGES OF OTHERWORLDLY BEINGS GALLOPING, SWIMMING, FLYING, AND OFTEN ATTACKING THE HERO OF AN EPIC FILM OR STORY. BUT WHAT MAKES A CREATURE BELIEVABLE? IN THE FOLLOW-UP TO HER BESTSELLER, ANIMALS REAL AND IMAGINED: THE FANTASY OF WHAT IS AND WHAT MIGHT BE, WORLD-RENOWNED ARTIST TERRYL WHITLATCH REVEALS THE SECRET BEHIND BELIEVABLE CREATURE DESIGN: ANATOMY. HOW ANATOMY APPLIES PRACTICALLY TO THE NATURAL HISTORY AND STORY IS THE PRIME CORNERSTONE ON WHICH SUCCESSFUL CREATURE DESIGN HANGS, WHETHER THE CREATURE IS REAL OR IMAGINARY. STUDYING, UNDERSTANDING, DRAWING, AND APPLYING ACCURATE ANATOMY TO AN IMAGINARY CREATURE WILL MAKE VIEWERS SUSPEND THEIR DISBELIEF TO WELCOME A NEW VISION INTO THEIR WORLDS. WE INVITE YOU TO IMMERSE YOURSELF IN THE INTRICATE WORKINGS OF NUMEROUS ANIMAL ANATOMIES--AND THE BEAUTY THEY POSSESS--IN THE SCIENCE OF CREATURE DESIGN: UNDERSTANDING ANIMAL ANATOMY. WHITLATCH'S DELIGHTFUL AND CHARISMATIC ILLUSTRATIONS WILL INFORM AND THRILL READERS WITH EVERY TURN OF THE PAGE. SHE SHARES VALUABLE TECHNIQUES REAPED FROM YEARS WORKING FOR LUCASFILM AND WALT DISNEY FEATURE ANIMATION, AND ON SUCH FILMS AS JUMANJI, BROTHER BEAR, AND THE POLAR EXPRESS. IN ADDITION, WHITLATCH EXEMPLIFIES AN ENDLESS LOVE FOR REAL ANIMALS THAT CONTINUES TO INSPIRE HER FANTASTIC IMAGINARY CREATURES, WHICH HAVE CAPTIVATED AUDIENCES AROUND THE WORLD.

DEAD SPACE, 3 - MICHAEL KNIGHT 2013

* INDIVIDUALLY NUMBERED LIMITED EDITION GUIDE * EXCLUSIVE PENG LITHOGRAPH ART PRINT * INCREDIBLE CONCEPT ART SECTION WITH ARTISTS' COMMENTARY * NEW IN-DEPTH DEAD SPACE LORE * DEAD SPACE UNIVERSE TIME LINE * KNOW YOUR SPACE - FULLY DETAILED MAPS SHOW YOU KEY OBJECTIVES, ARTIFACTS, RARE WEAPON PARTS AND COLLECTABLES * UNCOVER THE TRUTH - EVERY AUDIO LOG, TEXT LOG, AND ARTIFACT LOCATION REVEALED TO UNLOCK THE FULL STORY * MAXIMIZE YOUR GAMER SCORE - EASY-TO-FOLLOW WALKTHROUGH SHOWS YOU THE BEST PATH TO UNLOCKING SINGLE PLAYER AND CO-OP TROPHIES & ACHIEVEMENTS * BUILD THE PERFECT GUN - COMPLETE LIST OF ALL WEAPON PARTS IN THE GAME HELPS YOU BUILD THE ULTIMATE WEAPONS * SURVIVE THE DEMENTIA IN CO-OP - PRO STRATEGIES HELP YOU SOLVE UNIQUE CHALLENGES AND DEFEAT THE NECROMORPH PLAGUE AS A TEAM * COVERS PLAYSTATION 3, XBOX 360 AND PC

COLORING BOOK AND POSTER COLLECTION - DEADZL COLORING 2020-01-15

COLORING BOOK COMBINE WITH POSTER COLLECTION (FULL COLOR PHOTO BOOK): 20 PAGES FOR COLORING + 20 REMOVABLE POSTERSCONTENT INCLUDED: 1/ Dead Space The Game Dead Space Gaming2/ Dead Space The Game Dead Space Gaming3/ Dead Space The Game Dead Space Gaming4/ Dead Space The Game Dead Space Gaming5/ Dead Space The Game Dead Space Gaming6/ Dead Space The Game Dead Space Gaming7/ Dead Space The Game Dead Space Gaming8/ Dead Space The Game Dead Space Gaming9/ Dead Space The Game Dead Space Gaming10/ Dead Space The Game Dead Space Gaming11/ Dead Space The Game Dead Space Gaming12/ Dead Space The Game Dead Space Gaming13/ Dead Space The Game Dead Space Gaming14/ Dead Space The Game Dead Space Gaming15/ Dead Space The Game Dead Space Gaming16/ Dead Space The Game Dead Space Gaming17/ Dead Space The Game Dead Space Gaming18/ Dead Space The Game Dead Space Gaming19/ Dead Space The Game Dead Space Gaming20/ Dead Space The Game Dead Space GamingTAGS: MAN IN SPUTNIK 1 ASTRONAUT VOSTOK PROGRAM ? ? ? ? ? ? ? POYEKHALI LETS GO BAIKONUR COSMODROME LAIKA THE DOG SOCHI SIX LOST REALISMERS; AVANT GARDE NONCONFORMIST ZEDS ZEDSDEAD TIE DYE TRIPPY PSYCHEDELIC EDM MUSIC ELECTRIC DANCE DUB STEP DUBSTEP WUB HEAD BANG BANGER HEADBANGER WOOK FESTIVAL SHOW TRANCE REZZ DOPE HIPPIE RAINBOW STICKER FOREST BASSNECTAR BASS JESUS EXCISION ZOMBOY FLUX EDC LOGO SYMBOL SHAMANS HORROR SPIRITUAL OCCULT CULTURE WOMEN BLOOD SKELETON BONE CRUEL GIRL

SEXY PINUP SAVAGE KILL LINE NICE GALAXY COSMIC NATURE ENTERPRISE SPOCK AWESOME AMAZING WONDERFULL POPULAR BAROQUE WORK BLACK WHITE SACRED GEOMETRY BIKER ROCKER DEATH METAL PSYCHOPOMP MODERN NUDE DAY OF SKULL CREATURE TATTOO CROW RAVEN FLAG HELL CROSS 2 GAMES NECROMORPH VISCERAL PLAYSTATION SURVIVAL VIDEO ISAAC CLARKE DEADSPACE MARKER 3 ZOMBIES INFECTION GAMER GAMING GENRE GAME GIFT FOR MEN OVER 30 HUSBAND SON ZOMBIE UNITOLOGY GIVE ME INTROVERT LIFE LOVE MOON SOLITUDE UFO FLYING SAUCER NEED MORE INSIDE ADVENTURE OUTERSPACE INTROVERTS SHOOT TO STARS WANT LEAVE FUNNY FUN QUOTE RAD NASA NEBULA EARTH APOLLO MARS VENUS SPACESHIP HELMET PENN STATE UPENN PENNSYLVANIA UNIVERSITY PSU WE ARE NITTANY LIONS BLUE BEAVER STADIUM COLLEGE TAILGATE TRENDING VAN VOLKSWAGEN BACKGROUND LIPS LIP BITING HANG LOOSE SWIFTIE REPUTATION REP END DRAMA SWEAR DONT IT LOVES TOUR TS7 DELICATE SOMETHING BAD LONG LIVE ISNT SWIFT CO DANCING WITH OUR HANDS TIED ENCHANTED T GRAMMY SPEECH 1989 SPEAK NOW FEARLESS ALBUM BLAME NEW YEARS LOOK WHAT MADE DO OH CAUSE SHES LOL UR NOT IF THIS WAS A MOVIE GETAWAY CAR OUT WOODS BLANK WILDEST DREAMS ALL TOO WELL HOLY GROUND GRACE FEELING 22 UNIVERSE MOURNING FEAR SPACESUIT COMIC SCI FI SCIENCE FICTION DECAY DYING SAD DEPRESSING DEPRESSION DOOM BOLD CHRISTMAS PAGES POSTER PREMIUM BOOKS COLLEGE COVER WOMEN STUDYING RULED COLORING NOTEBOOK BOOK THICK ART PLANNER GIRLS PAPER TEACHERS CHURCH HARD NOTE WORK STUDENTS HOME WRITING PHOTO OFFICE BOYS DIARY BIRTHDAY HALLOWEEN JOURNALS TEACHING EDUCATORS DRAWINGS SUPPLIES JOURNALING WRITERS TAKING READING GIFT DEAD SPACE. MARTYR - B. K. EVENSON 2010

THE ART OF FABLE LEGENDS - MARTIN ROBINSON 2015

NiER: AUTOMATA WORLD GUIDE VOLUME 2 - SQUARE ENIX 2020-12-15

OVER 300 FULL-COLOR PAGES COLLECTED INTO A HARDCOVER VOLUME THAT EXPLORES THE SECRETS AND STRATEGIES OF SQUARE ENIX'S NiER:AUTOMATA! REVISIT THE CHARACTERS, COMBAT, AND ENVIRONMENT THAT ENCHANTED PLAYERS WITH STUNNING ACTION AND PROFOUND ADVENTURE FROM VIDEO GAME DIRECTOR YOKO TARO. DISCOVER THE INTRICACIES OF SUBMERGENCE CITY, LEARN MORE ABOUT THE CHARACTERS AND ENEMIES WITH THE DATA LIBRARY, AND MASTER THE ANDROIDS' ARSENAL! ALSO FEATURING CONCEPT ART AND COMMENTARY, THIS SECOND VOLUME OF THE NiER:AUTOMATA WORLD GUIDE IS A MUST HAVE ITEM FOR FANS OF THE GAME! DARK HORSE BOOKS AND SQUARE ENIX COME TOGETHER AGAIN TO PRESENT THIS ADAPTATION OF THE ORIGINAL JAPANESE VOLUME, OFFICIALLY OFFERED IN ENGLISH FOR THE FIRST TIME!

THE ART OF STREET FIGHTER - HARDCOVER EDITION - CAPCOM 2021-07-06

THE KING OF FIGHTING GAMES GETS THE ULTIMATE ART BOOK WITH THE ART OF STREET FIGHTER(TM), COLLECTING OVER 25 YEARS OF CLASSIC STREET FIGHTER ARTWORK! COVERING THE ERAS OF STREET FIGHTER I, II, III, IV, AND ALPHA, THIS 448-PAGE BEHEMOTH OF A BOOK COLLECTS PIN-UPS, CHARACTER DESIGNS, CROSSOVER ARTWORK, RARE SKETCHES, TRIBUTE ART, INTERVIEWS AND CREATOR COMMENTARY.

AT THE BEACH - ROLAND HARVEY 2006-10-01

HI EVERYONE! CRABBY SPIT IS COOL! I'VE BEEN CRABSPOTTING, RIDING MY BIKE, SURFING AND SWIMMING, AND LOOKING AT STARS. WITH A BIT OF LUCK, I'LL BE HAVING FISH AND CHIPS FOR DINNER. THE ONLY PROBLEM IS MY THINGS KEEP DISAPPEARING! CAN YOU HELP ME FIND THEM? ROLAND HARVEY IT'S SUMMER AND TIME TO HEAD TO CRABBY SPIT! 'DON'T FORGET TO WRITE!' SAYS GRANDMA. THE POSTCARDS COME THICK AND FAST, DETAILING ALL THE TIMELESS PLEASURES OF PLAYING ON THE BEACH, PADDLING, SURFING, FINDING TREASURES, DANCING TO THE GLOW OF A BONFIRE. BUT LOOK OUT FOR THE CLEVER FAMILY DOG WHO COLLECTS ALL THE BELONGINGS OF THE ABSENT-MINDED ARTIST! SHORT-LISTED FOR THE 2005 CBCA AWARDS, THIS POPULAR PICTURE BOOK IS NOW AVAILABLE IN PAPERBACK.

THE ART OF GHOST OF TSUSHIMA - SUCKER PUNCH PRODUCTIONS 2020-09-01

ON SALE DATE SUBJECT TO CHANGE. A BEAUTIFULLY REALIZED TOME INSPIRED BY TRADITIONAL JAPANESE AESTHETICS AND FEATURING ART FROM THE DELICATELY CRAFTED VIDEO GAME FROM SUCKER PUNCH PRODUCTIONS. DARK HORSE BOOKS AND SUCKER PUNCH PRODUCTIONS ARE HONORED TO PRESENT THE ART OF GHOST OF TSUSHIMA. EXPLORE A UNIQUE AND INTIMATE LOOK AT THE TSUSHIMA ISLANDS--ALL COLLECTED INTO A GORGEOUS, ORNATELY DESIGNED ART BOOK. STEP INTO THE ROLE OF TSUSHIMA ISLAND'S LAST SAMURAI, INSTILLING FEAR AND FIGHTING BACK AGAINST THE MONGOLIAN INVASION OF JAPAN IN THE OPEN-WORLD ADVENTURE, GHOST OF TSUSHIMA. THIS VOLUME VIVIDLY SHOWCASES EVERY DETAIL OF THE VAST AND EXOTIC LOCALE, FEATURING ELEGANT ILLUSTRATIONS OF DYNAMIC CHARACTERS, SPIRITED LANDSCAPES, AND DIAGRAMS OF SAMURAI SWORD-FIGHTING TECHNIQUES, ALONG WITH A LOOK AT STORYBOARDS AND RENDERS FROM THE MOST INTENSE, ELOQUENT, AND EXPRESSIVE CINEMATIC MOMENTS OF THE GAME.

DARE TO LEAD - BREN? BROWN 2018-10-09

#1 NEW YORK TIMES BESTSELLER • BREN? BROWN HAS TAUGHT US WHAT IT MEANS TO DARE GREATLY, RISE STRONG, AND BRAVE THE WILDERNESS. NOW, BASED ON NEW RESEARCH CONDUCTED WITH LEADERS, CHANGE MAKERS, AND CULTURE SHIFTERS, SHE'S SHOWING US HOW TO PUT THOSE IDEAS INTO PRACTICE SO WE CAN STEP UP AND LEAD. DON'T MISS THE FIVE-PART HBO MAX DOCUSERIES BREN? BROWN: ATLAS OF THE HEART! NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BLOOMBERG LEADERSHIP IS NOT ABOUT TITLES, STATUS, AND WIELDING POWER. A LEADER IS ANYONE WHO TAKES RESPONSIBILITY FOR RECOGNIZING THE POTENTIAL IN PEOPLE AND IDEAS, AND HAS THE COURAGE TO DEVELOP THAT POTENTIAL. WHEN WE DARE TO LEAD, WE DON'T PRETEND TO HAVE THE RIGHT ANSWERS; WE STAY CURIOUS AND ASK THE RIGHT QUESTIONS. WE DON'T SEE POWER AS FINITE AND HOARD IT; WE KNOW THAT POWER BECOMES INFINITE WHEN WE SHARE IT WITH OTHERS. WE DON'T AVOID DIFFICULT CONVERSATIONS AND SITUATIONS; WE LEAN INTO VULNERABILITY WHEN IT'S NECESSARY TO DO GOOD WORK. BUT DARING LEADERSHIP IN A CULTURE DEFINED BY SCARCITY, FEAR, AND UNCERTAINTY REQUIRES SKILL-BUILDING AROUND TRAITS THAT ARE DEEPLY AND UNIQUELY HUMAN. THE IRONY IS THAT WE'RE CHOOSING

NOT TO INVEST IN DEVELOPING THE HEARTS AND MINDS OF LEADERS AT THE EXACT SAME TIME AS WE'RE SCRAMBLING TO FIGURE OUT WHAT WE HAVE TO OFFER THAT MACHINES AND AI CAN'T DO BETTER AND FASTER. WHAT CAN WE DO BETTER? EMPATHY, CONNECTION, AND COURAGE, TO START. FOUR-TIME #1 NEW YORK TIMES BESTSELLING AUTHOR BRENDAN BROWN HAS SPENT THE PAST TWO DECADES STUDYING THE EMOTIONS AND EXPERIENCES THAT GIVE MEANING TO OUR LIVES, AND THE PAST SEVEN YEARS WORKING WITH TRANSFORMATIVE LEADERS AND TEAMS SPANNING THE GLOBE. SHE FOUND THAT LEADERS IN ORGANIZATIONS RANGING FROM SMALL ENTREPRENEURIAL STARTUPS AND FAMILY-OWNED BUSINESSES TO NONPROFITS, CIVIC ORGANIZATIONS, AND FORTUNE 50 COMPANIES ALL ASK THE SAME QUESTION: HOW DO YOU CULTIVATE BRAVER, MORE DARING LEADERS, AND HOW DO YOU EMBED THE VALUE OF COURAGE IN YOUR CULTURE? IN THIS NEW BOOK, BROWN USES RESEARCH, STORIES, AND EXAMPLES TO ANSWER THESE QUESTIONS IN THE NO-BS STYLE THAT MILLIONS OF READERS HAVE COME TO EXPECT AND LOVE. BROWN WRITES, "ONE OF THE MOST IMPORTANT FINDINGS OF MY CAREER IS THAT DARING LEADERSHIP IS A COLLECTION OF FOUR SKILL SETS THAT ARE 100 PERCENT TEACHABLE, OBSERVABLE, AND MEASURABLE. IT'S LEARNING AND UNLEARNING THAT REQUIRES BRAVE WORK, TOUGH CONVERSATIONS, AND SHOWING UP WITH YOUR WHOLE HEART. EASY? NO. BECAUSE CHOOSING COURAGE OVER COMFORT IS NOT ALWAYS OUR DEFAULT. WORTH IT? ALWAYS. WE WANT TO BE BRAVE WITH OUR LIVES AND OUR WORK. IT'S WHY WE'RE HERE." WHETHER YOU'VE READ DARING GREATLY AND RISING STRONG OR YOU'RE NEW TO BRENDA BROWN'S WORK, THIS BOOK IS FOR ANYONE WHO WANTS TO STEP UP AND INTO BRAVE LEADERSHIP.

THE ART OF THE LAST OF US - VARIOUS 2013-06-18

NAUGHTY DOG STUDIOS AND DARK HORSE PROUDLY PRESENT THE ESSENTIAL COMPANION TO THE LAST OF US, A RICHLY DETAILED AND COMPELLING GAME SET IN A POSTPANDEMIC WORLD WHERE HUMANS HAVE BECOME AN ENDANGERED SPECIES. FEATURING CONCEPT ART, CHARACTER DESIGNS, AND ASTONISHING SETTINGS AND LANDSCAPES, THE ART OF THE LAST OF US PROVIDES A UNIQUE LOOK AT ONE OF THE GAMING WORLD'S MOST EAGERLY ANTICIPATED TITLES. * A MUST-HAVE COMPANION TO THE GAME. * INCREDIBLE FULL-COLOR ARTWORK! * THE LATEST PROJECT FROM NAUGHTY DOG STUDIOS. * THE LAST OF US SWEEPED THE TOP GAME CRITICS AWARDS AT 2012'S E3 CONFERENCE.

THE PURPLE DECADES - TOM WOLFE 1982-10

THIS COLLECTION OF WOLFE'S ESSAYS, ARTICLES, AND CHAPTERS FROM PREVIOUS COLLECTIONS IS FILLED WITH OBSERVATIONS ON U.S. POPULAR CULTURE IN THE 1960S AND 1970S.

THE ART OF DOOM - BETHESDA SOFTWORKS (FIRM) 2016

DOOM IS UNQUESTIONABLY ONE OF THE MOST INFLUENTIAL VIDEOGAMES EVER CREATED, WIDELY REGARDED AS THE ORIGINAL FPS (FIRST-PERSON SHOOTER) AND REMAINS A TOUCHSTONE FOR COUNTLESS ACTION GAMES TODAY. THE ART OF DOOM BRINGS TOGETHER CONCEPT ARTWORK, SKETCHES AND SCREENSHOTS FROM EVERY CLASSIC INSTALLMENT OF THE SERIES, INCLUDING BETHESDA'S MOST RECENT ADDITION, DOOM 3 (2012).

ALIENS - ARTBOOK - PRINTED IN BLOOD 2022-01-04

A COLLECTION OF STUNNING BRAND-NEW EXCLUSIVE ORIGINAL ART COLLATED WITH PRINTED IN BLOOD TO CELEBRATE THE CLASSIC FILM ALIENS. A LAVISH COFFEE TABLE BOOK BURSTING WITH BRAND NEW AND EXCLUSIVE ART. THE BOOK INCLUDES OVER 100 PIECES BY PROFESSIONAL ARTISTS, ILLUSTRATORS, CONCEPT ARTISTS, COMICS ARTISTS AND GRAPHIC DESIGNERS. FROM CHARACTER PORTRAITS, FAUX BOOK COVERS AND POSTER CONCEPTS, TO ICONIC SCENES, RECRUITMENT POSTERS AND RENDERINGS OF THE ICONIC XENOMORPH AND ALIEN QUEEN, EACH ARTIST PUTS THEIR OWN STAMP ON THE ALIEN UNIVERSE.

CRUSH - RICHARD SIKEN 2019

THIS COLLECTION ABOUT OBSESSION AND LOVE IS THE 99TH VOLUME OF THE YALE SERIES OF YOUNGER POETS RICHARD SIKEN'S CRUSH, SELECTED AS THE 2004 WINNER OF THE YALE YOUNGER POETS PRIZE, IS A POWERFUL COLLECTION OF POEMS DRIVEN BY OBSESSION AND LOVE. SIKEN WRITES WITH FEROCITY, AND HIS READER HURTTLES UNSTOPPABLY WITH HIM. HIS POETRY IS CONFESSIONAL, GAY, SAVAGE, AND CHARGED WITH VIOLENT EROTICISM. IN THE WORLD OF AMERICAN POETRY, SIKEN'S VOICE IS STRIKING.

THE ART OF ANTHEM LIMITED EDITION - BIOWARE 2019-03-12

HUNDREDS OF PIECES OF ART WITH COMMENTARY DETAILING THE CREATION OF BIOWARE'S GROUNDBREAKING EPIC IN AN EXPERTLY DESIGNED HARDCOVER VOLUME! THIS LIMITED EDITION FEATURES : DIE-CUT CLAMSHELL CASE GALLERY-QUALITY ART PRINT EXCLUSIVE COVER METALLIC-PRINTED AND EMBOSSED MINIATURE REPLICA OF AN ANCIENT FORT TARSIS MURAL! FROM THE STUDIO BEHIND THE HIT FRANCHISES DRAGON AGE AND MASS EFFECT COMES THE THRILLING WORLD OF ANTHEM. DARK HORSE BOOKS AND BIOWARE ARE PROUD TO PRESENT THE ART OF ANTHEM, SHOWCASING THE GRANDEUR AND BEAUTY OF THIS DANGEROUS NEW WORLD.

DEAD SPACE: MARTYR - BRIAN EVENSON 2011-04-26

"MARTYR" IS THE FIRST NOVEL IN THE AMAZINGLY IMAGINATIVE DEAD SPACE VIDEO GAME UNIVERSE THAT LOOKS DEEP INTO THE ORIGINS OF HUMANITY AND THE VAST ONSLAUGHT OF HORRIFYING CREATURES KNOWN AS NECROMORPHS.

THE LONG WAY TO A SMALL, ANGRY PLANET - BECKY CHAMBERS 2015-03-16

LONGLISTED FOR THE BAILEY'S WOMEN'S PRIZE FOR FICTION 'A QUIETLY PROFOUND, HUMANE TOUR DE FORCE' GUARDIAN THE BELOVED DEBUT NOVEL THAT WILL RESTORE YOUR FAITH IN HUMANITY #SMALLANGRYPLANET WHEN ROSEMARY HARPER JOINS THE CREW OF THE WAYFARER, SHE ISN'T EXPECTING MUCH. THE SHIP, WHICH HAS SEEN BETTER DAYS, OFFERS HER EVERYTHING SHE COULD POSSIBLY WANT: A SMALL, QUIET SPOT TO CALL HOME FOR A WHILE, ADVENTURE IN FAR-OFF CORNERS OF THE GALAXY, AND DISTANCE FROM HER TROUBLED PAST. BUT ROSEMARY GETS MORE THAN SHE BARGAINED FOR WITH THE WAYFARER. THE CREW IS A MISHMASH OF SPECIES AND PERSONALITIES, FROM SISSIX, THE FRIENDLY REPTILLIAN PILOT, TO KIZZY AND JENKS, THE CONSTANTLY SPARRING ENGINEERS WHO KEEP THE SHIP RUNNING. LIFE ON BOARD IS CHAOTIC, BUT MORE OR LESS PEACEFUL - EXACTLY WHAT ROSEMARY WANTS. UNTIL THE CREW ARE OFFERED THE JOB OF A LIFETIME: THE CHANCE TO BUILD A HYPERSPACE TUNNEL TO A DISTANT PLANET. THEY'LL EARN ENOUGH MONEY TO LIVE COMFORTABLY FOR YEARS... IF THEY SURVIVE THE LONG TRIP THROUGH WAR-TORN INTERSTELLAR SPACE WITHOUT

ENDANGERING ANY OF THE FRAGILE ALLIANCES THAT KEEP THE GALAXY PEACEFUL. BUT ROSEMARY ISN'T THE ONLY PERSON ON BOARD WITH SECRETS TO HIDE, AND THE CREW WILL SOON DISCOVER THAT SPACE MAY BE VAST, BUT SPACESHIPS ARE VERY SMALL INDEED. PRAISE FOR THE WAYFARERS 'NEVER LESS THAN DEEPLY INVOLVING' DAILY MAIL 'EXPLORES THE QUIETER SIDE OF SCI-FI WHILE STILL WOWING US WITH DARING LEAPS OF IMAGINATION' IBOOKS 'SO MUCH FUN TO READ' HEAT 'CHAMBERS IS SIMPLY AN EXCEPTIONAL TALENT, QUIETLY AND BEAUTIFULLY REDEFINING THE SPACE OPERA' TOR.COM 'THE MOST FUN THAT I'VE HAD WITH A NOVEL IN A LONG, LONG TIME' IO9

TOTAL WAR: WARHAMMER - THE ART OF THE GAMES - PAUL DAVIES 2022-04-12

EXPLORE THE WORLD OF ALL THREE TOTAL WAR: WARHAMMER GAMES IN THIS STUNNING COMPENDIUM, PACKED WITH CONCEPT ART, FINAL DESIGNS, STORYBOARDS, AND ARTIST COMMENTARY. TOTAL WAR: WARHAMMER IS THE AWARD-WINNING PC STRATEGY GAME TRILOGY FROM CREATIVE ASSEMBLY. SET IN THE WORLD OF WARHAMMER FANTASY BATTLES, IT COMBINES GRAND CAMPAIGNS OF EPIC EMPIRE-BUILDING WITH BATTLES OF BREATHTAKING SCALE, BRIMMING WITH THE WARRIORS, WIZARDS, AND MONSTERS THAT FANS KNOW AND LOVE. DELVE INTO THE RICH LORE OF GAMES WORKSHOP'S WORLD OF WARHAMMER FANTASY BATTLES, AS VIEWED THROUGH THE TOTAL WAR LENS. TOTAL WAR: WARHAMMER - THE ART OF THE GAMES OFFERS CREATIVE ASSEMBLY'S INSIGHTS INTO THE DEVELOPMENT OF THE SERIES. PORE OVER CONCEPT SKETCHES, TEXTURE STUDIES, CHARACTER ART, AND FULLY RENDERED PAINTINGS, ACCOMPANIED BY COMMENTARY FROM THE ARTISTS THEMSELVES. FEATURING ARTWORK OF ICONIC CHARACTERS AND SCENES FROM PARTS I AND II, AS WELL AS NEVER-BEFORE-SEEN ART FROM THE TRILOGY'S THUNDERING GRAND FINALE, THIS COFFEE-TABLE TOME IS AN ESSENTIAL COLLECTOR'S ITEM FOR ANY WARHAMMER OR TOTAL WAR FAN.

THE DEATH OF THE ARTIST - WILLIAM DERESIEWICZ 2020-07-28

A DEEPLY RESEARCHED WARNING ABOUT HOW THE DIGITAL ECONOMY THREATENS ARTISTS' LIVES AND WORK—THE MUSIC, WRITING, AND VISUAL ART THAT SUSTAIN OUR SOULS AND SOCIETIES—FROM AN AWARD-WINNING ESSAYIST AND CRITIC THERE ARE TWO STORIES YOU HEAR ABOUT EARNING A LIVING AS AN ARTIST IN THE DIGITAL AGE. ONE COMES FROM SILICON VALLEY. THERE'S NEVER BEEN A BETTER TIME TO BE AN ARTIST, IT GOES. IF YOU'VE GOT A LAPTOP, YOU'VE GOT A RECORDING STUDIO. IF YOU'VE GOT AN IPHONE, YOU'VE GOT A MOVIE CAMERA. AND IF PRODUCTION IS CHEAP, DISTRIBUTION IS FREE: IT'S CALLED THE INTERNET. EVERYONE'S AN ARTIST; JUST TAP YOUR CREATIVITY AND PUT YOUR STUFF OUT THERE. THE OTHER COMES FROM ARTISTS THEMSELVES. SURE, IT GOES, YOU CAN PUT YOUR STUFF OUT THERE, BUT WHO'S GOING TO PAY YOU FOR IT? EVERYONE IS NOT AN ARTIST. MAKING ART TAKES YEARS OF DEDICATION, AND THAT REQUIRES A MEANS OF SUPPORT. IF THINGS DON'T CHANGE, A LOT OF ART WILL CEASE TO BE SUSTAINABLE. SO WHICH ACCOUNT IS TRUE? SINCE PEOPLE ARE STILL MAKING A LIVING AS ARTISTS TODAY, HOW ARE THEY MANAGING TO DO IT? WILLIAM DERESIEWICZ, A LEADING CRITIC OF THE ARTS AND OF CONTEMPORARY CULTURE, SET OUT TO ANSWER THOSE QUESTIONS. BASED ON INTERVIEWS WITH ARTISTS OF ALL KINDS, THE DEATH OF THE ARTIST ARGUES THAT WE ARE IN THE MIDST OF AN EPOCHAL TRANSFORMATION. IF ARTISTS WERE ARTISANS IN THE RENAISSANCE, BOHEMIANS IN THE NINETEENTH CENTURY, AND PROFESSIONALS IN THE TWENTIETH, A NEW PARADIGM IS EMERGING IN THE DIGITAL AGE, ONE THAT IS CHANGING OUR FUNDAMENTAL IDEAS ABOUT THE NATURE OF ART AND THE ROLE OF THE ARTIST IN SOCIETY.

DEAD SPACE: CATALYST - BRIAN EVENSON 2012-10-02

A NEXT OFFICIAL NOVELIZATION BASED ON THE MULTI-MILLION-DOLLAR VIDEO GAME FRANCHISE CONTINUES THE EFFORTS OF A FUTURE WORLD TO SURVIVE UNDER THE INFLUENCE OF THE MARKER ARTIFACT THAT INDUCES INSANITY AND DEATH BEFORE REANIMATING VICTIMS INTO RAMPAGING MONSTERS. BY THE EDGAR AWARD-WINNING AUTHOR OF THE OPEN CURTAIN. ORIGINAL. VIDEO GAME TIE-IN. 35,000 FIRST PRINTING.

HOW DO I FEEL? - REBEKAH LIPP 2021

A DICTIONARY OF EMOTIONS FOR CHILDREN ; WITH 60 DEFINITIONS TO HELP CHILDREN IDENTIFY AND UNDERSTAND THEIR EMOTIONS.

INCLUDES PARENT/TEACHER NOTES.

DEAD SPACE - KALI WALLACE 2021-03-02

NOMINATED FOR THE PHILIP K. DICK AWARD AN INVESTIGATOR MUST SOLVE A BRUTAL MURDER ON A CLAUSTROPHOBIC SPACE STATION IN THIS TENSE SCIENCE FICTION THRILLER FROM THE AUTHOR OF SALVATION DAY. HESTER MARLEY USED TO HAVE A PLAN FOR HER LIFE. BUT WHEN A CATASTROPHIC ATTACK LEFT HER INJURED, INDEBTED, AND STRANDED FAR FROM HOME, SHE WAS FORCED TO TAKE A DEAD-END SECURITY JOB WITH A POWERFUL MINING COMPANY IN THE ASTEROID BELT. NOW SHE SPENDS HER DAYS INVESTIGATING PETTY CRIMES TO HELP HER EMPLOYER MAXIMIZE ITS PROFITS. SHE'S SURPRISED TO HEAR FROM AN OLD FRIEND AND FELLOW VICTIM OF THE TERRORIST ATTACK THAT RUINED HER LIFE—AND THAT SURPRISE QUICKLY TURNS TO SUSPICION WHEN HE CLAIMS TO HAVE DISCOVERED SOMETHING SHOCKING ABOUT THEIR SHARED HISTORY AND THE TRAGEDY THAT NEITHER OF THEM CAN LEAVE BEHIND. BEFORE HESTER CAN LEARN MORE, HER FRIEND IS VIOLENTLY MURDERED AT A REMOTE ASTEROID MINE. HESTER JOINS THE INVESTIGATION TO FIND THE TRUTH, BOTH ABOUT HER FRIEND'S DEATH AND THE INFORMATION HE BELIEVED HE HAD UNCOVERED. BUT CATCHING A KILLER IS ONLY THE BEGINNING OF HESTER'S WORRIES, AND SHE SOON REALIZES THAT EVERYTHING SHE LEARNS ABOUT HER FRIEND, HIS FELLOW MINERS, AND THE OUTPOST THEY CALL HOME BRINGS HER CLOSER TO REVEALING SECRETS THAT VERY POWERFUL AND VERY DANGEROUS PEOPLE WOULD RATHER KEEP HIDDEN IN THE DEPTHS OF SPACE.

ART IS DEAD - THOMAS RIDGEWELL 2015-10-22

IN 2008, THOMAS "TOMSKA" RIDGEWELL UPLOADED A SHORT ANIMATED FILM TO YOUTUBE; HE CALLED IT ASDFMOVIE. IT HAS SINCE BEEN VIEWED MORE THAN 50 MILLION TIMES AND HAS SPAWNED EIGHT SEQUELS AND MANY, MANY DEDICATED FANS. NOW, FOR THE FIRST TIME, THE WEIRD AND WONDERFUL WORLD OF ASDF HAS EXPLODED ONTO THE PAGE IN ART IS DEAD, A BOOK CONCEIVED AND WRITTEN BY TOM AND ILLUSTRATED BY MATT LEY. FEATURING MUCH-LOVED CHARACTERS FROM THE FILMS, AS WELL AS BRAND-NEW, NEVER-BEFORE-SEEN COMICS AND BONUS MATERIAL - INCLUDING THE ASDF ORIGIN STORY AND TOM'S OWN SKETCHES - ART IS DEAD IS A

COMIC BOOK LIKE NO OTHER. EXPECT TRAINS, POTATOES, SUICIDAL MUFFINS AND JOKES ABOUT "DEATH, DESTRUCTION AND THINGS

TALKING THAT DON'T NORMALLY TALK", ALL WRAPPED UP IN BOOK SO AWKWARDLY SHAPED IT WILL MAKE YOUR SHELVES LOOK WEIRD.
(SORRY ABOUT THAT.)