

Atlas Of Cities

Compare and contrast San Francisco, Portland, and Seattle through 150 innovative infographic maps that blend traditional cartography with modern graphic design. Upper Left Cities redefines modern cartography by going into uncharted territory to create a narrative about three great cities through informative and detailed infographic maps. Explore and compare San Francisco, Portland, and Seattle through: - wildlife and city trails - voting records - commutes - marathon routes - food and drink patterns From the team that brought you Portlandness, this cultural atlas includes more than 150 maps, each using data around a given topic and then translating that to a creative and often unexpected visual format. The result is a perfect blend of form and function, each map is meticulously and ingeniously designed. The collection of maps cover: - history - geography - social and economic issues - pop culture

What makes a place? Rebecca Solnit reinvents the traditional atlas, searching for layers of meaning & connections of experience across San Francisco.

Cities, initially a product of the manufacturing era, have been thoroughly remade in the image of consumer society. Competitive spending among affluent households has intensified the importance of style and design at every scale and design professions have grown in size and importance, reflecting distinctive geographies and locating disproportionately in cities most intimately connected with global systems of key business services. Meanwhile, many observers still believe good design can make positive contributions to people's lives. Cities and Design explores the complex relationships between design and urban environments. It traces the intellectual roots of urban design, presents a critical appraisal of the imprint and effectiveness of design professions in shaping urban environments, examines the role of design in the material culture of contemporary cities, and explores the complex linkages among designers, producers and distributors in contemporary cities, for example: fashion and graphic design in New York; architecture, fashion and publishing in London; furniture, industrial design, interior design and fashion in Milan; haute couture in Paris and so on. This book offers a distinctive social science perspective on the economic and cultural context of design in contemporary cities, presenting cities themselves as settings for design, design services and the 'affect' associated with design. An exploration of four cities that reflect a blend of Eastern and Western cultures traces the historical threads connecting St. Petersburg, Shanghai, Mumbai, and Dubai while discussing their conflicted embrace of modernity.

An unflinching look at the aspiring city-builders of our smart, mobile, connected future. From Beijing to Boston, cities are deploying smart technology—sensors embedded in streets and subways, Wi-Fi broadcast airports and green spaces—to address the basic challenges faced by massive, interconnected metropolitan centers. In Smart Cities, Anthony M. Townsend documents this emerging futuristic landscape while considering the motivations, aspirations, and shortcomings of the key actors—entrepreneurs, mayors, philanthropists, and software developers—at work in shaping the new urban frontier.

Nearly 4,000 cities on our planet today have populations of 100,000 people or more. We know their names, locations, and

approximate populations from maps and other data sources, but there is little comparable knowledge about all these cities, and none that can be described as rigorously scientific. The Planet of Cities together with its companion volume, the Atlas of Urban Expansion, contributes to developing a science of cities based on studying all these cities together—not in the abstract, but with a view to preparing them for their coming expansion. The book puts into question the main tenets of the familiar Containment Paradigm, also known as smart growth, urban growth management, or compact city, that is designed to contain boundless urban expansion, typically decried as sprawl. It examines this paradigm in a broader global perspective and shows it to be deficient and practically useless in addressing the central questions now facing expanding cities outside the United States and Europe. In its place Shlomo Angel proposes to revive an alternative Making Room Paradigm that seeks to come to terms with the expected expansion of cities, particularly in the rapidly urbanizing countries in Asia and Africa, and to make the minimally necessary preparations for such expansion instead of seeking to contain it. This paradigm is predicated on four propositions:1. The expansion of cities that urban population growth entails cannot be contained. Instead we must make adequate room to accommodate it.2. City densities must remain within a sustainable range. If density is too low, it must be allowed to increase, and if it is too high, it must be allowed to decline.3. Strict containment of urban expansion destroys the homes of the poor and puts new housing out of reach for most people. Decent housing for all can be ensured only if urban land is in ample supply.4. As cities expand, the necessary land for public streets, public infrastructure networks, and public open spaces must be secured in advance of development.

The first part of the book explores planetary urbanization in a historical and geographical perspective, to establish a global perspective for the study of cities. It confirms that we are in the midst of an urbanization project that started in earnest at the beginning of the nineteenth century, has now reached its peak with half the world population residing in urban areas, and will come to a close, possibly by the end of this century, when most people who want to live in cities will have moved there. This realization lends urgency to the call for preparing for urban expansion now, when the urbanization project is still in full swing, rather than later, when it would be too late to make a difference.

The second part of the book seeks to deepen our understanding and thus lessen our fear of urban expansion by providing detailed quantitative answers to seven sets of questions regarding the dimensions and attributes of urban expansion:1. What are the extents of urban areas everywhere and how fast are they expanding over time?2. How dense are these urban areas and how are urban densities changing over time?3. How centralized are the residences and workplaces in cities and do they tend to disperse to the periphery over time? 4. How fragmented are the built-up areas of cities and how are levels of fragmentation changing over time?5. How compact are the shapes of urban footprints and how are their levels of compactness changing over time?6. How much land would urban areas require in future decades?7. How much cultivated land will be consumed by expanding urban areas?By answering these questions and exploring their implications for action, this book provides the conceptual framework, basic empirical data, and practical agenda necessary for the minimal yet meaningful management of the urban expansion process.

The companion volume, Atlas of Urban Expansion, was also authored by Lincoln Institute visiting fellow Shlomo “

A new tool for analyzing urban land cover that integrates design practices and ecological knowledge for understanding cities as complex, patchy and dynamic systems This atlas is a unique conceptual tool to describe and analyze cities as complex systems, using a new, hybrid approach to urban land cover classification. As an impetus to bring ecologists and urban designers together, it builds on over a decade of shared knowledge from the Baltimore Ecosystem Study to inspire ecologically motivated design practice. Rather than separating human-constructed environments from predominantly biological and geological ones, this book integrates built and ecological structures and shows how this integration can contribute to the scholarship of ecology and the practice of design. The atlas displays maps and tables depicting these hybrid land cover classes and the relationships between them; information on how the specific patch arrangements evolved over time; and speculations on how cover might change through design, disturbance, or succession. Interdisciplinary and strikingly illustrated, the atlas is a new way to study, measure, and view cities with a more effective interaction of scientific understanding and design practice.

What are the best transit cities in the US? The best Bus Rapid Transit lines? The most useless rail transit lines? The missed opportunities? In the US, the 25 largest metropolitan areas and many smaller cities have fixed guideway transit—rail or bus rapid transit. Nearly all of them are talking about expanding. Yet discussions about transit are still remarkably unsophisticated. To build good transit, the discussion needs to focus on what matters—quality of service (not the technology that delivers it), all kinds of transit riders, the role of buildings, streets and sidewalks, and, above all, getting transit in the right places. Christof Spieler has spent over a decade advocating for transit as a writer, community leader, urban planner, transit board member, and enthusiast. He strongly believes that just about anyone—regardless of training or experience—can identify what makes good transit with the right information. In the fun and accessible *Trains, Buses, People: An Opinionated Atlas of US Transit*, Spieler shows how cities can build successful transit. He profiles the 47 metropolitan areas in the US that have rail transit or BRT, using data, photos, and maps for easy comparison. The best and worst systems are ranked and Spieler offers analysis of how geography, politics, and history complicate transit planning. He shows how the unique circumstances of every city have resulted in very different transit systems. Using appealing visuals, *Trains, Buses, People* is intended for non-experts—it will help any citizen, professional, or policymaker with a vested interest evaluate a transit proposal and understand what makes transit effective. While the book is built on data, it has a strong point of view. Spieler takes an honest look at what makes good and bad transit and is not afraid to look at what went wrong. He explains broad concepts, but recognizes all of the technical, geographical, and political difficulties of building transit in the real world. In the end, *Trains, Buses, People* shows that it is possible with the right tools to build good transit.

Visit the world's most spectacular cities through this richly illustrated atlas! Did you know that you could board a real aircraft carrier in New York or solve a mystery at London's Sherlock Holmes Museum? On these detailed, information-packed pages, two travel-savvy siblings reveal all about the places they've been. You'll see monuments and museums, learn fun trivia, and discover cool things to do in every metropolis.

A futuristic tale set in a long-lost fictional city similar to post-colonial Hong Kong follows the efforts of a team of archaeologists to

reconstruct its metropolis through historical maps, documents and artifacts that are translated through anecdotal experiences and social commentary.

By the New York Times bestselling author of *The Bone Clocks* | Shortlisted for the Man Booker Prize A postmodern visionary and one of the leading voices in twenty-first-century fiction, David Mitchell combines flat-out adventure, a Nabokovian love of puzzles, a keen eye for character, and a taste for mind-bending, philosophical and scientific speculation in the tradition of Umberto Eco, Haruki Murakami, and Philip K. Dick. The result is brilliantly original fiction as profound as it is playful. In this groundbreaking novel, an influential favorite among a new generation of writers, Mitchell explores with daring artistry fundamental questions of reality and identity. *Cloud Atlas* begins in 1850 with Adam Ewing, an American notary voyaging from the Chatham Isles to his home in California. Along the way, Ewing is befriended by a physician, Dr. Goose, who begins to treat him for a rare species of brain parasite. . . . Abruptly, the action jumps to Belgium in 1931, where Robert Frobisher, a disinherited bisexual composer, contrives his way into the household of an infirm maestro who has a beguiling wife and a nubile daughter. . . . From there we jump to the West Coast in the 1970s and a troubled reporter named Luisa Rey, who stumbles upon a web of corporate greed and murder that threatens to claim her life. . . . And onward, with dazzling virtuosity, to an inglorious present-day England; to a Korean superstate of the near future where neocapitalism has run amok; and, finally, to a postapocalyptic Iron Age Hawaii in the last days of history. But the story doesn't end even there. The narrative then boomerangs back through centuries and space, returning by the same route, in reverse, to its starting point. Along the way, Mitchell reveals how his disparate characters connect, how their fates intertwine, and how their souls drift across time like clouds across the sky. As wild as a videogame, as mysterious as a Zen koan, *Cloud Atlas* is an unforgettable tour de force that, like its incomparable author, has transcended its cult classic status to become a worldwide phenomenon. Praise for *Cloud Atlas* “[David] Mitchell is, clearly, a genius. He writes as though at the helm of some perpetual dream machine, can evidently do anything, and his ambition is written in magma across this novel’s every page.”—The New York Times Book Review “One of those how-the-holy-hell-did-he-do-it? modern classics that no doubt is—and should be—read by any student of contemporary literature.”—Dave Eggers “Wildly entertaining . . . a head rush, both action-packed and chillingly ruminative.”—People “The novel as series of nested dolls or Chinese boxes, a puzzle-book, and yet—not just dazzling, amusing, or clever but heartbreaking and passionate, too. I’ve never read anything quite like it, and I’m grateful to have lived, for a while, in all its many worlds.”—Michael Chabon “*Cloud Atlas* ought to make [Mitchell] famous on both sides of the Atlantic as a writer whose fearlessness is matched by his talent.”—The Washington Post Book World “Thrilling . . . One of the biggest joys in *Cloud Atlas* is watching Mitchell sashay from genre to genre without a hitch in his dance step.”—Boston Sunday Globe “Grand and elaborate . . . [Mitchell] creates a world and language at once foreign and strange, yet strikingly familiar and intimate.”—Los Angeles Times

In the last 100 years global urban populations have expanded from 15 to 50%. Urban growth patterns are changing the face of the earth and the condition of humanity. This atlas addresses these key issues, and analyses the problems of expanding cities.

A bold reassessment of "smart cities" that reveals what is lost when we conceive of our urban spaces as computers Computational

models of urbanism—smart cities that use data-driven planning and algorithmic administration—promise to deliver new urban efficiencies and conveniences. Yet these models limit our understanding of what we can know about a city. *A City Is Not a Computer* reveals how cities encompass myriad forms of local and indigenous intelligences and knowledge institutions, arguing that these resources are a vital supplement and corrective to increasingly prevalent algorithmic models. Shannon Mattern begins by examining the ethical and ontological implications of urban technologies and computational models, discussing how they shape and in many cases profoundly limit our engagement with cities. She looks at the methods and underlying assumptions of data-driven urbanism, and demonstrates how the "city-as-computer" metaphor, which undergirds much of today's urban policy and design, reduces place-based knowledge to information processing. Mattern then imagines how we might sustain institutions and infrastructures that constitute more diverse, open, inclusive urban forms. She shows how the public library functions as a steward of urban intelligence, and describes the scales of upkeep needed to sustain a city's many moving parts, from spinning hard drives to bridge repairs. Incorporating insights from urban studies, data science, and media and information studies, *A City Is Not a Computer* offers a visionary new approach to urban planning and design.

Take a tour of Toronto, look around Lisbon or hot-foot it to Helsinki with this global adventure in a book! 30 best-loved cities from around the world are brought to life with illustrations by Martin Haake, which show in fabulous detail key landmarks, famous people, iconic buildings and cultural icons for all the family to enjoy. A search-and-find game on every page helps young readers to explore every city and spot the hundreds of details that makes each place unique.

Presents twenty-two color maps and accompanying essays providing details on the people, ecology, and culture of the city.

Atlas of Cities Princeton University Press

The Shared Cities Atlas applies the new, global 'sharing paradigm' in architecture and public sphere to a site-specific situation in seven cities in Central Europe. Mapping current practices of sharing and new fields of action in case studies, it contextualizes the phenomenon in research papers, data, and photography. The ideas of a 'right to the city', of common resources, or 'the urban commons' all of which are in vogue in contemporary architectural discourse illustrate the paradigm shift towards a sharing perspective. In 'sharing cities' the emphasis lies in the right to remake the cities as a form of urban social contract with a specific creative or critical agenda. The Atlas presents creative forms of sharing driven by idealistic positions and collective actions - new approaches to sharing of spaces and architecture, experience and knowledge, data, or collective histories.

This book is your passport to a whole world of adventure! Set off on an exhilarating race around the world, stopping off at the planet's most thrilling, vibrant cities to solve classic puzzles such as dot-to-dot and spot-the-difference. No matter where your next destination might be, you're guaranteed to make exciting new discoveries and learn fascinating facts! * Find the missing items at a street market in Nairobi. * Solve a maze inspired by the London Underground. * Spot the odd

one out at Tokyo's famous Shibuya crossing! This the perfect book for curious kids aged 7+, with an interest in other countries and foreign travel. Never leave home without it!

The book discusses the concept of the smart city, and is based on a multi-service and multi-sectoral approach to urban planning, including various urban functions and the human capital of cities. The work is divided into three parts. The first is an introductory section which covers definitions, policies and tools used at European level for the development and classification of a smart city. The second presents a selection of examples of Western and Eastern communities, which experienced technologies and strategies that have made them smart. The third describes in detail the main three possible approaches (economical, technological and social) to the smart city concept which are the focus ambits of the holistic concept of smart city. The work provides a good overview of the concept of smart city, and also offers a critical analysis of the various approaches to smart cities, in order to provide tools to develop solutions that address the smart development of cities with an approach as multi-sectoral as possible. Its accessible language and several examples make the book easy to read and appealing to public administrators, students, planners and researchers.

Immerse yourself in 45 spectacularly imagined virtual cities, from Arkham City to Whiterun, in this beautifully illustrated unofficial guide. Spanning decades of digital history, this is the ultimate travel guide and atlas of the gamer imagination. Dimopoulos invites readers to share his vision of dozens of different gaming franchises like never before: discover Dimopoulos's Half-Life 2's City 17, Yakuza 0's Kamurocho, Fallout's New Vegas, Super Mario Odyssey's New Donk City, and many more. Each chapter of this virtual travel guide consists of deep dives into the history and lore of these cities from an in-universe perspective. Illustrated with original color ink drawings and—of course—gorgeous and detailed maps, readers can explore the nostalgic games of their youth as well as modern hits. Sidebars based on the author's research tell behind-the-scenes anecdotes and reveal the real-world stories that inspired these iconic virtual settings. With a combination of stylish original maps, illustrations, and insightful commentary and analysis, this is a must-have for video game devotees, world-building fans, and game design experts.

Critical, wide-ranging analyses of Detroit's redevelopment and alternative visions for its future.

A historical atlas from 1698 with 151 city maps from the Northern and Southern Netherlands, from Groningen to Lille. Large scale atlas with street level detail covering 133 cities and towns in Maine. Includes ZIP Codes, schools, hospitals, shopping centers, parks and more. Atlas is fully indexed and contains a state road map of Maine.

A fun and information-packed one-stop guide to 28 great world cities Discover the world's food, animals, landmarks, and traditions. Travel from New York to Mexico City, Chicago to Cape Town, London to Paris. Readers can join Penguin as he visits some of the most amazing cities in the world in this beautifully illustrated and educational book. Each city has its

own colorful spread including a map of the central district, showing sites, cultural information, hot spots, and famous landmarks, with lots of details to be explored. Cities included are San Francisco, Mexico City, Chicago, Toronto, New York, Washington DC, Rio de Janeiro, Buenos Aires, Dublin, London, Amsterdam, Paris, Berlin, Moscow, Rome, Madrid, Cairo, Istanbul, Cape Town, Dubai, Mumbai, Beijing, Seoul, Tokyo, Hong Kong, Singapore, Sydney, and Auckland. How Los Angeles, Hong Kong, and China deal with such urban environmental issues as ports, goods movement, air pollution, water quality, transportation, and public space. Over the past four decades, Los Angeles, Hong Kong, and key urban regions of China have emerged as global cities—in financial, political, cultural, environmental, and demographic terms. In this book, Robert Gottlieb and Simon Ng trace the global emergence of these urban areas and compare their responses to a set of six urban environmental issues. These cities have different patterns of development: Los Angeles has been the quintessential horizontal city, the capital of sprawl; Hong Kong is dense and vertical; China's new megacities in the Pearl River Delta, created by an explosion in industrial development and a vast migration from rural to urban areas, combine the vertical and the horizontal. All three have experienced major environmental changes in a relatively short period of time. Gottlieb and Ng document how each has dealt with challenges posed by ports and the movement of goods, air pollution (Los Angeles, Hong Kong, and urban China are all notorious for their hazardous air quality), water supply (all three places are dependent on massive transfers of water) and water quality, the food system (from seed to table), transportation, and public and private space. Finally they discuss the possibility of change brought about by policy initiatives and social movements.

From Alexandria to York, this unique illustrated guide allows us to see the great centres of classical civilization afresh. The key feature of *Cities of the Classical World* is 120 specially drawn maps tracing each city's thoroughfares and defences, monuments and places of worship. Every map is to the same scale, allowing readers for the first time to appreciate visually the relative sizes of Babylon and Paris, London and Constantinople. There is also a clear, incisive commentary on each city's development, strategic importance, rulers and ordinary inhabitants. This compelling and elegant atlas opens a new window on to the ancient world, and will transform the way we see it.

The *New Hampshire Cities and Towns Street Atlas* shows street-level detail of places of interest, shopping centers, and schools in 130 communities. This atlas is fully-street indexed and contains full color throughout.

This volume is the first publication to draw upon the mass of information provided by the *Historic Towns Atlases* in order to explore comparative questions in medieval urban history. The volume addresses the wider question of comparative urban studies, the processes that determined the morphological formation of towns, and the symbolic meaning of large-scale town plans in their cultural context. Also included are the reflections of Rheinland-Pfalz, a German medieval scholar

who has produced many historic maps.

The legendary conference held in 1933 on the topic of the 'functional city' by the Congrès Internationaux d'Architecture Moderne (CIAM, 1928-1959) was the fourth of the organization's 11 meetings. In reports specially prepared for the congress, 34 cities were recorded cartographically using a predefined scheme to allow comparative analysis. The Atlas of the Functional City brings together all of the surviving materials of the conference for the first time, presenting them systematically and placing them in an international urban planning context.

Explore more than forty forsaken urban destinations around the world in a "highly entertaining read . . . for history buffs, mystery fanatics and travel junkies alike" (GoNomad). Cities are mortal, but the traces they leave behind tell a fascinating story. In Atlas of Lost Cities, an accomplished travel writer reveals the rise and fall of notable places, each pithy portrait illuminated by a vintage map that puts armchair explorers right in the scene. Wander with care through: Ancient and legendary places like Pompeii, Teotihuacá and Angkor Contemporary wonders like Centralia, a nearly abandoned Pennsylvania town consumed by unquenchable underground fire Eerie planned communities like Nova Citas de Kilamba in Angola, where housing, schools, and stores were built for 500,000 people who never came Epecuen, a tourist town in Argentina that was swallowed by water With each map are fantastical illustrations that help the reader envision these hubs as they were in their prime. A perfect gift for the traveler who believes he or she has seen it all.

The Quarantine Atlas is a poignant and deeply human collection of more than 65 homemade maps created by people around the globe that reveal how the coronavirus pandemic has transformed our physical and emotional worlds, in ways both universal and unique. Along with eight original essays, it is a vivid celebration of wayfinding through a crisis that irrevocably altered the way we experience our environment. In April 2020, Bloomberg CityLab journalists Laura Bliss and Jessica Martin asked readers to submit homemade maps of their lives during the coronavirus pandemic. The response was illuminating and inspiring. The 400+ maps and accompanying stories received served as windows into what individuals around the world were experiencing during the crisis and its resonant social consequences. Collectively, these works showed how coronavirus has transformed the places we live, and our relationships to them. In The Quarantine Atlas, Bliss distills these stunning submissions and pairs them with essays by journalists and authors, as well as notes from the original mapmakers. The result is an enduring visual record of this unprecedented moment in human history. It is also a celebration of the act of mapping and the ways maps can help us connect and heal from our shared experience. Venture to twenty-eight cities around the world in this colorfully illustrated collection of maps that take you on a journey through history, culture, and geography. On each page, you'll visit a different city. And in each city, you'll explore the metaphorical resonance between the physical metropolis and its inhabitants, history, and culture. In the hands of a

creative cartographer, Manhattan is dissected in an anatomical diagram, the streets of Monaco trace the form of a Picasso nude, and the crisscrossing paths of boats on the Bosphorus become the nerves of Istanbul. Travel as you never have traveled before, and revel in the details that define urban life. By laying bare the bone, muscle, and sinew of twenty-eight cities, these maps reveal the unique spirit of each one and shed light on the strange and marvelous ways in which humans interact with the places they call home. Witty and insightful, this book will capture the imaginations of travelers, map enthusiasts, history buffs, and dreamers.

Examines different cities from all over the world and looks at their physical, economic, social, and political structure, as well as their relationships to each other and where future urbanization might be headed.

"Nonstop Metropolis, the culminating volume in a trilogy of atlases, conveys innumerable unbound experiences of New York City through twenty-six imaginative maps and informative essays. Bringing together the insights of dozens of experts—from linguists to music historians, ethnographers, urbanists, and environmental journalists—amplified by cartographers, artists, and photographers, it explores all five boroughs of New York City and parts of nearby New Jersey. We are invited to travel through Manhattan's playgrounds, from polyglot Queens to many-faceted Brooklyn, and from the resilient Bronx to the mystical kung fu hip-hop mecca of Staten Island. The contributors to this exquisitely designed and gorgeously illustrated volume celebrate New York City's unique vitality, its incubation of the avant-garde, and its literary history, but they also critique its racial and economic inequality, environmental impact, and erasure of its past. Nonstop Metropolis allows us to excavate New York's buried layers, to scrutinize its political heft, and to discover the unexpected in one of the most iconic cities in the world. It is both a challenge and homage to how New Yorkers think of their city, and how the world sees this capital of capitalism, culture, immigration, and more." -- Publisher's description.

Nearly thirty years after the end of the Cold War, its legacy and the accompanying Russian-American tension continues to loom large. Russia's access to detailed information on the United States and its allies may not seem so shocking in this day of data clouds and leaks, but long before we had satellite imagery of any neighborhood at a finger's reach, the amount the Soviet government knew about your family's city, street, and even your home would astonish you. Revealing how this was possible, *The Red Atlas* is the never-before-told story of the most comprehensive mapping endeavor in history and the surprising maps that resulted. From 1950 to 1990, the Soviet Army conducted a global topographic mapping program, creating large-scale maps for much of the world that included a diversity of detail that would have supported a full range of military planning. For big cities like New York, DC, and London to towns like Pontiac, MI and Galveston, TX, the Soviets gathered enough information to create street-level maps. What they chose to include on these maps can seem obvious like locations of factories and ports, or more surprising, such as building heights, road widths, and bridge capacities. Some of the detail suggests early satellite technology, while other specifics, like detailed depictions of depths and channels around rivers and harbors, could only have been gained by actual Soviet feet on the ground. *The Red Atlas* includes over 350 extracts from these incredible Cold War maps, exploring their provenance and cartographic techniques as well as what they can tell us about their makers and the Soviet initiatives that were going on all around us. A fantastic historical document of an era that sometimes seems less distant, *The Red Atlas* offers an uncanny view of the world through the eyes of Soviet strategists and spies.

Illustrated with 30 maps. Few lessons are as prevalent in military history as is the adage that tanks don't perform well in cities. The notion of

deliberately committing tanks to urban combat is anathema to most. In *Breaking the Mold: Tanks in the Cities*, Mr. Ken Gott disproves that notion with a timely series of five case studies from World War II to the present war in Iraq. This is not a parochial or triumphant study. These cases demonstrate that tanks must do more than merely “arrive” on the battlefield to be successful in urban combat. From Aachen in 1944 to Fallujah in 2004, the absolute need for specialized training and the use of combined arms at the lowest tactical levels are two of the most salient lessons that emerge from this study. When properly employed, well-trained and well-supported units led by tanks are decisive in urban combat. The reverse is also true. Chechen rebels taught the Russian army and the world a brutal lesson in Grozny about what happens when armored units are poorly led, poorly trained, and cavalierly employed in a city. The case studies in this monograph are high-intensity battles in conflicts ranging from limited interventions to major combat operations. It would be wrong to use them to argue for the use of tanks in every urban situation. As the intensity of the operation decreases, the second and third order effects of using tanks in cities can begin to outweigh their utility. The damage to infrastructure caused by their sheer weight and size is just one example of what can make tanks unsuitable for every mission. Even during peace operations, however, the ability to employ tanks and other heavy armored vehicles quickly can be crucial. A study on the utility of tanks in peace operations is warranted, and planned.- Timothy R. Reese Colonel, Armor

From Stephen King’s *Salem’s Lot* to the superhero land of Wakanda, from Lilliput of *Gulliver’s Travels* to Springfield in *The Simpsons*, this is a wondrous atlas of imagined places around the world. Locations from film, tv, literature, myths, comics and video games are plotted in a series of beautiful vintage-looking maps. The maps feature fictional buildings, towns, cities and countries plus mountains and rivers, oceans and seas. Ever wondered where the Bates Motel was based? Or Bedford Falls in *It’s a Wonderful Life*? The authors have taken years to research the likely geography of thousands of popular culture locations that have become almost real to us. Sometimes these are easy to work out, but other times a bit of detective work is needed and the authors have been those detectives. By looking at the maps, you’ll find that the revolution at Animal Farm happened next to Winnie the Pooh’s home. Each location has an extended index entry plus coordinates so you can find it on the maps. Illuminating essays accompanying the maps give a great insight into the stories behind the imaginary places, from Harry Potter’s wizardry to Stone Age Bedrock in the *Flintstones*. A stunning map collection of invented geography and topography drawn from the world’s imagination. Fascinating and beautiful, this is an essential book for any popular culture fan and map enthusiast.

On this quest around the world, you will find lost kingdoms, islands, even continents that people have searched for for millennia and are now only known of through stories and myths. All of these places have been believed to exist by a people or a group of peoples at some point in history, but none of them, in recent times at least, have been found and explored. To find them, you will read ancient treasure maps, read of cryptic riddles, and hear how explorers have scoured the landscape for clues. In this book the reader succeeds where ancient adventurers before you have been thwarted. This quest will transport you to thoroughly other-worldly places. Organised by continent, each chapter opens with a full bleed map of the continent, pinpointing where each location is thought to be. You will learn all about the rich mythologies from different cultures, from the Aztecs to the Celts, from the mysterious islands in the *Odyssey* to underwater islands in Japanese folklore.

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