

Ragnarok Online 10th Anniversary Visual Chronicle Art Book Japan

Money is Hollywood's great theme-but money laundered into something else, something more. Money can be given a particular occasion and career, as box office receipts, casino winnings, tax credits, stock prices, lotteries, inheritances. Or money can become number, and numbers can be anything: pixels, batting averages, votes, likes. Through explorations of all these and more, J.D. Connor's *Hollywood Math and Aftermath* provides a stimulating and original take on "the equation of pictures," the relationship between Hollywood and economics since the 1970s. Touched off by an engagement with the work of Gilles Deleuze, Connor demonstrates the centrality of the economic image to Hollywood narrative. More than just a thematic study, this is a conceptual history of the industry that stretches from the dawn of the neoclassical era through the Great Recession and beyond. Along the way, Connor explores new concepts for cinema studies: precession and recession, pervasion and staking, ostension and deritualization. Enlivened by a wealth of case studies-from *The Big Short* and *The Wolf of Wall Street* to *Equity* and *Blackhat*, from *Moneyball* to *12 Years a Slave*, *Titanic* to *Lost*, *The Exorcist* to *WALLE*, *Déjà Vu* to *Upstream Color*, *Contagion* to *The Untouchables*, *Ferris Bueller* to *Pacific Rim*, *The Avengers* to *The Village*-*Hollywood Math and Aftermath* is a bravura portrait of the industry coming to terms with its own numerical underpinnings.

"The *Marvel Studios Phenomenon* evaluates the studio's identity, as well as its status within the structures of parent Disney. In a new set of readings of key texts such as *Captain America: The Winter Soldier*, *Guardians of the Galaxy* and *Agents of S.H.I.E.L.D.*, the thematics of superhero fiction and the role of fandom are considered. The authors identify milestones from Marvel's complex and controversial business history, allowing us to appraise its industrial status: from a comic publisher keen to exploit its intellectual property, to an independent producer, and latterly, successful subsidiary of a vast entertainment empire. As it drives the process whereby large-scale cinematic practice encounters a converged entertainment age, what kind of organization is Marvel Studios? How does it co-ordinate a transmedia storyworld to the satisfaction of niche fan communities as well as a popular audience?"--

The Avengers assemble again in Marvel Studios' follow-up to the record-breaking *Marvel's The Avengers*. Robert Downey Jr., Chris Hemsworth, Mark Ruffalo, Chris Evans, Scarlett Johansson and Jeremy Renner reprise their roles as world-saving heroes in an adventure like no other. In this new collectible volume, go around the world with the Avengers in page after page of stunning concept art, production design, visual effects, revealing set photography, and commentary from cast and crew, including writer/director Joss Whedon and producer Kevin Feige. *Marvel's Avengers: Age of Ultron* takes Marvel's Cinematic Universe to new heights in yet another silver-screen triumph.

Marvel Studios: The First Ten Years is the only book to give fans an exclusive, behind-the-scenes look at the evolution of the studio from a film production arm of a comic book company to the studio that has produced an unparalleled interconnected universe of feature films. *The First Ten Years* is a lavish, two-volume set that includes personal stories from the 22 movies up through and including 2019's *Captain Marvel* and untitled Avengers sequel. Featuring 100+ new interviews with key producers, studio heads, and cast members including Chadwick Boseman, Benedict Cumberbatch, Robert Downey Jr., Chris Evans, Chris Hemsworth, Scarlett Johansson, Brie Larson, Evangeline Lilly, Anthony Mackie, Chris Pratt, Jeremy Renner, Paul Rudd, Mark Ruffalo, Zoe Saldana, and many, many more, *Marvel Studios: The First Ten Years* will be a tribute to and chronicle of how the Marvel Cinematic Universe was brought to life and an essential, collectible reference guide for fans.

Can you love someone you don't remember? After the Last War destroyed most of the world,

survivors form a new society in four self-sustaining cities in the Mojave Desert. In the utopia of the Four Cities, inspired by the lyrics of "Imagine" and Buddhist philosophy, everything is carefully planned and controlled: the seasons, the weather—and the residents. To prevent mankind from destroying each other again, its citizens undergo a memory wipe every four years in a process called *tabula rasa*, a blank slate, to remove learned prejudices. With each new cycle, they begin again with new names, jobs, homes, and lives. No memories. No attachments. No wars. Aris, a scientist who shuns love, embraces *tabula rasa* and the excitement of unknown futures. Walling herself off from emotional attachments, she sees relationships as pointless and avoids deep connections. But she is haunted by a recurring dream that becomes more frequent and vivid as time passes. After meeting Benja, a handsome free-spirited writer who believes his dreams of a past lover are memories, her world is turned upside down. Obsessed with finding the Dreamers, a secret organization thought to have a way to recover memories, Benja draws her down a dangerous path toward the past. When Metis, the leader of the Dreamers, appears in Aris's life, everything she believes falls to pieces. With little time left before the next *tabula rasa*, they begin a bittersweet romance, navigating love in a world where names, lives, and moments are systematically destroyed. Thought-provoking and emotionally resonant, *Reset* will make you consider the haunting reality of love and loss, and the indelible marks they leave behind.

An exciting adventure dealing with the topics of bullying and friendship based on the fictional characters from the award-winning video game *World of Warcraft*.

ATHERIA--THE FABLED CITY OF SONGS THE SHINING JEWEL OF THE THIRD SEA WHERE THE MASKED EXULTIA CASTE HOLD SWAY AND VIE TO OUTDO EACH OTHER IN THEIR PATRONAGE OF THE ARTS, SOMETIMES WITH DEADLY CONSEQUENCES... Guyime, wandering, dethroned King of the Northlands, is drawn to the Atheria by his quest for the Seven Swords, the demon cursed blades of legend. But to claim the next sword he must first solve a seemingly impossible murder--a puzzle that, once untangled, will unveil secrets so dark they could bring the City of Songs to utter ruin. Continuing the epic tale of *The Seven Swords*, *City of Songs* is an action-packed, darkly magical mystery from the *New York Times* bestselling author of the *Raven's Shadow* and *Draconis Memoria* trilogies.

Directing film or television is a high-stakes occupation. It captures your full attention at every moment, calling on you to commit every resource and stretch yourself to the limit; it's the white-water rafting of entertainment jobs. But for many directors, the excitement they feel about a new project tightens into anxiety when it comes to working with actors. In the years since the original edition of *Directing Actors* was published, the technical side of filmmaking has become much more easily accessible. Directors tell me that dealing with actors is the last frontier--the scariest part and the part they long for--the human part, the place where connection happens. Weston's books help directors scale the heights of the actor-director dynamic, learn the joys of collaborating with actors--and become an "actor's director."

"The runes have spoken. We have our champion...Matthew Thorsen." Matt hears the words, but he can't believe them. He's Thor's representative? Destined to fight trolls, monstrous wolves and giant serpents...or the world ends? He's only thirteen. While Matt knew he was a modern-day descendent of Thor, he's always lived a normal kid's life. In fact, most people in the small town of Blackwell, South Dakota, are direct descendants of either Thor or Loki, including Matt's classmates Fen and Laurie Brekke. No big deal. But now Ragnarok is coming, and it's up to the champions to fight in the place of the long-dead gods. Matt, Laurie, and Fen's lives will never be the same as they race to put together an unstoppable team, find Thor's hammer and shield, and prevent the end of the world. In their middle grade debut, K.L. Armstrong and M.A. Marr begin the epic *Blackwell Pages* series with this action-packed adventure, filled with

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larger-than-life legends, gripping battles, and an engaging cast of characters who bring the myths to life.

Experience Lara Croft's defining moment as she becomes the Tomb Raider. In *Shadow of the Tomb Raider*, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. The *Shadow of The Tomb Raider Official Art Book* features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

The second deluxe, hardcover art book from New York Times bestselling artist Atsushi Ohkubo contains full color illustrations-including cover art, color pages from its original Japanese magazine publication, and much more!-from *Soul Eater* and *Soul Eater NOT!* This is a comprehensive sourcebook on the world's most famous vampire, with more than 700 citations of domestic and international Dracula films, television programs, documentaries, adult features, animated works, and video games, as well as nearly a thousand comic books and stage adaptations. While they vary in length, significance, quality, genre, moral character, country, and format, each of the cited works adopts some form of Bram Stoker's original creation, and Dracula himself, or a recognizable vampiric semblance of Dracula, appears in each. The book includes contributions from Dacre Stoker, David J. Skal, Laura Helen Marks, Dodd Alley, Mitch Frye, Ian Holt, Robert Eighteen-Bisang, and J. Gordon Melton.

Rampage. Weep. Kill. Every 12 years, the 12 signs of the Chinese zodiac take the form of warriors and engage in the ultimate battle royal. They face one another in battles to the death, using all the powers of their star signs, and the sole survivor is granted the ultimate prize—a wish. Any wish. -- VIZ Media

"Portrait of an Artist features interviews and original photos of some of today's most important women in the creative industries"--

Big facial expressions are essential to anime and manga. They can be much more eloquent than printed words for getting an emotional response out of viewers. However, faces can be challenging. With this book, improve your anime-drawing skills with instruction for facial features and expressions for a wide variety of ages, character types, hair styles and activities. With 800 different facial expressions, you'll be able to draw your character in any emotional situation or with any reaction.

McConnell provides a resource for healthcare department managers who must relate to and work with their HR departments and manage their personnel. He explores strategies to gain the most value out of an organization's HR department.

Featuring the stunning artwork of *Valkyria Chronicles 3*, the third chapter in SEGA's critically acclaimed tactical RPG series! *Valkyria Chronicles 3: Complete Artworks* includes story summaries, character designs & profiles, vehicle and weapon designs, and promotional art, all accompanied by creator commentary and interviews. Complete your *Valkyria* collection with this spectacular volume!

The love between girls never stops blooming in this collection of office flings and workplace romances.

Based on the author's experience of presenting directing and acting workshops around the world for over 10 years, this book is a creative exploration on how to access and stimulate the filmmaker's most precious assets - instinct, imagination and intuition.

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This beautiful art book features Shigenori Soejima's best work from the Persona 3 and Persona 4 games, as well as other projects such as Stella Deus and Momoiro Taisen Pairon. Also includes an exclusive interview with the artist himself!

2020 IBPA Awards Winner! The Caped Crusader. The Dark Knight. The World's Greatest Detective. Bats. This lavish 400-page book tells the complete history of Batman from his 1939 debut in Detective Comics to the current day. Learn secrets and see exclusive new content taken from some of Batman's most iconic stories and moments, from the beloved Adam West TV incarnation, legendary comics such as The Killing Joke, Christian Bale's iconic interpretation within Christopher Nolan's trilogy and Kevin Conroy's signature performance within the animated series and Arkham Asylum videogame. —The most comprehensive history of Batman ever written. Over 400 pages detailing every incarnation of The Caped Crusader across comics, TV, animation, movies, videogames and beyond. —Superstar Contributors. Read interviews and insights from those who have shaped The Dark Knight's legend, including Christopher Nolan, Mark Hamill, Tim Burton, Grant Morrison, Julie Newmar, Joel Schumacher, Scott Snyder, Frank Miller and more. —Exclusive Introductions and Foreword. Read an exclusive introduction and foreword from two of Batman's most beloved actors, Kevin Conroy and Michael Keaton. —Never Before Seen Content. Taken directly from the archives of DC and Warner Bros., enjoy exclusive, unseen treasures from the 80-year history of Batman. —Critically Acclaimed. "Comics? Check. Television? Check. Films and videogames? Double-check, chums. Over more than 400 pages, the book will have interviews, never-before-seen photographs from feature films, animation cels, and sketches, along with a 40-page film treatment from Batman co-creator Bob Kane." - Batman-News.com

The only big-business tycoon boasting his own private executive litter box and luxury mega cat condo, the dashing Business Cat misses meetings because he's stuck in trees, sends emails while napping on keyboards, and demands to be let out, then in, then out again. This debut volume of the popular online comic The Adventures of Business Cat collects all the fan favorites plus a generous bonus of all-new material, for value-added experience and high employee satisfaction. Cat lovers and office workers of the world: meet in the break room and unite!

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Fusing Asian mythology with sci-fi, Asura's Wrath seamlessly blends relentless action with an exciting narrative to produce one of Capcom's most unique video game experiences. Asura's Wrath: Official Complete Works collects the imagery and artwork behind this cinematic thrill-ride. Included are character designs, key visuals, storyboards, rough concepts, interviews, and plenty of creator commentary.

Mark of Odin: The Awakening is the first issue of the transmedia literary saga of Mark of Odin where Norse mythology meets modern warfare and science fiction in a way that will surprise you. Introduces a new literary model where you will be able to enjoy the fusion of a reading experience with the potential of an online platform with gamification features. All supported by a transmedia universe of extended content for all readers that want more once they finish the book. After reaching thousands of readers in Spanish, now Mark of Odin saga's first book is available in English. Are you ready to accept the challenge and awake to your real fate?

Synopsis The year is 2012, Luis Oden is about to graduate as an Aerospace Engineer and he expects to be chosen to participate in the ambitious Project Hermes, to develop a new generation of space shuttles in the new European Aerospace Center of Seville, Spain. His life is seemingly perfect until he begins to suffer recurring nightmares where mighty beasts, that seem to come from the Norse mythology, assault and torture him urging him to wake up. But wake up to what? Meanwhile, Jack Preston, a Lieutenant Colonel from the USAF and responsible for the tests of the X-56 Phoenix, a prototype of an orbital superiority combat jet fighter, is sent together with his crew to Seville to review the development of the Hermes

program. There he will meet Luis when they are chosen to star the parachuting exhibition for the Columbus Day. Both Luis and Preston ignore it, but a dark menace is coming and only their choices will be able to give a chance to humanity to survive. Get the Online Pass Once you have finished reading Mark of Odin: The Awakening if you have fallen in love with the story, want to have more stuff and support us go to our site at markofodin(dot)com and purchase the Online Pass Level 1 – Mark of Odin: The Awakening. You will get access to: - Unique Serial Key to register in our growing community Permanent access to your Mark of Odin: The Awakening Digital Edition -Access to Three Bonus Chapters: *Operation Nighthammer *The Last Recording *The Search of Hyperborea -Access to Odingpedia Volume 1 Includes dozens of stories that explain what happens during the time that lasts between the end of the book and the start of Mark of Odin II: Road to Valhalla (coming soon!). -Access to the official forums and Discord Community with direct contact with the author Xavier Marce Are you ready to join the #MarkedbyOdin? You can follow us at Social Media to: Twitter: @markofodin Instagram: @markofodin Facebook: facebook.com/markofodin Tumblr: markofodin

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Spanning twenty volumes of Sword Art Online, this special boxed set includes exclusive prints and poster featuring gorgeous art by abec! With two beautiful collector's editions volumes, this boxed set is an absolute must-have for fans of the series!

Packed with exclusive content, this fully illustrated tome treats fans to a comprehensive, unique and privileged behind-the-scenes look at the creative process behind the state-of-the-art technology used in the blockbuster motion picture. Follow the film's complete artistic evolution, from initial concept through armor design and on to the final rendering seen on screen. Here is everything you need to know about the making of the movie from all the key players -- including director Jon Favreau; the special-effects gurus at Stan Winston Studios; and the award-winning concept illustrators, visual-effects designers and storyboard artists who worked on the set and behind the scenes to create the art of Iron Man.

In recent years, there has been considerable interest in the problems that public spaces face because of the design of commercial signs. The negative consequences that commercial signs can have on the visual quality of urban areas and further more, on people's quality of life, has been studied from both architectural, planning and psychological perspectives. While the issue of visual pollution, as this phenomenon is commonly described, has been widely debated, there is as yet no clear conclusion as to how best to control commercial signage and whether different urban contexts and people from different backgrounds and cultures have universal or distinct preferences. Several different commercial signage approaches are currently applied to different historic cities, but these initiatives are not based on principles derived from the perception and evaluation of users. Drawing on a range of comparative and contrasting empirical studies of historic city centres in the UK and Brazil, this book examines questions of commercial signage control management, the preservation of historic heritage and user preference and satisfaction. The author takes an environment behaviour approach to this research, involving theories, concepts and methodologies related to environmental psychology, architecture, planning and urban design. In doing so, it argues that there are in fact visual preferences common to the majority of people, independent of their urban context and that these common views can be useful to the development of a general theory of how to control commercial signage. In conclusion, the book suggests that the best way of controlling signage is not only to recommend general guidelines related to the operation of commercial signage, but also to recommend design principles that can create commercial streetscapes evaluated positively by different users.

This book describes the thematic and structural traits of a recent and popular development

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within the realm of anime: series adapted from visual novels. Visual novels are interactive fiction games in which players creatively control decisions and plot turning points. Endings alter according to the player's choices, providing a motivation to replay the game and opt for alternative decisions each time. Pictorial sumptuousness, plot depth and subtle characterization are vital aspects of the medium. Anime based on visual novels capitalizes on the parent games' attributes, yielding thought-provoking yarns and complex personalities. In the time when Ragnarok, the fall of the gods, has been predicted to occur, Fenris Fenrir is on a desperate quest to locate the reincarnated Balder, to seek his help in changing the world, before the valkyries find him and civilization is doomed.

If you like PandoraHearts, then you'll love Crimson-Shell, Jun Mochizuki-sensei's debut! Rescued from the darkness by Xeno, a mysterious swordsman, Claudia the Rose Witch is the foundation of the Crimson-Shell, a special division of the Red Rose—an organization aiming to capture the results of one mad scientist's experiments, the deadly Black Roses. But when Xeno's loyalties are called into question, will Claudia be strong enough to believe in her dearest friend? And what is the color of the rose blooming in Xeno's heart—a deep, passionate crimson...or a traitorous jet-black?

Love, money, and power become the forces that threaten to separate five siblings as they struggle to deal with their individual lives in the wake of their father's death, in a fantasy set in a world populated entirely by dragons. By the author of *The King's Name*. Reprint.

The bestselling adaptation of the iconic video game Halo: Combat Evolved featuring the Master Chief—part of the expanded universe based on the award-winning video game series! 2552. Having barely escaped the final battle for Reach against the vast alien alliance known as the Covenant, the crew of the Pillar of Autumn, including Spartan John-117—the Master Chief—and his AI companion Cortana, is forced to make a desperate escape into slipspace. But their destination brings them to an ancient mystery and an even greater struggle. In this far-flung corner of the universe floats a magnificently massive, artificial ringworld. The crew's only hope of survival is to crash-land on its surface and take the battle opposing the Covenant to the ground. But they soon discover that this enigmatic ringworld is much more than it seems. Built one hundred thousand years ago by a long-lost civilization known as the Forerunners, this "Halo" is worshipped by the Covenant—a sacred artifact they hope will complete their religious quest for supposed transcendence, and they will stop at nothing to control it. Engaging in fierce combat, Master Chief and Cortana will go deep into the Halo construct and uncover its dark secret and true purpose—even as a monstrous and far more vicious enemy than the Covenant emerges to threaten all sentient life on Halo and the galaxy beyond...

Presents an illustrated, in-depth guide to the settings, characters, groups, weapons, vehicles, and protective gear in the fourth chapter of the adventure video game series.

An art book that collects twenty years of character designs and comics from one of Japan's most recognized cartoonists.

A GIANT 512-page collection of Katsuya Terada's RAKUGAKI sketches and illustrations. The one and only legendary illustrator Katsuya Terada, a.k.a RAKUGAKING (The Sketch King) and well known as a pioneer who is always seeking new ideas and motifs for his drawings, has finally revealed his RAKUGAKI sketches and illustrations, long kept in his sketch book.

Although most illustrations in this collection have appeared in Terada's previous international exhibitions (e.g., Giant Robot in Los Angeles), never before has any book collected so many of his RAKUGAKI. This is the best and most comprehensive collection of Katsuya Terada's pencil sketches, making it a must-have book for both his hardcore fans and also to illustrators in general.

'A gritty, heart-pounding tale of betrayal and bloody vengeance' John Gwynne When the task is a killing, be quick and make sure of it. Torment is an indulgence. Save it for only the most deserving. Born in the troubled kingdom of Albermaine, Alwyn Scribe is raised as an outlaw.

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Quick of wit and deft with a blade, Alwyn is content with the comradeship of his fellow thieves. Yet an act of betrayal sets him on a new path of blood and vengeance, which leads him to a soldier's life in the king's army. Fighting under the command of Lady Evadine Courlain, a noblewoman beset by visions of a demonic apocalypse, Alwyn must survive war and the deadly intrigues of the nobility if he hopes to claim his vengeance. But as human and arcane forces gather to oppose Evadine's rise, Alwyn faces a choice: can he be a warrior, or will he always be an outlaw? The Pariah begins a dark and bloody new fantasy epic from New York Times bestseller Anthony Ryan, whose books have sold more than a million copies worldwide. 'The Pariah is Anthony Ryan at his best. A fast-paced, brutal fantasy novel with larger-than-life characters and a plot full of intrigue and suspense' Grimdark Magazine

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