

Vargics Miscellany Of Curious Maps The Atlas Of Everything You Never Knew You Needed To Know

Foreword by Minette Shepard The enchanting story of some of the most beloved characters in English children's literature—Winnie-the-Pooh and his friends from the Hundred Acre Wood, Piglet, Eeyore, Tigger, Kanga, Roo, Christopher Robin, and more—and the remarkable partnership between a writer and an illustrator that brought them to life, told for the first time in this beautiful volume illustrated with more than 125 full-color images from the Pooh series, never-before-seen sketches, artwork, family photographs, and memorabilia. Winnie-the-Pooh and his friends have enthralled generations of children and have become some of the world's most beloved characters. But before their adventures were captured in many millions of books published in nearly fifty languages, they started life in the 1920s as the product of a unique collaboration between author A. A. Milne and illustrator E. H. Shepard. They wove images and text together in a way that was utterly original for the time. It was a process that Shepard relished; he continued to create artwork for new editions until his death in 1976 at the age of ninety-six. This lovingly designed, full-color volume, which includes a foreword from Shepard's granddaughter, tells the story behind this remarkable partnership, and traces the evolution of Shepard's work, from his first tentative sketches to the illustrations we know and love, including the characters' later incarnations by the artists at Walt Disney Studios. A stunning and rare collection, filled with some never-before-published sketches and the first illustration of Pooh, *The Art of Winnie-the-Pooh* is a treasure trove of early art and an exclusive behind-the-scenes peek at the creation of Pooh bear and Hundred Acre Wood—direct from the artist's estate—that is sure to become a cherished keepsake for devoted fans and readers who grew up with these timeless characters.

Over 130 leading lights from different fields artists, architects, writers and designers, geographers, mathematicians, computer pioneers, scientists make sense of exterior and interior worlds through highly personal and imaginative maps and charts. Some have translated scientific data into simplified visual language, while others have condensed vast social, political or natural forms into concise diagrams. Many have reworked existing maps to subvert their original purpose or to present an alternative view of reality. Others play with the maps commitment to truth by plotting invented worlds and charting imaginative flights of fancy. Going further, some offer entirely new kinds of map or even reject the maps claim to bear facts altogether. In the introduction, acclaimed novelist Tom McCarthy reflects on the relationship between maps, literature and knowledge, while Hans Ulrich Obrist closes the book by considering the territory of maps from the perspective of the arts and philosophy.

Designing with Grasses shows gardeners not just what grasses are available, but how to design with grasses in different settings, including meadows, lawns, green roofs, and more. Design ideas are supported by carefully devised maintenance techniques, design checklists that make designing achievable by gardeners of all ability levels, and lists of grasses best for a variety of situations, including low-maintenance, drought-tolerant alternatives to the traditional lawn grasses and grasses suitable for green roofs and erosion control. An encyclopedic A to Z of grasses includes profiles with information on growth and care.

Chronicles the historical development of maps and mapping from the Bronze Age to the present, collecting some 175 maps spanning ten millennia that represent the progress of civilization and technology, from military plans that depict enemy positions, to the famed London Underground layout, to the digitally enhanced renderings of today.

Atlases don't come more amazing than this! The ultimate world tour explores countries and crosses continents on its fact-finding, fun-filled journey of discovery *Planet Earth* is brought to life in stunning, specially commissioned 3-D maps and artworks that showcase fascinating themes, including geographical features, cities and landmarks, wildlife, and population in unprecedented detail. You'll scale the peaks of the Himalayas, trek the jungles of South America, roam the grasslands of Africa, and swim the Pacific Ocean on your incredible adventure. Visit the hottest place on Earth, spot the largest butterfly, rub shoulders with the world's biggest population, cross the busiest international border, and much, much more on your travels. This vital source of learning is perfect for children to dip into for school projects and a welcome addition to any family library. For genius geographers or anyone with a taste for adventure, this one is for you!

Filled with photographs of adorable sparkly animals and easy-to-follow instructions, *Sparkling Crochet* is your guide to creating your very own super cute amigurumi characters. Inside, crafters of all levels will learn to make dogs, birds, bugs, bears, and more. Crochet a collection of tiny creatures or turn them into charms, brooches, and other accessories. Created with bright, glittery yarn, these lovable animals can be brought to life in a whole new way.

Discover the strange and hilariously horrifying world of taxidermy around the globe with this eccentric and darkly humor photographic collection. From musical mice and basketball playing bengals to gun-toting rodents and lawnmowing moles, *Taxidermy Gone Wrong* is a wonderfully weird collection of curiosities that will amuse and astonish. Bringing together scenes nature never intended, this full-color volume showcases a wide range of bizarre creations on display and available for sale around the world. From a swearing squirrel in a London antiques shop to a murderous mouse serving arsenic in a New York storefront, no animal—or macabre tableau—is off-limits. *Taxidermy Gone Wrong* presents the very best—or perhaps the very worst—of these bizarre anthropomorphic reconstructions.

Published in collaboration with the Royal Geographical Society in London, this exquisite collection of maps traces the evolution of tourism, from the elite realms of the Grand Tour to beyond the boundaries of the known world. It charts a course across the globe on the first steam voyages, captures the romance of the golden age of train travel, and navigates to the heart of why we travel: for adventure; for education; for escapism; for pilgrimage. Arranged chronologically and contextualised by the personal anecdotes, diary extracts, and photographs of intrepid early travelers, *The Map Tour* looks at the ways in which maps facilitated, dictated, and directed the burgeoning travel industry. It reveals the

progress in map-making techniques and considers the shape of global tourism today, reflecting on just how accessible - or hostile - the world has become. Rich with the spirit of adventure, this entertaining collection presents the story of travel and tourism from the 1700s to the present.

Maps are magical. Every graphic, like every story, has a point of view, and New York is rife with mapmaking possibilities, thick with mythology, and glutted with history. You Are Here: NYC assembles some two hundred maps charting every inch and facet of the five boroughs, depicting New Yorks of past and present, and a city that never was. "A Nightclub Map of Harlem" traces a boozy night from the Radium and the Cotton Club to the Savoy and then the Lafayette; "Wonders of New York" pinpoints three hundred sites of interest, including the alleged location of Captain Kidd's buried treasure; the Ghostbusters subway map plots the route from Astral Projections Place to Stay Puft Street; and a rejected proposal of ornate topiaries illustrates a Central Park that might have been. This sequel to the best-selling You Are Here includes original essays by Bob Mankoff, Maria Popova, Sarah Boxer, and Rebecca Cooper, among others.

Discover the mysteries within ancient maps — Where exploration and mythology meet This richly illustrated book collects and explores the colorful histories behind a striking range of real antique maps that are all in some way a little too good to be true. Mysteries within ancient maps: The Phantom Atlas is a guide to the world not as it is, but as it was imagined to be. It's a world of ghost islands, invisible mountain ranges, mythical civilizations, ship-wrecking beasts, and other fictitious features introduced on maps and atlases through mistakes, misunderstanding, fantasies, and outright lies. Where exploration and mythology meet: Author Edward Brooke-Hitching is a map collector, author, writer for the popular BBC Television program QI and a Fellow of the Royal Geographical Society. He lives in a dusty heap of old maps and books in London investigating the places where exploration and mythology meet. Cartography's greatest phantoms: The Phantom Atlas uses gorgeous atlas images as springboards for tales of deranged buccaneers, seafaring monks, heroes, swindlers, and other amazing stories behind cartography's greatest phantoms. If you are a fan of this popular genre and a reader of books such as Prisoners of Geography, Atlas of Ancient Rome, Atlas Obscura, What If, Book of General Ignorance, or Thing Explainer, you will love The Phantom Atlas

The official picture-book adaptation of "Change Your Mind" by series creator Rebecca Sugar! In 2019, Cartoon Network aired a pivotal episode in its Emmy- and Annie-award nominated series Steven Universe: The hour-long special "Change Your Mind" revealed the highly anticipated culmination of Pink Diamond's storyline. A companion book to the series, The Tale of Steven tells the story of "Change Your Mind" in the same style as the New York Times bestselling The Answer. Featuring an unusual and thought-provoking interactive format, readers will follow the story of Pink Diamond's escape from Homeworld, Rose Quartz's life on Earth, and the creation of Steven Universe, from multiple conflicting perspectives. The Tale of Steven will be an irresistible keepsake for Steven Universe fans of all ages. From the back cover: Once upon a time, a silly, impossible little Gem named Pink Diamond ran away from her Homeworld to the planet Earth. She transformed into Rose Quartz and gave up her existence to create a half-human child, Steven Universe. But so long as Steven has her Gem, can they BOTH exist? Is he her? Is she him? Is she trapped inside his Gem? This is so DISORIENTING! In a story unlike any other— made up of multiple points of view— who gets to tell the Tale of Steven?

The Terra Cotta Army is one of the greatest archaeological discoveries ever made. Over seven thousand life-size figures of warriors and horses were interred in the mausoleum of the first emperor of China—and each figure was individually carved. Weaving together history and a first-hand account of his experiences in China, John Man tells the fascinating story of how and why these astonishing figures were created in the third century BC, and how they have become a symbol of China's history, culture, and society.

The one book your family needs to understand the world of art. A beautiful, unusual and engaging compendium of art history, providing an accessible entree into the world of art for everyone, regardless of their experience. From cave paintings to the Renaissance, Impressionism to Pop Art, The Collins Big Book of Art takes you on a journey through the history of art in a delightful and informative way. With more than 1200 works of art represented, this is both a coffee-table book and an educational experience; cross-referenced throughout, and including the following sections and features: A Chronology spans the history of art, step by step, from 38,000 BC to the present. Pieces from around the world are juxtaposed to place them in historical context. Each is labelled with date, country, title, artist, materials, size and current location. In addition, each piece of art is tied to its movement and key themes, which are pursued in greater detail in the other sections of the book. Turning Points, interspersed throughout the chronology, delve into both the major artistic movements and highlight the technical breakthroughs which changed how artists of the time worked, and affected how they saw the world. For example, the glass lens allowed more lifelike portraiture in the early Renaissance, the ability to put paint into tubes gave the Impressionists the freedom to work outdoors, and Freud's work in psychoanalysis had a major impact on Surrealism. The second part of the book explores enduring Themes of art, taking a subject and showing how artists through the ages have depicted it. Various approaches to portraits and landscapes, allegory and religion, still life and abstraction are compared and contrasted, using carefully selected images to illuminate each point made. In addition, an extensive Reference section allows the reader to access information in numerous ways; the multiple indices include a glossary of terms, artists registry, index of museums, and more. With easy navigation and an engaging presentation of the material, The Collins Big Book of Art will inform, inspire, and entertain art enthusiasts at any level of understanding and appreciation.

The world of contemporary mapmaking is brought up-to-date in this revised and expanded edition of a best-selling book. For centuries we have used the tools of cartography to represent both our immediate surroundings and the world at large--and to convey them to others. In our age of satellite navigation systems and Google Maps, personal interpretations of the geography around us are becoming even more relevant. A new generation of designers, illustrators, and mapmakers have been discovering their passion for various forms of illustrative cartography and A Map of the World is a compelling collection of their work. This updated edition contains even more examples of their output, ranging from detailed representations to personal, naive, and contemporary interpretations.

A remarkable, fascinating and beautiful visual guide to the world as you have never seen it. Vargic's Miscellany of Curious Maps is a wonderfully weird collection of meticulous and striking cartographic creations, such as the infamous Map of Stereotypes. Based on a Westerner's stereotypical view of the world, Slovakian artist and cartophile Martin Vargic assigns more than two thousand labels and prejudices to cities, states, countries, continents, oceans and seas on a large-scale, visually stunning world map, which alone took more than four months to create. The conceptual Map of the Internet and the Map of Sports are exquisite and surprising, and infographic maps showing the number of heavy-metal bands per capita, the probability of getting struck by lightning, average penis length, and the number of tractors per 1,000 inhabitants make it hard not to share with the person next to you. Including more than 70 maps, four foldout maps and two oversized removable posters, this book is a treasure trove of unexpected facts of our quirky, glorious and diverse big beautiful world.

From Mappa Mundi to modern election maps, the United Kingdom has evolved rapidly, along with the ways in which it has been mapped. In this time, cartography has not only kept pace with these changes, but has often driven them. In this beautiful book, more than 90 maps give a visual representation of the history of Britain. Every map tells a story and this book tells the incredible history of Britain through maps, and includes many famous examples of cartography, along with some that deserve to be better known. See the establishment of Great Britain, the British Empire expand, the impact of World Wars and the latest statistical mapping. Maps include* Rudge Cup (schematic map of western forts on Hadrian's Wall), 2nd century AD* Matthew Paris map of the Anglian Heptarchy (Anglo-Saxon Kingdoms), c. 1250* Gough map of Britain, 1360* Cambriae Typus, first published map of Wales, 1573* Raven maps of the Ulster Plantations, 1622* Enclosure map (eg of Norfolk, c. 1800)* Booth Poverty Map of London, 1886*

Map of Beeching cuts to Britain's railways, 1963* Map of EU Referendum voting patterns, 2016

Since that ancient day when the first human drew a line connecting Point A to Point B, maps have been understood as one of the most essential tools of communication. Despite differences in language, appearance, or culture, maps are universal touchstones in human civilization. Over the centuries, maps have served many varied purposes; far from mere guides for reaching a destination, they are unique artistic forms, aides in planning commercial routes, literary devices for illuminating a story. Accuracy—or inaccuracy—of maps has been the make-or-break factor in countless military battles throughout history. They have graced the walls of homes, bringing prestige and elegance to their owners. They track the mountains, oceans, and stars of our existence. Maps help us make sense of our worlds both real and imaginary—they bring order to the seeming chaos of our surroundings. With *The Curious Map Book*, Ashley Baynton-Williams gathers an amazing, chronologically ordered variety of cartographic gems, mainly from the vast collection of the British Library. He has unearthed a wide array of the whimsical and fantastic, from maps of board games to political ones, maps of the Holy Land to maps of the human soul. In his illuminating introduction, Baynton-Williams also identifies and expounds upon key themes of map production, peculiar styles, and the commerce and collection of unique maps. This incredible volume offers a wealth of gorgeous illustrations for anyone who is cartographically curious. Learn the basic methods for bending wood in this comprehensive guide that includes bending green wood, bending with heat or steam, bending panels and laminations. Demonstration projects will take you through the process step-by-step, and include shaker boxes, a bow for an arrow, a rustic chair, and more.

EXPLORE THE WORLD AS YOU NEVER KNEW IT WITH VARGIC'S ASTONISHING MISCELLANY OF CURIOUS MAPS. This Atlas includes four fold out whole printed maps AND a double sided removable poster showing The Map of Stereotypes and The Map of Video Websites. *** Vargic's Miscellany is a collection of 64 maps and infographics. See the world mapped out by stereotypes; discover the Internet in cartographical form; marvel at the maps of global technology and culture; and explore the world through infographics and statistics. This wonderful and strange atlas is a treasure trove of interesting, unexpected and bizarre facts - a glorious celebration of our big beautiful diverse world. Includes: The Map of Stereotypes Maps of Internet, YouTube and Gaming Maps of Literature, Music and Sport The Map of Separatist Europe 51 infographic maps - from lighting strikes to sexual partners, heavy metal bands to tractors And many more . . .

Take a trip to outer space with this weird and wonderful guide to our universe, the perfect gift for both young and old Vargic's beautifully innovative designs will help to explain all of the bizarre and fascinating aspects of the cosmos; from the history of the universe to what makes up our solar system and even how human life fits into the wider picture. Be taken on an unforgettable journey through space with chapters on . . . Exploring the Cosmos · The Night Sky · Maps of the Inner Solar System · Timeline of the Universe · Cosmologies throughout History · Journey Into Outer Space · Scale of the Universe This is a book that celebrates the scale and spectacle of the universe on every page, and one which you'll treasure forever. _____ '5***** In more than one hundred pages filled with facts and illustrations he takes the reader on a journey through the history of the cosmos' BBC Sky at Night 'Packs in so much of our astronomical knowledge, so many tidbits about the history of astronomy and space exploration that I felt wonderfully enriched by it all. It is visually striking and beautifully illustrated' Dr. Alfredo Carpineti The whole world is mapped out for your viewing pleasure in this captivating compendium, ranging from past to present through diverse themes of transport and technology to discoveries and development. Covering the classical maps of the ancient world and traveling through time to reach Google Earth in the 21st century, this unprecedented history of more than 60 maps opens up our planet as never before. Great Maps showcases early Medieval maps like including mappae mundi; iconic transport maps such as the London Underground; important travel maps including Dr. Livingstone's version of Africa; maps of natural wonders such as the ocean floor; and momentous moments including the marks on the Moon left by the lunar landings. There are maps that show the way to heaven, depict lands with no sunshine, and the mysterious home of "the people with no bowels" on this mind-blowing journey. Much more than just geographical data, maps are an accurate reflection of the culture and context of different time frames in history. British historian Jerry Brotton tells the amazing secret stories behind many of the most significant maps ever unearthed, revealing key features and innovative techniques in incredible detail. The unique insight into how mapmakers have expressed their world views results in this treasured book that makes a welcome addition to any bookshelf or home library.

A stunning full-color collection of inventive, poignant, humorous, and controversial maps of the world from the internationally recognized digital artist behind the stunning "Map of Stereotypes." Slovakian artist Martin Vargic rose to international fame in 2014 when his "Map of the Internet 1.0" went viral. Using old National Geographic maps as inspiration, he drew a striking and meticulous map of the most visited websites in the world, portraying Google, Yahoo, Microsoft, Amazon, and Apple as sovereign countries; the eastern continent as the "old world" with originators like Microsoft and IBM; and at the most southern tip, a forgotten wasteland of outdated and obsolete places of the past like You've Got Mail and Friendster. The extraordinary "Map of Stereotypes" is a cartogram based on a westerner's stereotypical view of the world that assigns more than two thousand labels and pop culture references to cities, states, countries, continents, oceans, and seas on a large-scale world map. Visually stunning and remarkably clever, both artworks generated notice worldwide. Beautiful, unique, and packed with intricate and brilliant details, Vargic's *Miscellany of Curious Maps* showcases this visual artist's rare talent as never before in a gorgeous edition sure to be treasured by fans. Along with eight exquisite and unexpected conceptual atlases, he has imagined The Music Map, The Map of YouTube, The Corporate World Map, and many more. An additional fifty mini-maps of the world display a diverse list of data, such as the number of heavy metal bands per capita, the probability of getting struck by lightning, average penis length, NSA surveillance rate, and number of tractors per 1,000 inhabitants. Extensively mapping various subjects from all corners of our modern civilization, Vargic's *Miscellany of Curious Maps* is a fresh and thoughtful look at Western culture that will spark conversation and continually surprise and fascinate readers.

A singular atlas of 100 infographic maps from thought-provoking to flat-out fun Publisher's note: Brilliant Maps for Curious Minds was published in the UK under the title Brilliant Maps. Which countries don't have rivers? Which ones have North Korean embassies? Who drives on the "wrong" side of the road? How many national economies are bigger than California's? And where can you still find lions in the wild? You'll learn answers to these questions and many more in Brilliant Maps for Curious Minds. This one-of-a-kind atlas is packed with eye-opening analysis (Which nations have had female leaders?), whimsical insight (Where can't you find a McDonald's?), and surprising connections that illuminate the contours of culture, history, and politics.

Each of these 100 maps will change the way you see the world—and your place in it.

'Stunning...divine' Stephen Fry 'A fabulous book, good enough to eat with a spoon! Marvellous' John Lloyd, creator of QI 'Perfect for the armchair adventurer historian, this is a rich visual exploration of some of the most beautiful charts ever created' National Geographic 'Introduces us to a whole different way of looking at maps. Great illustrations, most engaging - the author is just a mine of information' Simon Mayo's Books of the Year The Golden Atlas is a spectacular visual history of exploration and cartography, a treasure chest of adventures from the chronicles of global discovery, illustrated with a selection of the most beautiful maps ever created. The book reveals how the world came to be known, featuring a magnificent gallery of exceptionally rare hand-coloured antique maps, paintings and engravings, many of which can only be found in the author's collection. Arranged chronologically, the reader is taken on a breathtaking expedition through Ancient Babylonian geography and Marco Polo's journey to the Mongol Khan on to buccaneers ransacking the Caribbean and the voyages of seafarers such as Captain Cook and fearless African pathfinders. Their stories are told in an engaging and compelling style, bringing vividly to life a motley collection of heroic explorers, treasure-hunters and death-dealing villains - all of them accompanied by eye-grabbing illustrations from rare maps, charts and manuscripts. The Golden Atlas takes you back to a world of darkness and peril, placing you on storm-lashed ships, frozen wastelands and the shores of hostile territories to see how the lines were drawn to form the shape of the modern world. The author's previous book, The Phantom Atlas, was a critically acclaimed international bestseller, described by Jonathan Ross as 'a spectacular, enjoyable and eye-opening read' and this new book is sure to follow suit.

Vargic's Miscellany of Curious Maps Michael Joseph

A “fascinating” journey to little-known and contested lands around the globe, from Tibet to the Isle of Man to Elgaland-Vargaland (Geographical Magazine). What is a country? Acclaimed travel writer and Oxford geography don Nick Middleton brings to life the origins and histories of fifty states that, lacking international recognition and United Nations membership, exist on the margins of legitimacy in the global order. From long-contested lands like Crimea and Tibet to lesser-known territories such as Africa's last colony and a European republic that enjoyed independence for a single day, Middleton presents fascinating stories of shifting borders, visionary leaders, and “forgotten” peoples. “Engrossing . . . You'll not find Middle-earth, Atlantis or Lilliput inside, but you will find something just as intriguing . . . sure to prompt discussions about what makes a country a 'real country.’” —Seattle Times

A standard reference work and collector's guide to old maps. Antique Maps is now firmly established as a definitive reference work. With extensive information on the general historical background, details of all the major map-makers and practical advice on collecting old maps, it provides an excellent introduction for the beginner as well as a mass of precise and clearly organized information for the expert and the serious collector. A beautiful edition in itself, this timeless volume evokes the elegance of maps from the past and the charm of all the distant places they suggest, to show them not only as historical artefacts but also as works of art.

A FINANCIAL TIMES BOOK OF THE YEAR 2020 One of the least-known places on the planet, the only continent on earth with no indigenous population, Antarctica is a world apart. From a leading cartographer with the British Antarctic Survey, this new collection of maps and data reveals Antarctica as we have never seen it before. This is not just a book of traditional maps. It measures everything from the thickness of ice beneath our feet to the direction of ice flows. It maps volcanic lakes, mountain ranges the size of the Alps and gorges longer than the Grand Canyon, all hidden beneath the ice. It shows us how air bubbles trapped in ice tell us what the earth's atmosphere was like 750,000 years ago, proving the effects of greenhouse gases. Colonies of emperor penguins abound around the coastline, and the journeys of individual seals around the continent and down to the sea bed in search of food have been intricately tracked and mapped. Twenty-nine nations have research stations in Antarctica and their unique architecture is laid out here, along with the challenges of surviving in Antarctica's sunforgiving environment. Antarctica is also the frontier of our fight against climate change. If its ice melts, it will swamp almost every coastal city in the world. Antarctic Atlas illustrates the harsh beauty and magic of this mysterious continent, and shows how, far from being abstract, it has direct relevance to us all.

The 2020 Porchlight Marketing & Sales Book of the Year The cofounder and chief branding officer of Red Antler, the branding and marketing company for startups and new ventures, explains how hot new brands like Casper, Allbirds, Sweetgreen, and Everlane build devoted fan followings right out of the gate. We're in the midst of a startup revolution, with new brands popping up every day, taking over our Instagram feeds and vying for our affection. Every category is up for grabs, and traditional brands are seeing their businesses erode as hundreds of small companies encroach on their territory, each hoping to become the next runaway success. But it's not enough to have a great idea, or a cool logo. Emily Heyward founded Red Antler, the Brooklyn based brand and marketing company, to help entrepreneurs embed brand as a driver of business success from the beginning. In Obsessed, Heyward outlines the new principles of what it takes to build and launch a brand that has people queuing up to buy it on opening day. She takes you behind the scenes of the creation of some of today's hottest new brands, showing you:

- How Casper was able to upend the mattress industry by building a beloved brand where none had existed before
- How the dating app Hinge won a fanatical user base and great word-of-mouth with the promise that the app was "designed to be deleted"
- Why luggage startup Away, now valued at \$1.4 billion, could build their brand around love of travel by launching with just one product--a hard-shell carry-on suitcase--rather than a whole range of luggage offerings.

Whether you're starting a new business, launching a new product line, or looking to refresh a brand for a new generation of customers, Obsessed shows you why the old rules of brand-building no longer apply, and what really works for today's customers.

From medieval robots and Boolean algebra to artificial neural networks and adversarial patches, this fascinating illustrated history takes readers from past to present in the world of artificial intelligence. Across 100 illustrated entries on computing, medicine, and mythology, as well as on the threat to humanity should AI grow out of control, award-winning

science author Clifford A. Pickover takes readers on a fascinating journey of how "AI" developed, where it's going, and how it's being adopted in popular culture.

Weapons of power can be double edged. For every enchanted blade there is a cursed sword. The warrior who wields one of these weapons will triumph against foe after foe, and yet the blade may be his own downfall. Tyrfing, forged by dwarfs under duress, had three curses to leaven its three virtues. Kullervo used the talking sword of the god Ukko to slay all his foes, and yet in the end it was with that blade that the troubled hero took his own life. Elric's sentient blade Stormbringer drank the blood and souls of its victims in return for victory in the fight, but it was an uneasy, Faustian pact between swordsman and sword, ending in tragedy... -Gavin Chappell

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.

Fiction. DOUBLE TEENAGE tells the story of Celine and Julie, two girls coming of age in the 1990s in a desert town close to the US-Mexico border. Starting from their shared love of theater, the girls move into a wider world that shimmers with intellectual and artistic possibility, but at the same time, is dense with threat. This unrelenting novel shines a spotlight on paradoxes of Western culture. It asks impossible questions about the media's obsession with sexual violence as it twins with a social unwillingness to look at real pain. It asks what it feels like to be a girl, simultaneously a being and a thing, feeling in a marketplace. Wherever they are—whether in a dance club in El Paso or an art lecture in Vancouver—these characters find themselves in a brutal landscape. This is a portrait of the recent past, seen through the cloudy lens of now, of friends struggling within self-destructive realities. Part bildungsroman, part performance, part passionate essay, part magic spell, what DOUBLE TEENAGE ultimately offers is a way to see through violence into an emotionally alive place beyond the myriad traps of girlhood. "Like the Celine and Julie of Jacques Rivette's film, Joni Murphy's protagonists are highly attuned to magical forces. But, growing up Las Cruces, New Mexico—a town that they separately flee for points north—the magic they see is infused with unfathomable violence. From the micro-inflictions of "self harm" to the criminal and systemic violence that surrounds them, they struggle to make sense of their surroundings by whatever means are available to them: sex, romance, and drugs; literature and fashion; art, theater, and critical theory. DOUBLE TEENAGE is the definitive book of The Young Girl. It's also a definitive book about NAFTA, the Ciudad Juarez femicides, spectacular serial killings, culture and class, and the comforting media-lull of repetition. In an effort to understand, if not everything, at least those things that surround her protagonists, Murphy writes with an unforced and calm beauty. DOUBLE TEENAGE is a stunning first novel, moving with stealth and intelligence against the North American landscape."—Chris Kraus ""In this world / there were two kinds of girls, / Celine and Julie were neither." Joni Murphy's DOUBLE TEENAGE is a novel of shadowy doubles, tracking the ghosts of adolescent girlhood between America's "true west" and western civilization itself. At once sober and elegiac, Murphy's novel snakes from southern New Mexico to Chicago, from the confusions of adolescent sex to the ruins of love in adulthood, from real murder to its images in tv and literature and, yes, theory—passing in and out of a Ciudad Juarez of the mind. Is it possible to survive girlhood? Are dead women the only kind our culture wants or understands? Joni Murphy's searching new novel is a book of questions which have no answer, questions begged as much by the obscenity of facts as by the record of our phantasms: our movies, our TV, our Bolaño, our borders. Read it."—Ariana Reines "Joni Murphy speaks to us directly. She speaks to us from a place of borders, of countries, and of languages that are strange to her and in need of reinvention. Through her ear and her eye, through her transmissions from these dusklands, we recognize something actual, an event or place, but cross-examined, rendered and remixed. Sometimes theatrical, sometimes cinematic, always urgent and painted on a broad canvas, unafraid of the depth of each landscape, of the mountains that we cannot see that lie beyond the mountains that we can. Her monologues follow the flow of thought—visual, critical, poetic, nostalgic. She speaks to where we are now—when the "we" is the individual and the body politic, in this historical moment, where this marginal place, through the thought of her writing, becomes the centre."—Matthew Goulish "Joni Murphy has made a series of portraits, depictions not ultimately of people, but rather of a specific ambition, the only ambition that she feels is real, or can be real. Here there is an urge toward knowledge, but never knowledge that can be completely obtained. That which can be had completely cannot be trusted, says Murphy. Truth must be partial, glimpsed in bent glass, or found in its afterimage, wounding. Trysts, bodies, beds, books, they function as spurs. Here they are never what they are, but only road signs pointing elsewhere... not to a place but to a sort of journey."—Jesse Ball "DOUBLE TEENAGE is undoubtedly a feminist text, but it isn't one that offers a pretty picture of its characters overcoming male-dominated systems of power. The book ends with that cryptic line: "This is a spell for getting out of girlhood alive." Either this is Murphy's metaphor for the entire book and the instructions are hidden within its pages, or it is a nihilistic gesture to show that the systems of patriarchy are embedded so deeply within every aspect of our society that only something as impossible as magic can fix it."—Shannon Tien, *Maisonnette* "Murphy seems to suggest this interpersonal connection that endures despite external and internalized misogyny is magic and is its own dizzying and overlapping network of survival and creation. In a culture mostly interested in the spectacle of dead girls, DOUBLE TEENAGE is a formally provocative counter spell to the facts of violence."—Adèle Barclay, *The Rusty Toque*

Explore the wonders of the universe like you have never seen before with this incredible new book from the bestselling author Martin Vargic. This is a compendium of beautifully innovative designs that explain all of the weird and wonderful aspects of the cosmos; from the history of the universe to what makes up our solar system and even how human life fits into the wider picture, Vargic celebrates the scale and spectacle of the universe on every page. Be taken on a journey through space with the chapters 'The History of the Universe', 'Solar System' and 'Humans and the Universe'. The beautiful illustrations throughout Vargic's *Miscellany of Curious Maps* changed the way that we look at the world, now it is time for us to look even further into the wonders of the universe around us.

Behind every disease is a story, a complex narrative woven of multiple threads, from the natural history of the disease, to the tale of its discovery and its place in history. The Atlas of Disease is the first book to tell these stories in a new and innovative way, interweaving new maps with contemporary illustrations to chart some of the world's most deadly pandemics and epidemics. In *The Atlas of Disease*, Sandra Hempel reveals how maps have uncovered insightful information about the history of disease, from the seventeenth century plague maps that revealed the radical idea that diseases might be carried and spread by humans, to cholera maps in the 1800s showing the disease was carried by water, right up to the AIDs epidemic in the 1980s, and the recent devastating ebola outbreak. Crucially, *The Atlas of Disease* will also explore how cartographic techniques have been used to combat epidemics by revealing previously hidden patterns. These discoveries have changed the course of history, affected human evolution, stimulated advances in medicine and saved countless lives.

Construction for Landscape Architecture covers all aspects of landscape construction, giving a good understanding of building materials and assembly. It is heavily illustrated with specially commissioned, detailed construction drawings and has a strong emphasis on sustainability and good practice. At the end of the book there is an extensive glossary and an appendix of technical information.

Atlas of Prejudice 2 will help you overcome the post-coital tristesse that's been torturing you since you finished reading the first volume. It will take you to fresh climatic heights, unveiling new fascinating landscapes of human bigotry. The book offers a unique view on otherwise trivial subjects like the Spanish Reconquista and its incestuous but God-fearing masterminds Isabella and Ferdinand, the transatlantic voyages of a racist xenophobe called Christopher Columbus, the passion for ridiculous hats of an Ottoman sultan, the love affair between Charlemagne and Pope Leo III, and the discovery of

America by Scandinavian socialists known as the Vikings. You will also find out that virtuous men, like Alexander the Great, only commit mistakes when they listen to women; what's the difference between the author's grandmother and Amelia Earhart; how many mummies did Europeans eat during the Renaissance; and why unicorns, who love the company of virgins, got extinct in the early 17th Century, never to be seen again. In the moments when it doesn't reinvent history, the book offers a stomach-cramping map of horrible European food, a guide for dividing the Old Continent, a prophecy about the aftermath of the coming Blitzjihad, and a world map according to Facebook users.

Created for map lovers by map lovers, this rich book explores the intriguing stories behind maps across history and illuminates how the art of cartography thrives today. In this visually stunning book, award-winning journalists Betsy Mason and Greg Miller--authors of the National Geographic cartography blog "All Over the Map"--explore the intriguing stories behind maps from a wide variety of cultures, civilizations, and time periods. Based on interviews with scores of leading cartographers, curators, historians, and scholars, this is a remarkable selection of fascinating and unusual maps. This diverse compendium includes ancient maps of dragon-filled seas, elaborate graphics picturing unseen concepts and forces from inside Earth to outer space, devious maps created by spies, and maps from pop culture such as the schematics to the Death Star and a map of Westeros from Game of Thrones. If your brain craves maps--and Mason and Miller would say it does, whether you know it or not--this eye-opening visual feast will inspire and delight.

The 20th century was a golden age of map-making, and maps permeated almost every aspect of daily life. It was a century overshadowed by war which was also marked by tremendous social and technological change to which millions of contemporary maps bear witness. Most were created for a specific and immediate purpose, and have never been reprinted or discussed, until now. From the first British concentration camps to the only Nazi labour camp on British soil, and from a trench map used at the Battle of the Somme to an escape and evasion map from the first Gulf War, this book explores the cartographic legacy of 20th-century conflict, from top-secret documents to mass propaganda. These 100 maps tell many stories, revealing changing social attitudes towards the unfamiliar and unconventional, from Jewish London at the turn of the century to women in the workplace, and from the Edwardian opium trade to gay London in the 1980s. The maps cover the peak of imperial pageantry as well as rapid post-war decolonisation, and they explore technological change from the expansion of the London Underground system to 1980s computer games. This book tells the story of a 'British' 20th century, but one which has been interpreted in the broadest possible sense, culturally and geographically.

Developments in the Theory and Practice of Cybercartography—awarded an Honorable Mention in Earth Science at the Association of American Publishers' 2015 PROSE Awards—examines some of the recent developments in the theory and practice of cybercartography and the substantial changes which have taken place since the first edition published in 2005. It continues to examine the major elements of cybercartography and emphasizes the importance of interaction between theory and practice in developing a paradigm which moves beyond the concept of Geographic Information Systems (GIS) and Geographical Information Science. Cybercartography is a new paradigm for maps and mapping in the information era. Defined as "the organization, presentation, analysis and communication of spatially referenced information on a wide variety of topics of interest to society," cybercartography is presented in an interactive, dynamic, multisensory format with the use of multimedia and multimodal interfaces. The seven major elements of cybercartography outlined in the first edition have been supplemented by six key ideas and the definition of cybercartography has been extended and expanded. The new practice of mapping traditional knowledge in partnership with indigenous people has led to new theoretical understanding as well as innovative cybercartographic atlases. Featuring more than 90% new and revised content, this volume is a result of a multidisciplinary team effort and has benefited from the input of partners from government, industry and aboriginal non-governmental organizations. Honorable Mention in the the 2015 PROSE Awards in Earth Science from the Association of American Publishers Highlights the relationship between cybercartography and critical geography Incorporates several new cybercartographic atlases produced in cooperation with Inuit and First Nations groups Showcases legal, ethical, consent and policy implications of mapping local and traditional knowledge Features an interactive companion web site containing links to related sites, additional color images and illustrations, plus important information to capture the dynamic and interactive elements of cybercartography:

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