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MOODY ROWAN

Dream Worlds: Production Design for Animation Sphere

From #1 New York Times Bestselling, Hugo Award-winning author, Brandon Sanderson, comes DARK ONE. Paul Tanasin is haunted by visions of a dark, fantastic world. A world called Mirandus. A world he must shatter. SOME WORLD'S ARE MADE TO BE BROKEN. From #1 New York Times Bestselling, Hugo Award-winning author, Brandon Sanderson (THE MISTBORN TRILOGY, THE STORMLIGHT ARCHIVE series), along with Nathan Gooden, Jackson Lanzing, and Collin Kelly, comes DARK ONE, the first book in a series of original graphic novels from Vault Comics. Paul Tanasin is a young man haunted by visions of a dark and fantastic world—visions he initially believes are hallucinations. But when he discovers they are prophecies from Mirandus, a world in which he's destined to become a fearsome destroyer, he'll have to embrace the fear, rise up as the Dark One, and shatter everything. DARK ONE examines the dual roles we often take on in life—the ability to be a savior as well as a destroyer.

The Beautiful Poetry of Donald Trump Random House Incorporated

A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords—all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM!

The Art of Akaneiro Titan Books (US, CA)

Long besieged by the fully autonomous killing machines known as the Legion, the Republic of San Magnolia endeavors to turn the tide of war by employing autonomous weapons of their own... Enjoy Asato-Asato's award winning novel in fully illustrated manga form!

86--EIGHTY-SIX, Vol. 1 (manga) Dark Horse Comics

A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly

from the team who created it!

Homestuck, Book 1: Act 1 & Act 2 Lovecraft Ezine Press

A young man stands in his bedroom. It just so happens that he's about to embark on an adventure involving birthday cakes, magic chests, hammers, arms (detachable and otherwise), harlequins, imps, eccentric architecture, movable home furnishings, bunnies, and a video game that will destroy the world. -- VIZ Media

Dishonored Vol. 2: The Peeress and the Price MDPI

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

The Art of Uncharted 4: A Thief's End Dark Horse Comics

Video game studies are a relative young but flourishing academic discipline. But within game studies, however, the perspective of religion and spirituality is rather neglected, both by game scholars and religion scholars. While religion can take different shapes in digital games, ranging from material and referential to reflexive and ritual, it is not necessarily true that game developers depict their in-game religions in a positive, confirming way, but ever so often games approach the topic critically and disavowingly. The religion criticisms found in video games can be categorized as follows: religion as (1) fraud, aimed to manipulate the uneducated, as (2) blind obedience towards an invisible but ultimately non-existing deity/ies, as (3) violence against those who do not share the same set of religious rules, as (4) madness, a deranged alternative for logical reasoning, and as (5) suppression in the hands of the powerful elite to dominate and subdue the masses into submission and obedience. The critical depictions of religion in video games by their developers is the focus of this special issue.

The Thanksgiving Visitor Dark Horse Comics

One unforgettable Christmas, young Truman Capote is sent from his childhood home and his beloved cousin Miss Sook to New Orleans, to a father he's never met. Far from the warmth and familiarity of small town dreams and family traditions, Truman learns the painful truths about his father, about Santa Claus, and about love lost and found.

Dishonored: The Dunwall Archives Vault Comics

Situation critical! The monarchs of Elkia--and Izuna and Holou too!--have been trapped inside the bathhouse for four days and counting. It's beyond time to stage a rescue mission, but how? When even the power of the mighty flügel isn't enough to get past the barrier, Stuch is at her wits' end. What would Sora and Shiro do in a situation like this...? Let the games begin!

A Long, Dark, Grim Road Canongate Books

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present The Art of Ghost of

Tsushima. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, *Ghost of Tsushima*. This volume vividly showcases every detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

Deadly Class Vol. 1: Reagan Youth Dark Horse Comics

For their summer vacation, Californian 12-year-old twins Dipper and Mabel Pines are dropped off in the town of Gravity Falls, Oregon, to live with their Great Uncle Stan (often shortened to Grunkle Stan). Things are not what they seem in this small town, and with the help of a mysterious journal that Dipper finds in the forest, they realize that their everyday lifestyle has changed. Three episodes of adventure in comic style screen captures will keep you hooked, including the episode that started it all!

The Art of Dishonored 2 The Art of Dishonored 2

The official new novel set in the world of *Dishonored 2*, the award-winning video game. As Empress Emily Kaldwin flees Dunwall after the coup by Delilah Copperspoon and Duke Luca Abele of Serkonos, a lone figure watches, the Mark of the Outsider burning on his hand. Daud—legendary assassin—has returned to Dunwall, a city in turmoil. He is seeking a mythical weapon, said to have the power to kill the Outsider, and will go to any lengths to find it. But there are those who are watching his every move. Travelling the Isles to complete his mission, Daud will soon discover that old enemies have been waiting for him, and new enemies are easy to make...

Dishonored Titan

From the brilliant imagination of video game auteur American McGee comes a dazzling reenvisioning of *Red Riding Hood* set in the wondrous world of Japanese folklore! A young woman torn between two cultures takes on an epic adventure battling devious yokai for the fate of her world! Collects the three-issue miniseries. * Based on the hot new game by American McGee's *Spicy Horse Games!* * Written by Justin Aclin (*Star Wars: The Clone Wars*), and illustrated by Vasilis Lolos (*Conan the Barbarian*)!

Tales from the Back Row Dark Horse Comics

A weary coach struggles across a merciless landscape, fighting the relentless bitterness of the wind. It is a land of endless grey bogs, of mud-sucked hills, of twisted and impenetrable forest. A land of sin. A land of death. This is where Odalric and Clithanus and the Graue Blutengel, the Grey Leech, hold sway. Battered and wind-whipped and coated in dust, the men of God inside the laboring coach are every bit as grim as the country that seeks to engulf them. They endure. They must. Shadowed at all times by the Other Wolves, haunted by the Way Home, defended by purity and American Winchester rifles, their resolve is their greatest strength in the nightmare that surrounds them. For their mission is paramount, and it must not be permitted to falter. Joe Pulver's latest masterpiece is as uncomfortable as it is oneiric, a hypnagogic trek through a blasted piece of world, surrounded at all times by hatred and bitterness and evil. As claustrophobic as it is relentless, *A Long, Dark, Grim Road* will cling to you, and you will never escape its clutches.

The Art of Ghost of Tsushima Simon and Schuster

"Hilarious, insightful and smart. A must-read for anyone who wears clothes." —Chelsea Handler *US Weekly, "Riveting Reads for Labor Day"* *Bustle, "2015 Books Every Funny Woman Should Read" and "September 2015's Best Books"* *Refinery29 "Fall's Most Highly Anticipated Nonfiction Reads"* *theSkimm, "Skimm Reads"* *Popsugar, "Motivational Books You Should Read this Fall"* *AM NY, "New Books for New Yorkers to Read This Fall"* The Lowdown on High Fashion *Cosmopolitan.com* editor Amy Odell knows what it's really like to be a young woman working in the fashion industry. In *Tales from the Back Row*, Amy—funny and fearless—takes readers behind the stage of New York's hottest fashion shows to meet the world's most influential models, designers, celebrities, editors, and photographers. But first, she has to push her way through the crowds outside, where we see the lengths people go to be noticed by the lurking paparazzi, and weave her way through the packed venue, from the very back row to the front. And as Amy climbs the ladder (with tips about how you can, too), she introduces an industry powered by larger-than-life characters: she meets the intimidating Anna Wintour and the surprisingly gracious Rachel Zoe, not to mention the hilarious Chelsea Handler, and more. As she describes the allure of Alexander Wang's ripped tights and Marchesa's Oscar-worthy dresses, Amy artfully layers in something else: ultimately this book is about how the fashion industry is an exaggerated mirror of human fallibility—reflecting our desperate desire to belong, to make a mark, to be included. For Amy is the first to admit that as much as she is embarrassed by the thrill she gets when she receives an invitation to an exclusive after-party, she can't help but RSVP "yes."

Disney Gravity Falls Cinestory Comic Vol. 1 Dark Horse Comics

DIVAdd a touch of Old World flavor to projects with 265 charming designs incorporating florals, wildlife, and human figures in folk costumes. /div

The Art of DOOM: Eternal Hamish Hamilton

Sydney seems like a normal 15-year-old freshman. She hangs out underneath the bleachers, listens to music in her friend's car, and gets into arguments with her annoying little brother — but she also has a few secrets she's only shared in her diary. Like how she's in love with her best friend Dina, the bizarreness of her father's death, and those painful telekinetic powers that keep popping up at the most inopportune times. In this collection of the self-published minicomic series, Forsman expertly channels the teenage ethos in a style that evokes classic comic strips while telling a powerful story about the intense, and sometimes violent, tug of war between trauma and control.

Hellboy: The Art of The Motion Picture (2019) John Hunt Publishing

The Art of Dishonored 2 Dark Horse Comics

The Art of Assassin's Creed Valhalla Joe Books Ltd

Presents concept art of the heroes, villains, and environments found in the video game "The Evil Within."

The Art of Mirror's Edge Catalyst VIZ Media LLC

There's an epidemic sweeping the nation Symptoms include: *Acute embarrassment at the mere notion of 'making a fuss' *Extreme awkwardness when faced with any social greeting beyond a brisk handshake *An unhealthy preoccupation with meteorology Doctors have also reported several cases of unnecessary apologising, an obsessive interest in correct queuing etiquette and dramatic sighing

in the presence of loud teenagers on public transport. If you have experienced any of these symptoms, you may be suffering from VERY BRITISH PROBLEMS. VERY BRITISH PROBLEMS are highly contagious. There is no known cure. Rob Temple's hilarious new book reveals all the ways in which

we are a nation of socially awkward but well-meaning oddballs, struggling to make it through every day without apologising to an inanimate object. Take comfort in misfortunes of others. You are not alone.

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