

Significant Zero Heroes Villains And The Fight For Art And Soul In Video Games The Art Of War

[#Video games art and soul](#) [#Heroes villains gaming](#) [#Significant Zero concept](#) [#Art of War video games](#) [#Gaming creative fight](#)

Explore the complex interplay of character, creativity, and conflict within the realm of video games. This analysis delves into the 'Significant Zero' phenomenon, examining the enduring fight for art and soul amidst iconic heroes and villains, while drawing strategic parallels to ancient wisdom found in 'The Art of War' within modern gaming landscapes.

We provide downloadable materials suitable for both online and offline study.

We appreciate your visit to our website.

The document Video Game Art Soul Fight is available for download right away.

There are no fees, as we want to share it freely.

Authenticity is our top priority.

Every document is reviewed to ensure it is original.

This guarantees that you receive trusted resources.

We hope this document supports your work or study.

We look forward to welcoming you back again.

Thank you for using our service.

This is among the most frequently sought-after documents on the internet.

You are lucky to have discovered the right source.

We give you access to the full and authentic version Video Game Art Soul Fight free of charge.

Significant Zero

"An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere toys into meaningful, artistic experiences"--

The Art of War

Widely regarded as "The Oldest Military Treatise in the World," this landmark work covers principles of strategy, tactics, maneuvering, communication, and supplies; the use of terrain, fire, and the seasons of the year; the classification and utilization of spies; the treatment of soldiers, including captives, all have a modern ring to them.

The Art of Fable Legends

Albion unveiled! Set off on a behind-the-scenes journey that delves deep into the design of the much anticipated Fable Legends. Featuring pages of high-quality concept art from Lionhead Studios, showcasing sketches, evolutions, renders, and more for each of the heroes, villains, creatures, and locations found throughout the game. Accompanied by exclusive developer interviews, this book is a must for any wandering hero - or malevolent villain...

The Art of Gears of War 4

Upon its release, the original Gears of War revolutionized third-person shooter action with a combination of gorgeous environments, iconic characters, and brutal action. Now, twenty-five years after the events of Gears of War 3, a fresh generation of heroes will encounter a new enemy that threatens to bring humanity even closer to extinction. To commemorate the next chapter of the Gears of War epic, Dark Horse Books is joining forces with The Coalition to bring fans The Art of Gears of War 4.

Featuring hundreds of individual pieces of concept and production art, finished renders, and intimate commentary from the game's creators, this gorgeous volume is a must-have item for veteran Gears and rookies alike! The essential companion to Gears of War 4! Featuring exclusive commentary from the game's creators! This is the official artbook for The Coalition and Microsoft Studios' Gears of War 4 video game!

The Art of Gears 5

Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from Gear 5. This bold new chapter in the Gears of War series is examined in fastidious detail, chronicling the development of the action-packed game with art that spans from early concepts to polished renders. Dark Horse Books and The Coalition proudly join to present The Art of Gears 5, diving into the sunken ruins of the ancient Locust horde, and peering at in-depth collections of art from the enthralling world, captivating characters, and distinctive weapons of Gears 5!

Computer Gaming World

With a dozen games released over the past 20 years, The Legend of Heroes is a mainstay of Japanese RPGs from pioneering game developer Nihon Falcom. Now, the gorgeous character art from the newest games in this legendary series is collected in this prestigious volume. Included in this collection are rough sketches, character artwork, expression charts, and more from The Legend of Heroes: Trails of Blue, Trails of Zero, and all three Trails in the Sky chapters.

The Legend of Heroes

"... Collects the artwork of the ultimate weapons-based fighting game, SoulCalibur V. Included are character designs, rough concepts, storyboards, creator commentary, exclusive interviews, and more!"--Page 4 of cover.

SoulCalibur

Deceived by the forces of evil into prematurely bringing about the end of the world, WAR - the first Horseman of the Apocalypse - battles both Heaven and Hell across the ravaged remains of Earth, searching for vengeance and vindication. Showcasing the unparalleled artwork of Joe Madureira (X-men, Battle Chasers, Ultimates) and the Vigil Games art team, The Art of Darksiders features hundreds of full-color illustrations, character and environment designs, development sketches, early concepts, promotional artwork, and more.

The Art of Darksiders

A behind the scenes look at the creation of Gears of War 3, featuring character and environment concept art.

The Art of Gears of War 3

Over 250 pages of concept art and developer commentary compiled in a fascinating and vibrant hardcover volume! Return to the enchanted world of Luxendarc with a collection of art that celebrates another critically revered entry in the BRAVELY series! Enjoy in-depth commentary from the creative team, and explore detailed concept art from the ethereal sequel to BRAVELY DEFAULT. Dark Horse Books is proud to collaborate with Square Enix to present The Art of BRAVELY SECOND: END LAYER, published in English for the first time! This localization of the original Japanese text features gorgeous concept art and extensive commentary from the team behind BRAVELY SECOND. The second of two-volumes, this collection intimately explores the concepts and creativity from the next chapter in the fan-favorite BRAVELY series!

The Art of God of War

Celebrating the first twenty-five years of Mana adventures! Since the first game's release in 1991, Square Enix has been dazzling fans worldwide with the fantastical and action-packed world of Mana. More than twenty-five years later, the magic of Mana still lives on and now Dark Horse Books and Square Enix are proud to present The Art of Mana. The first official art book of Square Enix's hit Mana video game series, The Art of Mana collects more than twenty-five years' worth of memories with over

200 pages featuring more than 400 illustrations from the original creative team along with detailed explorations of every character, original sketches, world designs, and much more. Presented in English for the first time, this beautiful collection is not to be missed.

The Art of BRAVELY SECOND: END LAYER

Inspired by Ayn Rand's characters in *Atlas Shrugged* and *The Fountainhead*, penetrating profiles of both the innovators who move our world forward and those who seek to destroy the achievement of others. John Galt, the fictional character from Ayn Rand's bestselling novel, *Atlas Shrugged*, has come to embody the individualist capitalist who acts in his own enlightened self interest, and in doing so lifts the world around him. Some of today's most successful CEOs, journalists, sports figures, actors, and thinkers have led their lives according to Galt's (i.e., Rand's) philosophy. Now, in *I Am John Galt*, these inspiring stories are gathered with the keen insight and analysis of well-known market commentator Donald Luskin and business writer Andrew Greta. Filled with exclusive interviews, profiles, and analyses of leading financial, business, and artistic stars who have based their lives, and careers, on the philosophy of the perennially popular Ayn Rand, this book both inspires and enlightens. On the other side are Rand's arch villains—the power-seekers, parasites, and lunatics who would destroy that which the creators and builders make. Who are today's anti-heroes, fighting the creativity of the innovators? Contains insightful interviews, profiles, and analyses of the individuals who have lived by a Randian code to achieve greatness for themselves and others. Offers a probing analysis of those who seek to destroy or undo the achievements of others—from academics, pundits, and government bureaucrats to fraudsters who have wreaked havoc on our world. Engaging and entertaining, *I Am John Galt* examines how the inspiration that is Galt thrives more than 50 years after publication of *Atlas Shrugged*. It will spark the interest of Ayn Rand fans everywhere, as well as those seeking a way to succeed in today's turbulent and confusing times.

Art of Mana

NATIONAL BESTSELLER “The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development.” —Rami Ismail, cofounder of Vlambeer and developer of *Nuclear Throne* Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In *Blood, Sweat, and Pixels*, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, *Blood, Sweat, and Pixels* reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build *Dragon Age: Inquisition*; indie developer Eric Barone's single-handed efforts to grow country-life RPG *Stardew Valley* from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create *Destiny*, a brand new universe that they hoped would become as iconic as *Star Wars* and *Lord of the Rings*—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, *Blood, Sweat, and Pixels* is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

I Am John Galt

The journey to become a successful writer is long, fraught with peril, and filled with difficult questions: How do I write dialogue? How do I build suspense? What should I know about query letters? How do I start? The best way to answer these questions is to ditch your uncertainty and transform yourself into a KICK-ASS writer. This new book from award-winning author Chuck Wendig combines the best of his eye-opening writing instruction—previously available in e-book form only—with all-new insights into writing and publishing. It's an explosive broadside of gritty advice that will destroy your fears, clear the path, and help you find your voice, your story, and your audience. You'll explore the fundamentals of writing, learn how to obtain publication, and master the skills you need to build an army of dedicated

fans. No task is too large or small for the kick-ass writer. With his trademark acerbic wit and gut-punch humor, Wendig will explain: • How to build suspense, craft characters, and defeat writer's block. • How to write a scene, an ending--even a sentence. • Blogging techniques, social media skills, and crowdfunding. • How to write a query letter, talk to agents, and deal with failure--and success! Whether you're just starting out or you need one more push to get you over the top, two things are for certain--a kick-ass writer never quits, and chuck Wendig won't let you down in this high-octane guide to becoming the writer you were born to be.

Blood, Sweat, and Pixels

For decades, DC Super Heroes have inspired us to reach new heights, find strength in adversity, and access our inner power. This gorgeously illustrated collection tracks this progress, profiling the fiercest, strongest, and most independent female Super Heroes and Super-Villains in the DC Universe, along with the real-life women integral to their development. Featuring Wonder Woman™, Lois Lane, Batgirl, Bumblebee, Hawkgirl, Black Canary, Amanda Waller, and many more, this lush volume is a vivid celebration of the amazing, inspirational women of DC. All DC characters and elements © & ™ DC Comics. (s19)

The Kick-Ass Writer

Foreword by John Boyega Just in time for the next blockbuster, Star Wars: The Last Jedi, this unique and beautifully designed compendium with removable features traces one of the franchise's most iconic characters—the stormtrooper—from initial development through all nine Star Wars movies to their many iterations in TV, comics, videogames, novels, and pop-culture. Star Wars: A New Hope, the very first installment in the beloved science-fiction series, introduced the Imperial stormtroopers—the army of the fearsome and tyrannical Galactic Empire. Charged with establishing Imperial authority and suppressing resistance, these terrifying, faceless, well-disciplined soldiers in white have become a universal symbol of oppression. Star Wars Stormtroopers explores these striking warriors and their evolution in depth for the first time. Ryder Windham and Adam Bray trace the roots of their creation and design, and explore how these elite troops from a galaxy far, far away have been depicted in movies, cartoons, comics, novels, and merchandizing. Filled with photographs, illustrations, story boards, and other artwork, this lavish officially licensed book comes complete with removable features, including posters, stickers, replica memorabilia and more, making it an essential keepsake for every Star Wars fan, as well as military, design, and film aficionados.

DC: Women of Action

A collection of the complete War of the Ancients trilogy by "New York Times" bestselling author Knaak--based on the record-shattering computer game.

The DVD-laser Disc Newsletter

The razor-sharp first novel in the Night Angel trilogy, from international bestseller Brent Weeks The perfect killer has no friends. Only targets. For Durzo Blint, assassination is an art. And he is the city's most accomplished artist, his talents required from alleyway to courtly boudoir. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned the hard way to judge people quickly - and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics - and cultivate a flair for death. 'Brent Weeks is so good it's beginning to tick me off' Peter V. Brett 'Weeks has a style of immediacy and detail that pulls the reader relentlessly into the story. He doesn't allow you to look away' Robin Hobb 'I was mesmerised from start to finish. Unforgettable characters, a plot that kept me guessing, non-stop action and the kind of in-depth storytelling that makes me admire a writers' work' Terry Brooks 'Weeks has truly cemented his place among the great epic fantasy writers of our time' British Fantasy Society Books by Brent Weeks Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Perfect Shadow (novella) Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

Star Wars Stormtroopers

Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, *Gaming the Past* provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

WarCraft War of the Ancients Archive

"A breathtaking new epic fantasy series. Morgan Rice does it again! This magical saga reminds me of the best of J.K. Rowling, George R.R. Martin, Rick Riordan, Christopher Paolini and J.R.R. Tolkien. I couldn't put it down!" --Allegra Skye, Bestselling author of *SAVED* From #1 Bestselling author Morgan Rice comes the debut of a dazzling new fantasy series. *A QUEST OF HEROES* (BOOK #1 IN THE SORCERER'S RING) revolves around the epic coming of age story of one special boy, a 14 year old from a small village on the outskirts of the Kingdom of the Ring. The youngest of four, the least favorite of his father, hated by his brothers, Thorgrin senses he is different from the others. He dreams of becoming a great warrior, of joining the King's men and protecting the Ring from the hordes of creatures on the other side of the Canyon. When he comes of age and is forbidden by his father to try out for the King's Legion, he refuses to take no for an answer: he journeys out on his own, determined to force his way into King's Court and be taken seriously. But King's Court is rife with its own family dramas, power struggles, ambitions, jealousy, violence and betrayal. King MacGil must choose an heir from amongst his children, and the ancient Dynasty Sword, the source of all their power, still sits untouched, waiting for the chosen one to arrive. Thorgrin arrives as an outsider and battles to be accepted, and to join the King's Legion. Thorgrin comes to learn he has mysterious powers he does not understand, that he has a special gift, and a special destiny. Against all odds he falls in love with the king's daughter, and as their forbidden relationship blossoms, he discovers he has powerful rivals. As he struggles to make sense of his powers, the king's sorcerer takes him under his wing and tells him of a mother he never knew, in a land far away, beyond the Canyon, beyond even the land of the Dragons. Before Thorgrin can venture out and become the warrior he yearns to be, he must complete his training. But this may be cut short, as he finds himself propelled into the center of royal plots and counterplots, ones that may threaten his love and bring him down—and the entire kingdom with him. With its sophisticated world-building and characterization, *A QUEST OF HEROES* is an epic tale of friends and lovers, of rivals and suitors, of knights and dragons, of intrigues and political machinations, of coming of age, of broken hearts, of deception, ambition and betrayal. It is a tale of honor and courage, of fate and destiny, of sorcery. It is a fantasy that brings us into a world we will never forget, and which will appeal to all ages and genders. It is 82,000 words. Book #2 in the series, *A MARCH OF KINGS*, is now available, too. "Grabbed my attention from the beginning and did not let go....This story is an amazing adventure that is fast paced and action packed from the very beginning. There is not a dull moment to be found." --Paranormal Romance Guild {regarding Turned} "Jam packed with action, romance, adventure, and suspense. Get your hands on this one and fall in love all over again." --vampirebooksite.com (regarding Turned) "A great plot, and this especially was the kind of book you will have trouble putting down at night. The ending was a cliffhanger that was so spectacular that you will immediately want to buy the next book, just to see what happens." --The Dallas Examiner {regarding Loved}

Thanos

The author of the New York Times bestseller *The Plantagenets* and *The Templars* chronicles the next chapter in British history—the historical backdrop for *Game of Thrones* The inspiration for the Channel 5 series *Britain's Bloody Crown* The crown of England changed hands five times over the course of

the fifteenth century, as two branches of the Plantagenet dynasty fought to the death for the right to rule. In this riveting follow-up to *The Plantagenets*, celebrated historian Dan Jones describes how the longest-reigning British royal family tore itself apart until it was finally replaced by the Tudors. Some of the greatest heroes and villains of history were thrown together in these turbulent times, from Joan of Arc to Henry V, whose victory at Agincourt marked the high point of the medieval monarchy, and Richard III, who murdered his own nephews in a desperate bid to secure his stolen crown. This was a period when headstrong queens and consorts seized power and bent men to their will. With vivid descriptions of the battles of Towton and Bosworth, where the last Plantagenet king was slain, this dramatic narrative history revels in bedlam and intrigue. It also offers a long-overdue corrective to Tudor propaganda, dismantling their self-serving account of what they called the Wars of the Roses.

The Way Of Shadows

A thousand years after they fell in battle, two heroes - Druss and Skilgannon - are revered throughout the war-torn lands of the Dernai, where men and women live in abject fear of the dark sorceress known as the Eternal...But what if the soul of one suc

Gaming the Past

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—*Doom* and *Quake*—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with *Queens of the Stone Age* cranked up all the way.”—Mark Leyner, author of *I Smell Esther Williams*

A Quest of Heroes (Book #1 in the Sorcerer's Ring)

The second epic fantasy in *The Faithful and the Fallen* series, *Valour* by John Gwynne carries all of the excitement of the first. The Banished Lands are torn by war as the army of High King Nathair sweeps the realm challenging all who oppose his holy crusade. Allied with the manipulative Queen Rhin of Cambren, there are few who can stand against him. But Rhin is playing her own games and has her eyes on a far greater prize . . . Left for dead – her kin have fled and her country is overrun with enemies – Cywen fights to survive. But any chance of escape is futile once Nathair and his disquieting advisor Calidus realize who she is. They have no intention of letting such a prize slip from their grasp. For she may be their one chance at killing the biggest threat to their power. Meanwhile, the young warrior Corban flees from his conquered homeland with his exiled companions, heading for the only place that may offer them sanctuary. But to get there they must travel through Cambren, avoiding warbands, giants and the vicious wolveren of the mountains. And all the while Corban struggles to become the man that everyone believes him to be – the Bright Star and saviour of the Banished Lands. Embroiled in struggles for power and survival, the mortal world is unaware of the greatest threat of all. In the Otherworld, dark forces scheme to bring a host of the Fallen into the world of flesh to end the war with the Faithful, once and for all. Continue the fantasy series with *Ruin and Wrath*, start the series with *Malice*.

The Wars of the Roses

'Etchells writes eloquently ... A heartfelt defence of a demonised pastime' The Times 'Once in an age, a piece of culture comes along that feels like it was specifically created for you, the beats and words and ideas are there because it is your life the creator is describing. Lost In A Good Game is exactly that. It will touch your heart and mind. And even if Bowser, Chun-li or Q-Bert weren't crucial parts of your youth, this is a flawless victory for everyone' Adam Rutherford When Pete Etchells was 14, his father died from motor neurone disease. In order to cope, he immersed himself in a virtual world - first as an escape, but later to try to understand what had happened. Etchells is now a researcher into the psychological effects of video games, and was co-author on a recent paper explaining why WHO plans to classify 'game addiction' as a danger to public health are based on bad science and (he thinks) are a bad idea. In this, his first book, he journeys through the history and development of video games - from Turing's chess machine to mass multiplayer online games like World of Warcraft- via scientific study, to investigate the highs and lows of playing and get to the bottom of our relationship with games - why we do it, and what they really mean to us. At the same time, Lost in a Good Game is a very unusual memoir of a writer coming to terms with his grief via virtual worlds, as he tries to work out what area of popular culture we should classify games (a relatively new technology) under.

The Swords of Night and Day

Ambition will fuel him. Competition will drive him. But power has its price. It is the morning of the reaping that will kick off the tenth annual Hunger Games. In the Capitol, eighteen-year-old Coriolanus Snow is preparing for his one shot at glory as a mentor in the Games. The once-mighty house of Snow has fallen on hard times, its fate hanging on the slender chance that Coriolanus will be able to outcharm, outwit, and outmaneuver his fellow students to mentor the winning tribute. The odds are against him. He's been given the humiliating assignment of mentoring the female tribute from District 12, the lowest of the low. Their fates are now completely intertwined - every choice Coriolanus makes could lead to favor or failure, triumph or ruin. Inside the arena, it will be a fight to the death. Outside the arena, Coriolanus starts to feel for his doomed tribute . . . and must weigh his need to follow the rules against his desire to survive no matter what it takes.

Masters of Doom

Rayguns and rockets! Spacesuited dames caught in the tentacles of evil insectoid aliens! Who could resist such wonders? Science fiction paperbacks exploded over the 1940s and '50s literary landscape with the force of an alien gamma bomb. Titles such as Rodent Mutation!, Beyond the Galaxy, Dawn of the Mutants and Mushroom Men from Mars appeared from fly-by-night publishers making the most of the end of postwar paper rationing. They were brash and seductive - for a shilling the future was yours. Despite the punishing deadlines and poor pay, the books' cover artists managed to produce artworks of multihued, brain-bending brilliance, and collected here is some of the best of their output during an unparalleled period of brash optimism and opportunism in book publishing. Beware the space fiend!

Valour

The 1992 release of the "Director's Cut" only confirmed what the international film cognoscenti have know all along: Ridley Scott's Blade Runner, based on Philip K. Dick's brilliant and troubling SF novel Do Androids Dream of Electric Sheep, still rules as the most visually dense, thematically challenging, and influential SF film ever made. Future Noir is the story of that triumph. The making of Blade Runner was a seven-year odyssey that would test the stamina and the imagination of writers, producers, special effects wizards, and the most innovative art directors and set designers in the industry. A fascinating look at the ever-shifting interface between commerce and the art that is modern Hollywood, Future Noir is the intense, intimate, anything-but-glamorous inside account of how the work of SF's most uncompromising author was transformed into a critical sensation, a commercial success, and a cult classic.

Lost in a Good Game

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

The Ballad of Songbirds and Snakes (A Hunger Games Novel)

Legend is the much-anticipated dystopian thriller debut from US author, Marie Lu. THE must-read dystopian thriller fiction for all teen fans of The Hunger Games by Suzanne Collins and Divergent by Veronica Roth. A brilliant re-imagining of Les Miserables, the series is set to be a global film sensation as CBS films have acquired rights to the trilogy. The Twilight Saga producers, Marty Bowen and Wyck Godfrey, will produce. Los Angeles, California Republic of America He is Day. The boy who walks in the light. She is June. The girl who seeks her brother's killer. On the run and undercover, they meet by chance. Irresistably drawn together, neither knows the other's past. But Day murdered June's brother. And she has sworn to avenge his death. Dystopian fiction at its very best in this thrilling instalment in the Legend trilogy. Praise for Legend: 'If you loved The Hunger Games, you'll love this.' - Sarah Rees-Brennan, author of The Demon's Lexicon 'A fine example of commercial fiction with razor-sharp plotting, depth of character and emotional arc, 'Legend' doesn't merely survive the hype, it deserves it.' - New York Times 'Marie Lu's dystopian novel is a 'Legend' in the making.' - USA Today 'Legend is impossible to put down and even harder to forget.' - Kami Garcia, author of New York Times bestselling author of film sensation, Beautiful Creatures

Rayguns and Rocketships

Stunning concept art, powerful behind-the-scenes photography, and fascinating interviews with the cast and crew pack The Art and Making of The Lion King, offering an inside perspective on how director Jon Favreau and his talented team used the most advanced virtual cinematography and computer graphics techniques to craft a film of both legend and hyperrealism. The story of The Lion King has entered the pantheon of cultural mythology, as has its iconic music. In revisiting this tale, the filmmaking team set off for an adventure of a lifetime: an expedition across the southern portion of Kenya in Africa. These seasoned filmmakers gathered reference photographs, scans, and other materials to apply to the digital moviemaking process and in turn were immersed in the nuances of the real environment. Once back at the studio, they utilized common filmmaking tools with state-of-the-art virtual reality (VR) technology and new, ultrafast rendering technologies to create a "virtual production," a concept they pushed further than it had ever been before. The Art and Making of The Lion King documents this captivating journey and closes the circle with a discussion on a modern-day conservation program called the Lion Recovery Fund (LRF).

Future Noir: The Making of Blade Runner

For Donna Noble, the Andromeda galaxy is a long, long way from home. But even two and a half million light years from Earth, danger lurks around every corner... A visit to an art gallery turns into a race across space to uncover the secret behind a shadowy organisation. From the desert world of Karris to the interplanetary scrapyard of Junk, the Doctor and Donna discover that appearances can be deceptive, that enemies are lurking around every corner - and that the centuries-long peace between humans and machines may be about to come to an end. Because waiting in the wings to bring chaos to the galaxy is The Cult of Shining Darkness. Featuring the Tenth Doctor and Donna as played by David Tennant and Catherine Tate in the hit sci-fi series from BBC Television.

On Heroes, Hero-worship, and the Heroic in History

In this second novel featuring the Grey Knights Space Marines, a crack team is sent to investigate the mysterious reappearance of a planet that vanished a hundred years earlier. They soon discover a nightmare world where technology runs riot, and titanic war machines are possessed by daemons. Original.

What Video Games Have to Teach Us About Learning and Literacy. Second Edition

THE SCHOOL FOR GOOD AND EVIL is now a major motion picture from Netflix, starring Academy Award winner Charlize Theron, Kerry Washington, Laurence Fishburne, Michelle Yeoh, Cate Blanchett, and many more! A dark and enchanting fantasy adventure for those who prefer fairytales with a twist. The first in the bestselling series.

Legend

The Art and Making of The Lion King

