

## Atlas Obscura Guida Alle Avventure Per Giovani Es

This text reviews what research on animals can tell us about the biological factors that control human sexual behavior and orientation.

Personal Structures presents an ongoing project that deals with questions concerning time, space and existence. This is the second book in the Time. Space. Existence series and involves the personal participation of 46 artists from different parts of the world, in a combination of internationally renowned artists and others whose oeuvre is less known. The concepts time, space and existence are highlighted in very personal ways and from unusual points of view. The many photographs of the artworks and encounters with the artists convey fascinating insights into their being, ideas and work. Seven art projects with established artists centralise their thoughts to a great extent. In addition, the book emphasises two Personal Structures exhibitions that were part of the Venice Biennale in 2011 and 2013. This publication also contains several interviews, artists' statements, and symposium contributions that discuss the theme of this book in detail. Personal Structures was initiated in 2002 by the Dutch artist Rene Rietmeyer. His observation that even in the most distant places artists are occupied with time, space and existence, led to the idea of bringing several of these artists together in publications, symposia and exhibitions. English and Japanese text.

Vital Subjects: Race and Biopolitics in Italy is an interdisciplinary study of how racial

and colonial discourses shaped the “making” of Italians as modern political subjects in the years between its administrative unification (1861-1870) and the end of the First World War (1919). This title was made Open Access by libraries from around the world through Knowledge Unlatched.

This book explains how medical photography is part of the workflow in many specialties: it is needed for registries, to preserve information, for follow up, second opinion and teaching, among others. The book gathers information on this field, providing valuable practical tips for those that have never used photography for medical uses as well as those who use it regularly. Covering specialities ranging from dermatology, plastic surgery, dentistry, ophthalmology and endoscopy to forensic medicine, specimen photography and veterinary medicine, it highlights standardization for each procedure and relevance to ethical, patients' perception of medical photography, cybersecurity and legal aspects. The book also presents practical sections explaining how to organize a photographic file, coding, reimbursement, compliance, use of social media and preservation as well as in depth concepts on sharp focus on blurred vision. This volume will appeal to all clinicians and practitioners interested in acquiring a high level of technical skill in medical photography.

Astronomy Adventures and Vacations

Visualizing the Past

Deluxe Edition

Mobilities for the Twenty-First Century

The Power of the Image in German Historicism

TransArea Studies and the Literatures-without-a-fixed-Abode

The Nobleman's Guide to Scandal and Shipwrecks

**"Research regarding the significance and consequence of anthropogenic transformations of the earth's land, oceans, biosphere and climate have demonstrated that, from a wide variety of perspectives, it is very likely that humans have initiated a new geological epoch, their own. First labeled the Anthropocene by the chemist Paul Crutzen, the consideration of the merits of the Anthropocene thesis by the International Commission on Stratigraphy and the International Union of Geological Sciences has also garnered the attention of philosophers, historians, and legal scholars, as well as an increasing number of researchers from a range of scientific backgrounds. Architecture in the Anthropocene: Encounters Among Design, Deep Time, Science and Philosophy intensifies the potential of this multidisciplinary discourse by bringing together essays, conversations, and design proposals that respond to the "geological imperative" for contemporary architecture scholarship and practice. Contributors include Nabil Ahmed, Meghan Archer, Adam Bobbette, Emily Cheng, Heather Davis, Sara Dean, Seth Denizen, Mark Dorrian, Elizabeth Grosz, Lisa Hirmer, Jane Hutton, Eleanor Kaufman, Amy Catania Kulper, Clinton Langevin, Michael C.C. Lin, Amy Norris, John Palmesino, Chester Rennie, François Roche, Ann-Sofi Rönnskog, Isabelle Stengers, Paulo Tavares, Etienne Turpin, Eyal**

**Weizman, Jane Wolff, Guy Zimmerman."**--Publisher's description.

**A sweeping debut spanning from China to Hawaii that follows four generations of a wealthy shipping family whose rise and decline is riddled with secrets and tragic love—from a young, powerful new voice in fiction. At the turn of the nineteenth century, Frank Leong, a fabulously wealthy shipping industrialist, moves his family from China to the island of Oahu. But something ancient follows the Leongs to Hawaii, haunting them. The parable of the red string of fate, the cord that binds one intended beloved to her perfect match, also punishes for mistakes in love, passing a destructive knot down the family line. When Frank Leong is murdered, his family is thrown into a perilous downward spiral. Left to rebuild in their patriarch's shadow, the surviving members of the Leong family try their hand at a new, ordinary life, vowing to bury their gilded past. Still, the island continues to whisper—fragmented pieces of truth and chatter, until a letter arrives two decades later, carrying a confession that shatters the family even further. Now the Leongs' survival rests with young Theresa, Frank Leong's only grandchild, eighteen and pregnant, the heir apparent to her ancestors' punishing knots. Told through the eyes of the Leong's secret-keeping daughters and wives and spanning The Boxer Rebellion to Pearl Harbor to 1960s Hawaii, Diamond Head is a breathtakingly powerful tale of tragic love, shocking lies, poignant compromise, aching loss, heroic acts of sacrifice and, miraculous hope.**

**With unprecedented current coverage of the profound changes in the nature and practice**

**of science in sixteenth- and seventeenth-century Europe, this comprehensive reference work addresses the individuals, ideas, and institutions that defined culture in the age when the modern perception of nature, of the universe, and of our place in it is said to have emerged. Covering the historiography of the period, discussions of the Scientific Revolution's impact on its contemporaneous disciplines, and in-depth analyses of the importance of historical context to major developments in the sciences, The Encyclopedia of the Scientific Revolution is an indispensable resource for students and researchers in the history and philosophy of science.**

**Why do citizens of states with strict surveillance care so little about their digital privacy? Why do Brazilians eschew geo-tagging on social media? What drives young Indians to friend “foreign” strangers on Facebook and give “missed calls” to people? Payal Arora answers these questions and many more about the internet’s next billion users.**

**Art in History/History in Art**

**Lucretius, Dante, and Goethe**

**Virtual Art**

**Encounters Among Design, Deep Time, Science and Philosophy**

**Studies in Seventeenth-Century Dutch Culture**

**Literary Culture in Early Modern England, 1630–1700**

**The Seeds of Life**

*Return to the enchanting world of the Montague siblings in the finale to the New York Times bestselling*

*and Stonewall Honor-winning series, featuring a teenage Adrian Montague as he desperately seeks the now adult Monty and Felicity—the older siblings he never knew he had. Adrian Montague has a bright future. The sole heir to his father’s estate, he is an up and coming political writer and engaged to an activist who challenges and inspires him. But most young Lords aren’t battling the debilitating anxiety Adrian secretly lives with, or the growing fear that it might consume him and all he hopes to accomplish. In the wake of his mother’s unexpected death, Adrian is also concerned people will find out that he has the mental illness she struggled with for years. When a newly found keepsake of hers—a piece of a broken spyglass—comes into Adrian’s possession, he’s thrust into the past and finds himself face to face with an older brother he never knew he had. Henry “Monty” Montague has been living quietly in London for years, and his sudden appearance sends Adrian on a quest to unravel family secrets that only the spyglass can answer. In pursuit of answers about the relic, the brothers chart a course to locate their sister Felicity. But as they travel between the pirate courts of Rabat, Portuguese islands, the canals of Amsterdam, and into unknown Arctic waters, the Montague siblings are thrown into one final adventure as they face a ghostly legend that threatens their whole family.*

*This book explores literary culture in England between 1630 and 1700, focusing on connections between material, epistemic, and political conditions of literary writing and reading. In a number of case studies and close readings, it presents the seventeenth century as a period of change that saw a fundamental shift towards a new cultural configuration: neoclassicism. This shift affected a wide array of social practices and institutions, from poetry to politics and from epistemology to civility.*

*This book proposes that there is no better, no more complex way to access a community, a society, an era and its cultures than through literature. For millennia, literature from a wide variety of geocultural areas has gathered knowledge about life, about survival, and about living together, without either*

*falling into discursive or disciplinary specializations or functioning as a regulatory mechanism for cultural knowledge. Literature is able to offer its readers knowledge through direct participation in the form of step-by-step intellectual and affective experiences. Through this ability, it can reach and affect audiences across great spatial and temporal distances. Literature – what different times and cultures have been able to understand as such in a broad sense – has always been characterized by its transareal and transcultural origins and effects. It is the product of many logics, and it teaches us to think polylogically rather than monologically. Literature is an experiment in living, and living in a state of experimentation. About the author Ottmar Ette has been Chair of Romance Literature at the University of Potsdam, Germany, since 1995. He is Honorary Member of the Modern Language Association of America (MLA) (elected in 2014), member of the Berlin-Brandenburg Academy of Sciences and Humanities (elected in 2013), and regular member of the Academia Europaea (since 2010). Historians and art historians provide a critique of existing methodologies and an interdisciplinary inquiry into seventeenth-century Dutch art and culture.*

*Sociology Beyond Societies*

*A Novel*

*How to Invent Everything*

*The Diary of a Resurrectionist, 1811-1812 to Which are Added an Account of the Resurrection Men in London and a Short History of the Passing of the Anatomy Act*

*Angles of Contingency*

*Time. Space. Existence*

*From Copernicus to Newton*

Oldest known cookbook in existence offers readers a clear picture of what foods Romans ate

and how they prepared them, from fig fed pork to rose pie. 49 illustrations.

Reprint of the original, first published in 1867.

It's one of the first things we discover as children, reading and drawing: Maps have a unique power to transport us to distant lands on wondrous travels. Put a map at the start of a book, and we know an adventure is going to follow. Displaying this truth with beautiful full-color illustrations, *The Writer's Map* is an atlas of the journeys that our most creative storytellers have made throughout their lives. This magnificent collection encompasses not only the maps that appear in their books but also the many maps that have inspired them, the sketches that they used while writing, and others that simply sparked their curiosity. Philip Pullman recounts the experience of drawing a map as he set out on one of his early novels, *The Tin Princess*. Miraphora Mina recalls the creative challenge of drawing up "The Marauder's Map" for the Harry Potter films. David Mitchell leads us to the *Mappa Mundi* by way of *Cloud Atlas* and his own sketch maps. Robert Macfarlane reflects on the cartophilia that has informed his evocative nature writing, which was set off by Robert Louis Stevenson and his map of Treasure Island. Joanne Harris tells of her fascination with Norse maps of the universe. Reif Larsen writes about our dependence on GPS and the impulse to map our experience. Daniel Reeve describes drawing maps and charts for *The Hobbit* film trilogy. This exquisitely crafted and illustrated atlas explores these and so many more of the maps writers create and are inspired by--some real, some imagined--in both words and images. Amid a cornucopia of over two hundred full-color images, we find here maps of the world as envisaged in medieval times, as well as maps of adventure, sci-fi and fantasy, nursery rhymes, literary classics, and collectible comics. An enchanting visual and verbal journey, *The*

Writer's Map will be irresistible for lovers of maps, literature, and memories--and anyone prone to flights of the imagination.

In this ground-breaking contribution to social theory, John Urry argues that the traditional basis of sociology - the study of society - is outmoded in an increasingly borderless world. If sociology is to make a pertinent contribution to the post societal era it must forget the social rigidities of the pre-global order and, instead, switch its focus to the study of both physical and virtual movement. In considering this sociology of mobilities, the book concerns itself with the travels of people, ideas, images, messages, waste products and money across international borders, and the implications these mobilities have to our experiences of time, space, dwelling and citizenship. Sociology Beyond Society extends recent debate about globalisation both by providing an analysis of how mobilities reconstitute social life in uneven and complex ways, and by arguing for the significance of objects, senses, and time and space in the theorising of contemporary life. This book will be essential reading for undergraduates and graduates studying sociology and cultural geography.

Digital Life Beyond the West

The Cottage Encyclopedia of History and Biography

11th International Conference on Interactive Digital Storytelling, ICIDS 2018, Dublin, Ireland, December 5–8, 2018, Proceedings

Encyclopedia of the Scientific Revolution

The Next Billion Users

Interactive Storytelling

Writing-between-Worlds

***A wildly creative Gothic fantasy retelling of Frankenstein, This Monstrous Thing is a wholly new reimagining of the classic novel by Mary Shelley and is perfect for fans of retellings such as Cinder by Marissa Meyer, fantasy by Libba Bray and Cassandra Clare, and alternative history by Scott Westerfeld. In an alternative fantasy world where some men are made from clockwork parts and carriages are steam powered, Alasdair Finch, a young mechanic, does the unthinkable after his brother dies: he uses clockwork pieces to bring Oliver back from the dead. But the resurrection does not go as planned, and Oliver returns more monster than man. Even worse, the novel Frankenstein is published and the townsfolk are determined to find the real-life doctor and his monster. With few places to turn for help, the dangers may ultimately bring the brothers together—or ruin them forever.***

***This book constitutes the refereed proceedings of the 11th International Conference on Interactive Digital Storytelling, ICIDS 2018, held in Dublin, Ireland, in December 2018. The 20 revised full papers and 16 short papers presented together with 17 posters, 11 demos, and 4 workshops were carefully reviewed and selected from***

**56, respectively 29, submissions. The papers are organized in the following topical sections: the future of the discipline; theory and analysis; practices and games; virtual reality; theater and performance; generative and assistive tools and techniques; development and analysis of authoring tools; and impact in culture and society.**

**'How to Invent Everything is such a cool book' -- Randall Munroe Get ready to make history better... on the second try. Imagine you are stranded in the past (your time machine has broken) and the only way home is to rebuild civilization yourself. But you need to do it better and faster this time round. In this one amazing book, you will learn How to Invent Everything. Ryan North -- bestselling author, programmer and comic book legend -- provides all the science, engineering, mathematics, art, music, philosophy, facts and figures required for this challenge. Thanks to his detailed blueprint, humanity will mature quickly and efficiently - instead of spending 200,000 years stumbling around in the dark without language, not realising that tying a rock to a string would mean we could navigate the entire world. Or thinking disease was caused by weird smells. Fascinating**

***and hilarious, How To Invent Everything is an epic, deeply researched history of the key technologies that made each stage of human history possible (from writing and farming to buttons and birth control) - and it's as entertaining as a great time-travel novel. So if you've ever secretly wondered if you could do history better yourself, now is your chance to find out how.***

***This astronomy travel guide examines the many wonderful opportunities for experiencing the observing hobby. Amateur astronomy is often consigned to observing from home or from a local park, yet it can be much more. Tim Treadwell explores all the possibilities of astronomical and space-related activities that are available on day trips and longer vacations. These activities range from observatory visits and other simple ways to build an astronomy event into a holiday, to full blown specialized astronomy travel. Many trips give the opportunity to visit some of the world's famous attractions. On most vacations it can be a matter of just taking a day (or night) out of your schedule to fit in an astronomy event, but larger, dedicated pilgrimages are also possible. How to make the most of astronomy potential on a holiday, whether observing on the beach***

***in Hawaii with the Telescope Guy or visiting Star City in Russia, is covered in detail. Go to a star party, explore the national parks or see the northern lights! There are a wide variety of activities for all budgets described in this book.***

***A copious Dictionary of memorable Persons, Events, Places, and Things***

***Dutch: A Linguistic History of Holland and Belgium***

***MAPS***

***From Illusion to Immersion***

***The Biology of Homosexuality***

***The Writer's Map***

***Race and Biopolitics in Italy, 1860-1920***

Why cracking the code of human conception took centuries of wild theories, misogynist blunders, and ludicrous mistakes Throughout most of human history, babies were surprises. People knew the basics: men and women had sex, and sometimes babies followed. But beyond that the origins of life were a colossal mystery. The Seeds of Life is the remarkable and rollicking story of how a series of blundering geniuses and brilliant amateurs struggled for two centuries to discover where, exactly, babies come from. Taking a page from investigative

thrillers, acclaimed science writer Edward Dolnick looks to these early scientists as if they were detectives hot on the trail of a bedeviling and urgent mystery. These strange searchers included an Italian surgeon using shark teeth to prove that female reproductive organs were not 'failed' male genitalia, and a Catholic priest who designed ingenious miniature pants to prove that frogs required semen to fertilize their eggs. A witty and rousing history of science, *The Seeds of Life* presents our greatest scientists struggling-against their perceptions, their religious beliefs, and their deep-seated prejudices-to uncover how and where we come from.

Look into the lives of children all over the world with this book that celebrates one of humanity's greatest achievements: written and verbal language. Including fully illustrated word charts, featuring children depicted in their home country, doing ordinary things, this book features more than 100 languages, from well-known and lesser known indigenous languages that introduce us to some of the world's most remote communities. With foreword by ethnobotanist and explorer, Professor Wade Davis. Comes with a free, downloadable app for iOS and Android that allows you to hear the phrases in the book, each recorded by a native speaker.

This volume provides, for the first time, a pan-European view of the development

of written languages at a key time in their history: that of the 16th century. The major cultural and intellectual upheavals that affected Europe at the time - Humanism, the Reformation and the emergence of modern nation-states - were not isolated phenomena, and the evolution of the orthographical systems of European languages shows a large number of convergences, due to the mobility of scholars, ideas and technological innovations throughout the period.

New York Times bestseller! The Atlas Obscura Explorer ' s Guide for the World ' s Most Adventurous Kid is a thrilling expedition to 100 of the most surprising, mysterious, and weird-but-true places on earth. For curious kids, this is the chance to embark on the journey of a lifetime—and see how faraway countries have more in common than you might expect! Hopscotch from country to country in a chain of connecting attractions: Explore Mexico ' s glittering cave of crystals, then visit the world ' s largest cave in Vietnam. Peer over a 355-foot waterfall in Zambia, then learn how Antarctica ' s Blood Falls got their mysterious color. Or see mysterious mummies in Japan and France, then majestic ice caves in both Argentina and Austria. As you climb mountains, zip-line over forests, and dive into oceans, this book is your passport to a world of hidden wonders, illuminated by gorgeous art.

Photography in Clinical Medicine

Science Fact and Science Fiction

Sofia Petrovna

Kinematics of the Nineteenth Century

Architecture in the Anthropocene

How to Get the Most Out of Astronomy in Your Leisure Time

Landscape and Power in Geographical Space as a Social-Aesthetic Construct

*Visual media had a decisive impact on how the past was perceived in historicist culture in nineteenth-century Germany. The panorama, photography, and book illustrations can portray the past under the auspices of spatiality. Research on historicist culture often neglects this dimension of space and concentrates on traditional historicist paradigms, such as temporality, narrative, and teleology. By investigating the visual vocabulary of different historicist genres (academic historiography, illustrated history books, historical maps), this volume expands an understanding of German historicist culture as a multi-medial phenomenon, and shows that past is conveyed in spatial forms, such as travel locations, national and colonial spaces, as well as geographical areas. Tracing these concepts of historical space, this volume demonstrates that the image works as a powerful tool to propagate the ideology of German imperialism in the nineteenth-century, but*

*also can critically reflect the political agendas of national historicism. An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Prima porta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 The Battle of Sedan, Grau shows how immersion produced emotional responses. He traces immersive cinema*

*through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.*

*Nato da un popolarissimo sito web, Atlas Obscura raccoglie oltre 600 luoghi tra i più bizzarri e misteriosi al mondo. Un compendio di prodigi naturali e architettonici in grado di ispirare al tempo stesso meraviglia e il desiderio irrefrenabile di viaggiare. Dal pozzo a gradini in India che ricorda un'opera di Escher alle grotte delle lucciole in Nuova Zelanda, dal gigantesco baobab in Sudafrica che ospita al suo interno un bar alla "festa del salto del neonato" in Spagna, Atlas Obscura ci delizia mostrandoci tutto quanto, al mondo, è inaspettato, misterioso, nascosto. E ancora, il grande organo a stalattiti in*

*Virginia, il cratere in Turkmenistan - detto la "Porta dell'inferno" - che brucia da oltre 45 anni, le bare appese alle pareti rocciose di un promontorio nelle Filippine, o il "pronosticatore di tempeste" azionato da sanguisughe conservato nel Devon, in Inghilterra... Più Wunderkammer che guida tradizionale, Atlas Obscura è dedicato al viaggiatore da poltrona come all'amante delle avventure più estreme. Con descrizioni accurate e avvincenti, centinaia di fotografie, grafici e mappe di ogni regione del mondo, è un libro da aprire dove capita e leggere. Con un'unica avvertenza: una volta cominciato è impossibile smettere.*

*Science fiction is a literary genre based on scientific speculation. Works of science fiction use the ideas and the vocabulary of all sciences to create valid narratives that explore the future effects of science on events and human beings. Science Fact and Science Fiction examines in one volume how science has propelled science-fiction and, to a lesser extent, how science fiction has influenced the sciences. Although coverage will discuss the science behind the fiction from the Classical Age to the present, focus is naturally on the 19th century to the present, when the Industrial Revolution and spectacular progress in science and technology triggered an influx of science-fiction works speculating on the future. As scientific developments alter expectations*

*for the future, the literature absorbs, uses, and adapts such contextual visions. The goal of the Encyclopedia is not to present a catalog of sciences and their application in literary fiction, but rather to study the ongoing flow and counterflow of influences, including how fictional representations of science affect how we view its practice and disciplines. Although the main focus is on literature, other forms of science fiction, including film and video games, are explored and, because science is an international matter, works from non-English speaking countries are discussed as needed.*

*Atlas obscura. Guida alle avventure per giovani esploratori coraggiosi*

*A Survival Guide for Stranded Time Travellers*

*Download the free app to hear more than 100 different languages*

*Orthographies in Early Modern Europe*

*The Atlas Obscura Explorer's Guide for the World's Most Adventurous Kid*

*Maze of the Blue Medusa*

*Personal Structures*

*Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant*

*Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle. Praise for Zak Sabbath: "Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of Numenera Praise for Patrick Stuart's Fire on the Velvet Horizon: "Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street Station*

*It's time to get off the beaten path. Inspiring equal parts wonder and wanderlust, Atlas Obscura celebrates over 700 of the strangest and most curious places in the world. Talk about a bucket list: here are natural wonders—the dazzling glowworm caves in New Zealand, or a baobab tree in South Africa that's so large it has a pub inside where 15 people can drink comfortably. Architectural marvels, including the M.C. Escher-like stepwells in India. Mind-boggling events, like the Baby Jumping Festival in Spain, where men dressed as devils literally vault over rows of squirming infants. Not to mention the Great Stalacpipe Organ in Virginia, Turkmenistan's 40-year hole of fire called the Gates of Hell, a graveyard for decommissioned ships on the coast of Bangladesh, eccentric bone museums in Italy, or a weather-forecasting invention that was powered by leeches, still on display in Devon, England. Created by Joshua Foer, Dylan Thuras and Ella Morton, ATLAS OBSCURA revels in the weird, the unexpected, the overlooked, the hidden and the mysterious. Every page expands our sense of how strange and marvelous the world really is. And with its compelling descriptions, hundreds of photographs, surprising charts, maps for every region of the world, it is a book to enter anywhere, and*

*will be as appealing to the armchair traveler as the die-hard adventurer. Anyone can be a tourist.*

*ATLAS OBSCURA is for the explorer.*

*This book examines the power definiteness of landscape from a social constructivist perspective with a particular focus on the importance of aesthetic concepts of landscape in development. It seeks to answer the question of how societal notions of landscape emerge, how they are individually updated and how these ideas affect the use and design of physical space. It also analyzes how physical manifestations of societal activity impact on understandings of individual and societal landscapes and addresses the essential aspect of the social construction of landscape, cultural specificity, which in turn is discussed in the context of the expansion of a western landscape concept. The book offers an unprecedented, comprehensive and detailed examination of societal power relations in the context of landscape development. The numerous case studies from the physical manifestation of modern spatial planning in the United States, the power discourses concerning the design of model railway landscapes, and the medial production of stereotypical landscape notions shed light on the complex and multilayered interactions of collective and individual landscape references. It is a valuable resource for geographers, sociologists, landscape architects, landscape planners and philosophers.*

*The Cylinder investigates the surprising proliferation of cylindrical objects in the nineteenth century, such as steam engines, phonographs, panoramas, rotary printing presses, silos, safety locks, and many more. Examining this phenomenon through the lens of kinematics, the science of forcing motion, Helmut Moller-Sievers provides a new view of the history of mechanics and of the culture of the industrial revolution, including its literature, that focuses on the metaphysics and aesthetics of motion. Moller-Sievers explores how nineteenth-century prose falls in with the specific rhythm of cylindrical machinery, re-imagines the curvature of cylindrical spaces, and conjoins narrative progress and*

*reflection in a single stylistic motion. Illuminating the intersection of engineering, culture, and literature, he argues for a concept of culture that includes an epoch's relation to the motion of its machines.*

*An Explorer's Guide to the World's Hidden Wonders*

*Vital Subjects*

*The Hello Atlas*

*Frontispieces and Illustrated Title Pages in 17th-century Books on Astronomy*

*Taking Possession of Astronomy*

*From Aristotle to da Vinci, from Sharks' Teeth to Frogs' Pants, the Long and Strange Quest to*

*Discover Where Babies Come From*

*Cookery and Dining in Imperial Rome*