

ongoing influence. Several essays by respected authors approach the Steiner phenomenon from a variety of perspectives, examining topics such as the period in which his work evolved, the way that Steiner combined natural and spiritual science, his work in architecture, design and stage performance and his influence on tendencies in present-day art.

Everyman Glenn Ganges ruminates on the simple times of the dot-com era when the reality of business was propped up by the unreality of addictive technology and hope. Kevin Huizenga cleverly parallels that unreality with the unreality of addictive networked first-person shooter video games, and the attempts of people around him to genuinely connect with each other. Huizenga's elegant neo-clear-line style brings a crispness and humor to these low-key slice-of-life stories, and the gray-blue duotone he has picked gives the art a new depth and complexity

The Big Bad Bitterkomix Handbook

Charley

das poetische ABC : die Katalog Anthologie der 80er Jahre

Swimming in Darkness

Brother Kemal

The Book Is Alive!

Highrise: Idea and Reality offers a comprehensive examination of the highrise phenomenon and its surprisingly recent international ubiquity. A wide range of contemporary highrises are explored in their broadest cultural and civic contexts, contexts which can vary greatly from continent to continent, and from culture to culture, illuminating not only the effects of these imposing buildings upon their immediate landscapes, but also the everyday lives of their inhabitants.

"The exhibition 'The Good, The Bad + The Ugly' opened in Rabastens on 5 June 1998. Three days later the mayor closed the show by decree, maintaining that it would act as a provocation to the French people and form a catalyst for youth criminality. The show was reopened on 17 July in the Le Parvis contemporary art centre, as well as on the car park of the Ibos shopping centre near Tarbes."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Julie Bell's fantasy art is world-renowned, and this collection represents 28 of her most imaginative, sensual and fantastical images.

John and Naomi were childhood sweethearts whose lives took them in different directions. In a soulless city where ambition and hope go to die, John stumbles upon his old friend while meandering apologetically through a life he didn't choose and the two of them fall in love again. But the painful memories, secrets and nightmares return. John is tormented by memories from their youth and, as he struggles to understand his own feelings, he realises that Naomi, too, is suffering - and that her troubles could infect and affect everyone around her.

Rudolf Steiner

A Novel of the Warsaw Ghetto Uprising

Fang

Spectrum 8

The Good, the Bad + the Ugly

Three To Kill

The Western has always been inextricably linked to the USA, and studies have continually sought to connect its historical development to changes in American society and Hollywood innovations. Focusing new critical attention on films produced in Germany, Italy and Britain, this timely book offers a radical rereading of the evolutionary history of the Western and brings a vital international dimension to its study. Lee Broughton argues not only that European films possess a special significance in terms of the genre's global development, but also that many offered groundbreaking and progressive representations of traditional Wild West 'Others': Native Americans, African Americans and so-called 'strong women'. European Westerns investigates how the histories of Germany, Italy and Britain - and the idiosyncrasies of their respective national film industries - influenced representations of the self and 'Other', shedding light on the broader cultural, historical and political contexts that shaped European engagement with the genre.

Pierre is a young man at a crossroads. He drops out of architecture school and decides to travel to Vals in the Swiss Alps, home to a thermal springs complex located deep inside a mountain. The complex, designed by architect Paul Zumthor, had been the subject of Pierre's thesis. The mountain holds many mysteries; it was said to have a mouth that periodically swallowed people up. Pierre, sketchbook in hand, is drawn to the enigmatic powers of the mountain and its springs, and attempts to uncover the truth behind them in the secret rooms he discovers deep within the complex. But he finds his match in a man named Valeret who is similarly obsessed, and who'd like nothing more than to eliminate his competitor. Gorgeously illustrated, Swimming in Darkness is an intriguing, noirish graphic novel about uncovering the powerful secrets of the natural world.

While many Americans dismissed the borough of The Bronx in the late 1970s through the belief that »The Bronx is burning,« this study challenges that assumption. As the first explicit study on The Bronx in American popular culture, this book shows how a wide variety of cultural representations engaged in a complex dialogue on its past, present, and future. Sinä A. Nitzsche argues that popular culture ushered in the poetic resurrection of The Bronx, an artistic and imaginative rebirth, that preceded, promoted, and facilitated the spatial revival of the borough.

Since at least 1939, when daily-strip caveman Alley Oop time-traveled to the Trojan War, comics have been drawing (on) material from Greek and Roman myth, literature and history. At times the connection is cosmetic-as perhaps with Wonder Woman's Amazonian heritage-and at times it is almost irrelevant-as with Hercules' starfaring adventures in the 1982 Marvel miniserries. But all of these make implicit or explicit claims about the place of classics in modern literary culture. Classics and Comics is the first book to explore the engagement of classics with the epitome of modern popular literature, the comic book. This volume collects sixteen articles, all specially commissioned for this volume, that look at how classical content is deployed in comics and reconfigured for a modern audience. It opens with a detailed historical introduction surveying the role of classical material in comics since the 1930s. Subsequent chapters cover a broad range of topics, including the incorporation of modern theories of myth into the creation and interpretation of comic books, the appropriation of characters from classical literature and myth, and the reconfiguration of motif into a modern literary medium. Among the well-known comics considered in the collection are Frank Miller's 300 and Sin City, DC Comics' Wonder Woman, Jack Kirby's The Eternals, Neil Gaiman's Sandman, and examples of Japanese manga. The volume also includes an original 12-page "comics-essay," drawn and written by Eisner Award-winning Eric Shanower, creator of the graphic novel series Age of Bronze.

Of Linnæus

The Guide to Fantasy Art Techniques

Alchemy of the Everyday

The Three Paradoxes

Classics and Comics

This Book is Alive! represents a survey of current thinking and innovative practice in contemporary publishing.