

Art Battlefield 1 Dice Studios

The Art of Battlefield 1 **Battlefield 1: The Poster Collection** The Art of Battlefield V *White Mythic Space* *Battlefield 4* **Frostgrave: Second Edition** Mirror's Edge: the Poster Collection Blood of Requiem (Epic Fantasy, Dragons, Free Fantasy Novel) **Mirror's Edge: Exordium** **The Art of Battlefield 1 Science Comics: Plagues** *Battlefield 1* **Caesar Game Writing** **Battlefield 4** **The Art of Wolfenstein II: The New Colossus** **War Games** The Kaiser's Army **Tempest of the Battlefield(1)** Battlefield 3 Battlefield 1 *Empire of Imagination* *Asura : Tale of the Vanquished* Battlefield 3 **The Palgrave Handbook of Artistic and Cultural Responses to War since 1914** **Historia Ludens** **The Art of Assassin's Creed Valhalla** **Virtual History** Playing with the Guys **Professional Techniques for Video Game Writing** *Multimodal Semiotics and Rhetoric in Videogames* *DC Love Is A Battlefield (2021-)* *#1 Propertius in Love* **Assassination Generation** Krishna Yogeshvara **Approaches to Videogame Discourse** Video Game Level Design *The Art of Gears 5* *Responding to Call of Duty* *MobX* *Quick Start Guide*

Eventually, you will entirely discover a extra experience and ability by spending more cash. yet when? get you believe that you require to acquire those every needs in the manner of having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will lead you to understand even more in relation to the globe, experience, some places, in the manner of history, amusement, and a lot more?

It is your definitely own get older to pretend reviewing habit. in the midst of guides you could enjoy now is **Art Battlefield 1 Dice Studios** below.

White Mythic Space Jul 30 2022 The fall of 2016 saw the release of the widely popular First World War video game Battlefield 1. Upon the game's initial announcement and following its subsequent release, Battlefield 1 became the target of an online racist backlash that targeted the game's inclusion of soldiers of color. Across social media and online communities, players loudly proclaimed the historical inaccuracy of black soldiers in the game and called for changes to be made that correct what they considered to be a mistake that was influenced by a supposed political agenda. Through the introduction of the theoretical framework of the 'White Mythic Space', this book seeks to investigate the reasons behind the racist rejection of soldiers of color by Battlefield 1 players in order to answer the question: Why do individuals reject the presence of people of African descent in popular representations of history?

Multimodal Semiotics and Rhetoric in Videogames Apr 02 2020 This book merges recent trends in game studies and multimodal studies to explore the relationship between the interaction between videogames' different modes and the ways in which they inform meaning for both players and designers. The volume begins by laying the foundation for integrating the two disciplines, drawing upon social semiotic and discourse analytic traditions to examine their relationship with meaning in videogames. The book uses a wide range of games as examples to demonstrate the medium's various forms of expression at work, including audio, visual, textual, haptic, and procedural modes, with a particular focus on the procedural form, which emphasizes processes and causal relationships, to better showcase its link with meaning-making. The second half of the book engages in a discussion of different multimodal configurations and user generated content to show how they contribute to the negotiation of meaning in the player experience, including their role in constructing and perpetuating persuasive messages and in driving interesting and unique player decisions in gameplay. Making the case for the benefits of multimodal approaches to game studies, this volume is key reading for students and researchers in multimodal studies, game studies, rhetoric, semiotics, and discourse analysis.

War Games Jun 16 2021 Many of today's most commercially successful videogames, from Call of Duty to Company of Heroes, are war-themed titles that play out in what are framed as authentic real-world settings inspired by recent news headlines or drawn from history. While such games are marketed as authentic representations of war, they often provide a selective form of realism that eschews problematic, yet salient aspects of war. In addition, changes in the way Western states wage and frame actual wars makes contemporary conflicts increasingly resemble videogames when perceived from the vantage point of Western audiences. This interdisciplinary volume brings together scholars from games studies, media and cultural studies, politics and international relations, and related fields to examine the complex relationships between military-themed videogames and real-world conflict, and to

consider how videogames might deal with history, memory, and conflict in alternative ways. It asks: What is the role of videogames in the formation and negotiation of cultural memory of past wars? How do game narratives and designs position the gaming subject in relation to history, war and militarism? And how far do critical, anti-war/peace games offer an alternative or challenge to mainstream commercial titles?

Virtual History Jul 06 2020 Virtual History examines many of the most popular historical video games released over the last decade and explores their portrayal of history. The book looks at the motives and perspectives of game designers and marketers, as well as the societal expectations addressed, through contingency and determinism, economics, the environment, culture, ethnicity, gender, and violence. Approaching videogames as a compelling art form that can simultaneously inform and mislead, the book considers the historical accuracy of videogames, while also exploring how they depict the underlying processes of history and highlighting their strengths as tools for understanding history. The first survey of the historical content and approach of popular videogames designed with students in mind, it argues that games can depict history and engage players with it in a useful way, encouraging the reader to consider the games they play from a different perspective. Supported by examples and screenshots that contextualize the discussion, Virtual History is a useful resource for students of media and world history as well as those focusing on the portrayal of history through the medium of videogames.

Responding to Call of Duty Jul 26 2019 Call of Duty is one of the most culturally significant video game franchises of the 21st century. Since the first game was released for PC in 2003, the first-person shooter has sold over 250 million copies across a range of platforms, along with merchandise ranging from toys and comic books to a special edition Jeep Wrangler. Top players can compete for millions in prize money in tournaments sanctioned by the Call of Duty World League. While the gaming community has reported on and debated each development, Call of Duty has received little scholarly attention. This collection of new essays examines the ideologically charged campaign mode of major franchise releases, with a special focus on militarism, realism and gender.

Battlefield 1 Nov 21 2021 *UNOFFICIAL GUIDE* Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. With the success of my hundreds of other written guides and strategies I have written another advanced professional guide for new and veteran players. This gives specific strategies and tips on how to progress in the game, beat your opponents, acquire more coins and currency, plus much more! - Professional Tips and Strategies. - Leveling Fast!- Objectives.- XP Bonuses.- How to Stay Alive.- Class Guide.- Battle Packs.- Beat Opponents!- Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! All versions of this guide have screenshots to help you better understand the game. There is no other guide that is as comprehensive and advanced as this one. Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner.

DC Love Is A Battlefield (2021-) #1 Mar 02 2020 BLAM! KRACK! POW! Look out-it's...love?! Falling in love is rough, even for DC's greatest. Watch as Batman and Catwoman, Wonder Woman and Steve Trevor, Mister Miracle and Big Barda, and all the rest of your OTPs fight in vain against the all-powerful forces of romance (and super-villains)! Even Amanda Waller fights the urge to bail on her mystery date. We guarantee that this Valentine's Day, someone's taking a shot to the heart-from Cupid's bow!

Game Writing Sep 19 2021 As the videogame industry has grown up, the need for better stories and characters has dramatically increased, yet traditional screenwriting techniques alone cannot equip writers for the unique challenges of writing stories where the actions and decisions of a diverse range of players are at the centre of every narrative experience. Game Writing: Narrative Skills for Videogames was the first book to demystify the emerging field of game writing by identifying and explaining the skills required for creating videogame narrative. Through the insights and experiences of professional game writers, this revised edition captures a snapshot of the narrative skills employed in today's game industry and presents them as practical articles accompanied by exercises for developing the skills discussed. The book carefully explains the foundations of the craft of game writing, detailing all aspects of the process from the basics of narrative to guiding the player and the challenges of nonlinear storytelling. Throughout the book there is a strong emphasis on the skills developers and publishers expect game writers to know. This second edition brings the material up to date and adds four new chapters covering MMOs, script formats, narrative design for urban games, and new ways to think about videogame narrative as an art form. Suitable for both beginners and experienced writers, Game Writing is the essential guide to all the techniques of game writing. There's no better starting point for someone wishing to get into this exciting field, whether they are new game writers wishing to hone their skills, or screenwriters hoping to transfer their skills to the games industry.

Battlefield 3 Nov 09 2020 Andy McNab at the top of his game, delivering pulse-pounding entertainment and awe-inspiring, widescreen action. Spetsnaz used to be a name to strike fear into the hearts of Russia's enemies. But now that the country has gone to the dogs, Dima Mayakovsky - once a revered figure inside the elite Special Forces unit - wants no part of it any more. But when a dangerous fugitive surfaces in Tehran, Dima is the man Kremlin wants to bring him in. There is no option: the ex-Spetsnaz legend must lead his team of battle-hardened operatives into combat, not something you can hide from the US recce satellites circling above. This means that Dima and his men become Marine Sergeant Henry 'Black' Blackburn's problem. As Iran descends into chaos, Dima and Black are forced to question everything they believed in, and to fight to survive, for their comrades, their honour and the lives of millions. They're on their own. And the clock is ticking?

The Palgrave Handbook of Artistic and Cultural Responses to War since 1914 Oct 09 2020 This handbook explores a diverse range of artistic and cultural responses to modern conflict, from Mons in the First World War to Kabul in the twenty-first century. With over thirty chapters from an international range of contributors, ranging from the UK to the US and Australia, and working across history, art, literature, and media, it offers a significant interdisciplinary contribution to the study of modern war, and our artistic and cultural responses to it. The handbook is divided into three parts. The first part explores how communities and individuals responded to loss and grief by using art and culture to assimilate the experience as an act of survival and resilience. The second part explores how conflict exerts a powerful influence on the expression and formation of both individual, group, racial, cultural and national identities and the role played by art, literature, and education in this process. The third part moves beyond the actual experience of conflict and its connection with issues of identity to explore how individuals and society have made use of art and culture to commemorate the war. In this way, it offers a unique breadth of vision and perspective, to explore how conflicts have been both represented and remembered since the early twentieth century.

Mirror's Edge: the Poster Collection Apr 26 2022 Mirror's Edge: Catalyst, has set the bar for elegant design and stunning visuals in video games. Dark Horse's oversized collection of 20 high quality art prints allows you to experience the gorgeous world of the smash-hit video game whenever and wherever you desire!

Blood of Requiem (Epic Fantasy, Dragons, Free Fantasy Novel) Mar 26 2022 Free epic fantasy novel! Song of Dragons -- a fantasy trilogy of blood, steel, and dragonfire. For fans of epic fantasy like A Game of Thrones and The Lord of the Rings. BOOK ONE: BLOOD OF REQUIEM Long ago stood the kingdom of Requiem, a land of men who could grow wings and scales, breathe fire, and take flight as dragons. Requiem ruled the sky. But Dies Irae, a tyrant leading an army of griffins, hunted Requiem's people, burned their forests, and shattered their temples. Requiem fell. This ancient land now lies in ruin, its halls crumbled, its cries silenced, its skeletons littering the burned earth. In the wilderness, a scattering of survivors lives in hiding. The griffins still hunt them, and every day promises death. Will Requiem's last children perish in exile... or once more become dragons and fly to war? Blood of Requiem -- a free epic fantasy novel for fans of dragons, A Game of Thrones, and swords and sorcery. _____ THE REQUIEM SERIES: Requiem: Dawn of Dragons Book 1: Requiem's Song Book 2: Requiem's Hope Book 3: Requiem's Prayer Requiem: Song of Dragons Book 1: Blood of Requiem Book 2: Tears of Requiem Book 3: Light of Requiem Requiem: Dragonlore Book 1: A Dawn of Dragonfire Book 2: A Day of Dragon Blood Book 3: A Night of Dragon Wings Requiem: The Dragon War Book 1: A Legacy of Light Book 2: A Birthright of Blood Book 3: A Memory of Fire Requiem: Requiem for Dragons Book 1: Dragons Lost Book 2: Dragons Reborn Book 3: Dragons Rising Requiem: Flame of Requiem Book 1: Forged in Dragonfire Book 2: Crown of Dragonfire Book 3: Pillars of Dragonfire Requiem: Dragonfire Rain Book 1: Blood of Dragons Book 2: Rage of Dragons Book 3: Flight of Dragons

The Art of Wolfenstein II: The New Colossus Jul 18 2021 Immerse yourself in a world brought to life by unforgettable characters in a 1960s America flipped upside down by Nazi occupation! Overflowing with concept art, production material, and exclusive commentary from the creators of the newest entry in the epochal action franchise, this beautiful hardcover belongs in the collection of freedom fighters, gamers, and art fans everywhere! Dark Horse Books, Machine Games, and Bethesda Softworks are proud to present the perfect companion to Wolfenstein II: The New Colossus.

The Art of Battlefield 1 Nov 02 2022 As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavalries charge across the smoky landscape, legions of riders and beasts locked in a fierce new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE's latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century's most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA DICE's Battlefield contains: • An intimate look into EA DICE's new Battlefield opus! • The Battlefield franchise travels back in time to World War I! • Featuring Hundreds of never-before-seen art!

Battlefield 3 Mar 14 2021 *Dominate all online multiplayer maps with strategies from the pros! *Teamwork tactics to make your squad an effective combat unit! *Labeled multiplayer maps with waypoint, vehicle and fixed turret locations! *Choose the right tools for every job with breakdowns of all classes and weapons! *Step-by-step walkthrough to assist you and your fellow Marines survive missions in the USA, Middle East, and Europe.

Battlefield 4 Aug 19 2021 Offers a guide for each map, including information on missions, skills, equipment, strategy, and tactics.

Playing with the Guys Jun 04 2020 A lot of work has been done talking about what masculinity is and what it does within video games, but less has been given to considering how and why this happens, and the processes involved. This book considers the array of daily relationships involved in producing masculinity and how those actions and relationships translate to video games. Moreover, it examines the ways the actual play of the games maps onto the stories to create contradictory moments that show that, while toxic masculinity certainly exists, it is far from inevitable. Topics covered include the nature of masculine apprenticeship and nurturing, labor, fatherhood, the scapegoating of women, and reckoning with mortality, among many others.

Professional Techniques for Video Game Writing May 04 2020 This second edition of Professional Techniques for Video Game Writing is updated with new chapters and new

authors, but it's still a no-nonsense guide to the professional craft of writing for video games. Not only does the text cover story and narrative elements, but it also addresses dialogue, documentation, and strategy guides. Seasoned video game writers each address a different topic, including the best way to break into the video game industry, how to be an efficient part of a team, and the principles of narrative design. The book also offers script samples, technical writing advice, effective writing tips, and suggestions for how to innovate in game narrative. Key Features Comprehensive enough for veterans and accessible enough for novices Goes into detail about how to write tutorials, script doctoring, and writing for AAA games Delivers invaluable experiences directly from writers in the games industry Full of practical advice from industry pros on how to get a job, and then how to get the job done Author Bio Wendy Despain has more than two decades of experience spearheading digital media projects. She has worked with teams around the world as a writer, narrative designer, producer, and consultant on interactive experiences ranging from video games to augmented reality. She's worked with EA, Disney, Ubisoft, Cartoon Network, PBS, Marvel, and Wargaming. Currently, she's a Production Director at ArenaNet, makers of the Guild Wars franchise. Her books include: Writing For Videogame Genres: From FPS to RPG Talking to Artists/Talking to Programmers 100 Principles of Game Design

Battlefield 1 Feb 10 2021 Poradnik do gry Battlefield 1 zawiera opis przebiegu kampanii jednoosobowej oraz lokalizację wszystkich ukrytych przez twórców podziemnych polowców. W tekście znajdziesz również wiele wskazówek dotyczących gry sieciowej m.in. opisy wszystkich trybów i porady dotyczące każdego z nich. Dużo czegoś zostało poświęconego charakterystyce klas postaci oraz wskazówkom dotyczącym gry nimi. Nie zabrakło również opisów najlepszych broni. Kilka rozdziałów zostało poświęconych temu co odróżnia Battlefieldda od podobnych strzelanek, czyli pojazdów. Dowiesz się z nich, jak kierować pojazdami oraz jak je najlepiej wykorzystać na polu bitwy. Poradnik zawiera również opis sterowania na PC oraz na konsolach Xbox One i Playstation 4. W Battlefield 1 developerzy studia EA DICE postanowili przenieść graczy do realiów I wojny światowej. W grze zostało zaimplementowane tryb jednoosobowy oraz sieciowy multiplayer. Fabuła przedstawi nam globalny konflikt z perspektywy kilku bohaterów. Natomiast tryb multiplayer pozwoli bawić się na największych mapach w historii serii, w pojedynkach z udziałem nawet 64 graczy. Poradnik do gry Battlefield 1 zawiera: szczegółowy opis przebiegu kampanii dla pojedynczego gracza; informacje na temat rozmieszczenia podziemnych polowców; opis sterowania; porady ogólne; opisy i porady dotyczące klas postaci; opis drogi rozwoju; opisy i porady dotyczące pojazdów; szczegółowe opisy trybów; porady dotyczące doboru akcesoriów do broni; opisy wszystkich dostępnych granatów. Poradnik do gry Battlefield 1 zawiera dokładny opis przebiegu kampanii singleplayer oraz lokalizację wszystkich podziemnych polowców. Znajdziesz w nim również informacje na temat elementów trybu sieciowego i liczne porady dotyczące rozgrywki. Battlefield 1 – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. Klasy postaci (Porady) Błoto i krew (Podziemnicy polowe) Porady ogólne (Porady) Błoto i krew (Opis przebiegu) Naważnica stali (Opis przebiegu) Nic nie jest zapisane (Opis przebiegu) Wysoko postawieni znajomi (Opis przebiegu) Podbój (Porady) Avanti Savoia! (Opis przebiegu) Czołgi (Porady)

Mirror's Edge: Exordium Feb 22 2022 Leading up to the events of the highly anticipated new Mirror's Edge™ game comes an exhilarating comic prequel that delves into the story of Faith, one of the most celebrated heroines in video games! Collects issues #1–#6 of the miniseries—the complete story in one volume! * Leads directly into the events of the new Mirror's Edge™ game!

Assassination Generation Dec 31 2019 The author of the 400,000-copy bestseller On Killing reveals how violent video games have ushered in a new era of mass homicide--and what we must do about it. Paducah, Kentucky, 1997: a 14-year-old boy shoots eight students in a prayer circle at his school. Littleton, Colorado, 1999: two high school seniors kill a teacher, twelve other students, and then themselves. Utoya, Norway, 2011: a political extremist shoots and kills sixty-nine participants in a youth summer camp. Newtown, Connecticut, 2012: a troubled 20-year-old man kills 20 children and six adults at the elementary school he once attended. What links these and other horrific acts of mass murder? A young person's obsession with video games that teach to kill. Lt. Col. Dave Grossman, who in his perennial bestseller On Killing revealed that most of us are not "natural born killers" -- and who has spent decades training soldiers, police, and others who keep us secure to overcome the intrinsic human resistance to harming others and to use firearms responsibly when necessary -- turns a laser focus on the threat posed to our society by violent video games. Drawing on crime statistics, cutting-edge social research, and scientific studies of the teenage brain, Col. Grossman shows how video games that depict antisocial, misanthropic, casually savage behavior can warp the mind -- with potentially deadly results. His book will become the focus of a new national conversation about video games and the epidemic of mass murders that they have unleashed.

Frostgrave: Second Edition May 28 2022 This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned – it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

The Art of Assassin's Creed Valhalla Aug 07 2020 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.

Caesar Oct 21 2021 In the long, fabled history of Rome, never was there one more adored -- yet more feared -- than Gaius Julius Caesar. Invincible on the field of battle, he commands the love and loyalty of those who fight at his side and would gladly give their lives for his glory. Yet in Rome there are enemies everywhere orchestrating his downfall and disgrace. Fanatical rivals like Cato and Bibulus would tear Rome asunder just to destroy her greatest champion -- using their wiles, position, and false promises to seduce others into the fold: vacillating Cicero, the spineless Brutus ... even Pompey the Great, Caesar's former ally. But only ill fortune can come to the "Good Men" who underestimate Caesar. For Rome is his glorious destiny -- one that will impel him reluctantly to the banks of the Rubicon ... and beyond, into triumphant legend.

The Art of Gears 5 Aug 26 2019 Over 200 pages of gorgeous art that delves into the characters, settings, and equipment of Gears 5--all collected in a full-color hardcover tome! Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from the first Gears game to be headed by Kait Diaz. 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!

Battlefield 1: The Poster Collection Oct 01 2022 DICE's Battlefield 1 features high-stakes combat across the stunning theaters of World War I! Now, Dark Horse is proud to offer this selection of twenty premium-quality removable posters featuring amazing and exciting art from the game's creators. Whether you're a raw recruit or a hardened veteran, this beautiful collection of prints is not to be missed!

Empire of Imagination Jan 12 2021 The first comprehensive biography of geek and gaming culture's mythic icon, Gary Gygax, and the complete story behind his invention of Dungeons & Dragons. The life story of Gary Gygax, godfather of all fantasy adventure games, has been told only in bits and pieces. Michael Witwer has written a dynamic, dramatized biography of Gygax from his childhood in Lake Geneva, Wisconsin to his untimely death in 2008. Gygax's magnum opus, Dungeons & Dragons, would explode in popularity throughout the 1970s and '80s and irreversibly alter the world of gaming. D&D is the best-known, best-selling role-playing game of all time, and it boasts an elite class of alumni-- Stephen Colbert, Robin Williams, and Vin Diesel all have spoken openly about their experience with the game as teenagers, and some credit it as the workshop where their nascent imaginations were fostered. Gygax's involvement in the industry lasted long after his dramatic and involuntary departure from D&D's parent company, TSR, and his footprint can be seen in the role-playing genre he is largely responsible for creating. Through his unwavering commitment to the power of creativity, Gygax gave generations of gamers the tools to invent characters and entire worlds in their minds. Witwer has written an engaging chronicle of the life and legacy of this emperor of the imagination.

The Art of Battlefield V Aug 31 2022 The art behind the action of DICE's iconic first-person shooter, collected in a beautiful hardcover volume! War will never be the same. Enter mankind's greatest conflict as Battlefield goes back to its roots in a never-before-seen portrayal of World War II. Face chaotic all-out war and witness human drama set against global combat in epic, unexpected locations. This is Battlefield V. The richest and most immersive Battlefield yet. Dark Horse Books and EA DICE are proud to present The Art of Battlefield V. Chronicling the development of EA DICE's latest installment in the Battlefield epic, this volume is filled with hundreds of pieces of concept art showcasing the creative process from rough sketch to final on-screen imagery, paired with exclusive commentary from the talented team who put it all together.

Science Comics: Plagues Dec 23 2021 Every volume of Science Comics offers a complete introduction to a particular topic--dinosaurs, coral reefs, the solar system, volcanoes, bats, flying machines, and more. These gorgeously illustrated graphic novels offer wildly entertaining views of their subjects. Whether you're a fourth grader doing a natural science unit at school or a thirty-year-old with a secret passion for airplanes, these books are for you This volume: In PLAGUES, we get to know the critters behind history's worst diseases. We delve into the biology and mechanisms of infections, diseases, and immunity, and also the incredible effect that technology and medical science have had on humanity's ability to contain and treat disease.

Propertius in Love Jan 30 2020 These ardent, even obsessed, poems about erotic passion are among the brightest jewels in the crown of Latin literature. Written by Propertius, Rome's greatest poet of love, who was born around 50 b.c., a contemporary of Ovid, these elegies tell of Propertius' tormented relationship with a woman he calls "Cynthia." Their connection was sometimes blissful, more often agonizing, but as the poet came to recognize, it went beyond pride or shame to become the defining event of his life. Whether or not it was Propertius' explicit intention, these elegies extend our ideas of desire, and of the human condition itself.

Battlefield 4 Jun 28 2022 The explosive, action-packed prequel to EA's mega-selling video game, BATTLEFIELD 4. It's 3am and 20 below zero on the Chinese-North Korean border. Shanghai-based CIA operative Laszlo Kovic's mission is going straight to hell. Tasked with exfiltrating a North Korean nuclear scientist, he unwittingly leads a team of Marines into a deadly ambush. Bruised, battered and frostbitten, he returns to Shanghai seeking answers. Was he set up or did someone leak the mission? Within hours people are trying to kill him and China's own spies are after him. Against orders, Kovic assembles a crack team from Shanghai's underworld - a master hacker, a cat burglar and a former special-forces sniper. His quest takes him to the heart of a deadly conspiracy involving a sinister American-born Chinese gangster and one of the country's most revered leaders. As Shanghai descends into

chaos, can he stop the plot before East and West erupt into a global war?

Asura : Tale of the Vanquished Dec 11 2020 The epic tale of victory and defeat... The story of the Ramayana had been told innumerable times. The enthralling story of Rama, the incarnation of God, who slew Ravana, the evil demon of darkness, is known to every Indian. And in the pages of history, as always, it is the version told by the victors, that lives on. The voice of the vanquished remains lost in silence. But what if Ravana and his people had a different story to tell? The story of the Ravanayana had never been told. Asura is the epic tale of the vanquished Asura people, a story that has been cherished by the oppressed outcastes of India for 3000 years. Until now, no Asura has dared to tell the tale. But perhaps the time has come for the dead and the defeated to speak. "For thousands of years, I have been vilified and my death is celebrated year after year in every corner of India. Why? Was it because I challenged the Gods for the sake of my daughter? Was it because I freed a race from the yoke of caste-based Deva rule? You have heard the victor's tale, the Ramayana. Now hear the Ravanayana, for I am Ravana, the Asura, and my story is the tale of the vanquished." "I am a non-entity-invisible, powerless and negligible. No epics will ever be written about me. I have suffered both Ravana and Rama - the hero and the villain or the villain and the hero. When the stories of great men are told, my voice maybe too feeble to be heard. Yet, spare me a moment and hear my story, for I am Bhadra, the Asura, and my life is the tale of the loser." The ancient Asura empire lay shattered into many warring petty kingdoms reeling under the heel of the Devas. In desperation, the Asuras look up to a young saviour-Ravana. Believing that a better world awaits them under Ravana, common men like Bhadra decide to follow the young leader. With a will of iron and a fiery ambition to succeed, Ravana leads his people from victory to victory and carves out a vast empire from the Devas. But even when Ravana succeeds spectacularly, the poor Asuras find that nothing much has changed for them. It is when that Ravana, by one action, changes the history of the world.

MobX Quick Start Guide Jun 24 2019 Apply functional Reactive programming for simple and scalable state management with MobX Key Features The easiest way to learn MobX to enhance your client-side state-management Understand how the concepts and components fit together Work through different state management scenarios with MobX Book Description MobX is a simple and highly scalable state management library in JavaScript. Its abstractions can help you manage state in small to extremely large applications. However, if you are just starting out, it is essential to have a guide that can help you take the first steps. This book aims to be that guide that will equip you with the skills needed to use MobX and effectively handle the state management aspects of your application. You will first learn about observables, actions, and reactions: the core concepts of MobX. To see how MobX really shines and simplifies state management, you'll work through some real-world use cases. Building on these core concepts and use cases, you will learn about advanced MobX, its APIs, and libraries that extend MobX. By the end of this book, you will not only have a solid conceptual understanding of MobX, but also practical experience. You will gain the confidence to tackle many of the common state management problems in your own projects. What you will learn Explore the fundamental concepts of MobX, such as observables, actions, and reactions Use observables to track state and react to its changes with validations and visual feedback (via React Components) Create a MobX observable from different data types Define form data as an observable state and tackle sync and async form validations Use the special APIs to directly manipulate observables, tracking its changes, and discovering the reasons behind a change Tackle any state management issue you may have in your app by combining mobx-utils and mobx-state-tree Explore the internals of the MobX reactive system by diving into its inner workings Who this book is for This book is for web developers who want to implement easy and scalable state management for their apps. Knowledge of HTML, CSS, and JavaScript is assumed

Tempest of the Battlefield(1) Apr 14 2021 Wang Tong couldn't wait to live his college life - girls, parties, and the dorm life - everything he had ever dreamed of. But, instead of a letter of admission to the college, he had received a ticket to the planet Norton and a contract with the Confederation as a space settler. Soon after his arrival, the Zerg overran the planet and obliterated its defenses in a matter of moments. What awaited Tong on Norton was more than just an unbearable environment - its gravity alone was five-times stronger than earth - there were also swarms of bugs, constant hunger, thirst, and desolation... Venture into the Tempest of The Battlefield, unlock the secrets within the mysterious space crystals, and meet the legendary Blade Warriors and the potent sword combat tactic: "Ultimate Tactics of the Blade: 256 Genome Nuclear Force". An honest and humble low-tier robot and a ghost with a mouth full of nonsense both teamed up with Wang Tong in a fight for survival against all odds.

Video Game Level Design Sep 27 2019 Level design connects the player to the game through challenges, experiences, and emotions. This book is an invaluable introduction to the evolving practices of Level Designers across the games industry. The increasingly complex role of the Level Designer requires technical and creative skill as it brings together architecture, art, player psychology, interaction design, usability, and experience design. This book explores in detail the principles designers employ when planning levels and building engaging spaces for the player. As well as practical approaches to level design, the book delves into the theoretical underpinnings of the processes and charts a path towards thinking like a Level Designer. Throughout the book you will be guided through the fundamentals of level design: each chapter builds on the types of research, ideation, best practices, and methodologies Level Designers employ when creating prototypes and shipped games. A series of interviews with designers and case studies from game studios examine the application of industry-wide expertise used to create triple-A and indie game titles. By the end of this book you will have gained valuable insight into the role of a Level Designer and be able to devise, plan, and build your own engaging and entertaining game levels.

Krishna Yogeshvara Nov 29 2019 In a flash, Krishna took out the Sudarshana Chakra from its holder near his waist and threw it at Shishupala. The Chakra took his head off and

returned back to Krishna. Krishna Yogeshvara, the second volume in the Lord Krishna Trilogy, seamlessly weaves a mystical, awe-inspiring narrative of the leela of Krishna through the least explored aspect of his life—the years in between the killing of Kamsa and the start of the great war of Mahabharata. Krishna's favourite cousin, Uddhava, through his pristine narration, connects the episodes of how Krishna employs him to reconcile with Radha, leading to Krishna's growing-up years as a student and a warrior yogi. The book traces the evolution of Krishna from a precocious adolescent to a person fully in control of his consciousness—someone who is capable of offering the best solution using the stratagem of sama, dama, danda, bheda to every situation in accordance with Dharma. Krishna's understanding of Dharma is of the highest order, and his understanding transcends to that of the highest yogi. That is why he is revered as the Yogeshvara—one who fulfils Patanjali's definition of a yogi. The book explores the deep recesses of the minds of the various characters and how they interact with Krishna. The author intertwines the narrative of traditional Krishna stories with a touch of realism, using the technique of Uddhava's narration with his own. As the two paths converge, the villains and antagonists of the great epic also come to the fore and are vanquished strategically by Krishna's brilliance. Kutil Dharma, so brutal earlier, transmogrifies into a subtle but more devastating form; yet, he cannot escape the sharp eye of Krishna. The book ends with the Kaurava and the Pandava armies arrayed against each other, with Arjuna refusing to fight, setting the stage for the recital of Bhagavad Gita.

The Art of Battlefield 1 Jan 24 2022 YOU'VE NEVER SEEN A BATTLEFILED LIKE THIS. Dark Horse Books presents The Art of Battlefield 1, chronicling the production of EA DICE's latest entry in the iconic action series. Visit scenes of the historical conflicts of World War I and examine the gear of the century's most intimidating soldiers. This is a volume that will thrill gamers in a package that collectors will adore. * An intimate look into EA DICE's new Battlefield opus! * The Battlefield franchise travels back in time to World War I! * The Battlefield series has surpassed 60 million units in sales!

Historia Ludens Sep 07 2020 This book aims to further a debate about aspects of "playing" and "gaming" in connection with history. Reaching out to academics, professionals and students alike, it pursues a dedicated interdisciplinary approach. Rather than only focusing on how professionals could learn from academics in history, the book also ponders the question of what academics can learn from gaming and playing for their own practice, such as gamification for teaching, or using "play" as a paradigm for novel approaches into historical scholarship. "Playing" and "gaming" are thus understood as a broad cultural phenomenon that cross-pollinates the theory and practice of history and gaming alike.

The Kaiser's Army May 16 2021 This volume covers a fascinating period in the history of the German army, a time in which machine guns, airplanes, and weapons of mass destruction were first developed and used. Eric Brose traces the industrial development of machinery and its application to infantry, cavalry, and artillery tactics. He examines the modernity versus anti-modernity debate that raged after the Franco-Prussian war, arguing that the residue of years of resistance to technological change seriously undermined the German army during World War I.

Approaches to Videogame Discourse Oct 28 2019 The first significant collection of research in videogame linguistics, Approaches to Videogame Discourse features an international array of scholars in linguistics and communication studies exploring lexis, interaction and textuality in digital games. In the first section, "Lexicology, Localisation and Variation," chapters cover productive processes surrounding gamer slang (ludolects), creativity and borrowing across languages, as well as industry-, genre-, game- and player-specific issues relating to localization, legal jargon and slang. "Player Interactions" moves on to examine communicative patterns between videogame players, focusing in particular on (un)collaborative language, functions and negotiations of impoliteness and issues of power in player discourse. In the final section, "Beyond the 'Text'," scholars grapple with issues of multimodality, paratextuality and transmediality in videogames in order to develop and enrich multimodal theory, drawing on key concepts from ludonarratology, language ideology, immersion and transmedia studies. With implications for meaningful game design and communication theory, Approaches to Videogame Discourse examines in detail how video games function as means and objects of communication; how they give rise to new vocabularies, textual genres and discourse practices; and how they serve as rich vehicles of ideological signification and social engagement.