

Amano The Complete Prints Of Yoshitaka Amano

"Previously available only as a part of the now sold-out *The Sky: The Art of Final Fantasy Boxed Set* or still-available *The Sky: The Art of Final Fantasy Slipcased Edition*, Dark Horse is pleased to offer the stunning visions of designer Yoshitaka Amano as individual volumes. *The Sky Book Two* contains Amano's sketches and paintings for *Final Fantasy IV* (1991), *V* (1992) and *VI* (1994), depicting characters such as Cecil Harvey, Rydia, Bartz Klauser, Lenna Charlotte Tycoon, Faris Scherwiz, Terra Branford, Locke Cole, Sabin Rene Figaro, Shadow, Setzer Gabbiani, Celes Chere, and, of course, Mog (among many others!). Bonuses include Amano's art for the 1994 *Final Fantasy Grand Finale CD*, the 1994 *Pinball Mandala* series, and advertisement lithographs of the 1999 *Final Fantasy Collection* exclusive watch. The truly impressive *Book Two of The Sky* is almost twice the size of the other books in the series, yet value priced! Don't miss your chance to return to the strange and beautiful realms of Yoshitaka Amano with *The Sky: The Art of Final Fantasy Book Two!*"

This 240-page book, *Aubrey Beardsley: The Decadent Magician of the Light and the Darkness*, reveals the core of the artist Aubrey Beardsley through more than 180 of his art works, compiled under the supervision of Hiroshi Unno, a critic and a writer who has contributed to many books on the fin-de-siècle. Aubrey Beardsley was an illustrator who was best known for his drawings in black ink filled with erotic and decadent features. He was born in Brighton, England on August 21, 1872. The Victorian era in which Aubrey lived was gripped by a strict, rigid, conservative morality. The society was male dominated and forced women to be modest. However, in Brighton, which developed into a seaside resort for the upper classes full of entertainment, people were relieved from such strictness. Brighton was also a breeding ground of a sense of liberty in all things, and sexuality was no exception. In other words, it can be said that the Victorian era was a chaotic era during which open-minded thoughts on sexuality and strict, male-dominated morality coexist. Aubrey's mother, Ellen, was a person who embodied that Brighton atmosphere. Although she worried about raising her son in such an environment, she also taught literature and music to Aubrey. It was lucky for him to spend his youth with Ellen, and Brighton definitely became the basis of his talent for grasping the oddness of society in this era. Aubrey moved to London when he was 15 years old. When the Beardsley family left Brighton, Aubrey lost the feeling of liberty he had been raised with, but at the same time was able to develop his talent by interacting with Edward Burne-Jones, Oscar Wilde, and William Morris, the artists that colored this period. Aubrey, whose talent blossomed in London, began to offer his illustrations to many literary and theatrical outlets. The most famous examples are his illustrations for Oscar Wilde's *Salome*, Sir Thomas Malory's *Le Morte d'Arthur*, Edgar Allan Poe's *Tales of Edgar Allan Poe*, "Alibaba and the Forty Thieves" from *One Thousand and One Nights*, the French magazine *Yellow Book*, and the play *Lysistrata*. The illustrations for these literary and theatrical artworks had also been drawn by many other illustrators, but Aubrey's work was totally different from anyone else's. The seductive motifs that he drew, using only black ink, such as a woman with a fearless smile, a gentleman with disdainful contempt, and figures with extremely exaggerated genitals, all express Aubrey's incomparable talent for grasping the chaos and unsettled atmosphere of the period. The rebellious nature and imagery of his illustrations were often controversial. People even called him "the Devil's younger brother". But there is no doubt that he was a star of the age, which is evident from the many influential illustrators who came after him who were influenced by Aubrey's work, such as Harry Clarke, Alastair, John Austin, Kay Nielsen and George Barbier. Unfortunately Aubrey's genius illuminated the end of the nineteenth century, the era of fin-de-siècle decadence, only briefly before fading away, when his tragically short life ended after just twenty five years. How did the rebellious, yet refined, monochrome artworks drawn by "the Devil's younger brother" come about? Was his life simply the art itself? This book is a gem that presents the artwork that is most identified with "Beardsley" himself, revealing both the artist and the idea, through his life and his masterpieces.

Yoshitaka Amano has visualized other worlds of wonder as the artist of the *Final Fantasy* game series. Now, with *Elegant Spirits*, our own world's ancient treasures of literature and legend are richly evoked through Amano's paintings and illustrations! *Elegant Spirits* first contains Amano's adaptation of *The Tale of Genji*, a psychological exploration of courtly love written a thousand years ago by Lady Murasaki, and often considered to be the earliest novel ever written. The second half of *Elegant Spirits* is Amano's *Fairies*, his portrayals of the many magical beings of English and Celtic lore and drama--from brownies and the Seelie Court, to Merlin and Nimue, to Shakespeare's Puck and Titania. The images of *Elegant Spirits* are accompanied by excerpts of text, poetry, and the stories that accompany these unforgettable figures of the past.

Featuring over 100 unique prints, *Modern Japanese Prints* is a testament to the continuity of Japanese art and creativity. By far the most vitally creative group of artists working in Japan today, modern print-makers are truly international in appeal. Although they owe much of their heritage to the famous ukiyoe techniques of the past, they depart from their forebears in at least two important respects. In the first place, whereas in the ancient ukiyoe tradition a print was the joint production of three men-- the artist-designer, the artisan who carved the blocks, and the printer--these modern artists perform all these functions themselves, thus satisfying their demands for individual artistic expression at every step of the creative process. Another distinguishing feature of this artistic school is that its inspiration is derived neither solely from its own Japanese past nor solely from the West. This book carefully traces the history of the modern print movement through detailed discussions of the life and work of twenty-nine of its most noteworthy and representative artists. It describes vicissitudes which the movement has undergone and the high artistic ideals which have motivated its members in spite of public apathy and the hostility of the traditionalists.

1 : the Art of Final Fantasy

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Human Nature

Dawn

Since beginning his career at age fifteen with the legendary animation studio Tatsunoko Production, Yoshitaka Amano has become one of the most acclaimed artists and illustrators at work today. Displaying a rare range, his oeuvre encompasses everything from minutely observed still-life sketches to full-color paintings on an epic scale, from children's storybooks to

hunter Daniel Legend finds himself tracking a quarry of a different kind: his long-lost sister. Armed only with his wits, his gun, and a mysterious postcard, Daniel makes his way to the heart of the seedy Shinjuku district of Tokyo, where a clash between two underworlds – the criminal and the infernal – threatens the very fabric of reality.

On the planet Aqua, a world once known as Mars, Akari Mizunashi has just made her home in the town of Neo-Venezia, a futuristic imitation of the ancient city of Venice. In pursuit of her dream to become an Undine -- a gondolier who leads high-en

The novel that was the basis for the hit motion picture Vampire Hunter D: Bloodlust is available in English for the first time! The third volume of the popular Japanese series Vampire Hunter D comes to America in Vampire Hunter D: Demon Deathchase. The vampire hunter known only as D has been hired by a wealthy, dying man to find his daughter, who was kidnapped by the powerful vampire Lord Meierlink. Though humans speak well of Meierlink, the price on his head is too high for D to ignore and he sets out to save her before she can be turned into an undead creature of the night. In the nightmare world of 12090 A.D., finding Meierlink before he reaches the spaceport in the Clayborn States and gets off the planet will be hard enough, but D has more than just Meierlink to worry about. The dying man is taking no chances, and has also enlisted the Marcus family, a renegade clan of four brothers and a sister who don't care who they kill as long as they get paid. Beautiful illustrations by Yoshitaka Amano complement the post-apocalyptic plot, filled with chilling twists. **FOR MATURE READERS**

The Sandman: The Dream Hunters

Final Fantasy I

Spring and summer. 1

Vampire Hunter D Volume 3: Demon Deathchase

Coffin

Asakusa loves to design worlds. Mizusaki loves to animate. Kanamori loves to make money! And at Shibahama High, they call them Eizouken—a three-girl club determined to produce their own spectacular science fiction anime! But with no budget from their school and a leaky warehouse for a studio, Eizouken is going to have to work hard and use their imagination...the one thing they've got plenty of! Asakusa wants to create "the greatest world" in anime through her imaginative images...but there's so much more to a world than pictures, so now the Eizouken trio has become a quartet as their newest recruit, Doumeki, sole member of Shibahama High's Sound Club, leads them on a new adventure into the wild to harvest ambient audio! And even as Kanamori tries to find a route for them through the minefield of social media, Mizusaki and Asakusa are going to have to meet the fans in person at a local convention...

The game Final Fantasy is a tale of bold heroes and heroines, breathtaking landscapes and terrifying creatures. "Dawn" collects the paintings, detailed line art, and preliminary sketches designed for the first four games.

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!

In Japanese Buddhism, twelve generals—the Juni Jinsho—stood guard over the cosmos at the points of the zodiac. But now they have vanished, and nothing stands between us and the forces of darkness, except Deva Zan, a samurai without a memory. To restore order to existence, he must marshal not only his own fighting skill, but find companions that can cross the boundaries of time and space—to join him in a battle that will stretch from the fields of ancient Japan, to the streets of modern New York City—and to dimensions beyond human comprehension! Dark Horse has the honor to publish Deva Zan, Yoshitaka Amano's first fantasy novel as an author as well as an illustrator! After an epic ten years of planning, Amano has made Deva Zan his personal expression of the legends of Asia for his Western readership.

The Worlds of Final Fantasy

Sandman: Dream Hunters 30th Anniversary Edition (Prose Version)

The Art of Bravelly Default

The Orbis Pictus of John Amos Comenius

Keep Your Hands Off Eizouken! Volume 3

A new omnibus collecting the first three volumes of Vampire Hunter D! It is 12,090 A.D., thousands of years since the human race nearly destroyed itself in a nuclear war--a folly foreseen by those who waited to emerge out of the underground...not from shelters, but from crypts! The aristocratic vampire lords known as the Nobles inherited our world, and with dark science and immortal patience made real the things that mortals had merely dreamed, whether voyaging to the distant stars, or conjuring monsters to roam the Earth. Yet the grand civilization of the Nobles has grown decadent, and as the terrorized remnants of humanity at last found the strength to rebel, their undying lords have

been pushed back to the Frontier--the violent borderlands where humans still remain the prey of vampires, who for all their knowledge and power have never lost their obsession with our living flesh, blood...and souls! In this bizarre and deadly far future the most dangerous thing of all is not a vampire, but the one who hunts them--the one who is half them--a dhampir, the unearthly beautiful wanderer known as D. The Vampire Hunter D Omnibus collects the first three novels in author Hideyuki Kikuchi's adventure horror series: Vampire Hunter D, Raiser of Gales, and Demon Deathchase. Illustrated by Final Fantasy artist Yoshitaka Amano, this book is only the beginning of a legend!

Drawings depict the inhabitants and ancient culture of an unusual fantasy world.

Yoshitaka Amano's lush ethereal paintings of magical creatures, spirits, goblins, and apparitions have been praised and admired all over the world. In Fairies he turns his considerable talent to capturing in breathtaking images characters from such beloved stories as Shakespeare's A Midsummer Night's Dream, the wizard Merlin and his muse the intoxicating Nimue, mermaids of the deep as well as his interpretation of fairies from Celtic and Japanese mythology.

Immortal vampires and humans live side by side peacefully in engineered mega-city, Asylum. Until, impossibly, someone starts murdering vampires. Assigned to the case, Harper Holloway unearths a deeper truth: humanity's future has been edited. A NINJA VAMPIRE TALE. The year is 3333. Earth is in a state of recovery. Vampires are real, and though far less populous, they thrive alongside humans in the Japanese-engineered mega-city known as Asylum. People have come to understand that some Immortals are good, some are bad, and most navigate the world without incident. There is peace. That is...until now. Someone is brutally murdering vampires. And Detective Harper Holloway has been assigned to the case. To solve it, she'll have to unearth a much deeper truth: The future of humanity has been edited. Collects the complete six issue series.

Yoshitaka Amano: The Illustrated Biography-Beyond the Fantasy

Hanging Out With the Dream King

Shinjuku

The Sky

Vampire Hunter D

First volume of a 3 volume set chronicling the art of the Final Fantasy series. This volume covers Final Fantasys I through III.

This is the English edition of Haru to natsu no maki. It includes the same text and Japanese terms, but the explanations are all in English.

"The Man of Steel Stars in DC's New Superman: Red & Blue anthology mini-series! In the spirit of DC's iconic Eisner Award-winning Batman: Black & White anthology series, DC proudly announces Superman: Red & Blue, a new anthology mini-series presenting fresh new takes on the Man of Steel. Around the world, everyone knows that when they see a red and blue streak in the sky, it's not a bird...it's not a plane...it's Superman! Academy Award-winning writer of DC Future State: The Next Batman John Ridley joins artist Clayton Henry (Batman/Superman) to tell a story of Clark Kent as he confronts a villain who still haunts him, in a story that shows what Superman can mean to a whole country. Brandon Easton (DC Future State's Mister Miracle) and Steve Lieber (Superman's Pal Jimmy Olsen) take readers to the streets of Metropolis to show how one hero can mean so much to an individual in pain. Writer/artist Wes Craig (Deadly Class) tells a tale of Superman's early days and the man who inspired him to become the hero he is today! Marguerite Bennett (DC Future State: Kara Zor-El, Supergirl) and artist Jill Thompson (The Sandman, Black Orchid) give us a tale of teenage Clark Kent, while Dan Watters and Dani, the team behind Coffin Bound, bring us an outlandish fable about what happens when all colors are stolen!"--

"In a fleeting last breath, a beautiful woman on her deathbed hands a strange gemstone to D and asks that he deliver it to her sister in a remote North Sea fishing village. As D cuts across never-ending expanses of Frontier in search of his seaside destination, he is relentlessly attacked by wave after wave of mercenary and monster...all employed by the man who murdered the young girl. In order to grant a dying wish, D must find a way to keep this priceless jewel out of everyone's covetous reach, and all without sacrificing his own life!"--Amazon.com.

The Illustrated Guide to Film Directors

The Art of BRAVELY SECOND: END LAYER

Guide to Modern Japanese Woodblock Prints

Bleed Them Dry

Elegant Spirits: Amano's Tale of Genji and Fairies

For over 20 years, the character Vampire Hunter D has haunted the imaginations of people around the world, its image forever etched in the mind's eye through the dazzling artwork of Yoshitaka Amano. As the original novels appear in English for the first time, American readers are clamoring for a more extensive look at this singular creation. Coffin obliges. This gorgeous retrospective embraces the full scope of Amano's work with the character: in the novels, as inspiration for the animators of the two theatrical films, rare paintings, and illustrations created for release as limited edition prints. In addition to the breathtaking artwork, Coffin features an original Vampire Hunter D short story by creator Hideyuki Kikuchi, available nowhere else.

Um, hello--you didn't actually think we'd keep you waiting this entire year without giving you the Batgirls series we've all been wanting for forever, right? No way, we love you too much--just like Batgirls Cassandra Cain and Stephanie Brown, who are only able to navigate the dark, gritty, and oftentimes scary city of Gotham by leaning on the bright light that is their best-friendship. Mentored by Oracle, the Batgirls move to the other side of town where Barbara Gordon can keep a better eye on them while the

hacker Seer is still invading their lives. Steph may be too rash sometimes, and Cass doesn't speak much—but what they lack in similarities they make up for with their mutual respect and love for each other...and what makes them stronger together as Batgirls! And they may be good at kicking ass, but they are just trying their best to be normal teenagers—who'll borrow the keys to a muscle car that belonged to a bad guy and perhaps give it a joyride around town without a driver's license, then race to get back home to Oracle by curfew...! Splashing the pages with bright colors against a dark backdrop of Gotham, Batgirls is the pizza slumber party of the year you don't want to miss!

The most intimate look yet into the life and mind of the bestselling author and creator of The Sandman. Neil Gaiman is one of the most successful and versatile writers working today. He has become renowned not only for the consistently high quality of his writing but for his mastery of many media. He is an award-winning comic book writer (Sandman), novelist (American Gods), children's book author (The Wolves in the Walls), and television screenwriter (Neverwhere). Yet with all the fans hungry to know more about his work, there has not yet been a single major nonfiction book covering Gaiman's entire creative output. Until now. Hanging Out With the Dream King: Conversations With Neil Gaiman and His Collaborators presents a thorough look at Gaiman's work not only through his eyes, but through the eyes of his many collaborators. Artists, writers, editors, musicians—over two-dozen creators share their thoughts on working with Gaiman and present a unique mosaic portrait of the writer whose name has become synonymous with modern fantasy. Although the book's scope is not limited to Gaiman's best-selling comic book creation The Sandman, Hanging Out With the Dream King features comprehensive interviews with all of the major Sandman artists, including Charles Vess, P. Craig Russell, Bryan Talbot, and Jill Thompson, as well as well as rare and exclusive interviews with Sandman co-creators Sam Kieth and Mike Dringenberg. And, much as Gaiman has done throughout his career, Hanging Out With the Dream King breaks down the walls of media and genre, presenting those who may have discovered the writer's work through one storytelling medium with doors through which they may find his other prodigious creations. Thus, admirers of Gaiman's children's books with Dave McKean will discover his adult work with Gene Wolfe and Terry Pratchett; fans of his novels will discover his comics; and everyone will have the chance to meet Gaiman's folk-rock bands—the Flash Girls and Folk Underground. Musicians Alice Cooper and Tori Amos are also interviewed.

"[An] impressive volume, with a valuable amount of information not otherwise available in one source." --Choice Companion volume to Merritt's Modern Japanese Woodblock Prints. This volume is a reference work that is both comprehensive and rigorously chronological.

Kingdom Hearts: the Complete Novel Collector's Edition

The Art of Vampire Hunter D

Hero Yoshitaka Amano

J W Waterhouse

Deva Zan

Worlds of Amano Dark Horse Comics

A beautiful celebration of the life and imagery of Japan's master of fantasy and science fiction art! This handsome, landscape-style hardback contains nearly 400 illustrations and photos from the incredible career of Final Fantasy designer Yoshitaka Amano. But Beyond the Fantasy covers far more than just the famous game series. Amano's artistic journey goes back to his first job in 1967--age 15, working on Speed Racer! From animator, to illustrator, to internationally exhibited painter, this biography is a look not only into the work of Amano's life, but the influences, techniques, philosophy, and family that have nurtured it.

*Worlds of Amano provides a rare look inside the creative process of one of the most influential popular-culture artists working in Japan in the last thirty years. Originally published in France, Worlds of Amano presents a unique overview of Yoshitaka Amano's diverse work. This vast introduction allows one to take in the full measure of the immense talent of this famous Japanese illustrator, who is so well known for his designs of the Final Fantasy video games. Eclectic and apparently without limit, Amano's art is stunning. Drawing on numerous projects from over the last thirty years with many rarely seen illustrations, this book captures the rare beauty and inspiration of Amano's vision. * Available for the first time in English.*

** *A 128-page ruled notepad with 21 beautifully reproduced paintings by the pre-Raphaelite master J.W. Waterhouse (1849-1917) *Waterhouse was one of Victorian England's best-loved painters, whose work exemplifies the sensuality and romance of Pre-Raphaelite themes Features his most popular works including The Lady of Shalott (Tate) and Circe Offering the Cup to Ulysses (Private Collection)*

**Each notepad is bound with an elastic tie and pages are lined for easy note taking *A perfect gift for every occasion, Waterhouse's paintings are sensual, and timeless and can be seen in museums and collections around the world *This is the latest addition to Phaidon's excellent selection of Victorian art titles, which will complement handomely one of 2012's blockbuster exhibitions Pre-Raphaelite: Victorian Avant-Garde, which tours London, Moscow, Washington D.C. and Tokyo*

Modern Japanese Prints - Statler

1900-1975

The Sky: The Art of Final Fantasy Book 2

Aubrey Beardsley

Superman Red and Blue

In his photographs, Daikichi Amano (b.1973 in Japan), enfant terrible of Hokusai, does not shun even the most impossible types of embraces. Amano pursues this photographic enquiry into the bizarre realms of erotic imagination with an obsessive and perfectionist eye for detail, inspired by the Dutch still-lives painters as well as Japanese mythology and the great Ukiyo-E woodcut masters of the Edo period and in particular the erotic Shunga prints.

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Fairies

The Art of Final Fantasy