

Tivoli Large Recycled Leather Journal Notebook Handmade Classic Italian Style Including Special Box A5 15x21 Cm Black

* BBC RADIO 4 BOOK OF THE WEEK * "Anybody who loves the printed word will be bowled over by this amusing, erudite, beautiful book about books. It is in every way a triumph. One of the loveliest books to have been published for many, many years" Alexander McCall Smith "Quite simply the best gift for any book lover this year, or perhaps ever" Lucy Atkins, Sunday

journey into the deepest eccentricities of the human mind... The most cheering, fascinating book I've read for ages" Guardian From the author of the critically acclaimed and globally successful The Phantom Atlas, The Golden Atlas and The Sky Atlas comes a stunning new work. The Madman's Library is a unique, beautifully illustrated journey through the entire history down the very strangest books ever written, and uncover the fascinating stories behind their creation. This is a madman's library of eccentric and extraordinary volumes from around the world, many of which have been completely forgotten. Books written in blood and books that kill, books of the insane and books that hoaxed the globe, books invisible to the naked eye, books worn into battle, books of code and cypher whose secrets remain undiscovered... and a few others that are just plain weird. From the 605-page Qur'an written in the blood of Saddam Hussein, through the gorgeously decorated 15th-century lawsuit filed by the Devil against Jesus, to the lost art of binding books with human skin, every strand of strangeness imaginable is woven together for a unique and richly illustrated collection ideal for every book-lover.

The inspirational success story of the first 100 years of Hutchinson Builders. What started out as a one-man band in 1912, when an English immigrant builder arrived with his family to start a new life in Australia, has grown into the country's largest privately owned construction company. The Hutchies' story straddles a century that witnessed two world wars, the against the back drop of the rough and tumble world of construction. As well as tracking the survival and eventual growth of Hutchies into the dynamic and well respected company of today, the book outlines its evolution through successive generations of Jack Hutchinsons at the helm with a fifth generation poised to take on that role. That story is told by way of

republication and inclusion of every back issue of "Hutchies' Truth", the company's colourful, tabloid-style newsletter covering those years.

From National Book Award winner Deirdre Bair, the definitive biography of Saul Steinberg, one of The New Yorker's most iconic artists. The issue date was March 29, 1976. The New Yorker cost 75 cents. And on the cover unfolded Saul Steinberg's vision of the world: New York City, the Hudson River, and then...well, it's really just a bunch of stuff you needn't concern yourself with. World according to self-satisfied New Yorkers placed him squarely in the pantheon of the magazine's—and the era's—most celebrated artists. But if you look beyond the searing wit and stunning artistry, you'll find one of the most fascinating lives of the twentieth century. Born in Romania, Steinberg was educated in Milan and was already famous for his satirical drawings. United States. On a single day, Steinberg became a US citizen, a commissioned officer in the US Navy, and a member of the OSS, assigned to spy in China, North Africa, and Italy. After the war ended, he returned to America and to his art. He quickly gained entree into influential circles that included Saul Bellow, Vladimir Nabokov, Willem de Kooning, and Le Corbusier. In

separated in 1960 but never divorced and with whom he remained in daily contact for the rest of his life. This conveniently freed him up to amass a coterie of young mistresses and lovers. But his truly great love was the United States, where he traveled extensively by bus, train, and car, drawing, observing, and writing. His body of work is staggering and influential. It is

possibly because there has not been a full-scale biography of him until now. Deirdre Bair had access to 177 boxes of documents and more than 400 drawings. In addition, she conducted several hundred personal interviews. Steinberg's curious talent for creating myths about himself did not make her job an easy one, but the result is a stunning achievement to admir

contain the 35 Saul Steinberg illustrations that are available in the print edition. Each room in Alligator's house is full of new colors and shapes to find! The littlest learners will love pointing out bright shapes and colors while exploring the bright pages of this graphic novel.

Travel Journal Sketchbook
A Biography
Constructing the Big Screen in Nigeria
A Reader
Saul Steinberg
Historic Birmingham & Jefferson County
Nocturnelle Journal
A Late 15th-century Catalan incunabul and drawing on a rich tradition of astrological magic, geomancy, Pythagorean numerology and Hebrew gematria, this practical manual reveals a unique expression of medieval syncretism, the mingling of traditions and the development of new ideas.

A sweeping history of premodern architecture told through the material of stone Spanning almost five millennia, *Painting in Stone* tells a new history of premodern architecture through the material of precious stone. Lavishly illustrated examples include the synthetic gems used to simulate Sumerian and Egyptian heavens; the marble temples and mansions of Greece and Rome; the painted palaces and polychrome marble chapels of early modern Italy; and the multimedia revival in 19th-century England. Poetry, the lens for understanding costly marbles as an artistic medium, summoned a spectrum of imaginative associations and responses, from princes and patriarchs to the populace. Three salient themes sustained this "litthic imagination": marbles as images of their own elemental substance according to premodern concepts of matter and geology; the perceived indwelling of astral light in earthy stones; and the enduring belief that colored marbles exhibited a form of natural—or divine—painting, thanks to their vivacious veining, rainbow palette, and chance images.

Now in its second edition: the trailblazing introduction and textbook on construction includes a new section on translucent materials and an article on the use of glass.

The NKJV Journal the Word(tm) Bible, Large Print allows you to creatively express yourself every day with plenty of room for notes or verse art journaling next to your treasured verses. With unique and sophisticated covers, this single-column large print edition features thick cream-colored paper with lightly ruled lines in the extra-wide margins, perfect to reflect on God's Word and enhance your study. Excellent for a gift or for personal use, it can also be a cherished heirloom to pass on to future generations with your personal writings inside! Features of this treasured Bible include: Lined, wide margins for notes, reflections and art Thicker cream paper for enduring note-taking Large print 10-pt font eliminates eye strain when reading

Words of Christ in red Lays flat in your hand or your desk Ribbon marker Architecture and the Poetics of Marble from Antiquity to the Enlightenment

NKJV, Journal the Word Bible, Large Print, Bonded Leather, Brown, Red Letter Edition
Jolly Fellows
A Creative Mindfulness Guide and Journal

Consumer Culture in the United States–Mexico Borderlands
Research Into Pre-Roman Burial Grounds in Italy
Urban Storm Drainage Criteria Manual

Messages, Signs, and Meanings can be used directly in introductory courses in semiotics, communications, media, or culture studies. Additionally, it can be used as a complementary or supplementary text in courses dealing with cognate areas of investigation (psychology, mythology, education, literary studies, anthropology, linguistics). The text builds upon what readers already know intuitively about signs, and then leads them to think critically about the world in which they live - a world saturated with images of all kinds that a basic knowledge of semiotics can help filter and deconstruct. The text also provides opportunities for readers to do "hands-on" semiotics through the exercises and questions for discussion that accompany each chapter. Biographical sketches of the major figures in the field are also included, as is a convenient glossary of technical terms. The overall plan of the book is to illustrate how message-making and meaning-making can be studied from the specific vantage point of the discipline of semiotics. This third edition also includes updated discussions of information technology throughout, focusing especially on how meanings are now negotiated through such channels as websites, chat rooms, and instant messages.

Record your own magical adventures with this Harry Potter: The Deathly Hallows Ruled Notebook. This finely crafted notebook—one of six Harry Potter notebooks—is designed to display the gorgeous concept art created for the Harry Potter films, featuring fan-favorite locations such as Hogwarts School of Witchcraft and Wizardry. Fans can choose among the six notebooks—Gryffindor, Slytherin, Hufflepuff, Ravenclaw, Hogwarts, and Deathly Hallows—or collect them all. This new addition to Insight Editions' best-selling Harry Potter stationery line adapts the design of our deluxe hardcover ruled journal in a new softcover format. Featuring a flexible leatherette cover and 128 lined, acid-free pages of high-quality, heavy stock paper, the Harry Potter: The Deathly Hallows

Ruled Notebook takes both pen and pencil nicely to encourage inspiration, inviting fans to record their thoughts and chronicle their adventures.

Revisited old favorites and discover even more facts and stories. The perfect pocket book for any girl on a quest for knowledge. Includes New Chapters + the Best Wisdom & Wonder from The Daring Book for Girls

€ à e Toward a Ludic Architectureâ € is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

Hutchies' Hundred Years
Recycling and Reuse in the Roman Economy
Constructing Architecture

Japanese Screen
Land of Necessity
The Tractat de Prenotacion de la Vida Natural Dels Hàomens

An Illustrated History
Mindfulness is the simple and powerful practice of training your attention. It's simple in that it's just about paying attention to what's happening here and now, and powerful because it can keep you from getting lost in thoughts about the future or past, which often generate more stress on top of the real pressures of everyday life. While learning to live in the moment, the joyful mindfulness exercises, meditations, coloring pages, and habit-breakers in this beautifully designed and illustrated book will challenge your powers of observation, investigation, and cultivation while bringing new awareness to your senses, thoughts, and emotions. I Am Here Now inspires readers to explore the world with greater curiosity and find moments of mindfulness in everyday life, while unleashing your creativity along the way.

If we lived in a liquid world, the concept of a "machine" would make no sense. Liquid life is metaphor and apparatus that discusses the consequences of thinking, working, and living through liquids. It is an irreducible, paradoxical, parallel, planetary-scale material condition, unevenly distributed spatially, but

fluid. It is about remains, when logical explanations can no longer account for the experiences that we recognize as part of "being alive." Liquid life references a third-millennial understanding of matter that seeks to restore the agency of the liquid soul for an ecological era, which has been banished by reductionist, "brute" materialist discourses and mechanical models of life. Offering an alternative worldview of the living realm through a "new materialist" and "liquid" study of matter, it conjures forth examples of creatures that do not obey mechanistic concepts like predictability, efficiency, and rationality. With the advent of molecular science, an increasingly persuasive ontology of liquid technologies can be identified. Through the lens of lifelike dynamic droplets, the agency for these systems exists at the interfaces between different fields of matter/energy that respond to highly local effects, with no need for a central organizing system. Liquid life seeks an alternative partnership between humanity and the natural world. It provokes a re-invention of the languages of the living realm to open up alternative spaces for exploration: Roif Hughes' "angelology" of language explores the transformative invocations of prose poetry, and Simone Ferracina's graphical notations help shape our concepts of metabolism, upcycling, and designing with fluids. A conceptual and practical toolset for thinking and designing. Liquid Life reunites us with the irreducible "soul substance" of living things, which will neither be simply "solved," nor go away.

Rachel Armstrong is Professor of Experimental Architecture at Newcastle University (UK), and has also been a Rising Waters II fellow for the Robert Rauschenberg Foundation (April–May 2016), TWOTY Futurist in 2015, Fellow of the British Interplanetary Society, and a Senior TED Fellow in 2010. She is also the author of *Translucence*. Others address home décor, housing, urban development, and commercial real estate, while still others consider the circulation of cinematic images, contraband, used cars, and clothing. Several contributors discuss the movement of people across borders, within cities, and in retail spaces. In the

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A publication collecting the papers from the CATS conference, *Technology & Practice: Studying the European Visual Arts 1800-1850* This publication contains papers from the CATS conference - *Technology & Practice: Studying the European Visual Arts 1800-1850*. The conference focused on artists' techniques and materials, written sources, conservation science, the history of science and technology, history of trade, and innovation of artists' materials during the first half of the 19th century. In the preceding several decades a succession of art academies emerged throughout Europe, and another focal point of the conference was the impact of these institutions on a new generation of artists, examining how this manifested itself in their paintings, sculpture, interiors and art on paper.

This title seeks to explain how to choose and implement the right e-business infrastructure and how to deliver the strategies you have created. It uses case studies to illustrate the successes and failures of e-business initiatives.

The recycling and reuse of materials and objects were extensive in the past, but have rarely been embedded into models of the economy; this volume is the first to explore these practices in the Roman economy, drawing on a variety of methodological approaches and new scientific developments in a wide-ranging interdisciplinary study.

Writing as Material Practice grapples with the issue of writing as a form of material culture in its ancient and more recent manifestations, and in the contexts of production and consumption. Fifteen case studies explore the artefactual nature of writing — the ways in which materials, techniques, colour, scale, orientation and visibility inform the creation of inscribed objects and spaces, as well as structure subsequent

understanding of the world. Others address home décor, housing, urban development, and commercial real estate, while still others consider the circulation of cinematic images, contraband, used cars, and clothing. Several contributors discuss the movement of people across borders, within cities, and in retail spaces. In the two afterwords, scholars reflect on the U.S.–Mexico borderlands as a particular site of trade in labor, land, leisure, and commodities, while also musing about consumer culture as a place of complex political and economic negotiations. Through its focus on the borderlands, this volume provides valuable insight into the historical and contemporary aspects of the big "isms" shaping modern life: capitalism, nationalism, transnationalism, globalism, and, without a doubt, consumerism. Contributors: Josef Barton, Peter S. Cahn, Howard Campbell, Lawrence Culver, Amy S. Greenberg, Josiah McC. Heyman, Sarah Hill, Alexis McCrossen,

Robert Perez, Laura Isabel Serna, Rachel St. John, Mauricio Tenorio-Trillo, Evan R. Ward

This new edition of what has become a standard account of Western expansion and technological dominance includes a new preface by the author that discusses how subsequent developments in gender and race studies, as well as global technology and politics, enter into conversation with his original arguments.

Kingdom of the Wicked