

Amano The Complete Prints Of Yoshitaka Amano

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.

"[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.

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.

In this new work from world-renowned aquarist Takashi Amano, over 200 vibrant, full-color photos display the captivating beauty of nature aquarium designs while providing detailed, step-by-step instructions on how to create your own aquatic masterpiece.

1900-1975

The Sky: The Art of Final Fantasy Book 2

Conversations with Neil Gaiman

Worlds of Amano

Bleed Them Dry

A study of the prints of Robert Motherwell, covering the years 1943 to 1991. This fourth edition is based on research and scholarship. In addition to cataloguing more than 500 prints in virtually every medium, it includes an essay on Motherwell's print-making, an illustrated chronology, concordance, bibliography and exhibition history. 500 colour & 100 b/w illustrations

Give the gift of this stunningly illustrated fairy-tale reimagining from the New York Times bestselling author-illustrator of The Wonderful Things You Will Be this holiday season—sure to be a modern classic! Snow and Rose didn't know they were in a fairy tale. People never do. . . . Once, they lived in a big house with spectacular gardens and an army of servants. Once, they had a father and mother who loved them more than the sun and moon. But that was before their father disappeared into the woods and their mother disappeared into sorrow. This is the story of two sisters and the enchanted woods that have been waiting for them to break a set of terrible spells. In Snow & Rose, bestselling author-illustrator Emily Winfield Martin retells the traditional but little-known fairy tale "Snow White and Rose Red." The beautiful full-color illustrations throughout and unusual yet relatable characters will bring readers back to this book again and again. "The deeper meanings of the [story] do emerge, but

the pleasure . . . is paramount.” —The New York Times

On the Destiny Islands, three children--Sora, Riku, and Kairi--are living out their peaceful, carefree lives while yearning for whatever lies beyond the great ocean. But one night, an unexpected disaster takes place, and the three are torn from each other and their island home. Meanwhile, at Disney Castle, Donald Duck and the other castle residents are in an uproar upon discovering King Mickey has suddenly gone missing. When fate brings them together, Sora, Donald, and Goofy set out on a grand Disney adventure to find their friends!

To find more information about Rowman and Littlefield titles, please visit www.rowmanlittlefield.com.

Yoshitaka Amano : Illustrations

Catalogue Raisonne

Yoshitaka Amano: The Illustrated Biography-Beyond the Fantasy

The Sky

The Art of Bravely Default

Writer and director Christopher "mink" Morrison (Dust) and legendary artist Yoshitaka Amano (Final Fantasy, Vampire Hunter D) join forces to craft an unforgettable tale of destiny, danger, and hard-boiled sorcery, featuring over a hundred original paintings by Amano! In the year 2020, bounty 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. * Shinjuku marks the first totally original project by Yoshitaka Amano for Dark Horse Books. * Written by filmmaker mink, a rising star from Quentin Tarantino's A Band Apart production company.

Reexperience the novelizations of every installment of the Dark Seeker Saga, from the very first Kingdom Hearts all the way to Kingdom Hearts III, in one beautiful collection! In addition to all the text and illustrations from the novels, this collector's edition also includes 13 art prints and a metal keychain replica of Sora's Kingdom Key! Includes: Collector's Edition Book 12 novels in 1 omnibus edition Envelope with 13 Prints (not all designs pictured) Keyblade keychain

In a secluded castle, at the beginning of a winter that is predicted to last for three years, Lars is battling illness, boredom and the pressures of family life. Locked inside for the duration, he passes the time playing with his siblings and his giant cat, Nemo, while tensions within the family begin to simmer. Tillie Walden tells the tragic and moving story of Lars and his twin sister, Maja. A melodrama full of subtle and tender character moments and set in an exquisitely rendered castle, it's a hauntingly beautiful work, widely considered as one of the great comics debuts.

Yoshitaka Amano's HERO volume 1 Written by Yoshitaka Amano and Jessie Horsting Art by Yoshitaka Amano 96 pp, full color, \$19.99 HC Now, at last, HERO is ready to be released! One of the most acclaimed and award-winning artists of his

time, Yoshitaka Amano debuts his first American comics project since *Sandman: The Dream Hunters* and *Elektra-Wolverine: The Redeemer*. One of the original concept artists for the Final Fantasy series of video games, along with creation and design of characters such as Vampire Hunter D and Gatachman (known as G-Force, or Battle of the Planets in the United States), Amano now focuses his creative vision on his own creation *Hero!* In *Hero Chapter One: From New York to Paris*, he searches for the woman whose love he has never doubted, Hero crosses history and continents. Hero needs to know the reasons why his beloved Lady begs his forgiveness, and only by following her from Parisian cemeteries, to the Las Vegas strip and to Kyoto, can he hope to discover the truth - not only of his own love story but also of his Lady's betrayal. Accompanied by Victor Noir, an assassinated Napoleonic truth-teller, and tormented at every turn by Rudra, a shape-shifting mischievous demon, Hero seeks out his forgotten past. Featuring lavish, full-page illustrations, accompanied by text by writer Jessie Horstig, *Hero* is at last complete and ready to debut, appealing to comic fans, fiction readers, and manga enthusiasts alike.

Aubrey Beardsley

Dawn

Kingdom Hearts: The Novel (light novel)

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

Snow & Rose

"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 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

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.

Set in ancient Japan, this lyrical tale follows the ill-fated romance between a humble young monk and a magical, shape-changing she-fox. When the fox stumbles upon a band of demons discussing a plot to steal the monk's life through a dream trap, it will take all the fox's craftiness—and the intervention of Morpheus—to save him. Combining prose with stunning full-page paintings, *THE DREAM HUNTERS* also showcases Amano's art with an eight-page gatefold bringing an ethereal beauty to Morpheus and other classic SANDMAN characters.

Human Nature

Robert Motherwell: the Complete Prints 1940-1991

Elegant Spirits: Amano's Tale of Genji and Fairies

Kingdom Hearts: the Complete Novel Collector's Edition

The Art of Castle in the Sky

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.

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!

A field guide to finding calm, creativity, and self-discovery through encounters with nature. A fresh perspective, an outdoor exploration, a new adventure about to begin—How to Be A Wildflower is a book for celebrating these and other wide-open occasions. Encouraging self-discovery through encounters with nature, beloved artist Katie Daisy brings her beautiful paintings and lettering to this collection of things to do and make, quotes, meditations, natural history, and more. Find wonder and inspiration in these peaceful pages, live life to the fullest, and discover the wild and free spirit within. “For pure whimsy, you just can’t beat How to Be a Wildflower: A Field Guide by Katie Daisy. The Bend, Oregon, artist brings her beautiful paintings and lettering to this delightful book, a collection of nature-inspired quotations, meditations, lore, and even a recipe for fresh strawberry-rhubarb pie.”

—Traditional Home

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 Halloway 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 Halloway 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.

Vampire Hunter D Volume 3: Demon Deathase

Fairies

Shinjuku

The End of Summer

The Illustrated Guide to Film Directors

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.

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

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 dark adult fantasy, from theatrical productions to video games to sculpture to commercial design. Yoshitaka Amano: Illustrations offers a concise survey of this remarkable artist's career to date. It includes selected full-color pieces for series such as Final Fantasy, Vampire Hunter D and Gatchaman (Battle of the Planets), as well as for Amano's own creations like Hero and N.Y. Salad. Packed with sketches, commentary, and

interviews, this beautiful volume opens a window into the world of Amano. 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...

Final Fantasy I

Vampire Hunter D

The Art of Final Fantasy

Hero Yoshitaka Amano

A Field Guide

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.

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.

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.

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

Modern Japanese Prints - Statler

The Dream Hunters

Keep Your Hands Off Eizouken! Volume 3

Nature Aquarium

The Worlds of Final Fantasy

Chronicles the lives of ordinary people surviving the Great Depression in the Bronx, portraying the economic collapse, leftist politics, and rise in Nazism.

"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!"

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.

The definitive examination of the art and animation of Studio Ghibli's masterpiece of fantasy and flight, Castle in the Sky! The latest in the perennially popular line of Studio Ghibli art books, which includes interviews, concept sketches, and finished animation cels from classics such as Spirited Away and My Neighbor Totoro. Hayao Miyazaki's Castle in the Sky was the first feature film produced by the legendary Studio Ghibli. Sheeta, a girl who has the power to defy gravity, is on the run from pirates when she meets the young inventor Pazu. Together they explore the secrets of Laputa, a flying city constructed by a long-lost race of people. All of Miyazaki's major themes—the power of flight, the bravery of young women, and a world wrecked by change—are captured with beautiful animation and joyous storytelling.

A Life Force

1 : the Art of Final Fantasy

Deva Zan

A Graphic Novel

The Art of Vampire Hunter D

Experience the fantastical world of Luxendarc like never before! Join the game's creators as they send their heroes on a journey to awaken the elemental crystals from all-consuming darkness, and experience the critically acclaimed Bravely Default in a whole new way. 256 pages of concept art and commentary, delightfully arranged in a colorful hardcover volume offered in English for the first time! This faithful localization of original Japanese content allows readers to explore the story and art behind the game, and features hundreds of pieces of concept art and conversational commentary directly from the creative team! The first of a two-volume series, this collection explores concepts and creativity from the first entry in the standalone Bravely series!

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 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.

A humble young monk and a magical, shape-changing fox find themselves romantically drawn together, but as their love blooms, the fox learns of a devilish plot to take the monk's life.

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.

Complete Works, 1985-2009

Guide to Modern Japanese Woodblock Prints

Hanging Out With the Dream King

Coffin

The Art of BRAVELY SECOND: END LAYER