

History Pictures Cave Computer Screen

#1 NEW YORK TIMES BESTSELLER • In this, the extraordinary conclusion of the ice-age epic series, Earth's Children®, Ayla, Jondalar, and their infant daughter, Jonayla, are living with the Zelandonii in the Ninth Cave. Ayla has been chosen as an acolyte to a spiritual leader and begins arduous training tasks. Whatever obstacles she faces, Ayla finds inventive ways to lessen the difficulties of daily life, searching for wild edibles to make meals and experimenting with techniques to ease the long journeys the Zelandonii must take while honing her skills as a healer and a leader. And there are the Sacred Caves that Ayla's mentor takes her to see. They are filled with remarkable paintings of mammoths, lions, and bears, and their mystical aura at times overwhelms Ayla. But all the time Ayla has spent in training rituals has caused Jondalar to drift away from her. The rituals themselves bring her close to death, but through them Ayla gains A Gift of Knowledge so important that it will change her world. BONUS: This edition contains a reading guide and an interview with Jean M. Auel. Sixth in the acclaimed Earth's Children® series.

A republication of a classic work by the popular modern artist follows his exploration of numerous artistic mediums, from painting and computer art to photography and printmaking, explaining his experimentation with ways of seeing as well as his philosophies about how art can alter one's perception of the world. Reprint.

This is a hands-on book about ArcGIS that you work with as much as read. By the end, using Learn ArcGIS lessons, you'll be able to say you made a story map, conducted geographic analysis, edited geographic data, worked in a 3D web scene, built a 3D model of Venice, and more. Each of the 100 books chosen has played a critical role in the development of books in all their forms and with all that they bring: literacy, numeracy, technological progress and the expansion of scientific knowledge, religion, political theory, entertainment, and more.

A History of PicturesFrom the Cave to the Computer ScreenABRAMS

Getting the right cut for the right fabric is the key to good design. One of the most challenging aspects of a fashion designer's training is learning how to create patterns that utilize the characteristics of fabrics. With an ever expanding range available, an understanding of the relationship between fabric, form and pattern shape is now the most important skill a designer has to acquire. Winifred Aldrich, a leading pattern cutting authority, explores how a garment's shape is created and discusses the factors that need to be considered when creating patterns and offers you a practical method for solving problems. No other pattern cutting book considers the effects of individual fabrics and its approach is based on the appraisal of the fabric and body shape. Fabrics and Patterns Cutting is the revised and simplified edition of Fabric, Form and Flat Pattern Cutting. It is fully illustrated and makes use of numerous practical examples. It also takes into account important new developments in fabric – new fabrics, new methods of fabric construction and new fabric finishes. Free block patterns are available online for readers to print out for use in their classes.

From the acclaimed Booker Prize-winning author comes a dazzling novel of family, love and love's disappointments. Anna's aged mother is dying. Condemned by her children's pity to living, subjected to increasingly desperate medical interventions, she turns her focus to her hospital window, through which she escapes into visions of horror and delight. When Anna's finger vanishes and a few months later her knee disappears, Anna too feels the pull of the window. She begins to see that all around her, others are similarly vanishing, yet no one else notices. All Anna can do is keep her mother alive. But the window keeps opening wider, taking Anna and the reader ever deeper into an eerily beautiful story of grief and possibility, of loss and love and orange-bellied parrots. Hailed on publication in Australia as Richard Flanagan's greatest novel yet, *The Living Sea of Waking Dreams* is a rising ember storm illuminating what remains when the inferno beckons: one part elegy, one part dream, one part hope.

"Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all--with humor, authority, and 500 illustrations."--Page 4 of cover.

Confederate Winter is historical fiction based on a true family story backed up by an affidavit in the Confederate archives in Montgomery, Alabama. The author's great, great, great grandfather, William Sweeney, fought as a Confederate soldier at the tender age of 14. His father, John, had been drafted the year before into the Union Army. *Confederate Winter* is their story. By 1864 the Confederacy is on the verge of defeat. Atlanta has fallen and Confederate General John Bell Hood's army is in retreat. Hood formulates a bold plan to re-capture Nashville, the great base for the Union army in the West. A victory could change the course of the war. Hood needs manpower, however, and sends his conscription parties out to scour the countryside. *Confederate Winter* tells the story of a true-life family caught up in this grand adventure. The Federals conscript John Sweeney, the father, in late 1863 as General Sherman prepares his march on Atlanta and the sea. His son William is left in charge of the family farm, until one early fall morning...

Celebrating more than 60 years of intimate portraiture by David Hockney. Published to accompany a major international exhibition, *David Hockney: Drawing from Life* features Hockney's drawings from the 1950s to the present day, and focuses on his depictions of himself and a small group of sitters close to him: his muse, Celia Birtwell; his mother, Laura Hockney; and his friends, the curator, Gregory Evans, and master printer, Maurice Payne. In his portrait drawings of these figures, Hockney tries out new stylistic experiments and expresses his admiration for his artistic predecessors, from Holbein to Picasso. Featuring 150 beautifully reproduced works from public and private collections across the world, this publication traces the trajectory of Hockney's drawing practice by examining how he has revisited these five figures throughout his career. Highlights include a series of new portraits, colored pencil drawings created in Paris in the early 1970s, composite Polaroid portraits from the 1980s and a selection of drawings from an intense period of self-scrutiny during the 1980s when the artist created a self-portrait every day for two months. David Hockney (born 1937) is considered one of the most celebrated British contemporary artists. Hockney studied at the Bradford School of Art and the Royal College of Art with R.B. Kitaj, Allen Jones and Derek Boshier. Graduating with a gold medal, he became a leading figure in pop art. His work encompasses drawing, painting, printmaking, photography and stage design.

'Beautiful, evocative, authoritative.' Professor Brian Cox 'Important reading not just for anyone interested in these ancient cousins of ours, but also for anyone interested in humanity.' Yuval Noah Harari *Kindred* is the definitive guide to the Neanderthals. Since their discovery more than 160 years ago, Neanderthals have metamorphosed from the losers of the human family tree to A-list hominins. Rebecca Wragg Sykes uses her experience at the cutting-edge of Palaeolithic research to share our new understanding of Neanderthals, shoving aside clichés of rag-clad brutes in an icy wasteland. She reveals them to be curious, clever connoisseurs of their world, technologically inventive and ecologically adaptable. Above all, they were successful survivors for more than 300,000 years, during times of massive climatic upheaval. Much of what defines us was also in Neanderthals, and their DNA is still inside us. Planning, co-operation, altruism, craftsmanship, aesthetic sense, imagination, perhaps even a desire for transcendence beyond mortality. *Kindred* does for Neanderthals what *Sapiens* did for us, revealing a deeper, more nuanced story where humanity itself is our ancient, shared inheritance.

Investigating the discovery of an extraordinary map of China in Oxford's Bodleian Library that was delivered in 1659 by Mr. Selden, the author travels halfway around the world to reveal unexpected historical connections that offer insight into the power and meaning a single map can hold.

P -- Q -- R -- S -- T -- U -- V -- W -- Y -- Z

“An extraordinary record of a great artist in his studio, it also describes what it feels like to be transformed into a work of art.” —ARTnews Lucian Freud (1922-2011), widely regarded as the greatest figurative painter of our time, spent seven months painting a portrait of the art critic Martin Gayford. The daily narrative of their encounters takes the reader into that most private place, the artist's studio, and to the heart of the working methods of this modern master—both technical and subtly psychological. From this emerges an understanding of what a portrait is, but something else is also created: a portrait, in words, of Freud himself. This is not a biography, but a series of close-ups: the artist at work and in conversation at restaurants, in taxis, and in his studio. It takes one into the company of the painter for whom Picasso, Giacometti, and Francis Bacon were friends and contemporaries, as were writers such as George Orwell and W. H. Auden. The book is illustrated with many of Lucian Freud's other works, telling photographs taken by David Dawson of Freud in his studio, and images by such great artists of the past as van Gogh and Titian who are discussed by Freud and Gayford. Full of wry observations, the book reveals the inside story of how it feels to pose for a remarkable artist and become a work of art.

New York Times bestseller • Finalist for the Pulitzer Prize “This is a book to shake up the world.” —Ann Patchett Nicholas Carr's bestseller *The Shallows* has become a foundational book in one of the most important debates of our time: As we enjoy the internet's bounties, are we sacrificing our ability to read and think deeply? This 10th-anniversary edition includes a new afterword that brings the story up to date, with a deep examination of the cognitive and behavioral effects of smartphones and social media. David Hockney reflects upon life and art as he experiences lockdown in rural Normandy in this inspiring book which includes conversations with the artist and his latest artworks. On turning eighty, David Hockney sought out rustic tranquility for the first time: a place to watch the sunset and the change of the seasons; a place to keep the madness of the world at bay. So when Covid-19 and lockdown struck, it made little difference to life at La Grande Cour, the centuries-old Normandy farmhouse where Hockney set up a studio a year earlier, in time to paint the arrival of spring. In fact, he relished the enforced isolation as an opportunity for even greater devotion to his art. *Spring Cannot Be Cancelled* is an uplifting manifesto that affirms art's capacity to divert and inspire. It is based on a wealth of new conversations and correspondence between Hockney and art critic Martin Gayford, his long-time friend and collaborator. Their exchanges are illustrated by a selection of Hockney's new Normandy drawings and paintings alongside works by Van Gogh, Monet, Bruegel, and others. We see how Hockney is propelled ever forward by his infectious enthusiasms and sense of wonder. A lifelong contrarian, he has been in the public eye for sixty years, yet remains entirely unconcerned by the view of critics or even history. He is utterly absorbed by his four acres of northern France and by the themes that have fascinated him for decades: light, color, space, perception, water, trees. He has much to teach us, not only about how to see . . . but about how to live.

This book invites readers to enter a two-floor virtual "gallery" where 60-plus images of birds reflecting the accomplishments of human pictorial history are on display. These are works in a genre the authors term Science Art--that is, art that says something about the natural world and how it works. Darryl Wheye and Donald Kennedy show how these works of art can advance our understanding of the ways nature has been perceived over time, its current vulnerability, and our responsibility to preserve its wealth. Each room in the gallery is dedicated to a single topic. The rooms on the first floor show birds as icons, birds as resources, birds as teaching tools, and more. On the second floor, the images and their captions clarify what Science Art is and how the intertwining of art and science can change the way we look at each. The authors also provide a timeline linking scientific innovations with the production of images of birds, and they offer a checklist of steps to promote the creation and accessibility of Science Art. Readers who tour this unique and fascinating gallery will never look at art depicting nature in the same way again. Published with assistance from the Alfred P. Sloan Foundation's Public Understanding of Science and Technology Program.

Is it a book...or an electronic tablet? From bestselling author and Caldecott honoree Patrick McDonnell comes a timely tale in a tablet-shaped package that's perfect for today's legions of device-obsessed, digital-savvy children. Here is a hilarious (and heartfelt) reminder of how technology can take us backward...all the way to the times of prehistoric man! Tek is a cave boy in love with tech: his tablet, videogames, phone, and TV keep him deep in his cave, glued to his devices, day in and day out. He never sees his friends or family anymore--and his ability to communicate has devolved to just one word: "UGH!" Can anyone in the village convince Tek to unplug and come outside into the big, beautiful world? A distinctive, digitally-inspired package and design cleverly evokes the experience of using an electronic device that eventually shuts down...and after a magic page turn, Tek reconnects with the real world.

A picture, says David Hockney, is the only way that we can communicate what we see. Here, in a collaboration with art critic Martin Gayford, he explores the many ways that artists have pictured the world, sharing sparkling insights and ideas that will delight every art lover and art maker. Readers who thrilled to Hockney's "Secret Knowledge" know that he has an uncanny ability to get into the minds of artists. In "A History of Pictures" he covers far more ground, getting at the roots of visual expression and technique through hundreds of images from cave paintings to frames from movies that are reproduced. It's a joyful celebration of one of humanity's oldest impulses."

National Bestseller • New York Times "100 Notable Books of the Year" • NPR "Favorite Books of 2019" • Guardian "100 Best Books of the 21st Century" • Winner of the National Outdoor Book Award From the best-selling, award-winning author of *Landmarks* and *The Old Ways*, a haunting voyage into the planet's past and future. Hailed as "the great nature writer of this generation" (*Wall Street Journal*), Robert Macfarlane is the celebrated author of books about the intersections of the human and the natural realms. In *Underland*, he delivers his masterpiece: an epic exploration of the Earth's underworlds as they exist in myth, literature, memory, and the land itself. In this highly anticipated sequel to his international bestseller *The Old Ways*, Macfarlane takes us on an extraordinary journey into our relationship with darkness, burial, and what lies beneath the surface of both place and mind. Traveling through "deep time"—the dizzying

expanses of geologic time that stretch away from the present—he moves from the birth of the universe to a post-human future, from the prehistoric art of Norwegian sea caves to the blue depths of the Greenland ice cap, from Bronze Age funeral chambers to the catacomb labyrinth below Paris, and from the underground fungal networks through which trees communicate to a deep-sunk “hiding place” where nuclear waste will be stored for 100,000 years to come. Woven through Macfarlane’s own travels are the unforgettable stories of descents into the underland made across history by explorers, artists, cavers, divers, mourners, dreamers, and murderers, all of whom have been drawn for different reasons to seek what Cormac McCarthy calls “the awful darkness within the world.” Global in its geography and written with great lyricism and power, *Underland* speaks powerfully to our present moment. Taking a deep-time view of our planet, Macfarlane here asks a vital and unsettling question: “Are we being good ancestors to the future Earth?” *Underland* marks a new turn in Macfarlane’s long-term mapping of the relations of landscape and the human heart. From its remarkable opening pages to its deeply moving conclusion, it is a journey into wonder, loss, fear, and hope. At once ancient and urgent, this is a book that will change the way you see the world.

Cultural Encounters examines how 'otherness' has been constituted, communicated and transformed in cultural representation. Covering a diverse range of media including film, TV, advertisements, video, photographs, painting, novels, poetry, newspapers and material objects, the contributors, who include Ludmilla Jordanova and Ivan Karp, explore the cultural politics of Europe's encounters with Brazil, India, Israel, Australia and Africa, examining the ways in which visual and textual art forms operate in their treatment of cultural difference.

Issued also in printed form.

This much acclaimed book, newly available in paperback, is the definitive retrospective of the most popular serious artist in the world today. Covering all media over almost fifty years, and presented thematically to show the evolution and diversity of Hockney's prolific paintings, drawings, watercolours, prints and photography, it also features quotes from the artist himself that illuminate the passionate thinking behind his work. Its huge international success confirms and reinforces Hockney's position as the world's most popular living artist.

Winner of the prestigious Bologna Ragazzi New Horizons Award 2019 *A History of Pictures for Children* takes readers on a journey through art history, from early art drawn on cave walls to the images we make today on our computers and phone cameras. Based on the bestselling book for adults, this children's edition of *A History of Pictures* is told through conversations between the artist David Hockney and the author Martin Gayford, who talk about art with inspiring simplicity and clarity. Rose Blake's illustrations illuminate the narratives of both authors to bring the history of art alive for a young audience.

The fruits of a lifetime of experience by a cultural colossus, Philippe de Montebello, the longest-serving director of the Metropolitan Museum of Art in its history, distilled in conversations with an acclaimed critic Beginning with a fragment of yellow jasper—all that is left of the face of an Egyptian woman who lived 3,500 years ago—this book confronts the elusive questions: how, and why, do we look at art? Philippe de Montebello and Martin Gayford talked in art galleries or churches or their own homes, and this book is structured around their journeys. But whether they were in the Louvre or the Prado, the Mauritshuis or the Palazzo Pitti, they reveal the pleasures of truly looking. De Montebello shares the sense of excitement recorded by Goethe in his autobiography—“akin to the emotion experienced on entering a House of God”—but also reflects on why these secular temples might nevertheless be the “worst possible places to look at art.” But in the end both men convey, with subtlety and brilliance, the delights and significance of their subject matter and some of the intense creations of human beings throughout our long history. The hauntingly prophetic classic novel set in a not-too-distant future where books are burned by a special task force of firemen. 'Another indispensable classic' *The Times* "Ray Bradbury's gift for storytelling reshaped our culture and expanded our world" Barack Obama Guy Montag is a fireman. His job is to burn books, which are forbidden, being the source of all discord and unhappiness. Even so, Montag is unhappy; there is discord in his marriage. Are books hidden in his house? The Mechanical Hound of the Fire Department, armed with a lethal hypodermic, escorted by helicopters, is ready to track down those dissidents who defy society to preserve and read books. The classic dystopian novel of a post-literate future, *Fahrenheit 451* stands alongside Orwell's *1984* and Huxley's *Brave New World* as a prophetic account of Western civilization's enslavement by the media, drugs and conformity. Bradbury's powerful and poetic prose combines with uncanny insight into the potential of technology to create a novel which, decades on from first publication, still has the power to dazzle and shock.

H.G. Wells, the author, has been called the father of science fiction. 'The Time Machine' is one of his most notable science fictions. It's a Time Traveller's journey into the future. He explains that there are really four dimensions, three of which we call the three planes of the Space, and a fourth, Time. Also, there is no difference between Time and any of the three dimensions of Space except that our consciousness moves along it. The book narrates how the Time Traveller plans for a machine to travel through time and disappear. Comparison between the present time and future time. Like as, the air is free from gnats, the earth from weeds or fungi; everywhere were fruits and sweet and delightful flowers; brilliant butterflies fly hither and thither. The ideal of preventive medicine is attained. Diseases are stamped out. No contagious diseases. Even social triumphs too is effected. Like as, the mankind is housed in splendid shelters, gloriously clothed, and as yet are not engaged in toil. No signs of struggle, neither social nor economical. The population is also ceased to increase. No one can predict anything about the future Time. This book seems very interesting, in this way. Solves many queries raised by the various characters in the book with the Time Traveller. The author has written his best to enthrall the readers. Many future films and Television Series are made on “The Time Machine”, which has in turn inspired to write new books on the topic of “The Time Machine”.

New York Times Bestseller Over 2.5 million copies sold For David Goggins, childhood was a nightmare - poverty, prejudice, and physical abuse colored his days and haunted his nights. But through self-discipline, mental toughness, and hard work, Goggins transformed himself from a depressed, overweight young man with no future into a U.S. Armed Forces icon and one of the world's top endurance athletes. The only man in history to complete elite training as a Navy SEAL, Army Ranger, and Air Force Tactical Air Controller, he went on to set records in numerous endurance events, inspiring *Outside* magazine to name him The Fittest (Real) Man in America. In this curse-word-free edition of *Can't Hurt Me*, he shares his astonishing life story and reveals that most

of us tap into only 40% of our capabilities. Goggins calls this The 40% Rule, and his story illuminates a path that anyone can follow to push past pain, demolish fear, and reach their full potential.

A critical approach to interactive fiction, as literature and game. Interactive fiction—the best-known form of which is the text game or text adventure—has not received as much critical attention as have such other forms of electronic literature as hypertext fiction and the conversational programs known as chatterbots. *Twisty Little Passages* (the title refers to a maze in *Adventure*, the first interactive fiction) is the first book-length consideration of this form, examining it from gaming and literary perspectives. Nick Montfort, an interactive fiction author himself, offers both aficionados and first-time users a way to approach interactive fiction that will lead to a more pleasurable and meaningful experience of it. *Twisty Little Passages* looks at interactive fiction beginning with its most important literary ancestor, the riddle. Montfort then discusses *Adventure* and its precursors (including the *I Ching* and *Dungeons and Dragons*), and follows this with an examination of mainframe text games developed in response, focusing on the most influential work of that era, *Zork*. He then considers the introduction of commercial interactive fiction for home computers, particularly that produced by Infocom. Commercial works inspired an independent reaction, and Montfort describes the emergence of independent creators and the development of an online interactive fiction community in the 1990s. Finally, he considers the influence of interactive fiction on other literary and gaming forms. With *Twisty Little Passages*, Nick Montfort places interactive fiction in its computational and literary contexts, opening up this still-developing form to new consideration.

The pixel as the organizing principle of all pictures, from cave paintings to *Toy Story*. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel—a particular packaging of bits—conquered the world. Henceforward, nearly every picture in the world would be composed of pixels—cell phone pictures, app interfaces, Mars Rover transmissions, book illustrations, videogames. In *A Biography of the Pixel*, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital—mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible—that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of Digital Light (his term for pictures constructed of pixels), and drawing on his decades of work in the field, Smith approaches his subject from multiple angles—art, technology, entertainment, business, and history. *A Biography of the Pixel* is essential reading for anyone who has watched a video on a cell phone, played a videogame, or seen a movie.

'I won't read a more interesting book all year... utterly fascinating' A. N. Wilson, *Sunday Times* 'Enormously good-humoured and entertaining... Hockney asks big questions about the nature of picture-making and the relationship between painters and photography in a way that no other contemporary artists seems to.' Andrew Marr, *New Statesman* A new, compact edition of David Hockney and Martin Gayford's brilliantly original book, with a revised final chapter and three entirely new Hockney artworks Informed and energized by a lifetime of painting, drawing and making images with cameras, David Hockney, in collaboration with the art critic Martin Gayford, explores how and why pictures have been made across the millennia. What makes marks on a flat surface interesting? How do you show movement in a still picture, and how, conversely, do films and television connect with old masters? Juxtaposing a rich variety of images - a still from a Disney cartoon with a Japanese woodblock print by Hiroshige, a scene from an Eisenstein film with a Velázquez painting - the authors cross the normal boundaries between high culture and popular entertainment, and make unexpected connections across time and media. Building on Hockney's groundbreaking book *Secret Knowledge*, they argue that film, photography, painting and drawing are deeply interconnected. Insightful and thought provoking, *A History of Pictures* is an important contribution to our appreciation of how we represent our reality. This new edition has a revised final chapter with some of Hockney's latest works, including the stained-glass window in Westminster Abbey.

The moving story of one woman's struggles and triumphs on the Nebraska frontier In the breathtaking final volume of her acclaimed *Prairie Trilogy*, Pulitzer Prize-winning novelist Willa Cather brings to life one of the most remarkable heroines in American literature. The eldest daughter of Bohemian emigrants, fourteen-year-old *Ántonia* Shimerda arrives in Black Hawk, Nebraska, blissfully unaware of the poverty and heartbreak that lie in store for her family. But as one calamity after another befalls the Shimerdas, *Ántonia* finds the strength not merely to survive, but to thrive. Under the watchful eye of Jim Burden, her neighbor and childhood friend, *Ántonia* blossoms into a woman as beautiful, captivating, and resilient as the Great Plains. *My Ántonia* is the 3rd book in the *Prairie Trilogy*, but you may enjoy reading the series in any order. Told in lush and evocative prose, *My Ántonia* is a masterpiece of twentieth-century literature and a stirring tribute to the homesteaders whose pioneer spirit tamed the American West. This ebook has been professionally proofread to ensure accuracy and readability on all devices.

A roving philosophical journey into what makes us human In this charming, thought-provoking book, one of Holland's greatest non-fiction writers hunts down answers to humanity's most fundamental questions: Who are we? What makes us different from animals? With an ancient skull as his starting point, he travels the globe, tracing the search for the first human being: the missing link between humans and apes. Westerman introduces us to the world of skull hunters – leading experts in our fossil ancestry – whose lives are just as fascinating as those of their primeval discoveries. He astutely reconsiders the work of illustrious paleoanthropologists in the light of new DNA technology, postcolonialism, and the rise of women in this male-dominated field. Westerman discovers a plethora of origin hypotheses and shows how any theory of who we are and where we come from is coloured by the zeitgeist. *We, Hominids* is a compelling mixture of reportage, travelogue and essay – reminiscent of Bruce Chatwin or Ryszard Kapuściński – written by a brilliant storyteller and thinker. Frank Westerman is a highly acclaimed Dutch non-fiction writer. His work has been translated into sixteen languages and has received numerous accolades, including the Kapuściński Prize (Poland), the Premio Terzani (Italy) and the Prix du Livre du Réel (France). Sam Garrett is an award-winning translator of over fifty novels and works of non-fiction. He is the only translator to have twice won the British Society of Authors' Vondel Prize for Dutch–English translation. 'Gripping and brilliantly told, *We, Hominids* deftly blends personal experience with a journalist's eye for a remarkable story.' – Mark McKenna, professor of history at the University of Sydney, and author of *Return to Uluru* 'Part

travelogue, part science, Frank Westerman unearths a brilliantly original story that has been millions of years in the making: what does it mean to be human? Quite wonderful.' – Chris Turney, professor of earth science and climate change at the University of New South Wales, and author of *Shackled and Bones, Rocks and Stars* 'A masterclass in storytelling, exploring who we are and where we came from.' – Danielle Clode, award-winning author of *The Wasp and the Orchid* and *In Search of the Woman who Sailed the World* 'This is *Sapiens* behind the scenes: exciting, shocking and real.' — Dr José Joordens, Naturalis Dubois Chair in Hominin Paleoecology and Evolution, Maastricht University

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--

Ayla, the heroine first introduced in *The Clan of the Cave Bear*, is known and loved by millions of readers. Now, in *The Plains of Passage*, Ayla's story continues. Ayla and Jondalar set out on horseback across the windswept grasslands of Ice Age Europe. To the hunter-gatherers of their world--who have never seen tame animals--Ayla and Jondalar appear enigmatic and frightening. The mystery surrounding the woman, who speaks with a strange accent and talks to animals with their own sounds, is heightened by her uncanny control of a large, powerful wolf. The tall, yellow-haired man who rides by her side is also held in awe, not only for the magnificent stallion he commands, but also for his skill as a crafter of stone tools, and for the new weapon he devises, the spear-thrower. In the course of their cross-continental odyssey, Ayla and Jondalar encounter both savage enemies and brave friends. Together they learn that the vast and unknown world can be difficult and treacherous, but breathtakingly beautiful and enlightening as well. All the pain and pleasure bring them closer to their ultimate destination, for the orphaned Ayla and the wandering Jondalar must reach that place on earth they can call home. As sweeping and spectacular as the land she creates, Jean M. Auel's *The Plains of Passage* is an astonishing novel of discovery, danger, and love, a triumph for one of the world's most original and popular authors. This eBook includes the full text of the novel plus the following additional content: • An Earth's Children® series sampler including free chapters from the other books in Jean M. Auel's bestselling series • A Q&A with the author about the Earth's Children® series

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