

Nycc 2016 Nycc 2016 Events Events Thursday Schedule October

This cutting edge collection considers how the Japanese language functions as a key element of Japanese soft power in Asia. Within Japanese culture itself, the promotion of language has been an area of ambivalence. This interdisciplinary book looks across the fields of language policy, language teaching, socio-linguistics, cultural studies and history to identify the links between Japan's language policies and broader social, economic and political processes. It examines the challenges that undermine Japan's potential soft power by identifying a gap between the "official Japan" portrayed by the Japanese government and the "cultural Japan" that foreigners perceive. It also reveals historical continuity in the way Japanese language is perceived and promoted by policy makers and how the current practices of Japanese language teaching in Asian countries have been shaped within the framework of "international exchange", which has been a key concept in Japanese foreign policies since the 1970s. It particularly considers the concept of 'Cool Japan' as a symbol of Japan's interpretation of its cultural power and offers a thoughtful assessment of the future of Japanese as a form of soft power in Asia as the country prepares for the 2020 Tokyo Olympics.

GRAB THE LATEST, SUREFIRE TOP-OF-THE-CHARTS NEW RIVERDALE SERIES! Friends, countrymen, lend me your long tails and ears for hats—the Pussycats are back! In this series kick-off, Josie's getting the band together to help achieve her dreams of musical stardom. But for the group to last, it needs a strong foundation of friendship and trust. Can the girls get going, or will Alexandra's plotting put a stop to the whole thing? Don't miss comics' supreme songstresses' return to the limelight in this exciting first issue!

The only tie-in book for USA's award-winning series MR. ROBOT, Elliot's journal—Red Wheelbarrow—is written by show creator Sam Esmail and show writer Courtney Looney. Before and during the events of season two, Elliot recorded his most private thoughts in this journal—and now you can hold this piece of the series in your hands. Experience Elliot's battles to gain control of his life and his struggles to survive increasingly dangerous circumstances, in a brand-new story rendered in his own words. The notebook also holds seven removable artifacts—a ripped-out page, a newspaper clipping, a mysterious envelope, and more—along with sketches throughout the book. You'll discover the story behind MR. ROBOT season two and hints of what is to come. This book is the ultimate journey into the world of the show—and a key to hacking the mind of its main character. MR. ROBOT is a psychological thriller that follows Elliot (Rami Malek, The Pacific), a young programmer, who works as a cyber-security engineer by day and as a vigilante hacker by night. Elliot finds himself at a crossroads when the mysterious leader (Christian Slater, Adderall Diaries) of an underground hacker group recruits him to destroy the firm he is paid to protect. Praise for MR. ROBOT: "Relentless, sensational, and

unabashedly suspenseful” —The New York Times “. . . most narratively and visually daring drama series on television . . .” —Entertainment Weekly “Terrific” —The New Yorker “Sam Esmail is one of the most innovative creators to make his mark on television in a long time.” —Rolling Stone “A modern classic” —Forbes “MR. ROBOT has the potential to be one of the defining shows of our age.” —TIME “Brilliant” —The Huffington Post Golden Globe Awards for Best Television Series, Drama, and Best Performance by an Actor in a Supporting Role in a Series, Mini-Series or Motion Picture Made for Television (Christian Slater) Critics’ Choice® Awards for Best Drama Series, Best Actor in a Drama Series (Rami Malek), and Best Supporting Actor in a Drama Series (Christian Slater) Emmy Award® for Outstanding Lead Actor in a Drama Series (Rami Malek) Five Emmy® nominations, including for Outstanding Drama Series

The most highly-anticipated debut in comics history is here! Betty and Veronica are America’s sweethearts... until they turn on each other! “Pops’ Chocklit Shoppe is being taken over by a huge coffee company. When Betty and Veronica go head-to-head over the issue, all bets are off! Friendships will shatter. Cities will burn. Nails will be broken. Betty and Veronica are back in this all-new #1 from comics legend Adam Hughes!

The Grey Woods is a meeting place between worlds, where souls go after they die, where they come before they are born. Here Lady Atya of the Majae draws Fin Goldvale into this spiritual realm to witness past events that hold the key to his future. Fin is caught between his cousin Madros and his love for Eamìn the Majae and in order to protect her, Fin must navigate Madros’ growing madness by understanding this insufferable man’s past. Madros sends Eamìn to a remote city where his cousin Gareth is king. Fin is sent along and accused of an affair with Eamìn, who is forced to marry Gareth while in hiding. He escapes to Madros’ city with the news that she is no longer safe there. But pulling her out will expose her to the Lord of the Dream Realm, who Madros is ultimately protecting her from. Madros must decide if leaving Eamìn with Gareth is the lesser of two evils or will the worry drive him to choose an option so deadly, in an attempt to rid both threats to her. In the end Fin must decide whom to serve.

Renowned manga artist and comics creator Camilla D'Errico's beginner's guide to drawing her signature Japanese-style characters. From comics to video games to contemporary fine art, the beautiful, wide-eyed-girl look of shoujo manga has infiltrated pop culture, and no artist's work today better exemplifies this trend than Camilla D'Errico's. In her first instructional guide, D'Errico reveals techniques for creating her emotive yet playful manga characters, with lessons on drawing basic body construction, capturing action, and creating animals, chibis, and mascots. Plus, she gives readers a behind-the-scenes look at her character design process, pointers on creating their own comics, and prompts for finishing her drawings. Pop Manga is both a celebration of creativity and an indispensable guide that is sure to appeal to manga diehards and aspiring artists alike.

The father of modern-day electricity and considered by some to be the ultimate “mad scientist,” Nikola Tesla filed nearly 300 patents in his lifetime. Many of these patents resulted in functioning inventions; others were little more than wide-eyed dreams—or still await possible development. Tesla For Beginners examines the man behind the alternating current and wireless technologies who traveled from Serbia by steamship to arrive in the United States with only four cents in his pocket. It was in the early 1880s, at the tail end of the Industrial Revolution and the beginning of the Second Industrial Revolution, that America beckoned him. Nikola Tesla—a poet of invention—left behind a vast and intriguing legacy. He was a scientist, physicist, mathematician, electrical engineer, and extensively published author who spent his last decades scraping for funding for celestial projects and living out his final days in penurious solitude with a pigeon.

A double-agent sacrifices all his ideals in order to save his smuggler lover before a government coup takes over their decadent city in Lara Elena Donnelly’s glam spy thriller debut, now a Nebula finalist for Best Novel! “Exploring the roots of hatred, nationalism, and fascism, while at the same time celebrating the diversity, love, romance, fashion, and joy the world is capable of producing.” —Bookriot Introducing... The Smuggler: By day, Aristide Makricosta is the emcee for Amberlough City’s top nightclub. By night, he moves drugs and refugees under the noses of crooked cops. The Spy: Covert agent Cyril DePaul thinks he’s good at keeping secrets, but after a disastrous mission abroad, he makes a dangerous choice to protect himself...and hopefully Aristide too. The Dancer: Streetwise Cordelia Lehane, burlesque performer at the Bumble Bee Cabaret and Aristide’s runner, could be the key to Cyril’s plans—if she can be trusted. As the twinkling marquees lights yield to the rising flames of a fascist revolution, these three will struggle to survive using whatever means — and people — necessary. Including each other. “James Bond by way of Oscar Wilde.” —Holly Black “Sparkling with slang, full of riotous characters, and dripping with intrigue, Amberlough is a dazzling romp through a tumultuous, ravishing world.” —Robert Jackson Bennett, winner of the Shirley Jackson Award and the Edgar Award “Astonishing first novel!” —World Fantasy Award-winning author Ellen Kushner At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Journey into the Wizarding World once more with this stunning new masterpiece from New York Times best-selling paper engineer Matthew Reinhart. This exhilarating pop-up book invites you to relive the movie adventures of Hermione Granger, Ron Weasley, and the Boy Who Lived—Harry Potter—as you explore London’s magical Diagon Alley like never before. Inside, gorgeously intricate pop-up spreads render fan-favorite Diagon Alley establishments such as Ollivanders, Weasleys’ Wizard Wheezes, and the Leaky Cauldron, plus other locales like the Ministry of Magic and platform nine and three-quarters. Pull tabs allow fans to command the action—rescue a Ukrainian Ironbelly dragon from the depths of Gringotts, or help Harry navigate out of Knockturn Alley after a Floo powder mishap. Alongside each pop, discover facts

and insights from the making of the Harry Potter films. Plus, the book opens into a displayable 3D diorama of all the pop-ups at once. Packed with amazing moments and hidden surprises, *Harry Potter: A Pop-Up Guide to Diagon Alley and Beyond* is a landmark new pop-up book guaranteed to impress Harry Potter fans everywhere.

When the Archies tank at the Riverdale High Battle of the Bands, a magical twist of fate sends them hurtling into the past—and face-to-face with none other than the Ramones! Can the legendary punks get the Archies to realize their own rock 'n' roll potential and find their way home? Probably not—but it'll be a blitzkrieg bop of a journey, as the two bands bounce from 53rd and 3rd to Rockaway Beach in this must-read crossover from the writers of the best-selling *ARCHIE MEETS KISS* and *WE CAN NEVER GO HOME* with jaw-droppingly beautiful art from Gisele Lagace ("Occupy Riverdale")!

Her last name is VASQUEZ! Her first name says it all! And when confronted with the hidden secret of the universe, you won't believe the cosmic truth she uncovers! Brought to you by the Wildcats Version 3.0 team of JOE CASEY and DUSTIN NGUYEN reunited for the first time in fifteen years!

Color x Color: The Sperry Poster Archive illustrates the 40 year career arc of renowned rock poster artist and master screen printer, Chuck Sperry. The 750+ page tome features over 800 color reproductions of Sperry's work, from his early years creating posters for Bill Graham's legendary Fillmore Auditorium, to his eye-arresting work for The Who, Eric Clapton, Pearl Jam, and the Black Keys. Sperry introduces each chapter of *Color x Color* with fresh and insightful autobiographical detail, shedding light on his colorful art, life and career. As the artist prefaces his book: To show you everything, well, that's exactly what I set out to do two years ago. This book brings together every poster I have created. The impetus to create this exhaustively complete book originates with the creation of an extensive special permanent collection of Sperry's art to enter the archives of the Fort Wayne Museum of Art.

The Waldorf Astoria is the classiest hotel along the Manhattan skyline in 1930s New York City. When a charming woman named Nina checks in with a high-society entourage, young Frank, a bellhop, and Theresa, a maid, get caught up in a series of mysterious thefts. The stakes quickly grow perilous, and the pair must rely on each other to discover the truth while navigating delicate class politics. Eisner Award-winning artist Jonathan Case (*Green River Killer*, *Dear Creature*) writes and draws this brilliant graphic novel of petty crime, comic predicaments, and vast heart in a story that speaks to class, race, and gender barriers.

City at War, Part 5. With enemies victorious on all sides and allies in short supply, the TMNT are at their lowest point. Yet as the TMNT start to blame themselves, a greater threat looms ever closer...

Alfonso can't wait to play the role of Hamlet in his school's hip-hop rendition of the classic play. But as he is buying his

first suit, an off-duty police officer mistakes a clothes hanger for a gun and shoots Alfoso. When Alfonso wakes up in the af

The year is 1872. The place, the Apache nations, a region torn apart by decades of war. The people, like Goyahkla, lose his family and everything he loves. After having a vision, the young Goyahkla approaches the Apache leader Cochise, and the entire Apache nation, to lead an attack against the Mexican village of Azripe. It is this wild display of courage that transforms the young brave Goyakhla into the Native American hero Geronimo. But the war wages on. As they battle their enemies, lose loved ones, and desperately cling on to their land and culture, they would utter, "Indeh," or "the dead." When it looks like lasting peace has been reached, it seems like the war is over. Or is it? Indeh captures the deeply rich narrative of two nations at war-as told through the eyes of Naiches and Geronimo-who then try to find peace and forgiveness. Indeh not only paints a picture of some of the most magnificent characters in the history of our country, but it also reveals the spiritual and emotional cost of the Apache Wars. Based on exhaustive research, Indeh offers a remarkable glimpse into the raw themes of cultural differences, the horrors of war, the search for peace, and, ultimately, retribution. The Apache left an indelible mark on our perceptions about the American West, and Indeh shows us why.

Rice Boy is a surreal fantasy graphic novel set in a world called Overside. A lonely creature called Rice Boy and an ageless machine called The One Electronic venture through a strange world to fulfill a prophecy with implications few understand.

"This graphic novel uses an ancient story of conflict, displacement, and longing for home to draw attention to the plight of the modern soldier eve of returning home after a grueling tour in Afghanistan, Sgt. Jack Brennan gathers his troops together for one final chat. But instead of a simple farewell, Brennan tells his soldiers the story of Homeras "Odyssey" connecting their experiences to the ancient epic. For instance, post-conflict drug addiction is related to Odysseus's men's reluctance to leave the land of the lotus eaters, and erratic, stimulus-seeking behavior by soldiers suffering from PTSD is compared Elpinoras death by misadventure on the island of Circe."--Provided by publisher.

If you received an invitation to attend a mysterious masked ball held by a secret organization of the rich and powerful, would you accept? Meet the five candidates who do: the scientist, the singer, the chef, the attorney, and the financier. They crave power, love, money, respect, fame – that which eludes them. Their enigmatic host, known only as Pig King, craves something more basic: salvation for his kind. But the Illuminati Ball requires a sacrifice... "I was seduced by Cynthia's art. She is a wonder." – Neil Gaiman "Creative genius." – Forbes

The impossible, reality-bending keys of Keyhouse have always been weapons of war. In the spring of 1915, Chamberlin Locke's oldest son, John, is desperate to be a part of the greatest war of all... and never mind that he's too young to enlist. He means to use the power of the keys to turn the tide, and will tell any lie, and try any manipulation, to have his way. Prepare to open a door onto one of the grimmest battlefields of the 20th century, whose darkness might even strike fear into an army of supernatural

shadows.

Add a little bit of Spidey and a touch of Deadpool, take away the Y chromosomes, blend it all together, and what do you get? Peter Parker and Wade Wilson's worst nightmare: the murderous, mixed-up miss named Itsy Bitsy! The "daughter" of our two heroes is stronger than them, faster than them and has seriously creepy daddy issues - but what crazed mind could have conceived of her in the first place? As the body count rises, Spider-Man and Deadpool must work together to take down Itsy Bitsy - and the person who's been pulling their strings from the start! But how is a trip to Weirdworld going to help wash that spider out? It's the most disturbing Spidey/Deadpool story yet, from the wild imaginations of Joe Kelly and Ed McGuinness! Collecting SPIDER-MAN/DEADPOOL #9-10, #13-14 and #17-18.

ZOMBIES IN RIVERDALE! The biggest comic book crossover in history, in one essential volume! Two of the most iconic groups in pop culture meet for the first time as the rock-fueled demons of KISS crash-land in Riverdale, home to America's favorite teenager, Archie Andrews! When one of Sabrina the Teenage Witch's spells goes awry and summons forth a gang of dangerous monsters bent on turning the people of Riverdale into mindless zombies, what can Archie, Jughead, Reggie, Kevin Keller, and Betty & Veronica do to save their town? Enter KISS: The Demon, Starchild, Catman, and Spaceman, four supernatural heroes with their sights set on the frightening invaders and their mysterious weapon, the Dynasty Amulet. Featuring the iconic artwork of superstar Dan Parent and an off-the-wall story by Alex Segura. From the Trade Paperback edition.

Collecting the smash-hit miniseries that launched AHOY Comics! On dark, gritty Earth-Omega, masked vigilante Dragonfly punishes evil maniacs and evades corrupt authorities. On sun-splashed Earth-Alpha, costumed crook-catcher Dragonflyman upholds the letter of the law. Now they're trapped on each other's worlds, where even the good guys don't share their values! This volume also collects all the original Stinger and Dragonflyman backup stories, plus extra behind-the-scenes features. Collecting the smash-hit miniseries that launched AHOY Comics! On dark, gritty Earth-Omega, masked vigilante Dragonfly punishes evil maniacs and evades corrupt authorities. On sun-splashed Earth-Alpha, costumed crook-catcher Dragonflyman upholds the letter of the law. Now they're trapped on each other's worlds, where even the good guys don't share their values! This volume also collects all the original Stinger and Dragonflyman backup stories, plus extra behind-the-scenes features.

The Secret Loves of Geek Girls is a non-fiction anthology mixing prose, comics, and illustrated stories on the lives and loves of an amazing cast of female creators. Featuring work by Margaret Atwood (The Heart Goes Last), Mariko Tamaki (This One Summer), Trina Robbins (Wonder Woman), Marguerite Bennett (Marvel's A-Force), Noelle Stevenson (Nimona), Marjorie Liu (Monstress), Carla Speed McNeil (Finder), and over fifty more creators. It's a compilation of tales told from both sides of the tables: from the fans who love video games, comics, and sci-fi to those that work behind the scenes: creators and industry insiders.

"The Animals thought, spoke and took revenge. The dust has settled and the blood has dried, but a new force is rising in the West, ready to help Animal-kind seize power in the dark new world to come..." A city by the sea rises, ruled by animals who become more human and humans who become more animal. All the while, Adam, an imprisoned veterinarian, works on the technology

that would give his captors the strength to change the world... This oversized hardcover edition, printed in the European Graphic Album size of 8.4 x 11.6, collects all three issues of this spin-off from the fan-favorite ANIMOSITY series.

The Comic-Con phenomenon—and what it means for your business The annual trade show Comic-Con International isn't just fun and games. According to award-winning business author and futurist Rob Salkowitz it's a "massive focus group and marketing megaphone" for Hollywood—and in *Comic-Con and the Business of Pop Culture*, he examines the business of popular culture through the lens of Comic-Con. Salkowitz offers an entertaining and substantive look at the show, providing a close look at the comic-book and videogame industries' expanding influence on marketing, merchandising, and the entertainment industry. Rob Salkowitz is founder and Principle Consultant for the communications firm MediaPlant, LLC.

Based on the smash-hit audio serial, *Bubble* is a hilarious high-energy graphic novel with a satirical take on the "gig economy." Built and maintained by corporate benevolence, the city of Fairhaven is a literal bubble of safety and order (and amazing coffee) in the midst of the Brush, a harsh alien wilderness ruled by monstrous Imps and rogue bands of humans. Humans like Morgan, who's Brush-born and Bubble-raised and fully capable of fending off an Imp attack during her morning jog. She's got a great routine going—she has a chill day job, she recreationally kills the occasional Imp, then she takes that Imp home for her roommate and BFF, Annie, to transform into drugs as a side hustle. But cracks appear in her tidy life when one of those Imps nearly murders a delivery guy in her apartment, accidentally transforming him into a Brush-powered mutant in the process. And when Morgan's company launches Huntr, a gig economy app for Imp extermination, she finds herself press-ganged into kicking her stabby side job up to the next level as she battles a parade of monsters and monstrously Brush-turned citizens, from a living hipster beard to a book club hive mind.

At the height of the roaring twenties, the daughter of a mafia boss is determined to rise to prominence in her family's business. Nicoletta is the youngest in a Sicilian-American family and has aspirations to join her brothers in the family business—an organized crime syndicate running the streets of Brooklyn. But when Nicoletta confronts her father Tommaso and announces her desire to join the family business, Tommaso objects, and a crisis ensues. Nicoletta takes it upon herself to prove she has what it takes, moving steadfastly into a world of brutality with her own ideas to capitalize on the cocaine drug trade. What transpires is not just a tale of a woman's rise within the Marchesi crime family but a genre-busting look at how the players in this mafia story are transformed when Nicoletta proves better at the deadly game than her male coworkers. New York has a new player in town, and they ain't seen nothing yet! Combining the romanticism of the roaring twenties and Nicoletta's journey into the brazen violence of mafia-dominated New York, *Mafiosa* sets the status quo ablaze—with style, class, and a smoking barrel.

Harvey Kurtzman's *Jungle Book* is considered one of the "Top 100 Comics of the 20th Century" by *The Comics Journal* and is widely regarded to be a lost classic. Written and illustrated by Kurtzman, *Jungle Book* inspired and influenced comics creators such as Robert Crumb, Art Spiegelman, Gilbert Shelton, and Terry Gilliam. Back in print for the first time in over twenty-five years, this deluxe hardcover features an essay by comics archivist Denis Kitchen; a new introduction by Gilbert Shelton; a conversational

afterword between Pete Poplaski and Robert Crumb; and a selection of Kurtzman's photographs, correspondence, and artwork. The definitive edition of this graphic novel masterpiece is not to be missed!

The reimagined Hanna-Barbera line leaps into the future with an unexpected vision of a high-tech world on the brink of disaster! Meet George Jetson, a family man in a post-digital world. His wife Jane is a brilliant scientist working off-world at a conference, his daughter Judy is a social butterfly trying to discover her true calling and his son Elroy is busy using technology to break the rules. Helping keep order in the house is Rosie the Robot É who houses the memories and personality of George's own mother! With Jane off in space and George busy keeping an eye on Spacely Sprockets' infrastructure, Elroy gets into some trouble on his own, disturbing undersea ruins and accidentally triggering explosive consequences. But there may not be time enough for it to matter, as Jane has learned that something's heading for Earth at incredible speed, and the collision may mean the end of life as we know it, unless the hapless George Jetson can survive first contact! Writer Jimmy Palmiotti (Harley Quinn) and phenomenal artist Pier Brito (Daredevil) bring the world of the future home in *The Jetsons!* Collects *The Jetsons* #1-6. It's a fascinating and chilling new take on a classic franchise, and it forces us to ask plenty of questions about our own future. NYFY Wire The *Jetsons* is a perfect dystopia. The Verge

Canto's adventure begins! Enslaved for generations, Canto's people once had hearts. Now they have clocks. When slavers damage a little tin girl's clock beyond repair, Canto must brave his strange and fantastic world to bring back her heart. Can he overcome the dangers that await to save the one he loves?

"If anyone was 'The Fifth Beatle' it was Brian."—Paul McCartney *The Fifth Beatle* graphic novel recounts the untold true story of Brian Epstein-- the visionary manager who created Beatlemania and guided the Beatles from basement gigs to unprecedented international stardom. It's also an uplifting, inspirational human story about the struggle to overcome seemingly insurmountable odds. This critically acclaimed and multiple award winning graphic novel has been added to the Rock and Roll Hall of Fame Library and Archives! This new softcover edition includes an expanded sketchbook and Beatles memorabilia section, with behind-the-scenes essays and insights from writer Vivek J. Tiwary, plus 25 pages of bonus art by Andrew Robinson and Kyle Baker!

A full-color, lushly illustrated graphic novel that recounts the many-layered past and present of beer through dynamic pairings of pictures and meticulously researched insight into the history of the world's favorite brew. Starting from about 7,000 BC, *The Comic Book Story of Beer* traces beer's influence through world history, encapsulating early man's experiments with fermentation, the rise and fall of Ancient Rome, the (often beer-related) factors that led Europe out of the Dark Ages, the Age of Exploration, the spread of capitalism, the Reformation, and on up to the contemporary explosion of craft brewing. No book has ever told the story of beer in a graphic format as a liberating or emancipating force that improved the life of everyday people. Visually riffing on abstract subjects like pasteurization, "original gravity," and "lagering," artist Aaron McConnell has a flair for cinematic action and demonstrates versatility in depicting characters and episodes from beer's rich history. Hand-drawn in a classic, accessible style, *The Comic Book Story of Beer* makes a great gift, and will appeal to the most avid comic book geek and those who live for beer.

"When Fiona Quinn is approached in a bar by a man who calls himself Scratch and claims he's the devil, she figures it's just some kind of post-modern ironic pickup line. But since he offers to pick up the tab, what the hell. A few drinks in, Scratch offers something much stranger--a wish in exchange for her immortal soul. Fiona has been wondering if her boyfriend is having an affair. What if she could become invisible, see what he's really up to? It can be done, but for a price--in addition to her soul, Fiona must perform a special favor for Scratch whenever the time comes. Fiona finds the whole thing so hilarious that she agrees. Bad idea."--
A NEW YORK TIMES BESTSELLER Lovable ne'er-do-well Delilah Dirk is an adventurer for the 19th century. She has traveled to Japan, Indonesia, France, and even the New World. Using the skills she's picked up on the way, Delilah's adventures continue as she plots to rob a rich and corrupt Sultan in Constantinople. With the aid of her flying boat and her newfound friend, Selim, she evades the Sultan's guards, leaves angry pirates in the dust, and fights her way through the countryside. For Delilah, one adventure leads to the next in this thrilling and funny installment in her exciting life. Tony Cliff's Delilah Dirk and the Turkish Lieutenant is a great pick for any reader looking for a smart and foolhardy heroine...and globetrotting adventures. A Publishers Weekly Best Children's Book of 2013 A Kirkus Reviews Best Teen Book of 2013

This book explores the representation of American Roma from the nineteenth-century to today by examining portrayals in newsprint, television, movies, and social media.

What strikes fear into the hearts of those who terrorize Gotham? It used to be Batman... But now something far more frightening than a mere man stalks the shadows--and it's after Gotham's villains. How savage must a monster be to haunt the dreams of monsters? In this collection, Batman hits the streets in search of the creature terrorizing Gotham's underworld--and hits them hard. The Dark Knight's search for clues will lead him to every villain in Gotham--but will he be able to reach any of them in time? Collects Batman: Reptilian #1-6.

Cosplay, comics, anime, and geek culture have exploded into the mainstream over recent years and have resulted in a thriving community of costume enthusiasts and pop culture fans. Today's cosplayers find inspiration on the pages of comics, classic literature, and even history, as well as film, television, and video games to inform their creative and oftentimes elaborate ensembles. They utilize all manner of materials and techniques including 3D printers, thermoplastics, craft foam, fabric and more to design their costumes and props. Libraries on the leading edge are already embracing this new worldwide sensation by integrating cosplay into their programming and events. Learn all about the world of cosplay and how you can host cosplay events, workshops, makerspaces, clubs, and more in your library! This one-stop guide includes quotes and interviews with librarians who are incorporating cosplay into their programming as well as with cosplayers. You'll also find 32 full-color photographs of cosplay in action to give you both ideas and inspiration for getting started!

Supercharge your drawing with the power of photo reference! An essential foundational tool for any aspiring artist! To draw a character consistently and convincingly over an entire story or series, you need a serious reference library--all professionals use them. Inside, find more than 500 awesome-quality color photos depicting popular poses, props, outfits and activities for

extraordinary and everyday comic characters--people pointing at heroes flying in the sky, lifting large objects, cowering in fear from impending doom and even doing battle in hand-to-hand combat. Lit with a superior two-source technique, these photos expose dramatic, muscle-revealing shadows and figure contours to add depth, realism and weight to every illustration. Use reference photos to:

- Trick viewers into seeing 3-D places, people and things by leveraging art techniques like foreshortening, shading and perspective.
- Breathe realism and action into drawings by referencing muscular models ranging in age, gender and ethnicity, brandishing guns, swords and knives while wearing everything from capes and street clothes to spandex shorts.
- Explore the nuances of common facial expressions like pain, anger, fear, frustration, joy, shock, confusion and smug satisfaction.
- Create dynamic poses including standing, sitting, flying, lifting, punching, kicking, smoking, screaming, drinking, laughing, sword-fighting, ducking...and more!

[Copyright: 2b1d2aa9bade256893cfa9c7cb10adee](#)