

The Ballad Of Rango The Art Making Of An Outlaw Film

(Vocal Selections). Based on the macabre cartoon Charles Addams created in 1938 for The New Yorker, this Broadway musical was nominated for multiple awards in 2010, including two Tony nods. Our songbook features vocal lines with piano accompaniment for 14 fantastic tunes by Andrew Lippa: The Addams Family Theme * Crazy Than You * Happy/Sad * In the Arms * Just Around the Corner * Let's Not Talk About Anything Else but Love * Live Before We Die * The Moon and Me * Morticia * One Normal Night * Pulled * Waiting * What If * When You're an Addams.

Updated for the first time in a decade, a deluxe, three-volume encyclopedia covers the entire Star Wars universe, including everything having to do with the six films, radio dramas, books, comics, video games, and more, with information on the characters, production, special effects, chronology, and the like, all enhanced with full-color illustrations.

While comedy writers are responsible for creating clever scripts, comedic animators have a much more complicated problem to solve: What makes a physical character funny? Comedy for Animators breaks down the answer by exploring the techniques of those who have used their bodies to make others laugh. Drawing from traditions such as commedia dell'arte, pantomime, Vaudeville, the circus, and silent and modern film, animators will learn not only to create funny characters, but also how to execute gags, create a comic climate, and use environment as a character. Whether you're creating a comic villain or a bumbling sidekick, this is the one and only guide you need to get your audience laughing! Explanation of comedic archetypes and devices will both inspire and inform your creative choices Exploration of various modes of storytelling allows you to give the right context for your story and characters Tips for creating worlds, scenarios, and casts for your characters to flourish in Companion website includes example videos and further resources to expand your skillset--check it out at www.comedyforanimators.com! Jonathan Lyons delivers simple, fun, illustrated lessons that teach readers to apply the principles of history's greatest physical comedians to their animated characters. This isn't stand-up comedy—it's the falling down and jumping around sort!

Following the worldwide success of Momentary (9784756248756), we are proud to present this second illustration artwork collection from Ilya Kuvshinov. This book collects over 300 new artworks the artist posted on social media, which were created after Momentary was published. This collection book also includes some of Ilya's commercial works adding extra variety to this 2nd book. After the success of Momentary, Ilya has gained popularity and has done some exhibitions and commercial works. One of the most prestigious jobs Ilya was offered was as the character and visual designer for the anime The Wonderland (directed by Keiichi Hara; Crayon Shin-chan series) and Ghost in the Shell: SAC_2045. This talented illustrator, who was influenced by many Japanese artists, now has 1.6 million followers worldwide on Instagram, and is established as an influencer of other illustrators around the world. As in the previous title, this book uses special printing technology to reproduce the beautiful colors of Ilya's CG illustrations, enhancing the possibility of 4-color printing. Because the previous book was solely focused on collecting Ilya's artwork which was presented on Ilya's social media, the book was in a square format. But this time, we have produced this book in a larger format to include some of Ilya's commercial works adding extra value and quality into this book.

In Wreck-It Ralph, Disney's expert team of concept, visual development and story artists explore the hidden world of video games from classic 8-bit arcade games to the most modern and inventive offerings of the digital age. At the center of this hilarious and wildly original video-game-hopping adventure is Wreck-It Ralph, an arcade game bad guy who breaks all the rules when he sets off on a mission to prove he can be good. The Art of Wreck-It Ralph captures the fresh artistic vision of the film and the aesthetic journey of the filmmakers through interviews with the film's many artists, including a foreword by director Rich Moore and a preface by John Lasseter. Illustrated with character sketches, storyboards, visual development paintings, colorscripts, and more, this behind-the-scenes look at Disney's latest 3-D animated epic is a treat for video game and animation lovers alike.

'Abakan 2288' takes you inside an imaginary future world where natural resources are dwindling, which is dominated by robots - Hard Doll Machines - mass-produced from recycled metal. It also creatively reveals how to conceptualize, fabricate and finish machine robots.

Anthropology is the study of all humans in all times in all places. But it is so much more than that. "Anthropology requires strength, valor, and courage," Nancy Scheper-Hughes noted. "Pierre Bourdieu called anthropology a combat sport, an extreme sport as well as a tough and rigorous discipline. ... It teaches students not to be afraid of getting one's hands dirty, to get down in the dirt, and to commit yourself, body and mind. Susan Sontag called anthropology a "heroic" profession." What is the payoff for this heroic journey? You will find ideas that can carry you across rivers of doubt and over mountains of fear to find the light and life of places forgotten. Real anthropology cannot be contained in a book. You have to go out and feel the world's jagged edges, wipe its dust from your brow, and at times, leave your blood in its soil. In this unique book, Dr. Michael Wesch shares many of his own adventures of being an anthropologist and what the science of human beings can tell us about the art of being human. This special first draft edition is a loose framework for more and more complete future chapters and writings. It serves as a companion to anth101.com, a free and open resource for instructors of cultural anthropology. This 2018 text is a revision of the "first draft edition" from 2017 and includes 7 new chapters.

This vibrant volume is an exclusive look behind the scenes of Disney and Pixar's original feature film Luca. The Art of Luca explores the stunning visuals of the coming-of-age story, set in a beautiful seaside town on the Italian Riviera. Readers get a front-row view at never-before-seen development art, character sketches, storyboards, color scripts, and interviews with the creators. * Behind the scenes of the making of Disney and Pixar's Luca * Features colorful concept art and character explorations from the movie * Includes fascinating facts and details from the creative team In the animated film, Luca and his newfound best friend are sharing an unforgettable summer and a deeply-held secret: they are sea monsters from a world just below the water's surface. For aspiring artists, animators, and fans alike, The Art of Luca is part of the acclaimed ART OF series, inviting audiences behind the scenes of their favorite animated films. This book is perfect for: * Pixar fans and art buffs * Animators and students of animation * Fans of The Art of Pixar, The Art of Soul, The Art of Onward and The Art of Coco © 2021 Disney/Pixar. All rights reserved.

The Ballad of Rango The Art & Making of an Outlaw Film Titan Publishing Company

"States fall, empires break up, dynasties become extinct, but the memory of a true "hero as King" like Shivaji remains an imperishable historical legacy..." – Jadunath Sarkar, House of Shivaji (1919) Shivaji Bhonsle was an Indian warrior king who went on to lay the foundation of the strong Maratha Empire. The first Chhatrapati, he is known to have outdone his predecessors as well as successors in giving an identity and status to Marathas. A tactful military commander and skilled administrator, he steadily built his army from a mere two thousand soldiers

to almost five-fold, and also developed a naval force. He defeated Afzal Khan and Adil Shah, giving strong resistance to the Mughal forces. From forming guerilla forces to immensely contributing in the development of the civilization of Marathas, he carved a niche in all spheres of operation. Shivaji: The Great Rebel explores the lifespan of Shivaji as an Indian king who instigated a new fire in the hearts of people against the Mughal Empire and taught them to fight for their rights. It highlights Shivaji as one of the prominent rulers to inspire people to fight for Hindu pride and raise their voice against cruelty. He stood up to guard and preserve the nation's honour, and is a great source of inspiration till date.

Film Music: A History explains the development of film music by considering large-scale aesthetic trends and structural developments alongside socioeconomic, technological, cultural, and philosophical circumstances. The book's four large parts are given over to Music and the "Silent" Film (1894--1927), Music and the Early Sound Film (1895--1933), Music in the "Classical-Style" Hollywood Film (1933--1960), and Film Music in the Post-Classic Period (1958--2008). Whereas most treatments of the subject are simply chronicles of "great film scores" and their composers, this book offers a genuine history of film music in terms of societal changes and technological and economic developments within the film industry. Instead of celebrating film-music masterpieces, it deals—logically and thoroughly—with the complex 'machine' whose smooth running allowed those occasional masterpieces to happen and whose periodic adjustments prompted the large-scale twists and turns in film music's path.

Disney characters play the roles of Robin Hood, his friends, and enemies in these stories of Robin's adventures.

When Rango, a lost pet chameleon, stumbles into the town of Dirt, the townspeople make him their new sheriff, but he finds more than he bargained for when bandits steal all of the town's water.

Appropriate for children, families, and professionals, this wonderful book brings to life the story of Sam, whose over-sensitivity creates chaos and frustration in his life. Sam's various sensory sensitivities adversely affect Sam's experiences, both at home and in the classroom. He walks readers through his typical day of sensory blunders (which many kids and families may find all too familiar!). Finally, at the suggestion of Sam's teacher, his parents take Sam to see an occupational therapist. Sam describes the process in a non-threatening, child's perspective that is sure to sooth young readers who may be facing the same challenges. With occupational therapy, a new "sensory diet," and the love and support of his family, Sam concludes: "Treating sensory challenges Takes some patience, and love, too. And now I LIKE doing lots of things I used to hate to do!"

Despite several rebirths in a career that spanned many decades, it seemed that tragedy followed the Gibbs like a curse. For every incredible career high there was a hefty personal downside: divorce, drunkenness, and death seemed as synonymous with the Gibbs as falsetto harmonies, flares, and multi-platinum record sales. Not long before his death, Robin made it clear that he believed the Gibbs had been forced to pay the highest possible cost for their success. "All the tragedies my family has suffered . . . is a kind of karmic price we are paying for all the fame and fortune we've had." This is the story of the brothers' incredible careers and an examination of the Gibb "curse," an all-too-human look at the roller coaster ride of fame.

(Applause Libretto Library). The King and I opened on Broadway on March 29, 1951. The musical is based on a 1944 novel by Margaret Landon, *Anna and the King of Siam*, which in turn was adapted from the real-life reminiscences of Anna Leonowens, as recounted in her own books, *The English Governess at the Siamese Court* and *The Romance of the Harem*. It is 1862 in Siam when an English widow, Anna Leonowens, arrives with her young son at the Royal Palace in Bangkok, having been summoned by the King to serve as tutor to his many children and wives. The King is largely considered to be a barbarian by those in the West, and he seeks Anna's assistance in changing his image, if not his ways. With both keeping a firm grip on their respective traditions and values, Anna and the King grow to understand and, eventually, respect one another in a truly unique love story. Along with the dazzling score, the incomparable Jerome Robbins ballet *The Small House of Uncle Thomas* is one of the all-time marvels of the musical stage.

Yippee-ki-yay . . . Discover the explosive story behind the creation of the *Die Hard* saga in this visually stunning, behind-the-scenes look at the adventures of detective John McClane. Thirty years after the release of the ground-breaking action film, *Die Hard: The Ultimate Visual History* takes an in-depth look at the entire *Die Hard* saga, from the original movie through to the hit sequels, comics, video games, and other extensions of hero John McClane's story. For the first time, *Die Hard: The Ultimate Visual History* tells the complete story of the making of *Die Hard* and its sequels, through exclusive interviews with the cast and crew of each film and a wealth of rare and unseen imagery, including set photography and concept art. Also exploring *Die Hard* comics, video games, and other merchandise, this book will tell the full story of the saga and its remarkable thirty-year legacy.

From renowned artist Gregory Manchess comes a lavishly painted novel about the son of a famed polar explorer searching for his stranded father, and a lost city buried under snow in an alternate future. When it started to snow, it didn't stop for 1,500 years. The Pole Shift that ancient climatologists talked about finally came, the topography was ripped apart and the weather of the world was changed—forever. Now the Earth is covered in snow, and to unknown depths in some places. In this world, Wes Singleton leaves the academy in search of his father, the famed explorer Galen Singleton, who was searching for a lost city until Galen's expedition was cut short after being sabotaged. But Wes believes his father is still alive somewhere above the timberline. Fully illustrated with over 120 pieces of full-page artwork throughout, *Above the Timberline* is a stunning and cinematic combination of art and novel.

Presents a behind-the-scenes look at the film "Pacific Rim," discussing characters, plot, special effects, and concept art.

A National Book Critics Circle Award-winner elevates the ordinary events that occur to a man on his lunch hour into "a constant delight" of a novel (*The Boston Globe*). In this startling, witty, and inexhaustibly inventive novel, New York Times–bestselling author Nicholson Baker uses a one-story escalator ride as the occasion for a dazzling reappraisal of everyday objects and rituals. From the humble milk carton to the act of tying one's shoes, *The Mezzanine* at once defamiliarizes the familiar world and endows it with loopy and euphoric poetry. Baker's accounts of the ordinary become extraordinary through his sharp storytelling and his unconventional, conversational style. At first glance, *The Mezzanine* appears to be a book about nothing. In reality, it is a brilliant celebration of things, simultaneously demonstrating the value of reflection and the importance of everyday human experiences. "A very funny book . . . Its 135 pages probably contain more insight into life as we live it today than anything currently on the best-seller list." —*The New York Times* "Captures the spirit of American corporate life and invests it with a passion and sympathy that is entirely unexpected." —*The Seattle Times* "Among the year's best." —*The Boston Globe* "Baker writes with appealing charm . . . [He] clowns and shows off . . . rambles and pounces hard; he says acute things, extravagant things, terribly funny things." —*Los Angeles Times Book Review* "Wonderfully readable, in fact gripping, with surprising bursts of recognition, humor and wonder." —*The Washington Post Book World*

When David Shannon was five years old, he wrote and illustrated his first book. On every page were these words: NO, DAVID! . . . and a picture of David doing things he was not supposed to do. Now David is all grown up. But some things never change. . . . Over fifteen years after its initial publication, *NO, DAVID!* remains a perennial household favorite, delighting children, parents, and teachers alike. David is a beloved character, whose unabashed good humor, mischievous smile, and laughter-inducing antics underline the love parents have for their children—even when they misbehave.

At once an old-fashioned-buddy-novel-shoot-'em-up and a work of deliciously imagined fantasy, Howard L. Anderson's dazzling debut presents the haunting story of a world where something has gone horribly awry . . . Having escaped from Australia's Adelaide Zoo, an orphaned platypus named Albert embarks on a journey through the outback in search of "Old Australia," a rumored land of liberty, promise,

and peace. What he will find there, however, away from the safe confinement of his enclosure for the first time since his earliest memories, proves to be a good deal more than he anticipated. Alone in the outback, with an empty soft drink bottle as his sole possession, Albert stumbles upon pyromaniacal wombat Jack, and together they spend a night drinking and gambling in Ponsby Station, a rough-and-tumble mining town. Accused of burning down the local mercantile, the duo flees into menacing dingo territory and quickly go their separate ways—Albert to pursue his destiny in the wastelands, Jack to reconcile his past. Encountering a motley assortment of characters along the way—a pair of invariably drunk bandicoots, a militia of kangaroos, hordes of the mercurial dingoes, and a former prize-fighting Tasmanian devil—our unlikely hero will discover a strength and skill for survival he never suspected he possessed. Told with equal parts wit and compassion, *ALBERT OF ADELAIDE* shows how it is often the unexpected route, and the most improbable companions, that lead us on the path to who we really are. Who you journey with, after all, is far more important than wherever it is you are going.

Dog Man meets *Despicable Me* in this crackling, hilarious middle grade graphic novel series from author-illustrator Ken Lamug, starring Mischief and Mayhem—a dynamic duo that falls into supervillainy after they're kicked out of superhero camp. "Diabolically hysterical fun!" —Chris Grabenstein, #1 New York Times bestselling author of *Escape from Mr. Lemoncello's Library* Mischief and her side-cat Mayhem are your respectably heinous villains. They'll spoil new movies, steal cake from parties they weren't invited to, and hit the good citizens where it'll hurt them most—their toilet paper. But before Mischief and Mayhem were ever supervillains, they were just Missy and Gizmo, fresh recruits at superhero boot camp. Except Missy lied on her hero application and has exactly zero superpowers, just her brainpower. Humiliated when caught and kicked out, she has only one fellow camp recruit who is willing to stand by her—Melvira. Unbeknownst to others, Melvira has her own villainous agenda, and it involves helping Missy cross the line into villainy as a new alter ego, Mischief. Something about Melvira doesn't sit right with Missy, and soon she'll be called upon to battle her former best friend...but will Missy be able to face the friend who was once her defender?

In this fascinating survey of contemporary screen craft, David Cohen of *Script* and *Variety* magazines leads readers down the long and harrowing road every screenplay takes from idea to script to screen. In interviews with Hollywood screenwriters from across the board—Oscar winners and novices alike—Cohen explores what sets apart the blockbuster successes from the downright disasters. Tracing the fortunes of twenty-five films, including *Troy*, *Erin Brockovich*, *Lost in Translation*, and *The Aviator*, Cohen offers insider access to back lots and boardrooms, to studio heads, directors, and to the over-caffeinated screenwriters themselves. As the story of each film evolves from the drawing board to the big screen, Cohen proves that how a script is written, sold, developed, and filmed can be just as dramatic and intriguing as the movie itself—especially when the resulting movie is a fiasco. Covering films of all kinds—from tongue-in-cheek romps like John Waters's *A Dirty Shame* to Oscar winners like *Monster's Ball* and *The Hours*—*Screen Plays* is an anecdote-filled, often inspiring, always revealing look at the alchemy of the movie business. With Cohen as your expert guide, *Screen Plays* exposes how and why certain films (such as *Gladiator*) become "tent poles," those runaway successes every studio needs to survive, and others become train wrecks. Full of critical clues on how to sell a script—and avoid seeing it destroyed before the director calls *Action!*—it's the one book every aspiring screenwriter will find irresistible. A lush, dazzlingly original young adult fantasy about an epic clash of witches, gods, and demons. *Elysium*, Oklahoma, is a town like any other. Respectable. God-fearing. Praying for an end to the Dust Bowl. Until the day the people of *Elysium* are chosen by two sisters: Life and Death. And the Sisters like to gamble against each other with things like time, and space, and human lives. *Elysium* is to become the gameboard in a ruthless competition between the goddesses. The Dust Soldiers will return in ten years' time, and if the people of *Elysium* have not proved themselves worthy, all will be slain. Nearly ten years later, seventeen-year-old Sal Wilkinson is called upon to lead *Elysium* as it prepares for the end of the game. But then an outsider named Asa arrives at *Elysium*'s gates with nothing more than a sharp smile and a bag of magic tricks, and they trigger a terrible accident that gets both Sal and Asa exiled into the brutal Desert of Dust and Steel. There Sal and Asa stumble upon a gang of girls headed by another exile: a young witch everyone in *Elysium* believes to be dead. As the apocalypse looms, they must do more than simply tip the scales in *Elysium*'s favor—only by reinventing the rules can they beat Life and Death at their own game in this exciting fantasy debut.

From LAIKA, the Academy Award®-nominated studio behind *Coraline*, *ParaNorman*, and *The Boxtrolls*, comes a new adventure set in a mythical ancient Japan. In *Kubo and the Two Strings*, scruffy, kind-hearted Kubo cares devotedly for his mother while eking out a humble living in their sleepy shoreside village. But when a spirit from the past appears, Kubo suddenly finds himself entwined in a violent struggle against gods and monsters. This fully illustrated book offers a behind-the-scenes view of the amazingly detailed artwork and unique stop-motion animation style involved in the film's creation.

From the World's No. 1 Storyteller, *James and the Giant Peach* is a children's classic that has captured young reader's imaginations for generations. One of *TIME MAGAZINE*'s 100 Best Fantasy Books of All Time After James Henry Trotter's parents are tragically eaten by a rhinoceros, he goes to live with his two horrible aunts, Spiker and Sponge. Life there is no fun, until James accidentally drops some magic crystals by the old peach tree and strange things start to happen. The peach at the top of the tree begins to grow, and before long it's as big as a house. Inside, James meets a bunch of oversized friends—Grasshopper, Centipede, Ladybug, and more. With a snip of the stem, the peach starts rolling away, and the great adventure begins! Roald Dahl is the author of numerous classic children's stories including *Charlie and the Chocolate Factory*, *Matilda*, *The BFG*, and many more! "James and the Giant Peach remains a favorite among kids and parents alike nearly 60 years after it was first published, thanks to its vivid imagery, vibrant characters and forthright exploration of mature themes like death and hope." —*TIME Magazine*

Embargoed to 30th March 2017 Witness the incredible artwork behind the creation of *Ghost in the Shell*, the live-action feature film based on the Japanese manga classic and starring Scarlett Johansson. As well as featuring beautiful concept art, stunning on-set photography and exclusive interviews with major cast and crew members, delve into the advanced special effects that bring Japan and the cyborg elements of the story to life. A compelling chronicle of an epic creative journey.

An insider's tour of the making of the latest *Star Wars* film provides photographs from the Lucasfilm archives, portraits of its actors and creators, and a behind-the-scenes look at everything from set designs to character development to special effects magic. Simultaneous. 40,000 first printing.

Pixar is proud to introduce the must-have companion to the vibrant new feature film *Coco*. The creation of *Coco*'s mesmerizing world is explored in detail through colorful artwork, energetic character sketches, intriguing storyboards, and

spellbinding colorscripts. Featuring insights from the production team about the making of the film and production art that bursts off the page, *The Art of Coco* overflows with insights into the creative process behind Pixar's unique and engaging vision. Copyright ©2017 Disney Enterprises, Inc. and Pixar. All rights reserved.

A collection of surprising, disarming and 'extremely funny' essays from the internationally bestselling author of *Me Talk Pretty One Day* (Sunday Times) Santaland Diaries collects six of David Sedaris's most profound Christmas stories into one slender volume perfect for use as a last-minute coaster or ice-scraper. This drinking man's companion can be enjoyed by the warmth of a raging fire, the glow of a brilliantly decorated tree, or even in the back seat of a police car. It should be read with your eyes, felt with your heart, and heard only when spoken to. It should, in short, behave much like a book. And oh, what a book it is! 'Sedaris writes with a gentle but unfailing acuity and a keen eye for the ridiculous ... extremely funny' -Sunday Times

It was the green heart of the canyon, where the walls swerved back from the rigid plan and relieved their harshness of line by making a little sheltered nook and filling it to the brim with sweetness and roundness and softness. Here all things rested. Even the narrow stream ceased its turbulent down-rush long enough to form a quiet pool. Knee-deep in the water, with drooping head and half-shut eyes, drowsed a red-coated, many-antlered buck.

Meet Bolt: dashing super-dog, loyal companion, star of a hit television show. This heartfelt Disney computer-animated film follows Bolt on a cross country journey as he learns his entire life has been fake and discovers he doesn't need super powers to be a hero. *The Art of Bolt* is a beautiful collection of more than 250 pieces of concept art created for the film, including storyboards, sketches, color scripts, full-color illustrations, as well as material from the fabled Disney archives. Quotes by the director, producer, and artists contextualize the art, and thoughtful essays explore Disney's past, present, and future in animation.

Go behind the scenes of one of the most anticipated movies of 2015 with *The Art and Making of Terminator Genisys*. Capturing the complete creative journey behind the making of the film, the book will also look at the daunting challenges that the team faced in creating a new installment in one of the best-loved sci-fi sagas in cinema history. *The Art and Making of Terminator Genisys* will make extensive use of concept art and unit photography from the production, balancing an in-depth and satisfying narrative with a striking visual account of the making of the film. *The Art and Making of Terminator Genisys* will also feature interviews with key cast and crew members plus a wealth of inserts and removable items, such as script pages, pieces of concept art, notes from the set, and other pieces of ephemera that further enhance the reading experience.

Freedom vs. security: that is the dilemma, and two superheroes have come to completely opposite conclusions. This provocative collection, edited by pop culture writer Travis Langley and with a foreword by Stan Lee, examines the psychological and political choices made by Captain America and Iron Man in the wake of a civil war. Why do they see things so differently? What are their motivations? "Captain America vs. Iron Man: Freedom, Security, Psychology" analyzes the polar sides of this debate, looking at how trauma shaped the characters, what it takes to become a superhero, and what role gender plays in one's ability to resolve conflicts along with questions of morality, leadership, and teamwork."

Unlike any animated feature you've seen before, *Rango* features the voice of Johnny Depp and blends offbeat humour with a gonzo visual style and the enduring heroic archetypes of the Western. This illustrated book provides an insight into the creative process that went into the making of the film.

In *The Art of NASA*, ultra-rare artworks illustrate a unique history of NASA hardware and missions from 1958 to today, giving readers an unprecedented look at how spacecraft, equipment, and missions evolved--and how they might have evolved.

Set in the fabulously colorful world of modern day Spain, *Ferdinand* is the story of a gentle giant who is nothing like you would expect. Ferdinand's life of leisure on the family farm is disrupted when he is taken to a school for fighting bulls, where his kind and peaceful manner is at odds with that of his compatriots. With the help of a neurotic goat named Lupe and a team of crazy hedgehogs, he gains the courage to remain true to himself, whilst mounting a "great escape" to bring his new friends back with him to the home he loves. This companion book to the unforgettable bull movie is full of adore-a-bull concept designs, character sketches, storyboards and production art, alongside insight from the artists, filmmakers and director.

Eva Hesse's later works are fascinating—not least because of her unusual materials. Eva Hesse (1936–1970) is one of the foremost artists of the twentieth century. Born in Hamburg, she immigrated to New York via the Netherlands in 1938. Even though Hesse died of a brain tumor at the age of just thirty-four, she left behind a fascinating, highly individual body of work. In the mid-sixties she began experimenting with new materials that had never before been used to produce art objects, such as polyester, fiberglass, and latex. Hesse's sculptures, which are now included in the collections of major museums around the world, are unique combinations of complex and occasionally contradictory qualities, such as hard and soft, fragile and substantial, abstract and figuratively evocative. This lavishly illustrated book concentrates on sculptures and drawings from the years 1966 to 1970, the last phase of the American artist's work. -- Publisher's description.

[Copyright: 86547584e7a9b615b6bbcf0f85359f1c](https://www.amazon.com/dp/B07584e7a9b615b6bbcf0f85359f1c)