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ANTONY BERG

Aliens Vs. Predator: Requiem Dark Horse Books
In a detailed analysis of the visual and textual evidence, this book disputes the widely held view that the late fourth century saw a vigorous and determined "pagan reaction" to the take-over of the Roman world by Christianity, at both the political and cultural level.

Design Theory Readme Publishing
Retrace le développement du mythe d'Arthur et ses chevaliers de la Table Ronde dans les cultures européennes et américaines, en examinant les deux grands pôles du mythe arthurien : chevalerie et merveilleux. La démonologie et les voies du mal sont aussi explorées.

L'Express FSG Originals

In 1979, a movie was released that was to capture the imagination of the world, and become a science fiction classic... Alien. This exciting book takes you right behind the scenes of Alien and talks to the key people involved, including H. R Giger and director Ridley Scott. It shows every creative stage, through designs and sketches, models and costumes, that went into such a unique vision of the future, and graphically demonstrates why the movie won an Oscar for its visual effects.
Critique: Editions du CEFAL
Papers from a round table held Aug. 9, 2000, in Oslo.

La guerre des mondes BRILL

En 1979, dans la foulée du phénomène Star Wars, une étrange créature émerge de son oeuf emblématique. Sous les yeux des spectateurs apeurés, celui que l'on

nommera ensuite xénomorphe repousse les limites de l'horreur et du corps humain dès sa première apparition. La science-fiction ne sera plus jamais la même. Au-delà de l'angoisse spatiale à laquelle elle est souvent rattachée, la saga Alien regorge de niveaux de lecture, métaphysiques ou psychanalytiques, à la richesse inattendue. Dans cet ouvrage traitant de l'ensemble des films de la licence et d'une grande partie de son univers étendu, l'auteur et podcasteur Marvin Montes se lance à la poursuite de l'extraterrestre le plus terrifiant du cosmos, mais aussi de ses adversaires acharnés, à commencer par l'icône Ellen Ripley, en décryptant méthodiquement les grandes thématiques de la franchise. Bienvenue au coeur des ténèbres, du dérangeant et du monstrueux, là où personne ne vous entendra crier.

Whispers of War Simon and Schuster
A multidisciplinary index covering the journal literature of the arts and humanities. It fully covers 1,144 of the world's leading arts and humanities journals, and it indexes individually selected, relevant items from over 6,800 major science and social science journals. *Terreur et représentation* Astra Publishing House

The seventh novel in Cherryh's *Foreigner* space opera series, a groundbreaking tale of first contact and its consequences... It has been two years since the starship Phoenix left Alpha Station on a rescue mission where over four thousand human spacers were under attack by a hostile alien race. Now, exhausted from their journey, the crew of the Phoenix yearns for home. But when the ship makes the jump into atevi space and contacts Alpha, they learn the worst: that supplies to the station have been cut off; that civil war has broken out on the atevi mainland; that the powerful Western Association has been overthrown; and that Tabini-aiji, Bren Cameron's primary supporter and Ilisidi's grandson and ally, is missing and may be dead. With no one left to lead the Western Association, Ilisidi and Bren know that the survival of their allies lies in their hands. And with the atevi world at war, the only safe landing strip lies on the human colony at Mospheira. Although there are many dangers inherent in bringing a powerful atevi leader such as Ilisidi onto human lands, Bren realizes they have no other choice. But even if they safely survive their landing, will Bren and Ilisidi together prove strong enough to muster the remaining shards of the Western Association and regain control of their planet? The long-running *Foreigner* series can also be enjoyed by more casual genre readers in sub-trilogy installments. *Destroyer* is the 7th *Foreigner* novel, and the 1st book in the third subtrilogy.

[Frontiers in the Roman World](#) Titan Books (UK)

This textbook presents the core of recent advances in design theory and its implications for design methods and design organization. Providing a unified perspective on different design methods and approaches, from the most classic (systematic design) to the most advanced (C-K theory), it offers a unique and integrated presentation of traditional and contemporary theories in the field. Examining the principles of each theory, this guide utilizes numerous real life industrial applications, with clear links to engineering design, industrial design, management, economics, psychology and creativity. Containing a section of exams

with detailed answers, it is useful for courses in design theory, engineering design and advanced innovation management. "Students and professors, practitioners and researchers in diverse disciplines, interested in design, will find in this book a rich and vital source for studying fundamental design methods and tools as well as the most advanced design theories that work in practice". Professor Yoram Reich, Tel Aviv University, Editor-in-Chief, Research In Engineering Design.

"Twenty years of research in design theory and engineering have shown that training in creative design is indeed possible and offers remarkably operational methods - this book is indispensable for all leaders and practitioners who wish to strengthen the innovation capacity of their company." Pascal Daloz, Executive Vice President, Dassault Systèmes

Aliens Springer

Le caporal Wayne Hicks, les soldats de première classe Hudson et Vasquez, l'androïde Bishop, le traître Burke, l'inattendue reine Alien et sa nombreuse progéniture et bien sûr l'insurmontable et infatigable Ripley... En 1986, James Cameron, tout auréolé du succès de son récent *Terminator*, proposait une suite très attendue au terrifiant Alien, le huitième passager de Ridley Scott, sept ans après sa sortie en salles. Conscient que le meilleur des hommages est de prolonger la mythologie du premier opus tout en lui donnant une direction inédite, il présente alors un véritable film de guerre. Une guerre dans l'espace, une guerre futuriste, une guerre sans merci. Pour la première fois, ce livre collector dévoile toutes les coulisses de ce film culte avec d'incroyables photos de plateaux jamais ou rarement montrées et de nouveaux témoignages exclusifs, dont celui de l'actrice Carrie Henn qui interprétait alors la jeune Newt. Un livre indispensable à tous les fans de science-fiction et de cinéma.

Alien Cambridge University Press

This companion to the AMC's mini-series features the full interviews plus essays by sci-fi insiders and rare concept art from Cameron's archives. For the show, James Cameron personally interviewed six of the biggest names in science fiction filmmaking—Guillermo del Toro, George Lucas, Christopher Nolan, Arnold Schwarzenegger, Ridley Scott, and Steven Spielberg—to get their perspectives on the importance of the genre. This book reproduces the interviews in full as the greatest minds in the genre discuss key topics including alien life, time travel, outer space, dark futures, monsters, and intelligent machines. An in-depth interview

with Cameron is also featured, plus essays by experts in the science fiction field on the main themes covered in the show. Illustrated with rare and previously unseen concept art from Cameron's personal archives, plus imagery from iconic sci-fi movies, TV shows, and books, James Cameron's *Story of Science Fiction* offers a sweeping examination of a genre that continues to ask questions, push limits, and thrill audiences around the world.

[La Revue du cinéma](#) National Geographic Books

This volume presents the proceedings of the ninth workshop of the international network 'Impact of Empire', which concentrates on the history of the Roman Empire. It focuses on different ways in which Rome created, changed and influenced (perceptions of) frontiers.

[Dans les méandres de Warhammer 40,000](#) Harper Paperbacks

The *Violence of Modernity* turns to Charles Baudelaire, one of the most canonical figures of literary modernism, in order to reclaim an aesthetic legacy for ethical inquiry and historical critique. Works of modern literature are commonly theorized as symptomatic responses to the trauma of history. In a climate that tends to privilege crisis over critique, Debarati Sanyal argues that it is urgent to rethink literary experience in terms that recall its contestatory potential. Examining Baudelaire's poems afresh, she shifts the focus of critical attention toward an account of modernism as an active engagement with violence, specifically the violence of history in nineteenth-century France. Sanyal analyzes a literary current that uses the traditional hallmarks of modernism—irony, intertextuality, self-reflexivity, and formalism—to challenge the historical violence of modernity. Baudelaire and the committed ironists writing in his wake teach us how to read and resist the violence of history, and thereby to challenge the melancholy tenor of our contemporary "wound culture." In a series of provocative readings, Sanyal presents Baudelaire's poetry as an aesthetic form that contests historical violence through rhetorical strategies of complicity, counterviolence, and critique. The book develops a new account of Baudelaire's significance as a modernist by dislodging him both from his traditional status as a practitioner of "art for art's sake" and from his more recent incarnation as the poet of trauma. Following her extended analysis of Baudelaire's poetry, Sanyal in later chapters considers a number of authors influenced by his strategies—including Rachilde, Virginie Despentes, Albert

Camus, and Jean-Paul Sartre—to examine the relevance of their interventions for our current climate of trauma and terror. The result is a study that underscores how Baudelaire's legacy continues to energize literary engagements with the violence of modernity.

Aliens: Salvation OUP USA

War. An alien war. The catlike alien asked the humans to fight in an alien war. Can you believe that? An alien ship crashed on Earth 5,000 years ago, throwing our solar system into a temporal bubble. No time has passed outside our solar system. It is now 2030, ten years after a government shutdown that never ended. A jackal-like alien almost killed Terry Chang. Now he and his friends must venture out into the unknown, where multiple alien races are on the verge of war. Turns out mythology is not so mythical after all. If you liked Ender's Game, Stargate, the Expeditionary Force Series, and the Earthrise series, you'll like this.

Arts & Humanities Citation Index Third Editions

Incontestablement le jeu de guerre à base de figurines le plus populaire du monde, Warhammer 40 000 s'est imposé à l'aide de ses miniatures magnifiques et de son monde à la noirceur incomparable. Alors que la licence va bientôt fêter ses 40 ans, il est grand temps de comprendre ce qui a fait son succès. Pourquoi, dans les années 1980, Warhammer 40 000 a-t-il cherché à transcender des loisirs comme le jeu de rôle ou le wargame ? De quelle manière a-t-il conjugué ses influences aussi radicales que variées pour donner naissance à une esthétique et une tonalité uniques ? Par quels moyens s'est-il réinventé pour séduire toujours plus de passionnés au fil des éditions ? Sous quelles formes – romans et jeux vidéo inclus – s'est-il diversifié pour gagner en popularité ? Si, dans les ténèbres d'un lointain futur, il n'y a que la guerre, quelques milliers d'années plus tôt, des créateurs fiévreux imaginaient Warhammer 40 000 grâce à leurs idées folles, leurs milliers de références et une poignée de décisions hasardeuses. Découvrez-les en ouvrant ce livre, mais n'oubliez pas : le savoir fait le pouvoir. Il faut le cacher.

Destroyer Routledge

MIGNOLA! GIBBONS! NOWLAN! One of the most memorable Aliens tales ever told,

now available as a premier-edition hardcover! When the most pious crewman aboard the Nova Maru is forced to abandon ship with his mad captain, the two are marooned on an inhospitable and remote world—and they're not alone . . . *Back in print for the first time in over a decade!

Aliens (screenplay) Franz Steiner Verlag
A self-assured warrior stumbles into a game of Go that turns fatal. An ambitious lord leaves his nephew for dead and seizes his lands. A stubborn father forces his son to give up his wife to his older brother. A powerful priest meddles in the succession to the Lotus Throne. A woman of the Old People seeks five fathers for her five children, who will go on to found the Spider Tribe and direct the fate of the country. As destiny weaves its tapestry in Lian Hearn's Tale of Shikanoko series, an emotionally rich and compelling drama plays out against a background of wild forests, elegant castles, hidden temples, and savage battlefields in Autumn Princess, Dragon Child. The Tale of Shikanoko, Book One: Emperor of the Eight Islands (April 2016) The Tale of Shikanoko, Book Two: Autumn Princess, Dragon Child (June 2016) The Tale of Shikanoko, Book Three: Lord of the Darkwood (August 2016) The Tale of Shikanoko, Book Four: The Tengu's Game of Go (September 2016)

James Cameron's Story of Science Fiction ELLUG

The agenda and significance of women in antiquity has gained considerable attention in recent years. In this book diverse roles for and attitudes to women in ancient societies are explored: women as witches, as courtesans, as mothers, as priestesses, as nuns, as heiresses and typically as eranged. The shifting focus is variously economic, social, biological, religious and artistic. The studies cover a wide geographic and chronological range, from the ancient Hittite kingdom to the Byzantine Empires. This book has been brought thoroughly up to date with the addition of a new introduction and addenda to individual chapters.

Making of Alien Resurrection Dark Horse Comics

Depuis des milliers d'années, l'homme développe un réel talent pour tuer son prochain. La guerre est une constante de son histoire, et l'ultime moyen qu'il a

trouvé, en groupe, pour régler ses différends. Peuples et États « font la guerre », la « gagnent », ou la « perdent » comme si c'était un jeu ; quant aux individus plongés dans la guerre, c'est leur destin qu'ils engagent. Histoire de la guerre ou histoire des guerres ? Le but de cet ouvrage est de faire autant l'histoire des différentes guerres, dans une approche linéaire, et des formes de guerre, dans une perspective typologique, pour y chercher des enseignements, que celle de la guerre, celle de la façon de la faire et celle des armes, abordée en historien du temps long cherchant des permanences relevant de la très longue durée, et pas dans la seule civilisation occidentale. Les guerres et leurs différents types sont vues ici sous l'angle de la constante et du questionnement premier de l'art militaire : d'une part, le facteur quantitatif et la dimension humaine, les effectifs, et d'autre part, le facteur qualitatif, valeur de la troupe (courage, moral, expérience, spécialisation, compétence et efficacité du commandement, niveau d'instruction et d'entraînement, etc.) et qualité de l'outil militaire, équipement, infrastructures défensives, armement, etc.

Images of Women in Antiquity JHU Press

Ouvrage encyclopédique avec quelques éléments d'un dictionnaire de langue. Noms communs et noms propres sont intégrés en un seul ordre alphabétique. Les articles ordinaires sur les noms communs sont très brefs et succincts; ceux sur les noms propres sont brefs. Ce qui fait vraiment l'intérêt de l'ouvrage, ce sont : les 900 mots recevant un développement encyclopédique relativement bref (entre 200 et 500 mots); les 400 dossiers présentant une synthèse d'une demi-page à trois pages, sur des sujets essentiels; les quarante suppléments culturels sous forme de dossiers illustrés sur des planches hors texte en couleurs de quatre pages, sur des lieux d'art et d'histoire. La présentation est soignée, sur papier glacé, avec illustrations abondantes. Très bonne lisibilité. [SDM].

Religious Violence in the Ancient World Editions Ellipses

"Collects issues #1-#5 of the Dark Horse Comics series William Gibson's Alien 3"-- Title page verso.