
The Monocle Guide To Building Better Cities

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Deep Learning for Coders with fastai and PyTorch
The Monocle Travel Guide to Seoul
How to Build a Motorcycle
Gardenista
The Monocle Travel Guide to Hamburg
Lost in Veggies
How to Make a Nation
The Beauty of Time Travel
The Monocle Travel Guide to Mexico City
The Monocle Travel Guide to Barcelona
The Down Days
The Monocle Travel Guide to Brussels and Antwerp

CONRAD JOSIAH

The Book of Italy Die Gestalten Verlag-DGV

"This is a handbook for anyone from holidaymakers to hoteliers. We jump up and down on a few choice beds, check out the start-ups breaking new ground and talk to the CEOs of the best and biggest groups. Don't expect stuffy five-star finery - our selection errs on the side of the honest, charming, quirky and independent. Through interviews, in-depth reports, essays, insight and opinion, we explore the state of the hospitality industry and make a case for why hotels are resolutely here to stay." - Monocle's website

The Monocle Travel Guide to London Die Gestalten Verlag-DGV

Brussels may be the heart of the EU but unassuming Antwerp has long been one of Europe's most prosperous ports. Join us as we drop anchor at both cosmopolitan hubs - and dip in and out of a few of Belgium's smaller, canal-laced cities in between. It's a boon and burden to Belgium that Brussels is the capital of both the country and the rest of Europe. There are many benefits to hosting this lofty seat of power but the city can also fall victim to the associated red tape. An hour away by train, Antwerp is a more relaxed affair, where the creative and cultural scenes almost outshine the city's famous diamonds. For this travel guide we've toured both destinations and found plenty of gems throughout.

The Monocle Guide to Shops, Kiosks and Markets Die Gestalten Verlag-DGV

"In the aftermath of a deadly outbreak bearing similarities to the Tanganyika Laughter Epidemic, a city at the tip of

Africa is losing its mind-complete with hallucinations, paranoia, and good old-fashioned ghost sightings. Is it the result of secret government experiments, an episode of mass hysteria, the effects of trauma, a sign of the end times? In a quarantined city in which the inexplicable has already occurred, rumors, superstitions, and conspiracy theories abound. In these strange days, Faith works as a full-time corpse collector and a freelance truthologist, putting together disparate pieces of information to solve others' problems. But after Faith agrees to help an orphaned girl find the girl's abducted baby brother, she begins to wonder whether the boy is even real. Meanwhile, Sans, a ponyjacker in the human hair trade, is so distracted by a glimpse of his dream woman that he lets a bag of money he owes his gang partners go missing-leaving him desperately searching for both and soon questioning his own sanity. Over the course of a single week, the paths of Faith, Sans, and a cast of other hustlers-including a data dealer, a drug addict, a sin eater, and a hyena man-will cross and intertwine as they move about the city, looking for lost souls, uncertain absolution, and answers that may not exist. Part ghost story, part whodunit, part palimpsest, *THE DOWN DAYS* is a rollicking exploration of the mutability of memory, the subjectivity of perception, and the notion that truth is ultimately in the eye of the beholder"--

The Monocle Book of Entrepreneurs Die Gestalten Verlag-DGV

Icon of the New Stone Age, sculptural and engineering marvel, symbol of national pride: there is nothing quite like Stonehenge. These great sarsen and bluestone slabs, arranged with simple, graphic genius, attract visitors from

across the world. The monument stands silent in the face of the questions its unlikely existence raises: who built it? Why? How? There has been endless speculation about why Stonehenge was built, inspiring theories ranging from the academically credible to the improbable, but far less investigation into how. In the millennia since its creation, pieces of Stonehenge have been knocked over by heavy machinery, found their way to Florida (and back again), and been exposed to radioactive sodium, but the seemingly impossible endeavour of raising the stones with Neolithic technology has remained inexplicable until now. In the past decade ground-breaking discoveries, made possible by cutting-edge scientific techniques, have traced the precise provenance of the bluestones in Wales, but can we plot their journeys to the Salisbury Plain? And how might teams of labourers lacking machinery or even pack animals have dragged them 150 miles to the site? How did they carve joints into the sarsen boulders, among the hardest stones in the world, and then raise them into place? Mike Pitts draws on a lifetime study to answer these questions, revealing how Stonehenge stood not in austere isolation, as we see it today, but as part of a wider world, the focus of a megalithic cosmology of belief, ritual and creativity.

Ten Things About Writing Die Gestalten Verlag-DGV

A lavish monograph celebrating one of the most respected and admired American architects, known for his sensitivity to the nature and traditions of the Pacific Northwest

The Monocle Book of the Home

Pimpernel Press

An in-depth visual guide presenting the detailed creative journeys behind the

development of the world's leading videogames. Making Videogames is an extraordinary snapshot of modern interactive entertainment, with insight from pioneers about the most important games in the industry. Illustrated with some of the most arresting in-game images ever seen in print, this book explores the unique alchemy of a technical and artistic endeavor striking a captivating balance between insider insight and accessibility. Across twelve chapters, each focusing on a specific game from AAA blockbusters such as *Control* and *Half-Life: Alyx* to cult breakthrough games including *No Man's Sky* and *Return of the Obra Dinn*, this volume documents the incredible craft of videogame worldbuilding. These chapters present masterful visual storytelling via the world's most popular, but seldom fully understood, entertainment medium. Demonstrating the magic and method behind each studio's work, the book includes enlightening text by Alex Wiltshire complementing specially created imagery "photographed" in-engine by screen capture artist Duncan Harris. A book for die-hard videogame fanatics, aspiring designer-creatives, video game developers, and the visually curious alike, *Making Videogames* will showcase the boundless creativity of this thrilling industry.

Jim Olson Chronicle Books

Urban designer Mikael Colville-Andersen draws from his experience working for dozens of cities around the world on bicycle planning, strategy, infrastructure design, and communication. In Copenhagen he shows cities how to effectively and profitably re-establish the bicycle as a respected, accepted, and feasible form of transportation. Building on his popular blog of the same name,

Copenhagenize offers entertaining stories, vivid project descriptions, and best practices, alongside beautiful and informative visuals to show how to make the bicycle an easy, preferred part of everyday urban life.

Copenhagenize National Geographic Books

From the historic to the hip, Berlin is a city of palpable creative energy with a healthy dose of cultural relevance.

The Monocle Guide to Hotels, Inns and Hideaways Thames & Hudson

Electronic music is now ubiquitous, from mainstream pop hits to the furthest reaches of the avant garde. But how did we get here? In *Mars by 1980*, David Stubbs charts the evolution of synthesised tones, from the earliest mechanical experiments in the late nineteenth century, through the musique concrete of the Futurists and radical composers such as Pierre Schaeffer and Karl Stockhausen, to the gradual absorption of electronic instrumentation into the mainstream, be it through the BBC Radiophonic Workshop, grandiose prog rock or the DIY approach of electronica, house and techno. Stubbs tells a tale of mavericks and future dreamers, malfunctioning devices and sonic mayhem. But above all, he describes an essential story of authenticity: is this music? *Mars by 1980* is the definitive account that answers this question.

The Monocle Guide to Cosy Homes Island Press

Steering one of the world's largest carmakers into the future, one man is taking an artistic and audacious approach to mobility. This is his story.

The Monocle Travel Guide to Melbourne

Thames & Hudson

From the team at Monocle, a look at some of the coziest and most creative

homes around the world. Good homes are places where lives unfold, families grow up, dogs jump on sofas, and friends share meals. They're also spaces to find some solitude—a quiet corner to read a book or have a Saturday afternoon nap. Homes need to do it all—they sustain you, inspire you, and tell your story through architecture, design, and collections. Monocle has always celebrated everything that makes a space a home when covering residences—whether featuring a city hideaway, a modernist seaside residence, or a summer outpost in a forest. The Monocle team brings this all together in one volume that explores individual homes, housing projects old and new, communities of self-builders, even whole neighborhoods where a simple philosophy of building well has created quality of life for many. The *Monocle Book of the Home* is packed with great photography that delivers the bigger picture and the smallest details alongside fascinating essays full of advice by key thinkers, writers, and designers. As we spend more time at home than ever, this is a book that could change how you live.

Canadian Modern Architecture O'Reilly Media

Which cities offer the best quality of life? How do you build a good school? How do you run a city? Who makes the best coffee? And how do you start your own inspirational business? With chapters on the city, culture, travel, food, and work, the book also provides answers to some key questions. Works as a guide but also includes essays that explore what makes a great city, how to make a home and why culture is good for you

Vo Trong Nghia: Building Nature

Gestalten

An indispensable guide to the craft of

writing and business of publishing from one of our bestselling and most versatile authors. One-time teacher and bestselling novelist Joanne Harris has been advising and corresponding with aspirational writers for over six years. This collection of pithy and funny lists of advice provides both hard-won wisdom and insider industry help. All aspects of the writing process and story development are covered – as is the thorny issue of how and where to find readers. From Workspaces and Habits to Plot and Dialogue, these are motivating, problem-solving lists from an experienced and widely respected writer. Uniquely, *Ten Things About Writing* also takes the reader beyond the stage of finished manuscripts and editorial changes – into the territories of rights, publicity and marketing. Whether you have the urge to write crime fiction or a fantasy novel, literary short stories or blockbuster thrillers Joanne's lists will speak to you. 'Joanne is not only master of her craft but has the rare gift of being able to explain that craft and offer peerless advice in the clearest, no-nonsense, practical and entertaining of ways.' Matt Haig '[Joanne Harris's] pithy, often very funny advice demystifies writing and the publishing industry for new and aspiring writers.' Cressida Cowell

The Fashion Insider's Guide to Paris Die Gestalten Verlag-DGV

In this joyful new book Monocle unpacks what makes a great city, whether you're looking for a new place to call home or need help fixing your own. How do we make better cities - places that work for people of all ages and backgrounds? How do we make cities that provide the obvious essentials - great transport, good places to work - as well as the softer elements that truly deliver quality

of life, from urban swimming pools to rooftop clubs? Since its launch in 2007, Monocle has been passionate about making better places to live. Every year it publishes a Quality of Life Survey, which names the top 25 cities to call home. In addition, across the issues, it has interviewed the best mayors, looked at the metropolises putting pedestrians first and met the people creating the best parks, both pocket and grand. Discover how you too can have a High Line, create the most covetable housing or turn a dirty river into a summer asset. Packed with great images and intriguing reports, this is a book that takes the urbanism debate away from city hall and explains what's needed in ways that will inspire us all.

Roots and Wings Harry N. Abrams
Hamburg is a historic but forward-thinking city, home to arbiters of tradition and avant-garde artists alike. Ready? It's time to pull up a chair and meet the lot of them.

Head Gardeners Gestalten

This paperback edition includes two new head gardeners, Fiona Dennis of Charleston Farmhouse, East Sussex and Stephen Griffith of Abbotsbury Subtropical Gardens, Dorset, as well as updates on all the gardeners featured in the hardback edition: Ned Price, Fergus Garrett, Paul Pulford, Mick Evans, Beatrice Krehl, Troy Scott Smith, Lucille Savin, Alistair Clark, Carol Sales, Andrew Woodall, Michael Walker, Martin Ogle, Jim Buckland and Sarah Wain.

The Monocle Book of Gentle Living Gestalten

How to Build a Motorcycle leads you through all the key stages - from initially finding the right project for your skill level, to sourcing a base bike and safely taking on some full-on bike-building tasks. With clear, easy-to-follow

instructions, proper advice and specially commissioned step-by-step illustrations throughout it is an ideal aid to getting your hands oily. Written by Gary Inman, the co-founder of independent motorcycle magazine Sideburn, and illustrated by Adi Gilbert who is best known for his bicycle and motorcycle drawings whose clients include Harley-Davidson, Guy Martin, Wired magazine, Sideburn magazine and Nike, this is a must-have for all motorcycle lovers. Read this book, even dip in and out where relevant. If it makes sense, schedule some time, clear your mind, pull on some old clothes, grab your toolbox and get going. The chapters in *How to Build a Motorcycle* will tell you how to complete a huge variety of tasks that will allow even the greenest of novices to get their hands dirty and start modifying with purpose. If you belong to this camp, start with some of the low-input, high-reward jobs, such as fitting bars, swapping the rear shocks or wiring in a new tail light. Even though these require relatively little work, they'll transform the look of your bike, and completing them will fill you with confidence to undertake the more difficult jobs, such as fitting more modern front forks or even making your own frame. The book comes with a glossy 32-page section on finished bikes and is a reference and the perfect gift for all fans, from those who merely like to tinker, to riders taking on a full build.

How to Build Stonehenge Gestalten

At a time of unprecedented change in the way we work, the editors of Monocle are here to help us envision, create, and make a success of a new business or reboot an existing one. As we face a world that is undergoing unparalleled change, no area is more dynamic than business. To help us understand,

navigate, and succeed in this new world, the team at Monocle brings together its unique knowledge of culture, politics, economics, and business. Featuring stories of people running enterprises on every scale, the inspirational tales in this book provide readers with insights into the challenges and joys of creativity and entrepreneurship. These unmatched case studies reveal, among many success stories, how leaders choose branding, hire teams, and design workspaces for today's needs. Whether you are planning to make a life change, start a new business, or reinvigorate an existing one, *The Monocle Book of Entrepreneurs* is a resource for anyone who wants to make a difference in their work and life.

Mars by 1980 Laurence King Publishing

The Monocle team heads north in this celebration of all things Nordic. This heavily illustrated book from Monocle is a celebration of the Nordic region, featuring some surprises, quirks—and maybe a sauna or two—along the way. Monocle's journalists, editors, and photographers have returned time and again to all corners of northern Europe for insights, inspiration, and ideas for living better. This book isn't about hammering the overhyped hygge trend or fussing over foamy food. Much the opposite—it's about a shared but distinct set of values that have helped these nations excel in quiet diplomacy, thoughtful design, and reasoned debate. Monocle looks beyond the clichés and uncovers the people, companies, and stories that help the Nordic region rank highly in everything from art and architecture to eating well. Far from lumping these different nations together, the Monocle team will highlight the people, places and products that show the Nordics in all their nuances: lessons

we can all learn from makers in Norway's high north or retailers reaching higher in Reykjavík; the firms building bridges in Denmark or selling Swedish soft power abroad. The world can learn a lot from these northern countries and The Monocle Book of the Nordics is the

ideal place to start.

The Monocle Book of the Nordics
Faber & Faber

The Monocle team celebrates the endlessly fascinating and culturally rich country of Japan.