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KEY=OF - CARMELO DEREK

The Art of the Uncharted Trilogy

Dark Horse Comics **Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history!**

The Art of Uncharted 4: A Thief's End

Dark Horse Comics **Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Unchartend 4 will be released by Dark Horse simultaneously with the new game, Uncharted 4.**

The Art of Naughty Dog

Dark Horse Comics **"Crash Bandicoot. Jak and Daxter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game**

experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"-- Publisher's website.

The Art of Uncharted 2: Among Thieves

[Ballistic Pub](#) Shows the unseen art that helped make Uncharted 2: Among Thieves the best game of the year.

The Art of Dauntless

[Dark Horse Comics](#) Master the hunt and forge your legend! Dauntless is a fresh take on the action-RPG genre, developed by industry veterans from Riot Games, BioWare, and other acclaimed studios. After a cataclysmic event, mankind survives in a harsh, yet majestic world of floating islands. Ferocious beasts known as Behemoths now stalk the earth. You are a Slayer, an elite warrior who risks life and limb hunting the Behemoth threat. On your journey, you'll forge an extraordinary arsenal of weapons and gear to overcome formidable challenges threatening our survival. Now, you have a unique opportunity to witness the creation of this magnificent epic like never before. Dark Horse Books and Phoenix Labs are thrilled to present the most intimate look at the development of the game with The Art of Dauntless, a meticulously curated tome full of hundreds of pieces of concept art each paired with exclusive commentary from the team that created it. You won't want to miss this unique opportunity to experience the Shattered Isles in a whole new way!

The Art of The Last of Us

[Dark Horse Comics](#) Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

The Art of Days Gone

[Dark Horse Comics](#) A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling

Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with **The Art of Days Gone!** From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), **The Art of Days Gone** takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!

Level Up!

The Guide to Great Video Game Design

John Wiley & Sons **Design and build cutting-edge video games with help from video game expert Scott Rogers!** If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits **Pac Man World**, **Maxim vs. Army of Zin**, and **SpongeBob Squarepants**, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

The Art of Mass Effect: Andromeda

Dark Horse Comics **The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with its memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!**

All that is Solid Melts Into Air

The Experience of Modernity

Verso **The experience of modernization -- the dizzying social changes that swept millions of people into the capitalist world -- and modernism in art, literature and architecture are brilliantly integrated in this account.**

Cross-Media Communications

An Introduction to the Art of Creating Integrated Media Experiences

Lulu.com **This text is an introduction to the future of mass media and mass communications - cross-media communications. Cross-media is explained through the presentation and analysis of contemporary examples and project-based tutorials in cross-media development. The text introduces fundamental terms and concepts, and provides a solid overview of cross-media communications, one that builds from a general introduction to a specific examination of media and genres to a discussion of the concepts involved in designing and developing cross-media communications. There is also an accompanying DVD-ROM full of hands-on exercises that shows how cross-media can be applied. For the DVD-ROM: <http://www.lulu.com/content/817927>**

The Art of Recore

Dark Horse Comics **"From the legendary makers of Metroid Prime comes ReCore, an action-adventure game that pits the player against devious robotic foes while forging friendships with a courageous group of uniquely powerful robot companions! Now, Dark Horse Books presents this comprehensive volume, examining the art and inspiration behind this mysterious and dynamic world with The Art of ReCore!"--Publisher's website.**

The War of Art

Break Through the Blocks and Win Your Inner Creative Battles

Black Irish Entertainment LLC **What keeps so many of us from doing what we long to do? Why is there a naysayer within? How can we avoid the roadblocks of any creative endeavor—be it starting up a dream business venture, writing a novel, or painting a masterpiece? The War of Art identifies the enemy that every one of us must face, outlines a battle plan to conquer this internal foe, then pinpoints just how to achieve the greatest success. The War of Art emphasizes the resolve needed to recognize and overcome the obstacles of ambition and then effectively shows how to reach the highest level of creative discipline. Think of it as tough love . . . for yourself.**

The Art of Battlefield 1

Dark Horse Comics **As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavalries charge across the smoky landscape, legions of riders and beasts locked in a fierce new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE's latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century's most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA DICE's Battlefield contains:**

- An intimate look into EA DICE's new Battlefield opus!
- The Battlefield franchise travels back in time to World War I!
- Featuring Hundreds of never-before-seen art!

Uncharted 3: Drake's Deception - the Complete Official Guide - Collector's Edition

100% complete guide to Uncharted 3. The Collector's Edition comes in a hardcover featuring unique cover art developed exclusively for this edition. Includes an exclusive audio CD with 10 tracks from the Uncharted 3 official music score. Dedicated walkthrough provides visual, step-by-step guidance through the adventure, tailor-made for each game situation and supported by commentaries and input direct from the Naughty Dog team. Reference & Analysis chapter presents all gameplay features: all Moves Lists, Weapons,

Enemies, Treasures, Trophies and Unlockables. A dedicated Multiplayer chapter covers all MP features: Score & Customisation, Advanced Tips, Competitive and Co-Op Maps. A guide code reveals an exclusive Multiplayer Emblem, which can then be used and edited by the player. An Extras chapter covers all Hidden Scenes and Easter Eggs, play through on Crushing Difficulty, story recap of the entire Uncharted series, exclusive Behind-the-Scenes interviews at Naughty Dog as well as an extensive Artwork Gallery featuring a wealth of exclusive, official artwork. Carefully designed to avoid unnecessary story spoilers.

Japanese Counterculture

The Antiestablishment Art of Terayama Shuji

U of Minnesota Press **Explores the significant impact of this countercultural figure of postwar Japan.**

The Art of the Last of Us Part II

Dark Horse Comics **Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us.**

The Art of Oddworld Inhabitants

The First Ten Years, 1994-2004

Ballistic Media Pty Ltd **The Art of Oddworld Inhabitants: The First Ten Years 1994 - 2004 is a high quality art book featuring the artistic journey of the legendary game company Oddworld Inhabitants from its first ten years - from Lorne Lanning's vision of the first Oddworld hero in 1994 to the present. The book is an extraordinarily high quality fine art production depicting the story of the art and vision of Oddworld and how the company approaches the art/design process. It also shows how the design process maintained the highest standards of creativity and quality while evolving a coherent universe populated with characters that expressed rich and unforgettable personalities .Filled with stunning examples of beautiful artwork including production design sketches, color roughs, storyboards,**

game screens and CG/FMV stills, *The Art of Oddworld Inhabitants* takes us through an incredible gallery of astonishing images. Finally, the book unveils *Oddworld Inhabitants* art that has never been seen before.

ANTHEM

BEYOND BOOKS HUB Hailed by *The New York Times* as "a compelling dystopian look at paranoia from one of the most unique and perceptive writers of our time," this brief, captivating novel offers a cautionary tale. The story unfolds within a society in which all traces of individualism have been eliminated from every aspect of life — use of the word "I" is a capital offense. The hero, a rebel who discovers that man's greatest moral duty is the pursuit of his own happiness, embodies the values the author embraced in her personal philosophy of objectivism: reason, ethics, volition, and individualism. *Anthem* anticipates the themes Ayn Rand explored in her later masterpieces, *The Fountainhead* and *Atlas Shrugged*. *Publisher's Weekly* acclaimed it as "a diamond in the rough, often dwarfed by the superstar company it keeps with the author's more popular work, but every bit as gripping, daring, and powerful." *Anthem* is a dystopian fiction novella by Ayn Rand, written in 1937 and first published in 1938 in England. It takes place at some unspecified future date when mankind has entered another dark age characterized by irrationality, collectivism, and socialistic thinking and economics. Technological advancement is now carefully planned (when it is allowed to occur at all) and the concept of individuality has been eliminated.

The Art of Fielding

A Novel

Little, Brown *At Westish College*, a small school on the shore of Lake Michigan, baseball star Henry Skrimshander seems destined for big league stardom. But when a routine throw goes disastrously off course, the fates of five people are upended. Henry's fight against self-doubt threatens to ruin his future. College president Guert Affenlight, a longtime bachelor, has fallen unexpectedly and helplessly in love. Owen Dunne, Henry's gay roommate and teammate, becomes caught up in a dangerous affair. Mike Schwartz, the Harpooners' team captain and Henry's best friend, realizes he has guided Henry's career at the expense of his own. And Pella Affenlight, Guert's daughter, returns to Westish after escaping an ill-fated marriage, determined to start a new life. As the season counts down to its climactic final game, these five are forced to confront their deepest hopes, anxieties, and secrets. In the process they forge new bonds, and help one another find their true paths. Written with boundless intelligence and filled with the tenderness of youth, *The Art of Fielding* is an expansive,

warmhearted novel about ambition and its limits, about family and friendship and love, and about commitment--to oneself and to others.

Drake's Journal

Inside the Making of Uncharted 3

Inside the making of Uncharted 3 by Nolan North, aka (Drake)

Uncharted: The Official Movie

Novelization

Titan Books (US, CA) **The official novelization of the hotly anticipated Uncharted, the new movie featuring Tom Holland and Mark Wahlberg adapting the bestselling video game series. FORTUNE FAVORS THE BOLD** Nathan Drake has always been obsessed with treasure, and with the places out there that you can't find on any map. They aren't gone, just lost. When Victor "Sully" Sullivan approaches Nate with a clue that could lead them to "the greatest treasure never found," the two embark on an epic adventure that spans the globe. Together, they must track down the missing fortune...and possibly find Nate's long-lost brother along the way. **Uncharted: The Official Movie Novelization tells the origin story of Nathan Drake, inspired by the best-selling video game series UNCHARTED.**

Creative Essence

Creatures

Ballistic Pub **An extraordinary book looking into extraordinary minds! Simply incredible.**

The Lies of Locke Lamora

Spectra **Vowing to bring down the crime boss running the city, a group of Gentlemen Bastards, led by Locke Lamora, sets out to beat the Capa at his own game, taking on other thieves, murderers, beggars, prostitutes, and thugs in the process.**

Annihilation

A Novel

FSG Originals **The Southern Reach Trilogy** begins with this Nebula Award-winning novel that "reads as if Verne or Wellsian adventurers exploring a mysterious island had warped through into a Kafkaesque nightmare world" (Kim Stanley Robinson). Area X has been cut off from the rest of the continent for decades. Nature has reclaimed the last vestiges of human civilization. The first expedition returned with reports of a pristine, Edenic landscape; the second expedition ended in mass suicide; the third expedition in a hail of gunfire as its members turned on one another. The members of the eleventh expedition returned as shadows of their former selves, and within weeks, all had died of cancer. In *Annihilation*, the first volume of Jeff VanderMeer's Southern Reach trilogy, we join the twelfth expedition. The group is made up of four women: an anthropologist; a surveyor; a psychologist, the de facto leader; and our narrator, a biologist. Their mission is to map the terrain, record all observations of their surroundings and of one another, and, above all, avoid being contaminated by Area X itself. They arrive expecting the unexpected, and Area X delivers—they discover a massive topographic anomaly and life forms that surpass understanding—but it's the surprises that came across the border with them and the secrets the expedition members are keeping from one another that change everything.

Arts of Living on a Damaged Planet Ghosts and Monsters of the Anthropocene

U of Minnesota Press **Living on a damaged planet** challenges who we are and where we live. This timely anthology calls on twenty eminent humanists and scientists to revitalize curiosity, observation, and transdisciplinary conversation about life on earth. As human-induced environmental change threatens multispecies livability, *Arts of Living on a Damaged Planet* puts forward a bold proposal: entangled histories, situated narratives, and thick descriptions offer urgent "arts of living." Included are essays by scholars in anthropology, ecology, science studies, art, literature, and bioinformatics who posit critical and creative tools for collaborative survival in a more-than-human Anthropocene. The essays are organized around two key figures that also serve as the publication's two openings: *Ghosts*, or landscapes haunted by the violences of modernity; and *Monsters*, or interspecies and intraspecies sociality. *Ghosts and Monsters* are tentacular, windy, and arboreal arts that invite readers to encounter ants, lichen, rocks, electrons, flying foxes, salmon, chestnut trees, mud

volcanoes, border zones, graves, radioactive waste—in short, the wonders and terrors of an unintended epoch. Contributors: Karen Barad, U of California, Santa Cruz; Kate Brown, U of Maryland, Baltimore; Carla Freccero, U of California, Santa Cruz; Peter Funch, Aarhus U; Scott F. Gilbert, Swarthmore College; Deborah M. Gordon, Stanford U; Donna J. Haraway, U of California, Santa Cruz; Andreas Hejnal, U of Bergen, Norway; Ursula K. Le Guin; Marianne Elisabeth Lien, U of Oslo; Andrew Mathews, U of California, Santa Cruz; Margaret McFall-Ngai, U of Hawaii, Manoa; Ingrid M. Parker, U of California, Santa Cruz; Mary Louise Pratt, NYU; Anne Pringle, U of Wisconsin, Madison; Deborah Bird Rose, U of New South Wales, Sydney; Dorion Sagan; Lesley Stern, U of California, San Diego; Jens-Christian Svenning, Aarhus U.

Experimental Systems

Future Knowledge in Artistic Research

Leuven University Press **In the sciences, the experimental approach has proved its worth in generating what subsequently requires understanding. Can the emergent field of artistic research be inspired by recent thinking about the history and workings of science?**

Chromophobia

Reaktion Books **Batchelor coins the term "chromophobia"--A fear of corruption or contamination through color--in a meditation on color in western culture. Batchelor analyzes the history of, and the motivations behind, chromophobia, from its beginnings through examples of nineteenth-century literature, twentieth-century architecture and film to Pop art, minimalism and the art and architecture of the present day. He argues that there is a tradition of resistance to colour in the West, exemplified by many attempts to purge color from art, literature and architecture. Batchelor seeks to analyze the motivations behind chromophobia, considering the work of writers and philosophers who have used color as a significant motif, and offering new interpretations of familiar texts and works of art.**

The Knife of Never Letting Go

Candlewick Press **A dystopian thriller follows a boy and girl on the run from a town where all thoughts can be heard - and the passage to manhood embodies a horrible secret. Todd Hewitt is the only boy in a town of men. Ever since the settlers were infected with the Noise germ, Todd can hear**

everything the men think, and they hear everything he thinks. Todd is just a month away from becoming a man, but in the midst of the cacophony, he knows that the town is hiding something from him -- something so awful Todd is forced to flee with only his dog, whose simple, loyal voice he hears too. With hostile men from the town in pursuit, the two stumble upon a strange and eerily silent creature: a girl. Who is she? Why wasn't she killed by the germ like all the females on New World? Propelled by Todd's gritty narration, readers are in for a white-knuckle journey in which a boy on the cusp of manhood must unlearn everything he knows in order to figure out who he truly is.

The Art of Assassin's Creed Valhalla

[Dark Horse Comics](#) **The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.**

The Art of Doom

[Dark Horse Comics](#) **Doom is unquestionably one of the most influential videogames ever created, widely regarded as the original FPS (First-Person Shooter) and remains a touchstone for countless action games today. The Art Of Doom brings together concept artwork, sketches and screenshots from every classic instalment of the series, including Bethesda's most recent addition, Doom 3 (2012).**

The History of Cinema

[Oxford University Press](#) **Cinema was the first, and is arguably still the greatest, of the industrialized art forms that came to dominate the cultural life of the twentieth century. Today, it continues to adapt and grow as new technologies and viewing platforms become available, and remains an integral cultural and aesthetic entertainment experience for people the world over. Cinema developed against the backdrop of the two world wars, and over the years has seen smaller wars, revolutions, and profound social changes. Its history reflects this changing landscape, and, more than any other art form, developments in technology. In this Very Short Introduction, Nowell-Smith looks at the defining moments of the industry, from silent to sound, black and white to color, and considers its genres from intellectual art house to mass market entertainment. ABOUT THE SERIES: The Very Short Introduction series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-**

sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

The Art Of Big Trouble In Little China

Simon and Schuster "The 30th anniversary festivities for John Carpenter's cult classic continue with 'The official art of Big Trouble in Little China,' a companion to 'The official making of Big Trouble in Little China.' A celebration of not just the art created for the film, this book also features official artwork inspired by Jack Burton's adventure"--Back cover

The United States of Absurdity

Untold Stories from American History

Ten Speed Press The creators of the podcast The Dollop present illustrated profiles of the weird, outrageous, NSFW, and downright absurd tales from American history that you weren't taught in school. The United States of Absurdity presents short, informative, and hilarious stories of the most outlandish (but true) people, events, and more from United States history. Comedians Dave Anthony and Gareth Reynolds cover the weird stories you didn't learn in history class, such as 10-Cent Beer Night, the Jackson Cheese, and the Kentucky Meat Shower, accompanied by full-page illustrations that bring each historical "milestone" to life in full-color.

The Uninhabitable Earth

Life After Warming

"It is worse, much worse, than you think. If your anxiety about global warming is dominated by fears of sea-level rise, you are barely scratching the surface of what terrors are possible. In California, wildfires now rage year-round, destroying thousands of homes. Across the US, "500-year" storms pummel communities month after month, and floods displace tens of millions annually. This is only a preview of the changes to come. And they are coming fast. Without a revolution in how billions of humans conduct their lives, parts of the Earth could become close to uninhabitable, and other parts horrifically inhospitable, as soon as the end of this century. In his travelogue of our near future, David Wallace-Wells brings into stark

relief the climate troubles that await -- food shortages, refugee emergencies, and other crises that will reshape the globe. But the world will be remade by warming in more profound ways as well, transforming our politics, our culture, our relationship to technology, and our sense of history. It will be all-encompassing, shaping and distorting nearly every aspect of human life as it is lived today. Like *An Inconvenient Truth* and *Silent Spring* before it, *The Uninhabitable Earth* is both a meditation on the devastation we have brought upon ourselves and an impassioned call to action. For just as the world was brought to the brink of catastrophe within the span of a lifetime, the responsibility to avoid it now belongs to a single generation"--

Far-Seer

Book One of the Quintaglio Ascension

Macmillan **The Face of God is what every young saurian learns to call the immense, glowing object which fills the night sky on the far side of the world. Young Afsan is privileged, called to the distant Capital City to apprentice with Saleed the court astrologer. Both when the time comes for Afsan to make his coming-of-age pilgrimage, to gaze upon the Face of God, his world is changed forever- for what he sees will test his faith... and may save his world from disaster! At the publisher's request, this title is being sold without Digital Rights Management software (DRM) applied.**

Sexual Personae

Art and Decadence from Nefertiti to Emily Dickinson

Vintage **Offers a unified theory of Western culture, identifying major patterns that have endured over the centuries**

No Logo

Taking Aim at the Brand Bullies

Macmillan **An analysis of the invasion of our personal lives by logo-promoting, powerful corporations combines muckraking journalism with contemporary memoir to discuss current consumer culture**

Explorer

Futuristic Vehicles for Uncharted Lands

The year is 2065. The end of Earth and all its habitants is imminent. Using the world's greatest technologies, a new generation of highly advanced, autonomous robotic vehicles is developed to explore new lands for human colonization. Inspired by legendary futurists such as Syd Mead (Blade Runner), German industrial designer and concept artist Christian Grajewski used his expert knowledge of automotive design and his fascination with animal anatomy to create fifteen stunning, interplanetary vehicles. Each varies in size and technological capabilities, yet they are unified by one overarching goal: to preserve the human race. From the stealth rotorcraft Hornet to the massive space transporter Orca, the designs of Explorer were fueled by Grajewski's deep desire to launch vehicles beyond Earth's solar system. He drew from his professional experience working on the design team at Volkswagen Design Center Potsdam, where he developed concepts for such carmakers as Lamborghini, Audi, and Porsche. Explorer compiles Grajewski's early sketches, wondrous renderings, and design reflections that together make a case for historic multinational cooperation and the incredible innovations such collaborations can achieve.

Between the Black Box and the White Cube

Expanded Cinema and Postwar Art

University of Chicago Press Today, the moving image is ubiquitous in global contemporary art. The first book to tell the story of the postwar expanded cinema that inspired this omnipresence, *Between the Black Box and the White Cube* travels back to the 1950s and 1960s, when the rise of television caused movie theaters to lose their monopoly over the moving image, leading cinema to be installed directly alongside other forms of modern art. Explaining that the postwar expanded cinema was a response to both developments, Andrew V. Uroskie argues that, rather than a formal or technological innovation, the key change for artists involved a displacement of the moving image from the familiarity of the cinematic theater to original spaces and contexts. He shows how newly available, inexpensive film and video technology enabled artists such as Nam June Paik, Robert Whitman, Stan VanDerBeek, Robert Breer, and especially

Andy Warhol to become filmmakers. Through their efforts to explore a fresh way of experiencing the moving image, these artists sought to reimagine the nature and possibilities of art in a post-cinematic age and helped to develop a novel space between the “black box” of the movie theater and the “white cube” of the art gallery. Packed with over one hundred illustrations, *Between the Black Box and the White Cube* is a compelling look at a seminal moment in the cultural life of the moving image and its emergence in contemporary art.