

The Art Of Ghost In The Shell

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Dragon Girl and Monkey King - Katsuya Terada 2014-08-05

Collects the works of the famed Japanese painter and illustrator, featuring commentary and an interview.

The Ghost in the Shell Volume 2 - Shirow Masamune 2010

March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert, heading the investigative department of the giant multi-national Poseidon Industrial. Partly transcending the physical world and existing in a virtual world of networks, Motoko is a fusion of multiple entities and identities, deploying remotely controlled prosthetic humanoid surrogates around the globe to investigate a series of bizarre incidents.

Still Just Kidding - Cassandra Calin 2018-07

The first printed collection of comics by web comic sensation Cassandra Calin.

The Ghost in the Shell - Tow Ubukata 2017-05-31

Neither a utopia nor a dystopia, it's still a world of nations at strife, as dominated by corporations as ever. Technology hasn't made humans nearly obsolete, but rather bettered us, if you will, attaching to our bodies and even brains as enhancements—for those who can afford it. Comics artist Shirow Masamune's vision of our coming society, animated to global acclaim and finally the basis of a major Hollywood production, branches out in five original stories by some of the most beloved SF novelists working in Japan today. A standalone collection, it requires no familiarity with the franchise to be enjoyed but is indispensable for fans for its thoughtful exploration of the series' implications. While reality may never become virtual, it will be increasingly networked and augmented. Navigate herein age-old questions about man that will return, not so ironically, in full force: What is the self? Is there such a thing as the soul?

The Everybody Ensemble - Amy Leach 2021-11-16

In short, gloriously inventive essays, Whiting Award-winning author Amy Leach's *The Everybody Ensemble* invites us to see and celebrate our oddball, interconnected world Humans, please turn your guns into kazoos. Are you feeling dismay, despair, disillusion? Need a break from the ho-hum, the hopeless, and the hurtful? Feel certain that there's a version of our world that doesn't break down into tiny categories of alliance but brings everybody together into one clattering, sometimes discordant but always welcoming chorus of glorious pandemonium? Amy Leach, the celebrated author of the transcendent *Things That Are*, invites you into *The Everybody Ensemble*, an effervescent tonic of a book. These short, wildly inventive essays are filled with praise songs, poetry, ingenious critique, soul-lifting philosophy, music theory, and whimsical but scientific trips into nature. Here, you will meet platypuses, Tycho Brahe and his moose, barnacle goslings, medieval mystics, photosynthetic bacteria, and a wholly fresh representation of the biblical Job. Equal parts call to reason and to joy, this book is an irrepressible celebration of our oddball, interconnected world. *The Everybody Ensemble* delivers unexpected wisdom and a wake-up call that sounds from within. For readers of Ross Gay, Eula Biss, Anne Lamott, Annie Dillard, Ralph Waldo Emerson, and even Lewis Carroll, these twenty-four essays will be a perfect match.

Ender's Game - Jed Alger 2013

Presents the behind-the-scenes details of the motion picture, featuring interviews, concept art, the visual effects process, and profiles of the cast and crew.

The Art of Masamune Shirow: Volume 1: Manga - Jeremy Mark Robinson 2021-10-18

THE ART OF MASAMUNE SHIROW VOLUME 1: MANGA by Jeremy Mark Robinson This is a study of the art of Masamune Shirow (real name Masanori Ota, b. 1961, Kobe, Japan), a Japanese artist best known for *Ghost In the Shell*, *Appleseed* and *Dominion: Tank Police*. Masamune Shirow is one of the great creators in the world of Japanese manga and animé - his works have been the basis of several important franchises. Shirow's art is marked by futuristic, cyber-punk settings, fabulous, often eccentric designs, elaborate mecha (such as tanks and mobile suits), attractive warrior women and detailed storytelling (accompanied by his famous, sometimes arcane notes). *The Art of Masamune Shirow* includes chapters on Shirow's signature works, *Appleseed* and *Ghost In the Shell*, and his lesser-known comics, such as *Dominion: Tank Police*, *Orion*, *Black Magic* and *Neuro Hard*; a biography; Shirow's relation to the Japanese manga industry; and themes such as cyberculture and cyber-punk fiction. The *Appleseed* comic and the three *Ghost In the Shell* comics are explored chapter by chapter. Fully illustrated, including many images from Masamune Shirow's whole output, the neglected comics, and Shirow's other works in print publishing, such as the *Intron Depot* series. *The Art of Masamune Shirow* is published in three volumes: Volume 1: Manga Volume 2: Animé Volume 3 Erotica Hardcover - full colour laminate cover. Bibliography, resources and notes. 384 pages. www.crmoon.com

The Art of Guweiz - Zheng Wei Gu 2020-07

Explore the intriguing work of artist Zheng Wei Gu, whose manga-inspired drawings are as gritty as they are surreal.

Ghost in the Shell - Masamune Shirow 2006-05-01

Deep into the 21st century, the line between man and machine has been inexorably blurred. In this rapidly converging landscape, cyborg super-agent Major Motoko Kusanagi is charged to track down the most dangerous terrorists and cybercriminals, including "ghost hackers," capable of exploiting the human/machine interface by reprogramming human minds to become puppets to carry out their criminal ends.

Ghost in the Ghost - Danielle Wu 2019-06-21

Catalogue for a group exhibition curated by Danielle Wu at Tiger Strikes Asteroid that brings together artists who engage with the strange and synthetic life of Asiatic "yellow" flesh: Charlotte Greene, Tenaya Izu, Candice Lin, Tiffany Jaeyeon Shin, Juana Valdes, and Elliott Jun Wright. Featured artists confront the fraught history of how Asiatic femininity in the Western imagination has been repeatedly evoked through the perfected, manufactured, and assembled material, from anime (Charlotte Greene, Tenaya Izu) and porcelain (Candice Lin, Tiffany Jaeyeon Shin, Juana Valdes) to K-beauty products (Elliott Jun Wright). Anne Anlin Cheng describes this violent and deeply psychological process as "Ornamentalism," or "the forging of the sense of personness through artificial and prosthetic extensions." As Asiatic flesh continues to provide an ornamental, technological shell for the crisis of Euro-American personhood, Cheng asks, "What is inside the machine? The yellow woman: the ghost within the ghost."

Ghost in the Shell - 1995

Scenes of Singapore - Foo Kwee Horng 2014-01-07

See Singapore in a new light! This vibrant volume of watercolors offers readers a tour through the

country's iconic buildings, neighborhoods and scenes. With loving detail, local artist Foo Kwee Horng paints a veritable A-to-Z gallery of Singapore, from the ArtScience Museum, Botanic Gardens and Raffles Hotel to traditional shophouses, five-foot-ways, churches, mosques and the Singapore Zoo. Following on the success of Images of Singapore's photographic collection, this new book of watercolors - presented in the same handy format - promises to offer visitors an ideal souvenir of their trip to Singapore or a beautiful gift for those back at home.

Ghost in the Shell 2: Innocence (Novel - Paperback) - Masaki Yamada 2007-07-17

Part man, but mostly machine, Batou is the toughest son of a bitch employed by a mysterious agency known as Section 9. When terrorists come to town, Batou straps on a battery of high-tech weaponry and goes to work. But even a hulking cyborg like Batou has a sensitive side. After all these years, he still mourns the loss of his partner, Maj. Motoko Kusanagi. And now his beloved basset hound Gabriel has mysteriously disappeared. To complicate matters even further, he's having reoccurring dreams about a son he never had. Combating violent insurgents is one thing; getting in touch with your feelings is totally different. Suddenly, Batou must grapple with the thing he understands the least: his own humanity! Expanding on the concepts explored in the movie, *Ghost in the Shell 2: Innocence*, Masaki Yamada's novel also stands as a wholly original piece of work not tethered directly to any *Ghost in the Shell* continuity. Say hello to *After The Long Goodbye*—highly recommended for readers looking for science fiction with a soul.

Interpreting Anime - Christopher Bolton 2018-02-20

For students, fans, and scholars alike, this wide-ranging primer on anime employs a panoply of critical approaches. Well-known through hit movies like *Spirited Away*, *Akira*, and *Ghost in the Shell*, anime has a long history spanning a wide range of directors, genres, and styles. Christopher Bolton's *Interpreting Anime* is a thoughtful, carefully organized introduction to Japanese animation for anyone eager to see why this genre has remained a vital, adaptable art form for decades. *Interpreting Anime* is easily accessible and structured around individual films and a broad array of critical approaches. Each chapter centers on a different feature-length anime film, juxtaposing it with a particular medium—like literary fiction, classical Japanese theater, and contemporary stage drama—to reveal what is unique about anime's way of representing the world. This analysis is abetted by a suite of questions provoked by each film, along with Bolton's incisive responses. Throughout, *Interpreting Anime* applies multiple frames, such as queer theory, psychoanalysis, and theories of postmodernism, giving readers a thorough understanding of both the cultural underpinnings and critical significance of each film. What emerges from the sweep of *Interpreting Anime* is Bolton's original, articulate case for what makes anime unique as a medium: how it at once engages profound social and political realities while also drawing attention to the very challenges of representing reality in animation's imaginative and compelling visual forms.

Eternal - Ilya Kuvshinov 2019-11-19

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.

The Art of Ghost in the Shell - David S. Cohen 2017-03-14

Discover the incredible art behind *Ghost in the Shell*, the much-anticipated sci-fi thriller starring Scarlett Johansson. 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. Also starring Pilou Asbæk (*Game of Thrones*), Michael Pitt (*Boardwalk Empire*), Juliette Binoche (*The English Patient*), and Takeshi Kitano (*Battle Royale*), this riveting science-fiction thriller is helmed by director Rupert Sanders (*Snow White and the Huntsman*). *The Art of Ghost in the Shell* is a deluxe book that chronicles the epic creative journey that brought *Ghost in the Shell* to the big screen.

Avatar: The Last Airbender - The Art of the Animated Series - Bryan Konietzko 2013-07-02

Since its debut in 2005, *Avatar: The Last Airbender* has remained one of Nickelodeon's most talked about and highest-rated animated series to date, and it's not too hard to see why... Not only does it offer an epic storyline, engaging characters, action, adventure, and a powerful message about the importance of hope in a world long-besieged by war, all the while serving up top-notch entertainment. It's also beautifully executed, a stunning masterpiece of animated storytelling that harmonizes Western influences with aesthetic inspiration drawn from a diverse array of cultures, including those of China, Japan, India, and the Inuit. An unprecedented look at the concept, design, and production art behind this smash-hit series, *Avatar: The Last Airbender, The Art of the Animated Series* chronicles the show's development — from the very first sketch through to the series finale and beyond! — along with behind-the-scenes commentary from series creators Bryan Konietzko and Michael Dante DiMartino. * Featuring hundreds of images, most of which Nickelodeon has never released to the public!

Mort Künstler - Robert Deis 2019-11-21

An unequaled selection of illustrator Mort Künstler's finest work from the men's adventure magazine (MAM) era, collected in a bold, colorful collection. Available in both softcover and expanded, deluxe hardcover editions.

The Art Of - Abrams Abrams Books 2020-12-15

An upcoming book to be published by Abrams Books.

Ghost in the Shell: Global Neural Network - Max Gladstone 2019-07-16

A covert mission in Shanghai reunites Kusanagi with a wartime rival amid shifting loyalties. The infiltration of an anti-cyberization cult calls for Section 9's most "human" members to do things the old-fashioned way. A deep dive into the mind of a criminal forces Kusanagi to question the nature of imagination - and her own identity. The stories in *Global Neural Network* bring a 21st-century perspective to its questions of human identity and the border between mind and machine that made *The Ghost in the Shell* one of the most revered manga of all time, and unleash top Western comics artists on eye-popping action scenes starring Kusanagi, Batou, Togusa, Aramaki, and all the members of Section 9! Original stories by: * Alex de Campi (*Twisted Romance*) & Giannis Milonogiannis (*Prophet*) * Brenden Fletcher (*Gotham Academy*, *Motor Crush*) & LRNZ (*Golem*) * Genevieve Valentine (*Mechanique*, *Icon*), & Brent Schoonover (*The Astonishing Ant-Man*) * Max Gladstone (the *Craft Sequence*) & David López (*All-New Wolverine*)

Ghost in the Shell Standalone Complex Volume 1 - Yu Kinutani 2011

Stand Alone Complex takes place in the year 2030, in the fictional Japanese city of New Port. The story follows the members of Public Security Section 9, a special-operations task-force made up of former military officers and police detectives. The manga presents individual cases that Section 9 investigates, along with an ongoing, more serious investigation into the serial killer and hacker known only as "The Laughing Man." When a high-ranking government official is kidnapped, the Prime Minister must call in his top crime fighting force known as Section 9. Lead by the beautiful (and deadly) Major Kusanagi, the cybernetically enhanced squad must use all their skill to take down the kidnappers and rescue the hostages. But that's only half of the mission; can Kusanagi and company find out who's behind the kidnapping, and, more importantly, just what they're after? Find out in this thrilling first volume of *The Ghost in the Shell: Stand Alone Complex*!

Ghost in the Shell: The Official Movie Novelization - James Swallow 2017-05-02

Based on the internationally-acclaimed sci-fi property, "GHOST IN THE SHELL" follows the Major, a special ops one-of-a-kind human-cyborg hybrid, who leads the elite task force Section 9. Devoted to stopping the most dangerous criminals and extremists, Section 9 is faced with an enemy whose singular goal is to wipe out Hanka Robotic's advancements in cyber technology.

The Art of Ghost of Tsushima - Sucker Punch Productions 2020-09-01

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present *The Art of Ghost of Tsushima*. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, *Ghost of Tsushima*. This volume vividly showcases every detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

Ghost In The Shell 2: Innocence Ani-Manga Box Set - Mamoru Oshii 2005-03-02

Ghost In The Shell 2: Innocence returns to the baroque future setting of the original ground-breaking film, *Ghost In The Shell*. The year is 2032. Somewhere in a sprawling East Asian metropolis, blood is on the ground--human blood, spilled in the latest baffling set of murder-suicides committed by "gynoids," or robotic companions. Now it's up to Section 9 agent Batou to unravel the mystery, which weaves into the fate of his legendary partner, the Major. Batou was the only witness to Major's disappearance into the Net and has become as compelled by her image, as by the unknown hacker attempting to seize what remains of his own humanity...

Marvel Monograph: The Art Of Esad Ribic - 2019-09-24

Esad Ribic has few peers as a contemporary comic book artist: His lush, painterly style depicts the Marvel Universe in as dramatic and epic a style as it has ever been depicted. His work on *SECRET WARS*, *UNCANNY X-FORCE* and *THOR: GOD OF THUNDER* - not to mention countless covers - has marked him as a superstar. The *Marvel Monograph* series captures the magic of Esad Ribic from every angle, in an artist study that will be a keepsake for your art book collection.

The Art of Ghost in the Shell - David S. Cohen 2017-03

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.

The Brain That Changes Itself - Norman Doidge 2007-03-15

"Fascinating. Doidge's book is a remarkable and hopeful portrait of the endless adaptability of the human brain."—Oliver Sacks, MD, author of *The Man Who Mistook His Wife for a Hat* What is neuroplasticity? Is it possible to change your brain? Norman Doidge's inspiring guide to the new brain science explains all of this and more. An astonishing new science called neuroplasticity is overthrowing the centuries-old notion that the human brain is immutable, and proving that it is, in fact, possible to change your brain. Psychoanalyst, Norman Doidge, M.D., traveled the country to meet both the brilliant scientists championing neuroplasticity, its healing powers, and the people whose lives they've transformed—people whose mental limitations, brain damage or brain trauma were seen as unalterable. We see a woman born with half a brain that rewired itself to work as a whole, blind people who learn to see, learning disorders cured, IQs raised, aging brains rejuvenated, stroke patients learning to speak, children with cerebral palsy learning to move with more grace, depression and anxiety disorders successfully treated, and lifelong character traits changed. Using these marvelous stories to probe mysteries of the body, emotion, love, sex, culture, and education, Dr. Doidge has written an immensely moving, inspiring book that will permanently alter the way we look at our brains, human nature, and human potential.

Pandora in the Crimson Shell: Ghost Urn Vol. 8 - Shirow Masamune 2019-06-27

The fight is over--to all appearances, at least! Nene and Clarion have finally thwarted both Kurtz and the conspiracy headed by Poseidon, the mysterious organization backing him. And now that Buer's central nervous unity has been safely recovered, the battle in the Geofront is well and truly over! But just as things are settling down, an unknown ship appears on the horizon. And when it comes into contact with the island, new trouble springs to life...

Unchained Melody - Tom Mes 2017

"In this volume, expert Tom Mes takes us through the extraordinary career of this Japanese actress, whose commanding screen presence and piercing gaze defined an entire age of Japanese cinema from the 1960s onwards. From her early years in the wildly popular films of the Nikkatsu studio to career-defining roles in *Lady Snowblood* and *Female Prisoner Scorpion*, Tom also explores Kaji's many collaborations with master film-makers such as Kinji Fukasaku and Kon Ichikawa and delves into her twilight reign on the television screens of Japan, as well as spotlighting Meiko Kaji the singer. *Unchained Melody* profiles her collaborating directors and looks at the varied cinematic tastes of Japanese film audiences over a period of several decades, providing an intriguing snapshot not only into Meiko Kaji's career and the film industry of the time, but also of Japanese culture itself"--Page 4 of cover.

Den grimme ælling - H. C. Andersen 1978

The Ghost in the Shell Volume 1.5 - Shirow Masamune 2012

Deep into the 21st century, the line between man and machine has been inexorably blurred as humans rely on the enhancement of mechanical implants, and robots are upgraded with human tissue. In this rapidly converging technoscape, the cover-ops agents of Section 9 are charged to track and crack the most dangerous terrorists, cybercriminals, and ghost hackers the digital future has to offer. Whether dealing with remote-controlled corpses, lethally malfunctioning micromachines, or cop-killer cyborgs, Section 9 is determined to serve and protect...and reboot some cybercrook butt! *Ghost in the Shell 1.5: Human-Error Processor* presents for the first time in America the "lost" *Ghost in the Shell* stories, created by Shirow Masamune after completing work on the original *Ghost in the Shell* manga and prior to his tour-de-force, *Ghost in the Shell 2: Man-Machine Interface*, but never collected until now. Focusing on Section 9 agents in their daily battle against technocrime, *Human-Error Processor* has all the mind-twisting cybermadness you've come to expect from *Ghost in the Shell* but set in a more police-procedural context with action and suspense galore. Features the stories "Fat Cat," "Drive Slave," "Mines of Mind," and "Lost Past."

Marvelocity - Alex Ross 2018-10-02

FROM THE TEAM THAT BROUGHT YOU THE EISNER-AWARD WINNING *MYTHOLOGY: THE DC COMICS ART OF ALEX ROSS* Here is the beloved Marvel Universe of comics characters, brought to thrilling life as only Alex Ross can. They're all here: Spider-Man, Captain America, Iron Man, the Avengers, the Guardians of the Galaxy, the X-Men, the Fantastic Four, Black Panther, and many more—all seeming to leap, blast, and launch off the page. For almost thirty years, Ross has been working nonstop to create some of the most astonishing images in comics, and while *Marvelocity* collects the very best of that oeuvre, it's much more than that. Inside are hundreds of drawings, paintings, and photographs that have never been published before, including an original ten-page story featuring Spider-Man versus the Sinister Six, redesign proposals for the X-Men and the Fantastic Four, and a re-creation of an epic battle between the Sub-Mariner and Iron Man. But this isn't just the story of the Marvel characters—it's also the incredibly inspiring true tale of a little boy who only ever wanted to draw and paint super heroes. And with enough determination, talent, and very hard work, that's precisely what he did. *Marvelocity* is the result, and is sure to entrance and delight fans of all ages.

Wonderland - 2022-05-03

The first commercial collection of work by Nanaco Yashiro, an illustrator who has attracted international attention for her fluid lines, vivid colors, and vintage style. Nanaco Yashiro's illustrations feature various motifs such as a woman in a feathered robe from Japanese mythology, a large tiger reminiscent of Arabia, a man in a spacesuit, and concept art for an imaginary movie about heaven and hell that the illustrator created herself and are each drawn sometimes in delicately refined watercolor brushwork and at other times in bold strokes with acrylic gouache. While the themes and motifs may vary, all of them depict Nanaco Yashiro's signature style which is sure to continue fascinating her audience forever. This book contains nearly 120 carefully selected illustrations, including many that have been newly drawn for this book, which are grouped in different themes, such as plants, animals, beautiful women, and fairytales, allowing readers to enjoy the lovely and mysterious world of Yashiro's works. This book will not only appeal to Nanaco Yashiro's current fans but will also captivate those who are new to her beautiful, delicate, and colorful illustrations.

The Making of Pan's Labyrinth - Nick Nunziata 2016-10

Ghost in the Shell - Robert A. Sobieszek 1999

Tracing the modern photographic portrait over the past 150 years, the book reveals the many ways the photographic arts have investigated, represented, interpreted, and subverted the human face and, consequently, the human spirit.

Ghost in the Shell Standalone Complex - Yu Kinutani 2017

Momentary - Ilya Kuvshinov 2017-04-01

The first collection of works by the Japan-based Russian illustrator, Ilya Kuvshinov

Evangelion Illustrations 2007-2017 - khara 2019-06-11

Full-color oversize collection showcasing art of the landmark animated series that redefined the mecha genre. Neon Genesis Evangelion is one of the most enduring and significant touchstones for anime, manga, and pop culture fans over the past two decades, thanks to the groundbreaking television series and beautifully animated movies. This book collects ten years' worth of illustrations that showcase the wide effect Neon Genesis Evangelion has left on not just the animation industry, but on popular culture in general. Included are illustrations for film posters, CD albums, bullet train designs, video game collaborations, and much, much more.

The Art of Loish - Lois van Baarle 2016-03-07

Discover the world of digital artist Lois van Baarle, a.k.a. Loish, in this high-quality collection of her most beautiful work.

The Ghost in the Shell Book - Jeremy Mark Robinson 2021-11-22

THE GHOST IN THE SHELL BOOK VOLUME 1: MANGA by Jeremy Mark Robinson This is a study of the Ghost In the Shell comic by Masamune Shirow (real name Masanori Ota, born in 1961, Kobe, Japan). Shirow is a Japanese artist best known for Ghost In the Shell, Appleseed and Dominion: Tank Police. Masamune Shirow is one of the great creators in the world of Japanese manga and animé - his works have been the basis of several important franchises, with Ghost In the Shell the most famous. Shirow's art is marked by futuristic, cyber-punk settings, fabulous, often eccentric designs, elaborate mecha (such as tanks and mobile suits), attractive warrior women and detailed storytelling (accompanied by his famous, sometimes arcane notes). The impact of the work of Masamune Shirow has been immense in animé and manga: Ghost In the Shell alone led to not one but two classic movies, two outstanding TV series (plus a third, the Arise series), and spin-off movies. Add to that the live-action Ghost of 2017, and more Ghosties on the way. Then there's the Appleseed digital animations and Appleseed cel animation, plus Black Magic, Real Drive, Ghost Hound (Unseen World) and Dominion: Tank Police. It all adds up to a remarkable presence in TV and movies. In cinema, Masamune Shirow's influence is easy to spot in the Star Wars prequels, in the Matrix movies, in Avatar, in Minority Report, in the Avengers series, and in many a superhero flick. The Ghost In the Shell Book: Volume 1: Manga includes a biography; a chapter on the Japanese manga industry; chapters on Shirow's signature work, Ghost In the Shell, including all three comics; and a chapter on cyberculture. Each of the three volumes of Ghost In the Shell are explored in detail, and every chapter of the manga is discussed. Fully illustrated, including many images from Masamune Shirow's manga, including related comics such as Orion and Dominion: Tank Police. The Ghost In the Shell Book is published in two volumes: Volume 1: Manga Volume 2: Animé Hardcover - full colour laminate cover. Bibliography, resources, and notes. 236 pages. www.crmoon.com