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Uncharted: The Lost Legacy is an action-adventure game developed by Naughty Dog. In this spin-off expansion to the popular franchise, you'll play as the sassy fortune hunter, Chloe Frazer, as she seeks the legendary Tusk of Ganesh in India during a civil war. Pursued by an insurgent leader, and joined by her allies, the quest to recover the Tusk soon becomes a perilous mission to save all of India. In this guide you will find: - A complete story walkthrough - A guide for the optional 'Mystery Ruin' side quest - A complete Treasure Hunting Guide covering the locations of all 68 treasures - A complete Photo Locations Guide covering all optional photo opportunities - A complete Optional Conversations Guide - A complete Lockbox Locations Guide - Full Trophy list A full-color digital book chronicling the development of the next entry in the iconic first-person shooter franchise. It's do or die in the dystopian streets of Nazi-occupied Paris as Jess and Soph Blazkowicz piece together the mysterious disappearance of their father, William J. Blazkowicz, while driving the fascists out of France once and for all. This gorgeous volume features an amazing arsenal of concept art, production material, and exclusive creator commentary from the latest romp into Earth's alternate history with Wolfenstein: Youngblood. Dark Horse Books, MachineGames, and Bethesda Softworks call all sisters, brothers, and other champions for the cause to unite, fight, and enjoy The Art of Wolfenstein: Youngblood! To coincide with the launch of the special edition version of 'The Elder Scrolls v Skyrim', Prima Games has re-released the celebrated collector's guide for fans and new players alike Anyone who wants a

complete, one-stop overview of woodworking basics needs this volume. Topics covered include setting up a shop, materials, tools, techniques, projects, and finishes. A guide to the "Elder Scrolls V, Morrowind" video game that includes walkthroughs, strategies, statistics and customization options for characters, insider tips, and detailed maps. Craft your own glass of Nuka-Cola, a bowl of BlamCo Mac & Cheese, and more with the recipes in *Fallout: The Official Cookbook*. Based on the irradiated delicacies of the world of Bethesda Entertainment's *Fallout*, this Vault-Tec-approved cookbook provides fans of the award-winning series with recipes inspired by their favorite *Fallout* foods. Whip up tasty versions of the Mirelurk egg omelette, throw some deathclaw meat on the grill, and re-create BlamCo Mac & Cheese with *Fallout: The Official Cookbook*. The most evil and complex elements of the *Dungeons & Dragons* world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns. Make sure to check out the other installments in this unparalleled collection of historical information on *The Legend of Zelda* franchise with the *New York Times* best selling *The Legend of Zelda: Art & Artifacts* and *The Legend of Zelda: Encyclopedia*. Also look for *The Legend of Zelda: Breath of the Wild — Creating a Champion* for an indepth look at the art, lore, and making of the best selling video game! Dark Horse Books and Nintendo team up to bring you *The Legend of Zelda: Hyrule Historia*, containing an unparalleled collection of historical information on *The Legend of Zelda* franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of *Donkey Kong*, *Mario*, and *The Legend of Zelda*, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link's adventures from the creators themselves! As a bonus, *The Legend*

of Zelda: Hyrule Historia includes an exclusive comic by the foremost creator of The Legend of Zelda manga — Akira Himekawa! "Covers Xbox 360, PlayStation 3, PC"--P. [4] of cover. Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

- Reveals backstories and new details about Overwatch's heroes.
- Essential companion to the international best-selling game Overwatch!
- Overwatch has won 100+ Game of the Year awards!
- Overwatch is a global phenomenon with 30 million players!
- Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Find Your Path

- * Detailed maps for every part of the world and every major city, plus special maps for every key section of the main quest.
- * Specific chapters on how to create your character and maximize your abilities and skills.
- * Over 300 full-color pages packed with information on everything you need to know about the massive gameworld of Oblivion.
- * Walkthroughs for every quest in the game, including the main quest, all faction quests, as well as miscellaneous and freeform quests.
- * Sections on various gameplay systems including stealth, combat, magic, enchanting, alchemy, and more.
- * Detailed bestiary chapter to help you best deal with the denizens of Tamriel and Oblivion. Prima has the intel you need to fight hard, stay strong, and cash in.

- Battle-tested tactics
- Co-op combat strategies for becoming an army of two
- Tips to make the most of Aggro and the full range of tactics at your disposal
- Stats on all weapons and upgrades
- Detailed

mission walkthroughs for single and co-op play • Preview of the Army of Two: Dirty Money graphic novel "Official game guide complete every quest!" -- cover. The guides will be contained in a unique, high quality box that is The Legend of Zelda themed and held closed by an embedded magnetic clasp. An individually numbered certificate of authenticity will be included for collectors, with a signature and message from Mr. Eiji Aonuma, Producer/Director for The Legend of Zelda series. A high quality, 2-sided laser etched metallic bookmark will be included with the box set to help players keep their spot in over 2,000 pages of The Legend of Zelda strategies. The bookmark is 7.5 x 2.5 inches and includes a protective case. The set includes 6 hardcover collector's editions for The Legend of Zelda: Ocarina of Time 3D, The Legend of Zelda: Spirit Tracks, The Legend of Zelda: Phantom Hourglass, The Legend of Zelda: The Wind Waker HD, The Legend of Zelda: Twilight Princess, and The Legend of Zelda: Skyward Sword. Many of these hard cover guides are out of print and not available anywhere else. All 6 of the guides will be on high quality paper with gilded edges, giving the guides a gold shine along the pages. For the first time ever, The Legend of Zelda: Ocarina of Time 3D guide is available in hard cover and exclusive to this box set. The Legend of Zelda: Skyward Sword guide has been revised and expanded by over 100 pages. This limited edition set will only be printed once, when it is sold out they will be gone forever " The Art of Drawing Poses for Beginners combines step-by-step pencil lessons and additional graphite portrait examples to demonstrate how to accurately render the human form in a variety of realistic poses. A dangerous story is bubbling and almost all the Narrators are scared to tell it. Cracks in the World of Stories are spreading, and the ominous Shadow High is gaining power. Only one young, brave Narrator, Brooke Page, is ready to tell this tale. As the first cracks show, Frankie and Draculaura are accidentally transported to Ever After High, where they meet Raven Queen and Apple

White. After the girls recover from the shock of learning that fairytales and monsters are real, they discover that the Evil Queen has escaped her mirror prison in search of the ultimate power, hidden in Shadow High. Frankie, Raven, Draculaura, Apple, and Brooke must stop the Evil Queen and save the World of Stories from the evil that lurks in Shadow High! ©2017 Mattel. All Rights Reserved. Continue the discovery of the famous game The Legend of Zelda! Featuring in the pantheon of video games, the Breath of the Wild episode of the mythical Zelda saga is fully covered in this new book. Following the first Chronicle volume of a legendary saga, this second part focuses exclusively on the episode Breath of the Wild, decrypting its references, its game system and the inspiration of its developers! EXTRACT Starting production on a title that sought to radically redefine the core elements of a franchise as iconic as The Legend of Zelda involved a certain amount of risk for Nintendo. To fully understand the situation, we feel it is essential to start by determining what was really at stake in this challenging effort by looking at the many promises that The Legend of Zelda: Breath of the Wild carried with it from the earliest announcement of its development until the moment it was released. With this perspective in mind, we will first step back in time to examine any clues potentially found in other recent installments of the franchise as to the creators' desire to rethink the game's most basic conventions. We will then consider what fans were expecting from this attempt to go back to basics and revive the ambitions of the original Legend of Zelda. We will also look at Nintendo's communications strategy by way of the trailers and other official presentations that were used to introduce the game, and consider the credibility of Breath of the Wild's claim to innovation in its approach to the open world genre. Of course, we will also focus considerable attention on director Hidemaro Fujibayashi's history with the series, and listen to the development team's thoughts as we attempt to better understand the origins of this latest Zelda game. We then close

the chapter with a look at initial reactions from fans and video game journalists when the game was first released on March 3, 2017. ABOUT THE AUTHOR Better known by her pseudonym Romendil, Valérie Précigout spent 15 years as a journalist for Jeuxvideo.com, Europe's largest video game website. A fan of Japanese RPGs, she managed to establish herself as an online critic when the Internet was still struggling to keep up with print media. She loves manga culture and Japanese leisure activities and shares her impressions about video-gaming news at Extralife.fr. She is also the author of Dragon Ball: The Tribute, from the Force label at Third Éditions, and contributes articles to the Level Up book series from the same publisher. An exceptionally illustrated fiction for millions of Blizzard fans, Diablo III: Book of Cain is the source book for Blizzard Entertainment's Diablo franchise and forthcoming Diablo III game. Book of Cain is the must-have illustrated history of the Diablo universe as told by the games' core narrator Deckard Cain. In Blizzard Entertainment's Diablo® and Diablo II, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. Diablo III: Book of Cain is Cain's formal record of this greater tale—a dissertation on the lore of the Diablo universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict between the High Heavens and the Burning Hells. Designed as an “in-world” artifact from the Diablo universe, Diablo III: Book of Cain includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another. * Fully labeled, exclusive maps for all areas will ensure that players will find every pick-up in the game * Complete details on all your squadmates and their talents * Walkthroughs for all

quests will ensure you get the job done * Comic Book preview Page from the Mass Effect comic book revealed in the Prima guide * Exclusive behind the scenes content Concept art and studio insider info into the creation of Mass Effect 2 * Hardcover edition As the evil of Sauron swarms out to take over Middle-earth, Frodo Baggins and Sam travel deep into Mordor still trying to get the Ring of Power to Mount Doom where it can be destroyed. Based on a game rated M for Mature (17+) by the ESRB. Based on the award-winning The Elder Scrolls, The Infernal City is the first of two exhilarating novels following events that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year. Four decades after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—for wherever it falls, people die and rise again. And it is in Umbriel's shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may rest . . . Ever wonder what it's like to attend a feast at Winterfell? Wish you could split a lemon cake with Sansa Stark, scarf down a pork pie with the Night's Watch, or indulge in honeyfingers with Daenerys Targaryen? George R. R. Martin's bestselling saga A Song of Ice and Fire and the runaway hit HBO series Game of Thrones are renowned for bringing Westeros's sights and sounds to vivid life. But one important ingredient has always been missing: the mouthwatering dishes that form the backdrop of this extraordinary world. Now, fresh out of the series that redefined fantasy, comes the cookbook that may just redefine dinner . . . and lunch, and breakfast. A passion project from superfans and amateur chefs Chelsea Monroe-Cassel and Sariann Lehrer—and endorsed by George R. R. Martin himself—A Feast of Ice and Fire lovingly replicates a stunning range of cuisines from across the Seven Kingdoms and beyond. From the sumptuous

delicacies enjoyed in the halls of power at King's Landing, to the warm and smoky comfort foods of the frozen North, to the rich, exotic fare of the mysterious lands east of Westeros, there's a flavor for every palate, and a treat for every chef. These easy-to-follow recipes have been refined for modern cooking techniques, but adventurous eaters can also attempt the authentic medieval meals that inspired them. The authors have also suggested substitutions for some of the more fantastical ingredients, so you won't have to stock your kitchen with camel, live doves, or dragon eggs to create meals fit for a king (or a khaleesi). In all, *A Feast of Ice and Fire* contains more than 100 recipes, divided by region:

- The Wall: Rack of Lamb and Herbs; Pork Pie; Mutton in Onion-Ale Broth; Mulled Wine; Pease Porridge
- The North: Beef and Bacon Pie; Honeyed Chicken; Aurochs with Roasted Leeks; Baked Apples
- The South: Cream Swans; Trout Wrapped in Bacon; Stewed Rabbit; Sister's Stew; Blueberry Tarts
- King's Landing: Lemon Cakes; Quails Drowned in Butter; Almond Crusted Trout; Bowls of Brown; Iced Milk with Honey
- Dorne: Stuffed Grape Leaves; Duck with Lemons; Chickpea Paste
- Across the Narrow Sea: Biscuits and Bacon; Tyroshi Honeyfingers; Wintercakes; Honey-Spiced Locusts

There's even a guide to dining and entertaining in the style of the Seven Kingdoms. Exhaustively researched and reverently detailed, accompanied by passages from all five books in the series and photographs guaranteed to whet your appetite, this is the companion to the blockbuster phenomenon that millions of stomachs have been growling for. And remember, winter is coming—so don't be afraid to put on a few pounds. Includes a Foreword by George R. R. Martin

Designing a research project is possibly the most difficult task a dissertation writer faces. It is fraught with uncertainty: what is the best subject? What is the best method? For every answer found, there are often multiple subsequent questions, so it's easy to get lost in theoretical debates and buried under a mountain of literature. This book looks at literature review in the process of

research design, and how to develop a research practice that will build skills in reading and writing about research literature—skills that remain valuable in both academic and professional careers. Literature review is approached as a process of engaging with the discourse of scholarly communities that will help graduate researchers refine, define, and express their own scholarly vision and voice. This orientation on research as an exploratory practice, rather than merely a series of predetermined steps in a systematic method, allows the researcher to deal with the uncertainties and changes that come with learning new ideas and new perspectives. The focus on the practical elements of research design makes this book an invaluable resource for graduate students writing dissertations. Practicing research allows room for experiment, error, and learning, ultimately helping graduate researchers use the literature effectively to build a solid scholarly foundation for their dissertation research project. Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling *The Legend of Zelda: Hyrule Historia* and *The Legend of Zelda: Encyclopedia*. Also look for *The Legend of Zelda: Breath of the Wild — Creating a Champion* for an indepth look at the art, lore, and making of the best selling video game! *The Legend of Zelda™: Art and Artifacts* contains over four hundred pages of fully realized illustrations from the entire thirty-year history of *The Legend of Zelda™* including artwork from the upcoming *The Legend of Zelda™: Breath of the Wild!* Every masterwork is printed on high-quality paper in an oversized format so you can immerse yourself in the fine details of each piece. This book includes rare promotional pieces, game box art, instruction booklet illustrations, official character illustrations, sprite art, interviews with the artists, and much, much more! *The Legend of Zelda™: Art and Artifacts* collects many of your favorite masterpieces from the storied franchise, as well as rare and never

before seen content, presented in one handsome hardcover. Select artwork from the entirety of the franchise! A nostalgic look at the past! An exciting look at the future! Interviews with some of the artists behind The Legend of Zelda™ series! Feast on all of the delicious offerings found in the world of Skyrim in this beautifully crafted cookbook based on the award-winning game The Elder Scrolls V: Skyrim Immerse yourself in the diverse cuisine of Skyrim with these recipes inspired by food found in the Old Kingdom and across Tamriel. With over seventy delicious recipes for fan-favorite recipes including Apple Cabbage Stew Sunlight Souffle, Sweetrolls, and more, The Elder Scrolls V: Skyrim: The Official Cookbook will delight every hungry Dragonborn. Forty years after the Oblivion crisis, the empire of Tamriel is threatened by a mysterious floating city, Umbriel, whose shadow spawns a terrifying undead army. Reeling from a devastating discovery, Prince Attrebus continues on his seemingly doomed quest to obtain a magic sword that holds the key to destroying the deadly invaders. Meanwhile, in the Imperial City, the spy Colin finds evidence of betrayal at the heart of the empire—though his own heart may betray him first. And Annag, trapped in Umbriel itself, has become a slave to its dark lord and his insatiable hunger for souls. How can these three unlikely heroes save Tamriel when they cannot even save themselves? Based on the award-winning Elder Scrolls® series, Lord of Souls is the second of two exhilarating novels that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year by numerous outlets, including Spike TV, the Golden Joystick Awards, and the Associated Press. Skyrim is the homeland of the Nords, a fierce and proud warrior people who are used to the bitter cold and mountainous terrain that mark the lands of Skyrim. Wracked by civil war, and threatened by the return of the legendary dragons, Skyrim faces its darkest hour. You must make sense of this maelstrom, explore the frozen tundra and bring hope to the people. The future of Skyrim, even the Empire itself, hangs

in the balance as they wait for the prophesized Dragonborn to come; a hero born with the power of The Voice, and the only one who can stand amongst the dragons. You are that Dragonborn.

Inside the Main Guide: - Introduction to the Races. - How to complete every storyline quest. - Where to find and conquer every side-mission. - Location of every powerful Dragonwall. - Search out and defeat every Dragon. - How to find hidden, powerful weapons. - Over 200 captioned screenshots provide even more help. - Dragonborn DLC covered in full. - Dawnguard DLC covered in full. Version 1.1: - Screenshots for the major side-missions. - Achievements/Trophy descriptions (includes all 3 DLC packs). - Formatted text for easier reading on iPhone/iPod screens via our App. Version 1.2 November 2016 - Added a full Character Creation guide complete with tips on how to get the most out of your skills and which races excel at what. - More text fixes and general edits. - Lots more to come soon! These folk-tales were told by simple people--vine-dressers, farm-laborers, millers--and were preserved by word of mouth, to be repeated for entertainment in the coffee-house, or at home during the long, hard winters. There are fables here, too, selected from the collections of medieval scholars and philosophers, while the expressive and often humorous proverbs show the ways of the world through shrewd Armenian eyes. "This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "SolarSKI's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason,

Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist’s challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although Drawing Basics and Video Game Art is primarily a practical reference for artists and designers working in the video games industry, it’s equally accessible for those interested to learn about gaming’s future, and potential as an artistic medium. Also available as an eBook "Print Guide: Full coverage of the original Fallout 4 content. GOTY DLC Expansions: The free eGuide provides interactive maps plus coverage of each of the DLC expansions (Automatron, Wasteland Workshop, Far Harbor, Contraptions Workshop, Vault-Tec Workshop, and Nuka-World)! NAVIGATING THE WASTELAND: If you do choose to go aboveground, we have provided an atlas of the surrounding area, with as much detail and information as possible, to satisfy your curiosity and dissuade you from ever venturing outside. EQUIPMENT AND SURVIVAL GEAR: In the unfortunate event that you actually decide to leave the Vault, this manual provides schematics and data for the types of weaponry you may be inclined to use while fighting for your life. Again, we urge you to reconsider going outside. CRAFTING

AND RESOURCES: Making good use of your surroundings is essential for survival, should you make the poor decision to venture outside Vault 111. But, just in case, this guide contains schematics and data vital for creating and repairing useful weapons and essential technology. TIPS FOR DANGEROUS ENCOUNTERS: Nothing should deter you from leaving the safety of the Vault like the threat of good, old-fashioned danger. Be sure to study the data that our scientists have compiled about the radiated terrors that you might find outside the comforts of Vault 111. You have been warned! Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the complete guide optimized for a second-screen experience."-- Amazon.com. COLLECTOR'S EDITION BONUSES INCLUDE- EXCLUSIVE POSTER - 24" accordion style poster displaying Alduin's Wall and signatures from Bethesda Game Studios! RIBBON BOOKMARKS - Use premium ribbon bookmarks to keep your place in this massive guide! HARDCOVER BOUND - This keepsake is protected by a stylized protective hardcover for collectors and fans. UPDATED eGUIDE ACCESS - Use the interactive world map, which now includes Solstheim and additional Dragonborn(tm) content. * MORE THAN 1,100 PAGES - Complete, accurate, and Bethesda approved content covering all game add-ons. * LARGE 2-SIDED MAP POSTER - All Hold Capitals, Strongholds, and important locations labeled. * MORE THAN 500 ENEMIES and 2,000 ITEMS DETAILED - Exhaustive Bestiary and Inventory chapters detail critical data. * MORE THAN 350 QUESTS - All possible quests revealed with best outcomes highlighted. * MORE THAN 250 COLLECTIBLES GATHERED - Explore the main and hidden locations across Skyrim and Solstheim. * 3,000+ HOURS PLAYED - Expert advice on character creation and tactical knowledge for the most difficult battles. For use in schools and libraries only. Yielding to the command of their gods, the Huns and Magyars, led by Attila, stalk the white stag in a search for the promised land that takes

them from Asia to Europe. The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, Skyrim is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing Skyrim, in many ways, is akin to "playing" 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

Nintendo Switch Overview: Learn the details of every addition to the Nintendo Switch version of Skyrim. Detailed Overworld Maps: We pinpoint all Hold Capitals, Strongholds, and important locations. Maps for More Than 150 Locations: Our maps list related quests, enemies encountered, and items found for each location. Over 300 Collectibles Located: We gather and detail Skill Books, Unique Items, Unusual Gems, and more for each Hold. Free Mobile-Friendly eGuide: Includes a code to access the eGuide, a web-access version of the guide optimized for a second-screen experience. Immerse yourself in the world of Denis Villeneuve's Dune and discover the incredible creative journey that brought Frank Herbert's iconic novel to the big screen. Frank Herbert's science fiction classic Dune has been brought to life like never before in the breathtaking film adaptation from acclaimed director Denis Villeneuve (Blade Runner 2049, Arrival). Now fans can be part of this creative journey with The Art and Soul of Dune, the official companion to the hugely anticipated movie event. Written by Dune executive producer Tanya Lapointe, this visually dazzling exploration of the filmmaking process gives

unparalleled insight into the project's genesis—from its striking environmental and creature designs to its intricate costume concepts and landmark digital effects. *The Art and Soul of Dune* also features exclusive interviews with key members of the cast and crew, including Denis Villeneuve, Timothée Chalamet, Rebecca Ferguson, Oscar Isaac, and many more, delivering a uniquely candid account of the hugely ambitious international shoot. Showcasing Villeneuve's visionary approach to realizing Herbert's science fiction classic, *The Art and Soul of Dune* is an essential companion to the director's latest masterpiece.