THE ART OF DEATH STRANDING
KOJIMA PRODUCTIONS
AVAILABLE, 256PP
273 x 302mm, HB £29.99, full colour throughout

One of the most visually groundbreaking games of 2019, DEATH STRANDING was nominated for the DICE Game of the Year Award and won Best PS4 Exclusive at the IGN Game of the Year Awards 2019. Created by legendary game creator Hideo Kojima, the genre-defying experience for the PlayStation®4 was applauded by die-hard fans and critics alike for its graphics, gameplay and incredible attention to detail.

In the near future, mysterious explosions have rocked the planet, setting off a series of supernatural events known as the Death Stranding. With spectral creatures plaguing the landscape, and the planet on the verge of a mass extinction, it’s up to protagonist Sam Bridges to journey across the ravaged continent and save mankind from impending annihilation.

The Art of DEATH STRANDING is packed with hundreds of pieces of concept art for the characters, equipment, locations and creatures featured in the game, as well as early and unused concepts, including artwork by acclaimed artist Yoji Shinkawa.

‘Every element of the concept art makes for a treat for the eyes... An artbook so lovely inside and out, you’ll want to strap it to yourself like a BB.’
Adventures in Poor Taste

MARVEL’S AVENGERS: THE ART OF THE GAME
PAUL DAVIES
SEPTEMBER 2020, 192PP
273 x 302mm, HB £29.99, full colour throughout

Marvel’s Avengers is the blockbuster game release of the autumn, developed by Crystal Dynamics and Eidos Montréal and published by Square Enix. Releasing worldwide September 4, 2020 for PlayStation 4, Xbox, Stadia, and PC, it tells a thrilling new story featuring the core Avengers cast and spotlighting fan-favourite character, Kamala Khan.

Marvel’s Avengers: The Art of the Game features intimate studies of the Avengers, their designs, outfits, gear, and abilities, plus a detailed look at the different environments and missions in the game.

Unmasking the artistry behind the hotly anticipated game, this showpiece hardback book contains exclusive concept sketches, character art, storyboards, and fully rendered scenes alongside fascinating insights into the creative process from the talented creators of the game.

Marvel’s Avengers: The Extinction Key official game novelization also available. See Fiction Rights Guide.
**GEARS TACTICS: THE ART OF THE GAME**

THE COALITION, XBOX GAME STUDIOS

APRIL 2020, 192PP

301 x 228mm, HB £34.99, full colour throughout

Gears Tactics is the new fast-paced, turn-based strategy game from one of the most-acclaimed video game franchises – Gears of War. Outnumbered and fighting for survival, players must recruit and command a squad to hunt down an evil mastermind who makes monsters.

Releasing April 28, 2020 for Xbox, Windows 10 and Steam, Gears Tactics provides an exciting and fresh new angle on the traditional Gears of War gameplay.

In this official art book, the full development process of the characters, weapons, armor, enemies and environments of the game is uncovered. From initial sketches through to beautiful final production art, the evolution of Gears Tactics is revealed, accompanied by fascinating insight from the artists and developers. Take a step into the war-scarred world of Sera and experience Gears of War from a whole new perspective.

**SAURIAN: A FIELD GUIDE TO HELL CREEK**

TOM PARKER

SEPTEMBER 2020, 188PP

310 x 279mm, HB £29.99, full colour throughout

Set in an accurate simulation of the famous North American rock formation Hell Creek, Saurian is a survival simulation game about living the life of a dinosaur. An elegant factual guide to the prehistoric world of Hell Creek from the successful indie game Saurian.

Starting as a hatchling, players of Saurian have to survive to adulthood amidst the perilous Hell Creek ecosystem of 66 million years ago, meticulously reconstructed with the help of professional paleontologists.

Saurian: A Field Guide to Hell Creek is a beautiful, detailed exploration of the creatures, flora and stunning environment of this game, and perfect for all dinosaur fans.
NO TIME TO DIE: THE MAKING OF THE FILM
MARK SALISBURY
APRIL 2020, 192PP
273 x 302mm, HB £39.99, full colour throughout

Daniel Craig returns this April in his fifth and final outing as MI6 agent James Bond in No Time To Die.

Bond has left active service and is enjoying a tranquil life in Jamaica. His peace is short-lived when his old friend Felix Leiter from the CIA turns up asking for help. The mission to rescue a kidnapped scientist turns out to be far more treacherous than expected, leading Bond onto the trail of a mysterious villain armed with dangerous new technology.

No Time To Die is directed by Cary Joji Fukunaga (Beasts of No Nation), and stars Daniel Craig as James Bond 007, with returning cast Ralph Fiennes as M, Naomie Harris as Moneypenny, Ben Whishaw as Q, Léa Seydoux as Madeleine Swann, Rory Kinnear as Tanner, and Jeffrey Wright as Felix Leiter. New cast members include Ana de Armas, Dali Benssalah, David Dencik, Lashana Lynch, Billy Magnussen and Rami Malek.

This lavish coffee table book takes readers behind the scenes of the 25th official James Bond film and reveals the locations, characters, gadgets, weapons and cars of No Time To Die, with exclusive on-set photography, concept art, costume designs, stunt breakdowns, and more, accompanied by cast and crew interviews.

BLADE RUNNER 2049: INTERLINKED - THE ART
TANYA LAPointE
MAY 2020, 224PP
273 x 302mm, HB £39.99, full colour throughout

Film audiences experienced a bold, breathtaking vision of the future in 1982’s ground-breaking Blade Runner. With the critically acclaimed Blade Runner 2049, director Denis Villeneuve returned to that world, as a young blade runner’s discovery of a long-buried secret leads him to track down former blade runner Rick Deckard, who’s been missing for thirty years.

A companion volume to The Art and Soul of Blade Runner 2049, Interlinked offers an unprecedented look into the creative process that went into making Blade Runner 2049, illustrating how director Villeneuve and his team took Scott’s 1982 movie as a starting point and expanded the world by creating a new visual language infused with the original Blade Runner DNA.

About Blade Runner 2049:

‘The most spectacular, profound blockbuster of our time’
The Telegraph

‘Visually staggering... delivers pure hallucinatory craziness that leaves you hyperventilating’ Guardian
As one of the most highly regarded movie sequels of all time, Aliens quickly embedded itself in the minds of cinemagoers around the world when it was released in 1986. Driven by the singular vision of director James Cameron and guided by producer Gale Ann Hurd, its relentless action and unforgettable characters helped cement its place as an undisputed classic of 1980s cinema.

The Making of Aliens tells the complete story of how Cameron and Hurd, together with their immensely talented cast and crew, brought heroine Ellen Ripley back to the big screen – and upped the stakes by introducing a whole army of aliens for her to face. Interviews with the cast and crew, alongside revealing photography and fascinating concept art, illustrate the film’s eventful journey from its beginnings as a sequel that nobody wanted to make through to its transformation into one of the highest-grossing blockbusters of the decade.

Reviews of The Making of Aliens:

‘An essential window into a true genre classic.’ Sci Fi Now

‘Rinzler explores the production’s birth pains in such exacting, exhaustive detail, there’s no question this deserves to share a shelf with your Quadrilogy boxset and H.R. Giger.’ Total Film

‘I can’t recommend The Making of Alien highly enough... Rinzler and Titan have released a top-quality book that should interest any fan of horror, science fiction, or good film in general.’ Ravenous Monster
PREDATOR: THE ARCHIVE
MATT SINGER
NOVEMBER 2020, 176PP
324 x 253mm, HB £35.00, full colour throughout

Monster, alien, warrior – the Predator is a cinematic creature unlike any other. From Predator, Predator 2, and Predators to the recent The Predator, these four films have withstood the test of time and become a cultural phenomenon with a perfect balance of action, horror, and comedy.

Predator: The Archive is the first comprehensive book on all four Predator films, a celebration of the this entertaining and highly energetic franchise, exploring the creation process of all the films in exhaustive and exclusive detail. This must-have retrospective includes brand-new interviews with the casts and crews whose creativity and vision birthed a legend. Full to the brim with behind-the-scenes photography, early concept art and storyboards, terrifying weapons and costumes, unused ideas, and deleted scenes, this is the ultimate guide not only for Predator fans, but for all cinema and science fiction lovers too.

ALIEN: THE OFFICIAL COOKBOOK
CHRIS-RACHAEL OSELAND
NOVEMBER 2020, 144PP
254 x 203mm, HB £24.99, full colour throughout

Delight your friends with gruesome recipes from Alien: The Official Cookbook – collecting 50 recipes inspired by the globally popular Alien franchise. Featuring recipes such as avocado xenomorph eggs and chicken facehugger cordon bleu, there’s something to whet every appetite, no matter how monstrous.

Whether you’re a fan of the Alien franchise, or you’re just looking for perfectly quirky appetisers, this cookbook will thrill the eyes and the tastebuds. At last, it’s your turn to be the greatest apex predator in space.

THE FLY:
THE ILLUSTRATED RETROSPECTIVE
DAN JOLIN
SEPTEMBER 2020, 192PP
305 x 254mm, HB £35.00, full colour throughout

On its release in 1986, The Fly was an unexpected horror smash, making over $60.5 million at the global box office on a $15 million budget. Distributed by Twentieth Century Fox, produced by Mel Brooks’ company Brooksfilms, directed by then cult arthouse film director David Cronenberg, and starring relative unknowns Jeff Goldblum and Geena Davis, the film was a genuine dark horse on release. Critically well-received and beloved by horror audiences, it won an Oscar for its makeup effects, and Best Actor (Goldblum), Best Makeup, and Best Horror Film Saturn Awards in 1987, arguably putting the careers of its director and stars on the map.

In this coffee table hardback, take an in-depth look back at the film’s conception, production, and reception, with interview material from the film’s key creatives, rare concept and behind-the-scenes images, and original shooting script excerpts.

This is the book fans of The Fly have been waiting for.
ALIEN: 40 YEARS 40 ARTISTS
VARIOUS / FOREWORD BY CHRIS FOSS
MAY 2020, 112PP
365 x 260mm, HB £29.99, full colour throughout

To celebrate the creation of the sci-fi horror film masterpiece Alien 40 years ago, here are unique and exclusive art pieces created by 40 artists, filmmakers, and fans to celebrate the key scenes, characters and horrors from the original film.

Pieces range from alternative movie posters to interpretations of key scenes, Weyland-Yutani recruitment posters, a mock album cover; depictions of Ripley and the Alien, unseen moments from the film, and even a comic strip. Sketches, process pieces, and interview text accompany each new and unique nightmare.

In addition to cover artist Dane Hallett – an Alien: Covenant concept artist – the contributors include Blade Runner 2049 director Denis Villeneuve, Star Wars creature designer Terryl Whitlatch and Kong: Skull Island director Jordan Vogt-Roberts. Alien: 40 Years 40 Artists is an extraordinary visual celebration of a landmark film.

JOE ALVES: DESIGNING JAWS
DENNIS L. PRINCE
AVAILABLE, 192PP
254 x 279mm, HB £29.99, full colour throughout

Steven Spielberg’s Jaws is beloved by movie fans the world over. But less well known is the incredible design work that went on behind the scenes by master designer Joe Alves to create the shark that would terrify a generation.

Joe Alves: Designing Jaws provides the production designer’s view of the development of this legendary film. Included are Joe’s stunning pre-production illustrations, handwritten location and production notes, on-set photographs, blueprints of the shark’s design and first-time publication of Joe Alves’ complete catalogue of storyboards used to chart the heart-stopping action.

Painstakingly compiled and written by Joe Alves’ biographer and Jaws expert, Dennis L. Prince, Joe Alves: Designing Jaws is a must-have addition to every film reference library.

MAKING MOON:
A BRITISH SCI-FI CULT CLASSIC
SIMON WARD
AVAILABLE, 144PP
305 x 254mm, HB £29.99, full colour throughout

The complete story of the making of BAFTA-winning sci-fi cult classic movie Moon. The much-loved movie follows Sam Bell (Sam Rockwell), a man who experiences a personal crisis as he nears the end of a three-year solitary stint mining helium-3 on the moon. Making Moon was published to coincide with the 10th anniversary of the film. This in turn coincides with the 50th anniversary of the Apollo 11 Moon landing.

This deluxe companion book features previously unseen archival material, including candid set photos, VFX tests, miniatures work, concept art and new and exclusive interviews with director Duncan Jones, star Sam Rockwell, and other principals.

“They do make ‘em like they used to — a fresh blast of old-school sci-fi, bursting with ideas and a stellar turn from Rockwell.’ Empire
THE ART OF SPIES IN DISGUISE
FOREWORD BY DIRECTORS TROY QUANE AND NICK BRUNO
INTRODUCTION BY PRODUCTION DESIGNER MICHAEL KNAPP
AVAILABLE, 160PP
254 x 279mm, HB £29.99, full colour throughout

Super spy Lance Sterling (Will Smith) and scientist Walter Beckett (Tom Holland) are almost exact opposites. Lance is smooth, suave and debonair. Walter is not. But when events take an unexpected turn, this unlikely duo are forced to team up for the ultimate mission that will require an almost impossible disguise – transforming Lance into the brave, fierce, majestic... pigeon. Walter and Lance suddenly have to work as a team, or the whole world is in peril.

This full colour coffee table hardback reveals the concept designs, character sketches, storyboards, and production art, alongside insight from the artists, filmmakers, and directors for this animated spy comedy set in the high-octane globe trotting world of international espionage.

THE ADDAMS FAMILY: THE ART OF THE ANIMATED MOVIE
RAMIN ZAHED
AVAILABLE, 168PP
254 x 279mm, HB £29.99, full colour throughout

Everyone’s favourite kooky family is back, in full CGI animated form for the first time! MGM’s The Addams Family released worldwide in December 2019 and features the voice talents of Oscar Isaac (Gomez), Charlize Theron (Morticia), Chloe Grace Moretz (Wednesday) and Finn Wolfhard (Pugsley).

Based on the famous New Yorker creations of Charles Addams, this animated action-comedy follows the Addams family – parents Gomez and Morticia, children Wednesday and Pugsley, Uncle Fester, Grandma, Cousin It, faithful butler Lurch and helping hand Thing – whose lives begin to unravel when they face-off against a crafty reality-TV host while also preparing for their extended family to arrive for a major celebration, Addams-style.

This companion book is full of concept designs, storyboards and production art, alongside insight from the artists, filmmakers and directors.

KLAUS: THE ART OF THE MOVIE
RAMIN ZAHED / FOREWORD BY JAMES BAXTER
AVAILABLE, 192PP
310 x 228mm, HB £39.99, full colour throughout

Klaus The Art of the Movie explores the stunning hand-drawn animation of the Oscar-nominated Netflix movie.

Directed by Despicable Me co-creator Sergio Pablos, Klaus is the heartwarming tale about the birth of a legend, and showcases the cutting edge of animation.

When Jesper (Jason Schwartzman) distinguishes himself as the postal academy’s worst student, he is stationed on a frozen island above the Arctic Circle, where the feuding locals hardly exchange words let alone letters. Jesper is about to give up when he finds an ally in local teacher Alva (Rashida Jones), and discovers Klaus (Oscar winner J.K. Simmons), a mysterious carpenter who lives alone in a cabin full of handmade toys.

Klaus was nominated for Best Animated Feature Oscar, and won a BAFTA and multiple Annies, including Best Feature and Best Character Design.
**THE ART AND MAKING OF THE EXPANSE**

**VARIOUS**

**AVAILABLE, 176PP**

273 x 302mm, HB £29.99, full colour throughout

Stunning critics with its visuals, character development and political narrative, The Expanse is the perfect must-watch sci-fi show for our times. Hundreds of years in the future, the world is a very different place after humans have colonized the solar system and Mars has become an independent military power. A hardened detective and a rogue ship’s captain come together to investigate the case of a missing young woman, as tensions between Earth and Mars rise, putting all of humanity on the verge of war.

This beautiful visual companion to the futuristic television series features art and exciting behind-the-scenes imagery from the first three seasons, and interviews throughout.

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**THE MAN IN THE HIGH CASTLE: CREATING THE ALT WORLD**

**MIKE AVILA**

**AVAILABLE, 192PP**

276 x 215mm, HB £24.99, full colour throughout

Hit Amazon TV series The Man in the High Castle, inspired by Philip K. Dick’s award-winning novel, offers a glimpse into a chilling alternate timeline in which Hitler was victorious in World War II. In a dystopian America dominated by Nazi Germany and Imperial Japan, Juliana Crain discovers a mysterious film that may hold the key to toppling the totalitarian regimes.

Exploring the realpolitik of all four seasons of the show, this lavish and richly detailed coffee table book takes readers from the Greater Nazi Reich to the Japanese Pacific States. Featuring sumptuous production art, set photography, costume designs and interviews with key cast and crew, The Man in the High Castle: Creating the Alt World is an essential volume for fans of the award-winning series. The 4th and final season of The Man in the High Castle premiered November 2019.

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**ALTERED CARBON: THE ART AND MAKING OF THE SERIES**

**ABBIE BERNSTEIN**

**MARCH 2020, 176PP**

276 x 215mm, HB £24.99, full colour throughout

Go behind the scenes of Altered Carbon in this exclusive collection of art.

Hailed as one of the best new science fiction shows on TV, Altered Carbon is set in a visually stunning futuristic world where technology has transformed mortality, and where implanted chips that store human consciousness have made death obsolete.

This vivid and insightful book takes readers from the glittering Aerium to the gritty streets of Bay City. Featuring development art, stills, set photos, and VFX builds from the first two seasons, plus interviews with cast and crew, Altered Carbon: The Art and Making of the Series will transport readers into this dark vision of the future.
**FIREFLY ARTBOOK: A VISUAL CELEBRATION OF JOSS WHEDON’S SWASHBUCKLING ‘VERSE**

*PRINTED IN BLOOD*

**SEPTEMBER 2020, 192PP**

310 x 228mm, HB £39.99, full colour throughout

‘One of the greatest series ever produced.’ Ain’t It Cool

Firefly is a phenomenon: the DVD boxset sold over half-a-million copies and the ranks of its dedicated fans, the Browncoats, are still growing to this day. This original glossy coffee table book bursting with brand new and exclusive art. The book includes over 120 pieces by professional artists, illustrators, concept artists, comics artists and graphic designers. The featured artists include Joe Corroney, Rian Hughes, John J Hill, Sandra Kamenz, Angel Onofre, Stephen Sampson (The Dark Inker), Liza Shumskaya, and Angel Trancon. From character portraits, faux book covers and poster concepts, to iconic scenes, wanted posters and renderings of the ship Serenity, each artist puts their own stamp on the Firefly universe.

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**FIREFLY: THE BIG DAMN COOKBOOK**

**CHELSEA MONROE-CASSEL**

*AVAILABLE, 160PP*

254 x 203mm, HB £24.99, full colour throughout

Treat your friends, family, and crew with Firefly: The Big Damn Cookbook. Featuring 70 recipes inspired by the cult television show, and illustrated with gorgeous full-colour photography, you’ll never have to settle for protein blocks again. From Simon’s protein birthday cake to River’s problematic ice planet, this collection of recipes will keep you and your fellow Browncoats well fed even on your longest smuggling runs.

Highly illustrated with glossy photographs and recipes from and inspired by Joss Whedon’s cult TV show, this is the perfect read for any Firefly fan. Written by bestselling licensed cookbook writer Chelsea Monroe-Cassel, author of the Elder Scrolls Cookbook and World of Warcraft Cookbook.

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**FIREFLY ENCYCLOPEDIA**

**MONICA VALENTINELLI**

*AVAILABLE, 256PP*

324 x 253mm, HB £35.00, full colour throughout

The Firefly Encyclopedia is a lavish guide to Joss Whedon’s much-loved creation. The book includes a detailed timeline of events, in-depth character studies from Badger to Zoe, a guide to the science of the show, and sections of script with accompanying notes from the author. Alongside all of this are countless images of the characters, ships, weapons, props and sets plus sections of the script with brand new insight from the acclaimed author Monica Valentinelli.

Packed with full colour images from the show, Firefly is a phenomenon: the DVD boxset has sold over half-a-million copies. The ranks of its dedicated fans, the Browncoats, are still growing.

Over 250,000 Whedon-related books sold by Titan to date.
**STAR TREK: THE ARTISTRY OF DAN CURRY**  
**DAN CURRY & BEN ROBINSON**  
**SEPTEMBER 2020, 204PP**  
**305 x 254mm, HB £29.99, full colour throughout**

With more than 50 years of history to its name, Star Trek is one of the world’s most treasured popular culture institutions, and seven-time Emmy award winner Dan Curry is one of its most enduring talents. His amazing contributions have ranged from directing, title design and concept art to practical on-set effects and weapon design. From *The Next Generation* to *Enterprise*, Dan’s incredibly diverse Star Trek work has resulted in some of the series’ most memorable moments.

*Star Trek: The Artistry of Dan Curry* reveals the many and varied techniques used to produce some of the most spectacular visual effects used in the various series, while Dan also goes in-depth to divulge the secrets of some of his own personal favorite creations. This is a book for all Star Trek fans to treasure!

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**THE ART OF STAR TREK: DISCOVERY**  
**PAULA M. BLOCK & TERRY J. ERDMANN**  
**SEPTEMBER 2020, 208PP**  
**273 x 302mm, HB £29.99, full colour throughout**

*Star Trek: Discovery*, the newest chapter in the *Star Trek* Universe, follows the exploits of Vulcan-raised science officer Michael Burnham and the crew of the U.S.S. Discovery as they boldly go where no one has gone before.

The Art of *Star Trek: Discovery* explores behind the scenes of CBS’s hit show, with cast and crew interviews, set photography, concept art and storyboards. With exclusive content from the first two seasons, this book is a must-have for every Star Trek fan.

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**STAR TREK: THE MOTION PICTURE – INSIDE THE ART AND VISUAL EFFECTS**  
**JEFF BOND & GENE KOZICKI**  
**JULY 2020, 192PP**  
**273 x 302mm, HB £29.99, full colour throughout**

Forty years ago, *Star Trek: The Motion Picture* brought Kirk, Spock, and the Enterprise crew to the big screen and changed the course of the Star Trek franchise.

Now, celebrate this landmark anniversary by discovering the visual artistry that made this an enduring science fiction classic. For the first time ever, explore archival material created by legendary *Star Trek* collaborators, including Robert Abel, Syd Mead, Ralph McQuarrie, Andrew Probert, and Ken Adams.
**THE AUTOBIOGRAPHY OF MR. SPOCK**

**AUTHOR TBC**  
**SEPTEMBER 2021, 288PP**  
228 x 152mm, HB £18.99, 8pp colour plate section

The Autobiography of Mr. Spock tells the story of one of Starfleet’s finest officers, and one of the Federation’s most celebrated citizens.

Half human and half Vulcan, Mr. Spock tells his own story, from his difficult childhood on the planet Vulcan, his controversial enrollment at Starfleet Academy, his adventures with Captain Kirk and the crew of the Starship Enterprise, his diplomatic triumphs with the Klingons and Romulans to his death and amazing resurrection on the Genesis Planet. We meet the friends he made, the women he loved, and experience the triumphs and tragedies of a life and career that spanned a century. Despite his alien blood, his struggle to find his place in the universe is one we can all relate to.

A colour picture section highlights some of the most significant events, people and places from Spock’s life.

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**THE AUTOBIOGRAPHY OF KATHRYN JANEWAY**

**UNA MCCORMACK (ED)**  
**JULY 2020, 288PP**  
234 x 153mm, HB £18.99, 8pp colour plate section

Kathryn Janeway reveals her career in Starfleet, from her first command to her epic journey through the Delta Quadrant leading to her rise to the top as vice-admiral in Starfleet Command. Discover the story of the woman who travelled further than any human ever had before, stranded decades from home, encountering new worlds and species.

Explore how she brought together Starfleet and the Maquis as part of her crew, forged new alliances with species across the galaxy and overcame one of Starfleet’s greatest threats – the Borg – on their own remote and hostile territory. Get Janeway’s personal take on key characters such as Seven of Nine, her trusted friend Tuvok, new arrivals like Neelix and her second-in-command, Chakotay.

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**THE AUTOBIOGRAPHY OF JEAN-LUC PICARD**

**DAVID A. GOODMAN (ED)**  
**AVAILABLE, 288PP**  
228 x 152mm, HB £17.99, 8pp colour plate section

Jean-Luc Picard is one of the most celebrated names in pop culture and Starfleet history. His extraordinary life and career makes for dramatic reading: court martials, unrequited love, capture and torture at the hand of the Cardassians, assimilation with the Borg, plus countless other encounters as captain of the celebrated Starship Enterprise.

The life story of one of the most popular characters in the entire Star Trek franchise is told for the first time, in Picard’s own distinctive authorial voice. Includes a foreword by Beverley Crusher and Picard’s ultimate adversary, Q.

A colour picture section highlights the key people, moments and incidents from Picard’s life and career.
**STAR TREK: THE ART OF JOHN EAVES**  
**JOE NAZZARO**  
**AVAILABLE, 208PP**  
**305 x 254mm, HB £29.99, full colour throughout**

A comprehensive art book featuring a wealth of never-before-seen Star Trek art from concept illustrator and designer John Eaves. The most extensive collection of designs and illustrations created by Eaves across the Star Trek Universe. Featuring fascinating pencil sketches and stunning concept art, this visually dynamic book gives fans a unique in-depth look into Eaves’ creative vision and the wealth of his remarkable work at the centre of this spectacular franchise.

‘Eaves’ designs have come to embody not just Star Trek, but how we imagine the future.’ Tor.com

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**STAR TREK: LOST SCENES**  
**DAVID TILOTTA & CURT MCALENEY**  
**AVAILABLE, 272PP**  
**279 x 254mm, HB £29.99, full colour throughout**

Think you know everything about the Original Series? Think again. Star Trek: Lost Scenes is packed with hundreds of never-before-seen colour photos of the world’s ultimate sci-fi series. Professionally restored images are used to chronicle the making of the series, reassemble deleted scenes, and showcase bloopers from the first pilot through the last episode.

Whether you’re a new Star Trek fan or a seasoned veteran, this book is a must-have.

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**THE ART OF STAR TREK: THE KELVIN TIMELINE**  
**JEFF BOND**  
**AVAILABLE, 192PP**  
**273 x 302mm, HB £29.99, full colour throughout**

Set in the alternate Kelvin timeline, Star Trek (2009), Star Trek Into Darkness (2013) and Star Trek Beyond (2016) tell the story of the U.S.S. Enterprise and its crew, led by brazen Captain James T. Kirk and his Vulcan science officer Spock. Directors J.J. Abrams and Justin Lin reintroduce characters such as Uhura, Sulu and Dr Leonard ‘Bones’ McCoy to a new generation.

Covering all three movies, The Art of Star Trek: The Kelvin Timeline includes a wealth of never-before-seen concept art, sketches and illustrations of vehicles, props and costumes (some of which didn’t make it in to the final versions of the films), plus stunning illustrations of landscapes and environments from the planets Kronos, Vulcan, Altamid and Nibiru.

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**STAR TREK BEYOND: THE MAKEUP ARTISTRY OF JOEL HARLOW**  
**JOE NAZZARO**  
**AVAILABLE, 208PP**  
**305 x 254mm, HB £29.99, full colour throughout**

The release of Star Trek Beyond in 2016 gave viewers a whole host of new aliens to appreciate. At the heart of this process of bringing these breathtaking intergalactic species to life was Academy Award-winning make-up artist Joel Harlow.

Harlow and his team created aliens from over 50 different races for the film and documented the entire creative process for each one in exhaustive detail, from preliminary sketches to final make-up application. This book presents the extraordinary work done by Harlow and his crew and features fascinating pencil sketches, stunning concept art and beautiful photography.
ALIEN: THE BLUEPRINTS
GRAHAM LANGRIDGE
AVAILABLE, 156PP
365 x 260mm, HB £29.99, full colour throughout

Alien: The Blueprints features brand new technical blueprints of all the major vehicles, ships and technology of the Alien movie universe. Artist Graham Langridge has been involved with the production of technical blueprints and graphics for many years. In Alien: The Blueprints, he delves deep into the concept art, set designs and photography to recreate full and accurate blueprints of the dropship, the Sulaco, the Nostromo and many more.

Gatefold pages allow for large vessels like the Sulaco and the Covenant to be shown in great detail. Covering all the Alien movies including Prometheus and Alien: Covenant, this is a must-have for any Alien fan.

ALIEN COVENANT: DAVID’S DRAWINGS
DANE HALLETT & MATT HATTON
AVAILABLE, 192PP
301 x 228mm, HB £34.99, full colour throughout

Before Alien Covenant, David was stranded alone on the Engineers’ planet and, left to his own devices, he began to push the boundaries of creation. Delve into this exclusive collection, containing two books, to gain an insight into the android’s descent into madness.

The in-universe sketchbook contains over two hundred illustrations from the set and will take you inside the mind of David. It features the complete arc of his journey from the studies of flora and fauna, to his more sinister experiments on creatures, and the disturbing demise of Dr. Elizabeth Shaw.

The companion book, Developing the Art of an Android, holds an interview with Dane Hallett and Matt Hatton, the artists behind all of the beautifully grotesque sketches. Alien Covenant: David’s Drawings will satisfy every serious fan’s hunger for details of the most intriguing character from the Alien prequels.

ALIENS: THE SET PHOTOGRAPHY
SIMON WARD
AVAILABLE, 144PP
254 x 305mm, HB £24.99, full colour throughout

James Cameron’s masterpiece Aliens is one of the most famous, acclaimed, and influential science fiction films of all time. It took the Alien franchise in a new direction and created the ‘military sci-fi’ genre.

This is the official record of the production of this classic film, pieced together through stunning on-set photography. We see the cast and crew at work, in costume, rehearsing, in make-up, and during filming. Behind-the-scenes photos add greater context to the shoot and showcase the remarkable level of design that went into the production. Contains many extremely rare images, plus a new interview with Carrie Henn recalling her memories from the shoot.

ALIEN: THE ARCHIVE:
THE ULTIMATE GUIDE TO THE CLASSIC MOVIES
VARIOUS
AVAILABLE, 320PP
324 x 253mm, HB £35.00, full colour throughout

Alien is one of the most famous, thrilling, terrifying and beautiful science fiction franchises of all time, with landmark films by Ridley Scott, James Cameron, David Fincher and Jean-Pierre Jeunet. This lavish official companion book covers the first four films and features stunning artwork and photography, including early concept art and storyboards, plus new interviews with Ridley Scott, Sigourney Weaver, HR Giger, Jean-Pierre Jeunet and many more.

Alien: The Archive is the ultimate guide to the classic Alien movies, an unprecedented and never-to-be-repeated celebration of one of the most impactful and genre defining series of all time.
HARRYHAUSEN: THE LOST MOVIES
JOHN WALSH
AVAILABLE, 192PP
228 x 301mm, HB £29.99, full colour throughout

A journey into the thrilling films that almost could-have-been, from the mind of the stop-motion genius who revolutionised Hollywood special effects

Known for his iconic stop-motion creatures, Ray Harryhausen was at the forefront of Hollywood special effects for much of the 20th century. His films include One Million Years B.C., Clash of the Titans and Jason and the Argonauts, among others. But for every film that reaches the big screen, half a dozen projects are never realised.

Harryhausen: The Lost Movies explores Harryhausen’s unrealised films, including unused ideas, projects he turned down and scenes that ended up on the cutting room floor. This book includes never-before-seen-before artwork, sketches, photos and test footage from the Harryhausen Foundation archives.

John Walsh is an award-winning filmmaker, and a double BAFTA and double Grierson Awards nominee.

HARRYHAUSEN: THE MOVIE POSTERS
RICHARD HOLLISS
AVAILABLE, 192PP
324 x 253mm, HB £29.99, full colour throughout

Harryhausen: The Movie Posters showcases the posters from all of Ray Harryhausen’s movies, from 1949’s Mighty Joe Young, to Clash of the Titans in 1981. Featuring posters from all over the world, this beautiful full-colour book is the perfect gift for film buffs and fans of Ray’s films.

Every film and poster is accompanied by fascinating information and insight from acclaimed expert Richard Holliss, and the book includes commentary from The Ray & Diana Harryhausen Foundation. Ray Harryhausen received an Oscar for lifetime achievement in 1992, and has been hailed as a major influence from countless figures in the world of sci-fi and fantasy.

‘Lurid, colourful and bursting with wow, [the posters] are as much about old-school showmanship as the films themselves.’ SFX Magazine

ORSON WELLES - PORTFOLIO: SKETCHES AND DRAWINGS FROM THE WELLES ESTATE
SIMON BRAUND
AVAILABLE, 192PP
310 x 228mm, HB £34.99, full colour throughout

Orson Welles worked in theatre, radio and film and is known for his innovative work in all three media. Citizen Kane, the film he directed, produced, co-wrote and starred in, is regularly cited as one of the greatest films of all time. Welles had originally aspired to become a musician or artist; he drew and painted throughout his life. The majority of his artwork, including caricatures, costume and set designs for his film and theatre work, has been unavailable to the public. Until now.

With many previously unseen pieces produced by Welles in both his professional and personal life, this incredible book includes shots for some of his films, and costume and set designs for several of his theatre productions. A documentary about Orson Welles’ artwork, The Eyes of Orson Welles, premiered at Cannes 2018.

‘Wondrously illuminating’ The Film Stage
THE MOVIE ART OF SYD MEAD: VISUAL FUTURIST
SYD MEAD WITH CRAIG HODGETTS
AVAILABLE, 256PP
301 x 228mm, HB £34.99, full colour throughout

Syd Mead (1933–2019) was one of the most accomplished and widely respected artists and industrial designers, most famous for his work as a concept artist on some of the most visually arresting films in the history of cinema including Blade Runner and Blade Runner 2049.

The Movie Art of Syd Mead compiles hundreds of images, with sketches and concept art from a career spanning almost 40 years, many of which have never been seen in print before. The book provides a unique insight into Mead’s processes and practice and the work involved in creating cinematic depictions of the future. Includes a foreword by Denis Villeneuve, director of Blade Runner 2049, plus images from the film.

SPIDER-MAN: INTO THE SPIDER-VERSE
THE ART OF THE MOVIE
RAMIN ZAHED
AVAILABLE, 204PP
273 x 302mm, HB £29.99, full colour throughout

From the Oscar Award-winning animated Spider-Man movie comes this celebratory book which unmask the artistry to reveal concept art, sketches, and storyboards, plus insights into the creative process of the movie itself.

With exclusive commentary from the animation team and a foreword by Brian Michael Bendis, the co-creator of Ultimate Spider-Man comic book character Miles Morales, this extraordinary collection of art will take readers into a universe where more than one wears the mask.

‘It’s only fitting that the visually groundbreaking animated Spidey film should get a beautiful art book to go with it, and this doesn’t disappoint... The filmmakers’ ambition to push the limits (and dimensions) of what a Spider-Man movie can be is evident throughout.’ SFX Magazine

THE ART OF IRON MAN: 10TH ANNIVERSARY EDITION
JOHN RHETT THOMAS
AVAILABLE, 208PP
254 x 287mm, HB £45, full colour throughout

To celebrate the 10th anniversary of the movie Iron Man comes this enhanced, special edition of the original ‘art of’ book which was acclaimed on first publication by Marvel.

This comprehensive, behind-the-scenes look at the blockbuster Iron Man movie features exclusive content, from concept art and armor design, to unreleased stills and a glimpse at the creative process. It’s everything you wanted to know about the making of the movie from all the key players, including Jon Favreau.

With a new foreword by Louis D’Esposito, Executive Producer on Iron Man and all subsequent Marvel Studios productions, including Iron Man 2 & 3 and Avengers Infinity War.
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**MARVEL'S SPIDER-MAN: THE ART OF THE GAME**
PAUL DAVIES  
AVAILABLE, 192PP  
273 x 302mm, HB £29.99, full colour throughout

Marvel’s Spider-Man: The Art of the Game is the ultimate companion to the game. Packed with never-before-seen images of Spider-Man, his costume and equipment, the Marvel version of his hometown New York, and the deadly villains he battles, fans will learn about every facet of the game, from the initial designs, blueprints, and the breathtaking final concepts.

This wealth of material includes an exclusive look into the creative process from the talented artists, creators, developers, and designers at Insomniac Games who brought this exciting original take on Spider-Man’s world to the PlayStation 4.

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**MARVEL CONTEST OF CHAMPIONS: THE ART OF THE BATTLEREALM**
PAUL DAVIES  
AVAILABLE, 208PP  
301 x 228mm, HB £29.99, full colour throughout

Marvel Contest of Champions has been live worldwide since 2014. The game has been downloaded on over 130 million devices around the world, making it one of the most successful Marvel games of all time.

Capturing the intensity of the game, this book features amazing concept art, in-game renders, sketches and storyboards, exclusive commentary from the creators, and over 100 Marvel Super Heroes and Villains. Now fans can journey through the Contest’s most exciting events and delve deeper into the Marvel Universe.

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**LIFE IS STRANGE: WELCOME TO BLACKWELL ACADEMY**
MATT FORBECK  
AVAILABLE, 160PP  
275 x 215mm, HB £29.99, full colour throughout

The hugely successful game Life is Strange now has its first book! Welcome to Blackwell Academy is an atmospheric and characterful look at the world of the game, seen through the eyes of its chief protagonists Max and Chloe.

This deluxe full colour ‘in-universe’ book is in two halves – a guide to Blackwell Academy and a guide to the town of Arcadia Bay itself. Overlaid onto the pages are the graffiti, notes, doodles, sketches, comments and photographs from the Blackwell students themselves, including contributions from the beloved Max and Chloe.

The Life is Strange video game has sold over three million copies worldwide and has a very enthusiastic fan base.
THE ART OF HORIZON ZERO DAWN

PAUL DAVIES

AVAILABLE, 192PP
301 x 228mm, HB £29.99, full colour throughout

The Art of Horizon Zero Dawn is the ultimate gallery of the stunning artwork of the video game Horizon Zero Dawn. It includes over 300 images, sketches, and concept art plus commentary throughout from the artists and creators. This is a world as beautiful as it is dangerous.

‘The Art of Horizon Zero Dawn is a beautiful accompaniment to this amazing game and if you’re a fan of this game or video game art in general, this book is filled with stunning imagery and information,’ Impulse Gamer

‘Beautiful and packed from cover to cover with incredible artwork. I can’t find a single thing to call out in a negative way with this book... it’s simply perfect.’ Gaming Trend

THE ELDER SCROLLS

For over twenty years games studio Bethesda has delighted millions of fans with The Elder Scrolls video games, a franchise which now comprises five games and boasts over 30 million sales and ranks as the bestselling fantasy video game series of all time.

VOLUME I: THE HISTORIES
AVAILABLE
232PP, 252 x 196mm, HB £29.99, full colour

VOLUME II: MAN, MER AND BEAST
AVAILABLE
232PP, 252 x 196mm, HB £29.99, full colour

VOLUME III: THE ARCANE
AVAILABLE
232PP, 252 x 196mm, HB £29.99, full colour

THE ELDER SCROLLS V: SKYRIM

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.

The future of Skyrim, even the Empire itself, hangs in the balance as the Nords wait for the prophesized Dragonborn - the hero born with the power of The Voice, and the only one might save them.

The fifth Elder Scrolls game - The Elder Scrolls V: Skyrim pushed the gameplay and technology of a virtual world to new heights and has been a huge commercial success.

Now, for the first time, the collected in-universe texts from this game are reproduced and bound together in three exciting volumes. Lavishly illustrated and produced, these volumes reveal the key texts of the world of Skyrim.

TALES OF TAMRIEL

VOLUME I: THE LAND
AVAILABLE
232PP, 252 x 196mm, HB £29.99, full colour

VOLUME II: THE LORE
AVAILABLE
232PP, 252 x 196mm, HB £29.99, full colour

THE ELDER SCROLLS ONLINE

A massively multiplayer online game set millennia before the events of Skyrim, The Elder Scrolls Online finds the continent of Tamriel caught up in an enormous and deadly civil war.

Now the epic adventure can be played alone or together with your friends, guild mates and thousands of alliance members in massive player versus player battles, where the victors reap the spoils of war.

These lavishly illustrated books take readers on an adventure through the war-torn landscapes and battlefields of Tamriel. They feature in-game texts on factions, landscapes, creatures, heroes, the villainous forces of Molag Bal and exclusive artwork.
The latest game in the franchise, Assassin's Creed Odyssey, takes players on an epic voyage through history.

The Art of Assassin's Creed Odyssey collates hundreds of pieces of concept art, including sketches, final paintings, and 3D renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game. This is a must-have book for any Assassin's Creed fan.

Assassin's Creed games have received virtually universal acclaim from fans and critics alike for the richest game design and most engrossing art and storytelling in the industry.

Also available:

The Art of Assassin's Creed Origins
Paul Davies
Available, 208PP
301 x 228mm
HB £29.99
Full colour throughout

The Art of Assassin's Creed Syndicate
Paul Davies
Available, 192PP
301 x 228mm
HB £29.99
Full colour throughout

The Art of Assassin's Creed Unity

Also available:

The Art of Assassin's Creed Origins
Paul Davies
Available, 208PP
301 x 228mm
HB £29.99
Full colour throughout

The Art of Assassin's Creed Syndicate
Paul Davies
Available, 192PP
301 x 228mm
HB £29.99
Full colour throughout

The Art of Assassin's Creed Unity

Also available:

The Art of Assassin's Creed III

Also available:

The Art of Assassin's Creed IV: Black Flag

Also available:

The Art of Assassin's Creed Unity
The illustrator Andrew Loomis (1892–1959) is revered among artists – including comics superstar Alex Ross – for his mastery of figure drawing and his clean, realist style. His hugely influential series of art instruction books has never been bettered, and the books finally return to print for the first time in decades with Titan’s beautifully produced facsimile editions.

**CREATIVE ILLUSTRATION**

Andrew Loomis’ magnum opus, *Creative Illustration* is aimed primarily at the professional-level illustrator. It’s divided into seven sections: Line, Tone, Color, Telling the Story, Creating Ideas, Fields of Illustration, and Experimenting and Studies. Filled with instructions, tips, insider experiences, and incredible illustrations.

**I’D LOVE TO DRAW**

Andrew Loomis’ ‘lost work’, now published for the very first time. Carefully restored from an original manuscript by a team of experts (including comic book and illustration legend and Andrew Loomis devotee Alex Ross), this facsimile edition completes the Loomis legacy at long last.
Dinosaur Art II: The Cutting Edge of Paleoart
Editor: Steve White
Available, 188pp
273 x 302mm, HB £29.99, colour illustrations throughout

Following on from Dinosaur Art, this new volume showcases 10 amazing artists whose work represents the cutting edge of paleoart. Many are rising stars in the field; others have embraced digital technology and continue to assert long-standing reputations as leaders in the discipline.

This volume also includes state-of-the-art modellers, allowing the reader to explore restoring prehistoric animals in three as well as two dimensions. All accompanied by insights into the cutting edge of paleontological research and the very latest discoveries, with commentaries by respected scientists at the top of their fields.

Dinosaur Art: The World’s Greatest Paleoart
Editor: Steve White
Available, 188pp
273 x 302mm, HB £24.99, colour illustrations throughout

From the depiction of a T-rex in a school book or the latest dinosaur in the pages of National Geographic, we have all been exposed to paleoart, the artistic reconstruction of extinct animals and landscapes.

Dinosaur Art: The World’s Greatest Paleoart showcases 10 of the greatest contemporary paleoartists and their sensational artwork, featuring exclusive commentary on their influences, techniques and style.

The Paleoart of Julius Csotonyi
Julius Csotonyi & Steve White
Available, 156pp
254 x 279mm, HB £24.99, colour illustrations throughout

Julius Csotonyi is an acclaimed natural history illustrator who specializes in fine digital and traditional illustration of prehistoric wildlife, especially dinosaurs. He began illustrating dinosaurs seriously in 1998 and since then has produced work for 25 publishers and museum exhibitions. This is the first book to celebrate the incredible art of one of the world’s greatest paleoartists.

‘Stunning ‘Paleoart’ will beam you back into a ferocious prehistoric world!’ Huffington Post
‘No matter how much of Csotonyi’s art you’ve seen, nothing compares to his new book’ National Geographic
**TARZAN: AND THE ADVENTURERS**
THE COMPLETE BURNE HOGARTH SUNDAYS AND DAILIES LIBRARY (VOL 5)
BURNE HOGARTH, ROB THOMPSON
AVAILABLE, 144PP
254 x 279mm, HB £39.99, full colour comic strip

The final volume of The Complete Burne Hogarth Comic Strip Library collects Hogarth’s rarely seen daily comic strips in one volume for the very first time, as well as two exceptional adventures from the Sunday strips. Each strip has been carefully restored from the highest quality source material available, lavishly presented to emphasize the exceptional quality of one of the most influential illustrators to ever take on the Lord of the Jungle.

**VIOLENT CASES**
NEIL GAIMAN, DAVE MCKEAN
AVAILABLE, 48PP
280 x 210mm, HB £14.99, full colour comic strip

Acknowledged as one of the first and best contemporary graphic novels, Violent Cases showcases the early work of fan favourites Neil Gaiman and artist Dave McKean. A narrator remembers his childhood encounters with an old osteopath who claims to have treated Al Capone. Gradually, England of the 1960s and the Chicago of the 1920s begin to merge into a beautifully drawn and hauntingly written tale of memory and evil.

“Sophisticated, eerie, elegantly written, and beautifully drawn; all in all, a triumph.” — Clive Barker

**ALIEN: THE ILLUSTRATED STORY**
ARCHIE GOODWIN & WALT SIMONSON
AVAILABLE, 64PP
276 x 206mm, PB £10.99, full colour graphic novel

Two of comics’ greatest talents joined forces in 1979 to bring Ridley Scott’s epic Alien motion picture to comics. Out of print for over thirty years, this brand new edition (released to coincide with Scott’s Prometheus) has been meticulously restored from original artwork in Walt Simonson’s studio — presenting for the very first time the definitive comic artist’s edition of the greatest sci-fi horror ever.

**ALIEN: THE ILLUSTRATED STORY: ORIGINAL ART EDITION**
ARCHIE GOODWIN & WALT SIMONSON
AVAILABLE, 96PP
430 x 329mm, PB £54.99, B&W comic strip with colour annotations

The original art edition reproduces for the first time ever the original full size black and white artwork and features an interview with Walt Simonson.