Essential Cg Lighting Techniques With 3ds Max Focal Press Visual Effects And Animation

Illuminated PixelsThe HDRI Handbook 2.0Essential CG Lighting Techniques with 3ds MaxTradigital MayaEssential EffectsMatchmovingNew FlatnessProfessional Digital CompositingDigital Visual Effects and CompositingPhotographing ArchitectureCG 101Digital Lighting & Rendering3D LightingDigital Painting Tricks & TechniquesA Guide to Computer AnimationAesthetic 3D LightingCharacter Animation in 3DLIGHTWAVE V9 LIGHTING (W/CD)Motion Picture and Video LightingMaya Studio Projects Texturing and LightingLife Drawing for Artists3D Game Textures3ds Max LightingSecrets of Hollywood Special EffectsDeconstructing the Elements with 3ds Max3D TV and 3D CinemaDigital Cinematography & DirectingThe VES Handbook of Visual EffectsEssential CG Lighting TechniquesThe Cg TutorialEssential Computer Graphics Techniques for Modeling, Animating, and Rendering Biomolecules and CellsComposing PicturesDigital Compositing for Film and Video3ds Max 6 AnimationPhotographic LightingDigital Texturing & PaintingSetting Up Your Shots3ds Max 5 FundamentalsLighting for Animation3D Animation Essentials

Illuminated Pixels

Helps you master the technical requirements of shooting 3D stereoscopic images. This title defines the concept of a professional 3D camera system and describes what features are required to make a successful unit to keep your production on schedule and on budget.

The HDRI Handbook 2.0

Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color • Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start your career and achieve success as a lighting artist This book is not designed to teach

software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

Essential CG Lighting Techniques with 3ds Max

Exploring the background, tools and techniques of computer animation / Marcia Kuperberg / - Understanding the technical constraints of creating for different digital media / Rob Manton / - Techniques and stages of creating 3D computer animation / Marcia Kuperberg / - Animation for multimedia and new media / Alan Peacock / - Creating artwork for computer games: from concept to end product / Martin Bowman / - tv case studies: looking behind the scenes at the creation of network idents and commercials / Marcia Kuperberg / - The art and craft of telling a story: narrative and characterization / Marcia Kuperberg / - Project briefs, self-tests, tutorials and resources / Marcia Kuperberg.

Tradigital Maya

"[Digital] Lighting & Rendering teaches essential skills and concepts you can apply in any 3D rendering package, and includes tips and examples for Maya, LightWave 3D, Softimage XSI, 3D Studio MAX, Mental Ray, and other leading programs. But software is not the focus of this book - it's about what you can create." "Master Hollywood lighting techniques to produce professional results in any 3D package. Stage and frame your 3D animation for cinematic storytelling. Composite 3D models into real-world environments with perfectly matched illumination, shadows, and reflections. Render multilayer, multipass shots for professional visual effects production. Simulate the results of natural color temperatures, f-stops, and exposure times for photorealistic renderings. Understand the art and science behind raytracing, global illumination, radiosity, photon mapping, and caustics. Create rich texture maps that give flesh to your characters and local flavor to your 3D scenes."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Essential Effects

Explore Disney's 12 principles of animation, while learning how to animate in Maya. You can develop your own leading digital techniques rooted to traditional

workflows. From squash and stretch to timing and appeal, you will enhance your creative toolset with strong classics training and cutting edge techniques. Trusted Maya Authority, Lee Montgomery offers the only artistic guide to applying the principles of traditional animation with Maya's tools, which are used in production by the best animators and VFX artists today. Add another webpage to your favourites and expand your digital workflow to include the practical resources of the Tradigital Maya with the robust companion web site that include demonstrations, project files, links to further resources, available at www.tradigitalmaya.com. Trusted Maya authority, Lee Montgomery was key animator for Grand Theft Auto and Manhunt Video Game series. He is currently a senior level member of the Autodesk Media & Entertainment(M&E) Software support team, where he supports key customers in the film, video game and VFX markets using Maya, and is actively involved in Autodesk's community forums (AREA) as moderator and regularly contribute to internal training and user technical support content and feature PodCasts published through the Autodesk.com website. The "Tradigital" promise of offering specific tool-set instruction and connecting it with the classical principles of animation that all great animators need to know. Discover the tools, techniques and processes used in production by the best Maya animators and VFX artists today, as you explore the processes and techniques used to create award winning game and film animation. Companion web site offers: all of the Maya tutorial scene files as well as rendered sequences, and expanded tutorials.

Matchmoving

Whether you are a working professional, a performance student or just interested in the techniques behind the effects, Secrets of Hollywood Special Effects provides the insights you've been looking for. This text is the comprehensive guide to special effects. Many different kinds of effects are covered, including chemicals, pyrotechnics, weapons, levitation and weather. Written by a recognized expert in the field, this book contains over 200 illustrations and diagrams providing in depth coverage of every detail. Case studies and a "behind the scenes" look at the 'The Fisher King' are included. Perfect for the professional or for the performance student. Covers a wide variety of effects and techniques. Numerous case studies and illustrations are included.

New Flatness

Aesthetic 3D Lighting: History, Theory, and Application delves into the history, the theory, and the practical and aesthetic application of lighting in the fine arts and 3D animation. In this book, animation industry veteran and lighting expert Lee Lanier examines the importance of lighting and its ability to communicate information to the viewer. Lee examines the history of lighting as applied to the fine arts, film, photography, and 3D animation. He discusses the use of light color,

light location and direction, and light shadow types to recreate specific locations and to generate moods. He includes guides for successful lighting in 3D animation. Software-agnostic examples lead you through useful 3D lighting set-ups. Chapter-long case studies step you through more complex 3D lighting projects in Autodesk Maya. An accompanying eResource (www.routledge.com/9781138737570) features 3D model files, scene files, and texture bitmaps, allowing you to practice the discussed techniques in Autodesk Maya and many other 3D programs. The lighting techniques covered in this book include: History of lighting as used in the fine arts The scientific mechanisms of light Light types and light application in 3D programs Light qualities including shadows variations Basic and advanced 3D lighting approaches 1-, 2-, 3-point, naturalistic, and stylistic lighting techniques Replication of real-world lighting scenarios and locations Overview of advanced 3D lighting and rendering systems

Professional Digital Compositing

Essential for professional commercial photographers but with appeal for anyone who enjoys architectural photography, this book explains how to build better light indoors while finding the optimal positions for capturing images. Beginning with advice on understanding angles, controlling perspective, and becoming familiar with the tools necessary for capturing interiors, this guidebook then progresses onto explanations of various types of light, methods for manipulating them, and

circumstances under which different lights should be utilized. Also included throughout the book are example shots of homes, businesses, and public spaces followed from start to finish, illustrating the challenges of the shoot, how these problems were solved, and any work that required editing after the shoot.

Digital Visual Effects and Compositing

Explores the new features of 3ds max and covers topics such as production techniques for efficient modeling, radiosity lighting and rendering, rigid body dynamics simulation techniques, and freeform modeling.

Photographing Architecture

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

CG 101

An overview of 3D animation offers a practical tutorial in the fundamentals of 3D graphics and animation, covering such topics as modeling, surfacing/texturing, animating, lighting, and rendering, taking readers through the entire production

process from preproduction concept to postproduction editing, compositing, and distribution. Original. (Intermediate)

Digital Lighting & Rendering

Based on 10 years of animation teaching experience, this comprehensive guide to key techniques will ensure your skills best fit the computer animation workplace. A complete understanding of the vital animation drawing skills will be achieved by learning the pitfalls in a 2D exercise then applying these skills when using 3D animation packages. Providing a broad coverage this book will be relevant whatever 3D package you use, Softimage XSI, Maya, 3ds max or LightWave. Just knowing and being able to use a specific 3D software package does not make you an animator, but reading this book will! The Free CD-ROM includes; how to animate exercises in each specific 3d animation program; short movies showing best practice; computer models so you can experiment and learn; a free demo copy and discount code for the best 2D animation software you can buy, DigiCel FlipBook. www.characteranimationin3d.com, provides further resources about the world of animation, extensive list of links, how to get a job, build a lightbox, make an animated movie and much more! * Improve your 3D animation by understanding the key 2D skills * Inspiring coverage for all that is needed to produce original, humorous and exciting animation * Free CD-ROM with short movies relating to each chapter plus the computer models so you can create as you follow the book's

tutorials

3D Lighting

Accompanying CD includes exercise files and products to assist with working with the book.

Digital Painting Tricks & Techniques

This book provides all the advice artists need to transform their digital painting--from brush, lighting and color basics to special effects, working with layers, and speed and matte painting. The 100+ expert tricks provide quick and easy solutions to all aspects of digital painting through clear instructions, step-by-step demonstrations and breathtaking annotated art. The book is divided into core elements of digital painting providing beginner, improver and advanced techniques to ensure progression and relevance to all skill levels, making it ideal for beginners and essential for more experienced digital painters. This is the ultimate tool to help emerging CG artists get started with digital painting, and help advanced CG artists improve their digital painting techniques.

A Guide to Computer Animation

Aesthetic 3D Lighting

Companion CD included with 30-day demo of LightWave v9! The process of creating accurate and pleasing lighting in CG environments demands both an understanding of the fundamentals of light and knowledge of the available tools. LightWave v9 Lighting addresses these issues in a practical guide that shows you how to achieve your lighting goals using the latest version of LightWave 3D. With this book discover the tools and features of LightWave v9 that can improve your lighting; understand lighting concepts including color, shadow, intent, and style; explore a number of tutorials that demonstrate specific lighting setups; learn how to enhance your lighting with volumetrics, lens flares, projection images, and radiosity; find out how the proper lighting can turn a good shot into a great shot.

Character Animation in 3D

digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This

book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D aplication. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digitalCinematography and Directing a must-have!" -Dave Adams, Dreamworks.

LIGHTWAVE V9 LIGHTING (W/CD)

Over 100 storyboards with simple descriptions.

Motion Picture and Video Lighting

The new edition of 3D Game Textures: Create Professional Game Art Using Photoshop features the most up-to-date techniques that allow you to create your own unique textures, shaders, and materials. Revised to take new technology into account, it is an ideal hands-on resource for creating online worlds, simulations, web-based applications, and architectural visualization projects. Continuing the

practical, no-nonsense approach of its predecessors, the fourth edition shows you how to advance your digital art skills with textures and shaders by exploring their interactions in single objects or entire scenes. It contains expanded coverage of shader nodes, and the companion website—www.lukeahearn.com/textures—has been updated to include video tutorials as well as updated sample textures, shaders, materials, actions, brushes, and all of the art from the book.

Maya Studio Projects Texturing and Lighting

Life Drawing for Artists

Annotation "Photographic Lighting: Essential Skills offers a solid grounding in the principles of lighting techniques, as well as TTL, lighting ratios and hand-held metering techniques, to enable you to become proficient at shooting in any environment, achieve creative style and master this vital skill for competent photography."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved.

3D Game Textures

Examines 3D lighting techniques in relation to computer graphics, photography and cinematography.

3ds Max Lighting

The book helps readers develop fundamental skills in the field of biomedical illustrations with a training approach based on step-by-step tutorials with a practical approach. Medical/scientific illustration mainly belongs to professionals in the art field or scientists trying to create artistic visualization. There is not a merging between the two, even if the demand is high. This leads to accurate scientific images with no appeal (or trivial mistakes), or appealing CSI-like images with huge scientific mistakes. This gives the fundamentals to the scientist so they can apply CG techniques that give a more scientific approach creating mistake-free images. Key Features This book provides a reference where none exist. Without overwhelming the reader with software details it teaches basic principles to give readers to fundamentals to create. Demonstrates professional artistic tools used by scientists to create better images for their work. Coverage of lighting and rendering geared specifically for scientific work that is toturoal based with a practical approach. Included are chapter tutorials, key terms and end of chapter references for Art and Scientific References for each chapter.

Secrets of Hollywood Special Effects

Life Drawing for Artists teaches a contemporary approach to figure drawing that includes both the familiar poses—standing, sitting, lying down—but also how to capture figures in movement and in more dynamic and engaging positions. Author Chris Legaspi is a dedicated, life-long artist and admired instructor who is known for his dynamic figurative drawings and paintings, and as a successful illustrator in the entertainment industry. Whether you are an aspiring illustrator, art student, or a professional artist looking to develop your abilities, Life Drawing for Artists shows how to build your skills by combining fundamental building blocks, such as gesture lines, shape and design, structure, value control, and edge or line control. You'll focus on different skills while working on both quick timed drawings and longer detailed drawings. The book covers important topics, such as drawing different views, understanding perspective, foreshortening strategies, and how to deal with various lighting conditions. The examples and tutorials explore virtually every pose scenario, as well as many active and dynamic movements. Breathe drama into your figures as you master the fundamentals with this fresh approach to life drawing. The For Artists series expertly guides and instructs artists at all skill levels who want to develop their classical drawing and painting skills and create realistic and representational art.

Deconstructing the Elements with 3ds Max

Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From predproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

3D TV and 3D Cinema

In recent architecture theory and practise there has been a tendency to refer to exteriors as a skin concealing an interior, as opposed to the traditional and more physical concepts of surface, flatness, and depth. The computer now enables the

architect to call his design into life, free from the rigid material form, and view it as a flexible and interactive creation. In this book, the concepts of flatness and surface tension are examined in the light of virtual design and built reality. A selection of projects are presented to show how the architects regard space and surfaces in modern architectural practice in a digital age.

Digital Cinematography & Directing

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a

great overview and knowledge of core 3D Animation concepts and the industry.

The VES Handbook of Visual Effects

Motion Picture and Video Lighting, Second Edition, is your indispensable guide to film and video lighting. Written by the author of the industry bible Cinematography, this book explores technical, aesthetic, and practical aspects of lighting for film and video. It will show you not only how to light, but why. Written by a professional in the field, this comprehensive book explores light and color theory; equipment; and techniques to make every scene look its best. Now in full color, Motion Picture and Video Lighting is heavily illustrated with photos and diagrams throughout. This new edition also includes the ultimate 'behind the scenes' DVD that takes you directly on a professional shoot and demonstrates technical procedures and equipment. In addition, 20 video clips include: lighting demonstrations, technical tests, fundamentals of lighting demos, and short scenes illustrating different styles of lighting.

Essential CG Lighting Techniques

CG101 is the first comprehensive resource guide written in plain language for all levels of computer graphics users. It is also the first and only detailed behind-the-

scenes history about the people and companies that have formed today's industry. Hundreds of contributors and in-depth interviews give a never-before-seen look into the earliest years of CG right up to present day. In addition to the historical perspective, CG 101 includes detailed tips and tricks, demo reel guidelines and CG job descriptions to help those looking to get into the business. The hundreds of software tool descriptions all have extensive contact information, including Web addresses and phone numbers for easy reference.

The Cg Tutorial

Because good lighting is so critical to the final look of your shot, an understanding of how lighting works and how to use the available lighting tools is essential. 3ds max Lighting begins with a discussion of lighting principles and color theory and provides an introduction to the tools in 3ds max, finishing with a number of tutorials demonstrating the application of both 3ds max tools and lighting concepts. Throughout, the emphasis is on making your lighting believable, accurate, and pleasing to the eye.

Essential Computer Graphics Techniques for Modeling, Animating, and Rendering Biomolecules and Cells

Master the Art and Science of Matchmoving Written by a matchmoving expert, this book is much more than a technical primer. It helps you think like a pro so that you can find the right solution for your matchmoves, no matter how tricky. You'll also find coverage of tasks that commonly go hand-in-hand with matchmoving, along with advice on the contributions you can make on the set of a live-action shoot. Whether you're a student or professional, Matchmoving: The Invisible Art of Camera Tracking gives you the knowledge and perspective you need to quickly and successfully solve every matchmove. Coverage includes: Understanding how matchmove programs work Perspective matching Getting optimal 2D tracking data Calibrating/solving cameras Using automatic tracking Fitting matchmoves into a CG set Mastering matchamation techniques Modeling from matchmoves Troubleshooting bad matchmoves Multi-purposing matchmove data

Composing Pictures

Annotation 'Illuminated Pixels' teaches digital artists how to apply the foundational principles of lighting to digital lighting and design. The book explores the why, what, and how of lighting, integrating classic concepts with modern techniques, explaining the importance and the application of them.

Digital Compositing for Film and Video

Certified by Autodesk, Darren Brooker's new edition teaches the production techniques behind real-world work. The tutorials take you from the fundamentals of lighting, right through to advanced techniques.

3ds Max 6 Animation

Photographic Lighting

Illustrated in color throughout, this comprehensive text not only looks at the technical and theoretical aspects of becoming skilled at using the light tools available in 3D software, but also provides invaluable tutorials so you can explore these techniques in-depth. Lighting is a core CG skill that makes or breaks a 3D environment. Providing all you need to master this vital aspect of CG, this comprehensive guide looks at the key concepts that can be applied in any 3D package. Every ounce of theory is backed up with practical tutorials, using the free demo version of 3ds max supplied on the accompanying CD-ROM. The tutorials deal with the fundamentals of lighting and as such are easily transferable to any other major 3D software package. The free CD also includes all the files needed to complete the tutorials step-by-step, as well as demo versions of Dark Tree Textures, Deep Paint 3D and Cinelook, acclaimed applications that every lighting

artist should be aware of. If you are new to CG lighting, are thinking of specializing in this area, or want to brush up on your existing lighting skills, then this book will provide you with a one-stop master class so you too can achieve professional looking results.

Digital Texturing & Painting

This practical, hands-on guide addresses the problems and difficult choices that professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you to apply lessons learned to your compositing regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled 'CGI Compositing Techniques', covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book.

Setting Up Your Shots

Animate the world around you! Follow along with veteran Disney effects artist Mauro Maressa as he teaches you how to create and animate natural phenomena like water, fire, smoke, lightning, lava, mud, and wind. Essential Effects will help you plan, draw, design, and animate traditional 2D effects, taking your ideas all the way from rough sketch to finished product. Using a series of full-color visual breakdowns and diagrams, this book gives you a clear, concise understanding of what it takes to create credible, compelling effects in your own projects.

3ds Max 5 Fundamentals

Get the most realistic effects from 3ds Max without having to spend more on plug-ins! Boost your effects skill-set with this 3ds Max workshop. Tutorial lessons give you hands-on experience in creating realistic fire, earth, air and water effects. Updated to demonstrate production techniques suitable for any version of 3ds Max, this new edition is co-published by Autodesk Media and Entertainment, and includes new tutorials on entering the Earth's atmosphere, glaciers, lava eruptions and a Badlands landscape. Inspirational color images cover every page of the book as the author shares his professional techniques and workflow processes. The companion DVD contains all of the required tutorial media as well as over 6 hours

of video tutorials. User level: Intermediate and advanced

Lighting for Animation

Cg is a complete programming environment for the fast creation of special effects and real-time cinematic quality experiences on multiple platforms. This text provides a guide to the Cg graphics language.

3D Animation Essentials

! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBOOKS) ! In 2007, The HDRI Handbook was the first book to present this revolutionary new field to a larger audience. These days HDRI is a fully mature technology available to everyone. Real estate and landscape photographers have adopted it as part of their regular workflow, it has become one of the hottest trends for ambitious amateurs and creative professionals alike, and the modern movie industry would be completely dysfunctional without it. Now The HDRI Handbook 2.0 redefines its own gold standard. It has been completely rewritten and is packed with practical hints and tips, background knowledge, reference tools, breathtaking artist portfolios, and inspiring interviews. The book includes dozens of new step-by-step tutorials. Beginners will get a methodically solid introduction and advanced readers

will be able to refine their technique to perfection. Topics include:- Understanding the foundation of HDRI- HDR software comparisons and evaluations- Capturing HDR images: today and tomorrow- Tonemapping for creating superior prints- HDR image processing and compositing- Shooting and stitching HDR panoramas- Image-based lighting and CG rendering 2.0 updates include:- New cameras, sensors, and HDR beamsplitter rigs- Open Camera Controller for endless auto-bracketing- Correct RAW pre-processing and ghost removal- Dozens of practical, easy-to-follow tutorials- A structured approach to tonemapping, inspired by Ansel Adams- Set etiquette and tips for capturing HDR panos for visual effects- Seven artist spotlights showing unique perspectives on HDRI- Seven crossword puzzles: a fun way to test yourself ! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBOOKS) !

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION