

Where To Download Of Mice And Magic A History Of American Animated Cartoons Revised And Updated

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Have you ever questioned how Of Mice and Men by John Steinbeck would have went if there was a zombie apocalypse as opposed to the Great Depression? Well, I did. What started as a fun personal project quickly escalated into something bigger. This is a short novella, about half the length of an average book and does not fit into the Among the Dead series. "Originally published in 1937 by John Steinbeck, reimagined and corrupted by Ryan Colley in 2018 for this satirical novella. George Milton, an intelligent and quick witted survivor, and Lennie Small, a physically strong but intellectually challenged childlike individual, are two displaced ranch workers fleeing the apocalypse. Forced to move from place to place, partially due to Lennie's misdeeds and mainly due to the undead roaming the land. They both search for work in a collapsing world in an attempt to buy their own corner of heaven where they will be safe together from the "Sick Ones" and "live off the fatta the lan." For fans of the original novel, apocalypse fiction, or for those looking for something different."

Tells a story about the strange relationship of two migrant workers who are able to realize their dreams of an easy life until one of them succumbs to his weakness for soft, helpless creatures and strangles a farmer's wife.

From the team behind The Comic Book History of Comics comes the perfect

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companion piece telling the story of the triumphs and tragedies of the filmmakers and beloved animated characters of the past century and a half—essential for hardcore fans of the medium and noobies alike! It's all here, from Aardman to Zoetrope, Disney to Miyazaki, Hanna-Barbera to Pixar, and everything in-between! Begin in the early 1900s with J. Stuart Blackton and the first American cartoon, Winsor McCay's Gertie the Dinosaur, and Felix the Cat! Find out about Margaret Winkler, the most powerful person in early animation, and Walt Disney, who revolutionizes cartoons with sound and color! Discover how Fleischer Studios teaches us to sing "Boop-boop-a-doop" and eat our spinach, and how Warner Bros' Looney Toons rivaled Disney's Silly Symphonies! Plus, icons of animation including Hanna-Barbera, Huckleberry Hound, The Flintstones, and Ruby-Spears; the Plastic Age of toy-based TV shows including G.I. Joe, Transformers, and He-Man; and the new Golden Age of TV animation launched by The Simpsons! And go abroad to France with Émile Cohl's dynamic doodles in Fantasmagorie; to Japan, where the Imperial Navy debuts the first full-length anime as propaganda, Divine Sea Warriors, and Osamu Tezuka conquers TV as he conquered manga; and to Argentina, which beat out Snow White for the first feature length animated movie by two decades! And finally, Jurassic Park and the computer animation revolution! Post-Little Mermaid Disney, Pixar, and Studio Ghibli conquer the world! If you've ever wanted to know more about the history of animation but were afraid to ask, this book is especially for you!

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"...Unhappy in his native St. Louis, disaffected paraplegic Frank Eastman returns to L.A., where six months before, working as a tree-cutter for the phone company, he suffered the fall from a top a rat-infested palm tree that caused his paralysis. Fed up with the condescension of his well-meaning sister and full of bitter insights into the empty lifestyles of "enabled" people, Frank moves into the seedy Tradewinds motel, in the shadow of Disney's magic kingdom. There, among a shady cast of eccentrics and fellow malcontents, Frank wrestles with the implications of his personal predicament and with the conflicting, sometimes hallucinatory, realities of this strange milieu..."--Publishers Weekly, www.amazon.com.

Some extraordinary rats come to the aid of a mouse family in this Newbery Medal Award-winning classic by notable children's author Robert C. O'Brien. Mrs. Frisby, a widowed mouse with four small children, is faced with a terrible problem. She must move her family to their summer quarters immediately, or face almost certain death. But her youngest son, Timothy, lies ill with pneumonia and must not be moved. Fortunately, she encounters the rats of NIMH, an extraordinary breed of highly intelligent creatures, who come up with a brilliant solution to her dilemma. And Mrs. Frisby in turn renders them a great service.

"Learn all the tips and tricks of the trade from the professionals. Highly illustrated throughout, points made in the text are demonstrated with the help of numerous superb drawn examples."--

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The illustrated classic, complete with a new preface by Matt Groening. Winner of three Academy Awards and numerous other prizes for his animated films, Chuck Jones is the director of scores of famous Warner Bros. cartoons and the creator of such memorable characters as the Road Runner, Wile E. Coyote, Pepé Le Pew, and Marvin Martian. In this beguiling memoir, Chuck Jones evokes the golden years of life at "Termite Terrace," the Warner Bros. studio in which he and his now-famous fellow animators conceived the cartoons that delighted millions of moviegoers throughout the world and entertain new generations of fans on television. Not a mere history, Chuck Amuck captures the antic spirit that created classic cartoons-such as Duck Dodgers in the 24 1/2 Century, One Froggy Evening, Duck Amuck, and What's Opera, Doc?-with some of the wittiest insights into the art of comedy since Mark Twain.

An epic adventure of daring, legend and legacy begins below the floorboards of Camelot. Below the carpets and flagstones of Camelot lies a secret world much like Arthur's royal court. Lord Yvers Christopher leads the castle creatures with a steady paw, upholds a tenuous truce with the animals of the Darkling Woods and guards the world's greatest treasure: the Holy Grail. Unknown to the knights above, the mice of the round table strive to ensure the safety of all who live within the castle walls, human and otherwise. So when Yvers is assassinated, the whole of Camelot is at risk. His grandson Calib Christopher must follow in his pawsteps but does the young mouse have the strength and power to lead his people and unite with the Darklings against the

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evil that threatens them all? A rich, fun fantastical new series from new talent Julie Leung.

Animation has been part of television since the start of the medium but it has rarely received unbiased recognition from media scholars. More often, it has been ridiculed for supposedly poor technical quality, accused of trafficking in violence aimed at children, and neglected for indulging in vulgar behavior. These accusations are often made categorically, out of prejudice or ignorance, with little attempt to understand the importance of each program on its own terms. This book takes a serious look at the whole genre of television animation, from the early themes and practices through the evolution of the art to the present day. Examining the productions of individual studios and producers, the author establishes a means of understanding their work in new ways, at the same time discussing the ways in which the genre has often been unfairly marginalized by critics, and how, especially in recent years, producers have both challenged and embraced this "marginality" as a vital part of their work. By taking seriously something often thought to be frivolous, the book provides a framework for understanding the persistent presence of television animation in the American media--and how surprisingly influential it has been.

Gathering together the most outstanding short stories of Susan Palwick's twenty-

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year literary career, *The Fate of Mice* is a powerful collection from an extraordinary fantasist. These unflinching tales, including three original pieces, consider a woman born with her heart exposed and the heartless killer who protects her, a wolf who is willingly ensnared by a devious academic, a businessman resurrected to play at politics, and an ingenious mouse dreaming beyond the laboratory. With the perceptiveness of Joyce Carol Oates, the inventiveness of Ray Bradbury, and the emotional resonance of Alice Sebold, *The Fate of Mice* is a meditation on the very art of storytelling: mythic, beautiful, and often brutal, filled with authentic compassion.

Walt Disney, Paul Terry, Walter Lantz, Winsor McCay, Bill Hanna and Joe Barbera, and Ralph Bakshi are among the artists whose work is examined in a history of the animated cartoon

Of Mice and Magic A History of American Animated Cartoons Plume

Penguin Classics presents John Steinbeck's classic tale as an eBook enhanced with ten exclusive video clips featuring students responses, questions for classroom discussions, and an American Dream assignment Nobel Prize-winner John Steinbeck's *Of Mice and Men* remains one of America's most widely read and taught novels. An unlikely pair, George and Lennie, two migrant workers in California during the Great Depression, grasp for their American Dream.

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Laborers in California's dusty vegetable fields, they hustle work when they can, living a hand-to-mouth existence. For George and Lennie have a plan: to own an acre of land and a shack they can call their own. When they land jobs on a ranch in the Salinas Valley, the fulfillment of their dream seems to be within their grasp. But even George cannot guard Lennie from the provocations, nor predict the consequences of Lennie's unswerving obedience to the things George taught him. Of Mice and Men: Teacher's Edition includes the following: • An introduction and suggested further reading by Susan Shillinglaw, a professor of English at San Jose State University and Scholar-in-Residence at the National Steinbeck Center in Salinas • The poem "To a Mouse, On Turning Her Up in Her Nest with the Plough, November 1785" by Robert Burns (the original source of Steinbeck's title Of Mice and Men) • The 1962 Nobel Banquet Speech by John Steinbeck • An exclusive audio interview with award-winning actor James Earl Jones on his stage performances in Of Mice and Men • Ten exclusive videos of students on major themes from the novel tied to group discussion questions included in the eBook, and an American Dream assignment, for the ultimate educational experience

Harriet Hamsterbone is not your average princess. For one thing, she's a hamster. For another, she prefers sword-fighting and fractions to sighing and

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fainting. So when Harriet finds out that she was cursed at birth to fall into a deep sleep at the age of twelve, she doesn't exactly react the way her parents were expecting. After all, no good curse goes to waste, and so until the age of twelve, Harriet realizes she's . . . invincible! Of courses, there is still that whole curse thing, but she'll worry about that later.

Whether you're seeking movie gifts or something for the history buffs in your life, this comprehensive guide to animation and cartoons has it all. In this one-of-a-kind definitive history of American animated cartoons, renowned film critic and historian Leonard Maltin presents the most extensive filmography on cartoons ever compiled. In this revised and updated edition of *Of Mice and Magic*, Leonard Maltin not only recreates this whole glorious era from the silent days through the Hollywood golden age to Spielberg's *An American Tail*, he traces the evolution of the art of animation and vividly portrays the key creative talents and their studios. This definitive history of American animated cartoons also brings Maltin's many fans up to date on the work being done today at the Walt Disney and Warner Bros. studios, and other developments in the world of animation. Drawing on colorful interviews with many of the American cartoon industry's principals, Maltin has come up with a gold mine of anecdotes and film history. Behind the scenes were genius animators and entrepreneurs such as Walt

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Disney, Chuck Jones, Tex Avery, Mel Blanc, and a legion of others. In all, Maltin has put together a glorious celebration of a universally loved segment of Americana.

An Anthology of Animation. When you think about animated cartoons, you may think "Walt Disney" and call it a day. But if animation is a day, then Walt takes up just a few hours in the late morning. A lot came before, a lot came after.

Popular film critic and esteemed cinema historian Leonard Maltin offers a fresh look at underappreciated screen gems in Leonard Maltin's 151 Best Movies You've Never Seen. From the over 17,000 entries in his definitive yearly collection Leonard Maltin's Movie Guide, Maltin has selected great movies that will appeal to serious film buffs, but that may have fallen through the cracks. A must-have reference source for the bookshelf of movie connoisseurs everywhere.

Do you have a real relationship with God, or do you just have a religion? Do you know God, or do you just know about God? In *How Big Is Your God?* Paul Coutinho, SJ, challenges us to grow stronger and deeper in our faith and in our relationship with God—a God whose love knows no bounds. To help us on our way, Coutinho introduces us to people in various world religions—from Hindu friends to Buddhist teachers to St. Ignatius of Loyola—who have shaped his spiritual life and made possible his deep, personal relationship with God.

More than anything, Benjamin Ravenspell wants a pet. But when he buys a mouse named Amber, he gets more than he bargained for. No sooner does Ben take her home, than Amber turns him into a mouse too. You see, Amber has magical abilities, and it so happens that Ben

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is a familiar-a creature that stores magical energy. Together they each form half of a powerful wizard. Alone, they're just vermin. Soon Ben and Amber find themselves pitted in an epic battle against a magical enemy who is as crazed as he is evil-and the fate of the world will rest on them learning to work together.

Ratatouille meets Roald Dahl in the funny and fantastical story of a determined mouse on a mission to procure the world's tastiest cheese. From the author of *A Boy Called Christmas*--coming soon to Netflix! When Nikolas left the only home he had ever known, it was a mouse named Miika who kept him company, and it was Miika who accompanied him on his journey to the Far North, in search of his father. But before the events of *A Boy Called Christmas*, this little mouse was the hero of his own story. *A Mouse Called Miika* is an epic adventure story on a miniature scale. It's a tale of mice and men (and more mice). It is about one independent mouse who gets fed up with the other mice, and sets out on a quest of his own to prove that cheese exists, and learns to appreciate other creatures. It is also a tale of great love (of cheese) and great danger. And learning the lesson that, with cheese, as with life, what matters most is not how strongly you smell, but how strong you are on the inside. Funny, cheeky, wise, and packed full of Matt Haig's signature warmth. This is set to become a year-round children's favorite.

Previously published as Leonard Maltin's 2015 *Movie Guide*, this capstone edition includes a new Introduction by the author. (Note: No new reviews have been added to this edition) Now that streaming services like Netflix and Hulu can deliver thousands of movies at the touch of a button, the only question is: What should I watch? Summer blockbusters and independent sleepers; the masterworks of Alfred Hitchcock, Billy Wilder, and Martin Scorsese; the timeless

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comedy of the Marx Brothers and Woody Allen; animated classics from Walt Disney and Pixar; the finest foreign films ever made. This capstone edition covers the modern era while including all the great older films you can't afford to miss—and those you can—from box-office smashes to cult classics to forgotten gems to forgettable bombs, listed alphabetically, and complete with all the essential information you could ask for. With nearly 16,000 entries and more than 13,000 DVD listings, Leonard Maltin's Movie Guide remains "head and shoulders above the rest." (The New York Times) Also included are a list of mail-order and online sources for buying and renting DVDs and videos, official motion picture code ratings from G to NC-17, and Leonard's list of recommended films.

You will never see war the same way after reading this extraordinary retelling of an ancient Greek fable about a tragically unnecessary battle between mice and frogs. With haunting illustrations, this miniature masterpiece ranks with Animal Farm as one of the greatest parables of human foibles. Originally published in 1962, *The Battle of the Frogs and the Mice* tells in words and pictures a classic tale of the foolhardiness of war. When Crum-snatcher, a Mouse, cautiously mounts the back of Puff-jaw, King of the Frogs, to explore the Frogs' pond, the Mouse meets with a disaster which soon brings the two nations into mortal conflict. The course of this tempest in a teapot is developed with wit to assume heroic proportions, and the battle of this small world becomes the story of wars through the ages. George Martin has made an imaginative, free adaptation of a fable originally ascribed to Homer, but now believed to have been written about three hundred years after him by an unknown author. The book's events are brilliantly depicted by the drawings of Fred Gwynne, a versatile artist known for his role as Herman Munster in the sit-com hit *The Munsters*. Gwynne's haunting and unsparingly

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illustrations portray this chronicle from its pastoral beginning to its bitter end. Together, Martin and Gwynne have made a book of grim delight for adults and young readers alike.

When the evil worm lord Sebaceous Ooze uses his magical song to enslave mice to dig a volcano that will help him and his slobber goblin armies take over the world, it's up to Amber, a mouse with magical powers, to stop him. With her devoted friends by her side - Ben, a mouse who used to be a human boy; Thorn a genius mouse; and Bushmaster, the wise vole - Amber might stand a chance of thwarting the giant worm's sinister plan. But with a human army on their tails and betrayal in their path, these rodents are on a quest far more dangerous than any of them anticipated. A thrilling and exciting adventure for the young and young at heart.

A lavishly illustrated volume with 250 color images traces the full history of animation from its very inception, looking at examples of the most groundbreaking work from around the globe and describing how animation technique has improved over the years.

In 1911, famed cartoonist Winsor McCay debuted one of the first animated cartoons, based on his sophisticated newspaper strip "Little Nemo in Slumberland," itself inspired by Freud's recent research on dreams. McCay is largely forgotten today, but he unleashed an art form, and the creative energy of artists from Otto Messmer and Max Fleischer to Walt Disney and Warner Bros.' Chuck Jones. Their origin stories, rivalries, and sheer genius, as Reid Mitenbuler skillfully relates, were as colorful and subversive as their creations—from Felix the Cat to Bugs Bunny to feature films such as *Fantasia*—which became an integral part and reflection of American culture over the next five decades. Pre-television, animated cartoons were aimed squarely at adults;

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comic preludes to movies, they were often “little hand grenades of social and political satire.” Early Betty Boop cartoons included nudity; Popeye stories contained sly references to the injustices of unchecked capitalism. “During its first half-century,” Mitenbuler writes, “animation was an important part of the culture wars about free speech, censorship, the appropriate boundaries of humor, and the influence of art and media on society.” During WWII it also played a significant role in propaganda. The Golden Age of animation ended with the advent of television, when cartoons were sanitized to appeal to children and help advertisers sell sugary breakfast cereals. *Wild Minds* is an ode to our colorful past and to the creative energy that later inspired *The Simpsons*, *South Park*, and *BoJack Horseman*.

“Donald Crafton, our lively guide, shows us around a Tooniverse populated by performers, not just images, who engage us in all the ways their flesh-and-blood counterparts do, and then some. Taking classical animation as his terrain, Crafton nevertheless pushes ongoing discussions of performance, liveness, and corporeality in the directions in which they need to go if they are to help us describe and navigate our increasingly virtual worlds.” Philip Auslander, author of *Liveness: Performance in a Mediatized Culture* “Every once in a while a book comes along that marks a transformational point in its discipline. Such a book is Donald Crafton's *Shadow of a Mouse*. Crafton skillfully draws together theoretical sources, animation history, technological development, and social analysis, deftly weaving together thinkers from

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Disney to Deleuze and Sito to Stanislavsky. The result is a substantial rethinking of animation that will reshape traditional approaches to the medium. Crafton's magisterial grasp of theory and history is livened by a true fan's passion for the subject and a keen sense of humor. *Shadow of a Mouse* is a must-read for anyone with an interest in performance, embodiment, popular culture, race, or reception." Mark Langer, Associate Professor of Film Studies, Carleton University

Climbing to the top of a towering beanstalk that has grown from a magic bean, Harriet Hamsterbone finds a castle inhabited by a giant who is holding two unusual prisoners. The author of the annual Leonard Maltin's Movie Guide presents a detailed overview of classic films, with capsule reviews of more than seven thousand movies, along with a complete listing of classic movies on DVD, a series of Top Ten lists, and a star and director index. Original.

A behind-the-scenes history of computer graphics, featuring a cast of math nerds, avant-garde artists, cold warriors, hippies, video game players, and studio executives.

Computer graphics (or CG) has changed the way we experience the art of moving images. Computer graphics is the difference between *Steamboat Willie* and *Buzz Lightyear*, between ping pong and PONG. It began in 1963 when an MIT graduate student named Ivan Sutherland created Sketchpad, the first true computer animation program. Sutherland noted: "Since motion can be put into Sketchpad drawings, it might be exciting to try making cartoons." This book, the first full-length history of CG, shows

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us how Sutherland's seemingly offhand idea grew into a multibillion dollar industry. In *Moving Innovation*, Tom Sito—himself an animator and industry insider for more than thirty years—describes the evolution of CG. His story features a memorable cast of characters—math nerds, avant-garde artists, cold warriors, hippies, video game enthusiasts, and studio executives: disparate types united by a common vision. Sito shows us how fifty years of work by this motley crew made movies like *Toy Story* and *Avatar* possible.

The Fleischer brothers, Max and Dave, were animation pioneers. Creators of *Betty Boop*, *Koko the Clown*, and the *Bouncing Ball*, they also brought *Popeye the Sailor Man* to the screen and produced the first feature-length animated cartoon—on the theory of relativity! Max invented the Rotoscope and for a while the brothers kept pace with Disney in performance and profit. But after 1942 the studio closed and their films vanished. What happened and how they developed are examined for the first time in this work—for many years out of print and a collector's item. It is here, updated and enlarged with hundreds of sketches and storyboard layouts where these classic cartoons can once again receive the attention and adulation they deserve.

A comprehensive detailed history and critique of cinema animation produced around the world. Starting from 1888, *Cartoons* covers over 70 countries, 2,000 animators, 3,000 films and contains a great deal of information which has never before been published. Lavishly illustrated, this encyclopaedic account moves on to offer historical

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aspects of all animation - short and full-length films, directors, show business, cultural influences, trends, investments, production companies, TV series, computer animation and other technical developments.

Recreating the 1928 Disney animated short film--the very first of its kind--Mickey the steamboat pilot goes out of his way to impress Minnie.

"Harriet Hamsterbone sets out to reverse the curse on twelve mice princesses who are forced to dance all night, every night"--

Discover the stunning art behind Netflix's revolutionary *Over the Moon*, directed by Disney alum and animation maestro Glen Keane. Fueled with determination and a passion for science, a bright young girl builds a rocket ship to the moon to prove the existence of a legendary Moon Goddess. There, she ends up on an unexpected quest, and discovers a whimsical land of fantastical creatures.

Directed by animation legend Glen Keane, and produced by Gennie Rim and Peilin Chou, *Over the Moon* is an exhilarating musical adventure about moving forward, embracing the unexpected, and the power of imagination.

A controversial tale of friendship and tragedy during the Great Depression A Penguin Classic Over seventy-five years since its first publication, Steinbeck's tale of commitment, loneliness, hope, and loss remains one of America's most widely read and taught novels. An unlikely pair, George and Lennie, two migrant

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workers in California during the Great Depression, grasp for their American Dream. They hustle work when they can, living a hand-to-mouth existence. For George and Lennie have a plan: to own an acre of land and a shack they can call their own. When they land jobs on a ranch in the Salinas Valley, the fulfillment of their dream seems to be within their grasp. But even George cannot guard Lennie from the provocations, nor predict the consequences of Lennie's unswerving obedience to the things George taught him. *Of Mice and Men* represents an experiment in form, which Steinbeck described as “a kind of playable novel, written in a novel form but so scened and set that it can be played as it stands.” A rarity in American letters, it achieved remarkable success as a novel, a Broadway play, and three acclaimed films. This edition features an introduction by Susan Shillinglaw, one of today’s leading Steinbeck scholars. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

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The Great Cartoon Directors is the only book to profile the remarkable careers and achievements of the Hollywood cartoon directors of the 1930s, '40s, and '50s whose unique humor has entertained people around the world for seven decades. Nine of the best cartoon directors are featured: Friz Freleng, the creator of Speedy Gonzales, Yosemite Sam, and the Pink Panther; Ub Lwerks, the designer of Mickey Mouse and the wizard behind the first sound animated film, Steamboat Willie ; Chuck Jones, the genius behind Bugs Bunny, Daffy Duck, the Road Runner and Coyote; William Hanna and Joseph Barbera, who won seven Academy Awards for their Tom and Jerry cartoons; Bob Clampett, who directed Warner Brothers cartoons featuring Porky Pig, Daffy Duck, Bugs Bunny, and Tweety; Tex Avery, who revolutionized the theory of cartoon-making, invented Daffy Duck, and introduced Bugs Bunny and Elmer Fudd to the screen; Walter Lantz, the creator of Woody Woodpecker; and Dave Fleischer, the father of Betty Boop and Popeye. Each chapter surveys the finest work of these directors and takes the reader behind the scenes to learn not only how they came up with their big ideas, but also how they managed to keep their characters fresh, topical, and unpredictable. Many of the directors granted exclusive interviews for the book and provided illustrations from their personal collections. With complete filmographies of each director's work, descriptions of many of their best cartoons,

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and dozens of sketches, drawings, and stills, *The Great Cartoon Directors* is a sure treasure trove of animation lore and an in-depth look at the creators of some of America's most beloved cartoons.

From the creator of the popular website *Ask a Manager* and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called “the Dear Abby of the work world.” Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit “reply all” • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party Praise for *Ask a Manager* “A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work.”—Booklist

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(starred review) “The author’s friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers’ lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience.”—Library Journal (starred review) “I am a huge fan of Alison Green’s Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of *The No Asshole Rule* and *The Asshole Survival Guide* “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of *Broke Millennial: Stop Scraping By and Get Your Financial Life Together*

Join a brooding antihero, a master criminal, a cheeky raven, and a heroine with a big heart (and an even bigger book collection) in this hot new steamy reverse harem paranormal mystery series. When the local Banned Book Club lose their meeting room, Mina volunteers to host the group at Nevermore Bookshop (against Heathcliff's muttered protests, of course). Little does she know this old biddies book club is about to turn murderous. First, someone poisons Mrs Scarlett, then members of the book club start dropping like flies. Who in the

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village will turn to murder just to stop people reading a few dusty old books? Mina's got to figure it out quick, or her beloved teacher Mrs Ellis is next to die. Luckily, she's got Moriarty, Heathcliff, and Quoth to help. That is if she can figure out her feelings for her three fictional men before the magical bookshop is torn apart by sexual tension. They want her. She can't choose. But maybe... she doesn't have to. The Nevermore Bookshop Mysteries are what you get when all your book boyfriends come to life. New from USA Today bestselling author Steffanie Holmes. Read on only if you believe one hot book hero isn't enough!

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