

Macross Spacecraft Including Vf 1 Valkyrie Vf 0 Phoenix Variable Fighter Vf 11 Thunderbolt Vf 19 Excalibur Vf 4 Lightning Iii Vf 9 Cutlass V By Hephaestus Books Author Oct 01 2011 Paperback

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Stowaway to Mars

Presents alphabetized profiles of more than two thousand anime films and television shows spanning more than eighty years, listing credits and providing plot summaries and brief reviews.

The Expanse Roleplaying Game

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 24. Chapters: Variable fighters, SDF-1 Macross, VF-1 Valkyrie, VF-25 Messiah, VF-19 Excalibur, VF-0 Phoenix, VF-22 Sturmvogel II, SDF-2 Megaroad-01, VF-4 Lightning III, VF-11 Thunderbolt, SV-51, VF-17 Nightmare, VF-9 Cutlass. Excerpt: The SDF-1 Macross is a fictional interstellar transforming spacecraft from The Super Dimension Fortress Macross, an anime science fiction series that aired in Japan in 1982-1983, and its American adaptation Robotech (1985). Mechanical designer Kazutaka Miyatake of Studio Nue created the original SDF-1 design for the first Macross anime series. SDF (Super Dimension Fortress) is a reference to the ship being a maneuverable space fortress capable of space folds, or travelling in subspace for faster-than-light movement. The fictional ship has also appeared on many videogames set in the Macross universe. In February 2009, the special event Macross: The Super Dimension Space Launching Ceremony was held in Akihabara to celebrate the fictional launch date of the SDF-1. During the event, the toy manufacturer Yamato displayed the prototype for a 1/2000 scale replica toy of the SDF-1. In both the fictional Macross and Robotech continuities, a massive alien spaceship, 1210 meters (3,970 feet) long, crashes onto an unsuspecting Earth in the year 1999, on an island in the Pacific Ocean. In Macross, the island is called South Ataria Island, and is located at the extreme end of the "Ogasawara Island chain." In the Robotech Universe the island is known as Macross Island and is located in an unspecified area in the South

Pacific. Inspection of the wreckage reveals that the spaceship was manned by giant aliens many times larger than humans and that their technology is centuries and probably millennia beyond that of Earth. The alien spaceship is revealed to be a war vessel. As a result of this, humanity realizes that t

Robotech #3

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 36. Chapters: Jetfire, Scorponok, Omega Supreme, Fortress Maximus, Astrotrain, Ark, Metroplex, Vector Prime, Trypticon, Cosmos, List of Transformers spacecraft, Axalon, Sky Lynx, Spaceships in Transformers: Cybertron, Path Finder, Steelhaven. Excerpt: Jetfire is the name of several fictional characters from the Transformers universes. He is nearly always depicted as an Autobot with jet or space shuttle alternate mode. In the many stories of Jetfire (who was referred to as Skyfire in the TV series, known in Italy as Aquila) told through the numerous Generation 1 continuities, there is one constant aspect - an early alliance with the Decepticons, which has served only to convince him to side with the Autobots. Jetfire's dedication to the Autobot cause is matched only by his devotion to scientific and technological advancement - this, he believes, is the only way in which victory over the Decepticons can be achieved. It is this overriding belief that tempers his bravado in battle, but nevertheless, he is often one of the most eager Autobots to plunge into combat, and his position as one of the fastest usually means he is the first to do so. Jetfire is created from the same mold as the VF-1S Super Valkyrie from the Macross series (see Toys), including the VF-1S's gunpod, which is described as a laser on Jetfire's technical specifications. Jetfire receives the Autobrand Jetfire was constructed by Shockwave on Earth to be one of his new Decepticon troops, given life through the powers of the Creation Matrix, tapped from the captive Autobot leader, Optimus Prime. However, before Shockwave could accomplish this, Prime transferred the Matrix into the mind of the Autobots' human ally, Buster Witwicky. Shockwave programmed Jetfire's lifeless shell to recover Buster, but Buster was able to use the Matrix to disassemble Jetfire before he could

Robotech

Firefox Down

Titan Comics proudly presents a bold new vision for the classic Robotech saga! A mysterious ship crashes on a remote island... 10 years later, the ship's 'Robotechnology' has helped humanity advance its own tech. But danger looms from the skies and an epic adventure is set to begin... Written by Brian Wood (Star War, Briggs Land, X-Men) with stunning art by Marco Turini (Heavy Metal, Assassin's Creed), and a special introduction by Greg Finely who voiced Gloval in the original animated series. Collects Robotech #1-4 "A perfect introduction for a new generation!" - CBR p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} "A great reboot for a great franchise. The 16-year-old me who bought those DC Robotech issues back in 1985 would approve. 5 out of 5" - Nerdy

Welcome to the NHK

In a future where the Earth's surface has been irradiated beyond recognition, the remnants of humanity live above the clouds, safe from the brutal alien Scavengers that stalk the ruins. But when surface drone repairman Jak discovers a mysterious woman in a crash-landed pod, it sets off an unstoppable chain of events that will force him to question everything he knows.

Steam Detectives, Vol. 6

LEGO® Awesome Ideas

A Warp In The Space-Time Continuum The SDF-3 has remanifested from spacefold, but no one aboard has the faintest idea where they are. The ship appears to be grounded in some glowing fog, ensnared by light itself. Lang and Rem dub the phenomenon "newspace" -- but are at a loss to explain what it really is and who, or what, is keeping them there. For Lang, it seems like old times: The ship's Protoculture drives have disappeared. But other events are transpiring, unbeknownst to the stranded crew of the SDF-3. In Earthspace, the Ark Angel has been spared the fate suffered by the REF main fleet after the Invid transubstantiation. Vince and Jean Grant decide that the only logical course of action is to try and locate the SDF-3 On Haydon IV, something has awakened the Awareness -- and a mysterious change comes over the Haydonites. Exedore and the four Sterlings suddenly find themselves imprisoned beneath the surface -- as the planet leaves orbit, destination unknown All of the pieces of this strange cosmic puzzle are about to come together and the ultimate conflict is imminent. The question is: Will The Universe Survive?

Structura 2

ROBOTECH v Second Generation DEL REY BOOKS CLASSIC VALUE THREE NOVELS FOR THE PRICE OF ONE #7 SOUTHERN CROSS The Robotech Masters had come to Earth to finish the conquest their Zentraedi warrior-slaves had begun and a battle-ravaged planet had to defend itself once more. That was when Dana Sterling, half-Human, half-Zentraedi commander of an elite Hovertank unit, stepped into the spotlight of interstellar history! #8 METAL FIRE An alien fortress had crashlanded on Earth--brought down in the struggle between the Robotech Masters and Earth's Human inhabitants. Now the fortress dared someone to penetrate its dark mysteries. And who better to brave that ship than Dana Sterling's 15th Squadron ATACs--after all, they had brought the thing down to begin with! #9 THE FINAL NIGHTMARE The Robotech Masters' Protoculture Matrix was degenerating, transforming into the Flower of Life--which was sure to draw the savage, merciless Invid across the galaxy to Earth. But the Army of the Southern Cross vowed to fight to the bitter end. And Dana Sterling waged a desperate war of her own to decipher her strange visions and the secret of her alien heritage

The End of the Circle

The basis for the Academy Award®-winning movie! Kidnapped into slavery in 1841, Northup spent 12 years in captivity. This autobiographical memoir represents an exceptionally detailed and accurate description of slave life and plantation society. 7 illustrations. Index.

Robotech Art 3

Brandon Graham's (KING CITY, PROPHET, MULTIPLE WARHEADS) work combines influences from all over the globe into something uniquely personal. ROYAL BOILER is a collection of work spanning Graham's twenty-year career: cover, illustration, animation, and art show work, along with pages from his sketchbook.

Force of Arms

ROBOTECH is a sweeping science-fiction anime epic in which humans use a vast arsenal of transforming robotic mecha to defend the Earth against alien domination. The franchise has captivated fans for over 30 years, and is widely credited with popularizing anime around the world. ROBOTECH VISUAL ARCHIVE: The Macross Saga is the ultimate collection of artwork gathered from Robotech's first and beloved era -- The Macross Saga. Included in this epic tome are mecha designs, character artwork, pre-production concepts, key art, storyboards, a full episode guide, and more!

Royal Boiler

Robotech stands as one of the premiere animated sci-fi series of the 1980s, one that helped usher in a new era of cartoons in which drama, romance and character development were as important as action. This volume collects the first six issues of Comico's original Robotech series - a comics adaptation of the original animated episodes - as well as supplementary bonus material. The Macross Saga begins when an alien spacecraft - the SDF-1 - crashlands on Earth, creating a vast global impact which leaves humanity waiting for the aliens to return. As mankind prepares to defend itself from an impending alien invasion and attempts to rebuild the SDF-1, the story of Rick Hunter, Lin Minmei, Roy Fokker and others begins to unfold

Oblivion

An alien armada of Zentraedi spaceships intend to destroy the Earth unless the Super Dimensional Fortress, SDF-1, can stop them

Criando Arte De Jogos 3d Para Iphone Com Unity

The Macross Saga

In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing

between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Robotech Remix: Déjà Vu

For anime connoisseurs, beginners, and the curious, the best of the best!

The Anime Machine

A must-have for Robotech fans--a full-color tie-in to the new film! Premiering in 1985, Robotech is fondly remembered for its transforming fighter jets, distinctive red logo, and pop-idol heroine. Now twenty-, thirty-, and forty-something fans await the further adventures and ever-expanding lines of merchandise in Robotech: The Shadow Chronicles. The year is 2044. The people of Earth are finally free from their alien occupiers and prepare to search for Admiral Hunter's missing fleet. But a deadly new adversary threatens to test the limits of the Expeditionary Force's use of Shadow Technology. . . Included here is everything fans are looking for--series history, plot, character, and mecha guides, plus page after page of detailed film art and drawings--assembled by the film's director and other production insiders. The film is due for theatrical release in 2006 by FUNimation, with a major DVD release to follow. Robotech is the flagship work of Harmony Gold USA, one of the industry's top studios, and the film marks the return of the much-discussed series of the 1980s that helped create the anime market outside Japan. Known for his manga/anime style of storytelling, Shadow Chronicles director Tommy Yune broke into the mainstream comic industry in 1999 as writer and artist of the critically acclaimed Speed Racer: Born to Race, followed by Racer X and Danger Girl: Kamikaze. Yune is based in Los Angeles. Carl Macek is an anime veteran and was executive producer of the original Robotech series.

Ships of the Line

Revolutionize your iPhone and iPad game development with Unity iOS, a fully integrated professional application and powerful game engine, which is quickly becoming the best solution for creating visually stunning games for Apple's iDevices easier, and more fun for artists. From concept to completion you'll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development. Follow the creation of "Tater," a character from the author's personal game project "Dead Bang," as he's used to explain vital aspects of game development and content creation for the iOS platform. Creating 3D Game Art for the iPhone focuses on the key principles of game design and development by covering in-depth, the iDevice hardware in conjunction with Unity iOS and how it relates to creating optimized game assets for the iDevices. Featuring Luxology's artist-friendly modo, and Blender, the free open-source 3D app, along side Unity iOS, optimize your game assets for the latest iDevices including iPhone 3GS, iPhone 4, iPad and the iPod Touch. Learn to model characters and environment assets, texture, animate skinned characters and apply advanced lightmapping techniques using Beast in Unity iOS. In a clear, motivating, and entertaining style, Wes McDermott offers captivating 3D imagery, real-world observation, and valuable tips and tricks all in one place - this book is an invaluable resource for any digital artist working to create games for the iPhone and iPad using Unity iOS.

Transformers Spacecraft

Unlock the secrets of LEGO® building and create new worlds with your imagination. Your guide to becoming a LEGO master builder. Become inspired with detailed master building techniques and tips to create amazing modules with your collection. Test and challenge your building skills, with hundreds of awesome ideas to choose from, ranging from beginner LEGO builds to more advanced creative modules. A fun activity that stimulates creativity and tactical skills. LEGO blocks are to be played without limitations and this building guide is here to inspire you. This LEGO instructions book explores the endless possibilities you can create with your own LEGO brick collection. It's up to you, show off your building skills or add amazing creative modules to your own LEGO world. Are You Ready For The Most Awesome LEGO Building Adventures Yet? Learn through visual tips, step-by-step guides, creative model ideas and pro building techniques shown throughout the book. The LEGO® Awesome Ideas book includes detailed illustrations on how to build amazing real-world modules like fleets of mini robots, magical castles, a LEGO® birthday cake, space vehicle constructions and even a realistic-looking LEGO mobile phone. Journey through six incredible worlds bursting with hundreds of approved fans LEGO ideas and building tips. This book helps you create your own amazing models with step-by-step guides that unlock the secrets of great LEGO building. This LEGO book is based on 5 different LEGO themes: - Outer Space - The Wild West - Fantasy Land The Real World - The Modern Metropolis With creative model ideas and visual tips and techniques, LEGO® Awesome Ideas will inspire everyone from beginners to accomplished builders. An International Literary Association - Children's Book Council Children's Choices List Selection LEGO, the LEGO logo, the Brick and Knob configurations and the Minifigure are trademarks of the LEGO Group. © 2015 The LEGO Group.

Robotech Visual Archive: The Macross Saga - 2nd Edition

Bold, colourful readers with kid-friendly characters and subjects they'd choose for themselves.

Robotech #13

This book features illustrations from Mikimoto's most famous science-fiction animations, including Macross, Orguss, and Gunbuster.

Players

On the launch day of Earth's Super-Dimension Fortress, Earth was attacked by mysterious aliens and SDF-1 was eventually forced to space-fold into space - taking a chunk of Macross City with them. The SDF-1 is now in the midst of a long journey back to Earth. As the journey proceeded, Captain Henry Gloval died during the ship's modular transformation. Heading to Mars base to fetch supplies, Captain Lisa Hayes encountered an attack from aliens - led by the arrogant Khyron. Lisa also met up with a ghostly image of her former lover, Karl... p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px}

Robotech #6

Despite the longevity of animation and its significance within the history of cinema, film theorists have focused on live-action motion pictures and largely ignored hand-drawn and computer-generated movies. Thomas Lamarre contends that the history, techniques, and complex visual language of animation, particularly Japanese animation, demands serious and sustained engagement, and in *The Anime Machine* he lays the foundation for a new critical theory for reading Japanese animation, showing how anime fundamentally differs from other visual media. *The Anime Machine* defines the visual characteristics of anime and the meanings generated by those specifically "animetic" effects—the multiplanar image, the distributive field of vision, exploded projection, modulation, and other techniques of character animation—through close analysis of major films and television series, studios, animators, and directors, as well as Japanese theories of animation. Lamarre first addresses the technology of anime: the cells on which the images are drawn, the animation stand at which the animator works, the layers of drawings in a frame, the techniques of drawing and blurring lines, how characters are made to move. He then examines foundational works of anime, including the films and television series of Miyazaki Hayao and Anno Hideaki, the multimedia art of Murakami Takashi, and CLAMP's manga and anime adaptations, to illuminate the profound connections between animators, characters, spectators, and technology. Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the "animetic machine" encourages a specific approach to thinking about technology and opens new ways for understanding our place in the technologized world around us.

Robotech Volume 1

As the aliens increase their attack, the SDF-1 is forced to 'space-fold' into space - but takes a chunk of Macross City with them - plus Rick and Minmei in their Veritech. Rick blasts his way into a lower part of the SDF-1. But when the space-fold technology disappears from the SDF-1, the crew may be lost in space... p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 11.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 11.0px Calibri; min-height: 14.0px}

Haruhiko Mikimoto Illustrations

After an alien vessel crashes into the Earth in the late twentieth century, bringing the advanced technology called Robotech, the United Earth Government tries to get a recently arrived Zentraedi fleet to negotiate.

The Art of Homeworld

Satou may have survived his mom and the urge to put an end to it all, but now he's taking his battle online When Satou gets caught up in the MMPORPG craze, will hours of play help him escape his shell or send him deeper into depression?

Gundam Sentinel

Purchase includes free access to book updates online and a free trial membership in the publisher's book club where you can select from more than a million books without charge. Chapters: Zentradi, Macross, Protodeviln, Protoculture, Haruhiko Mikimoto, Harmony Gold Usa, U.n. Spacy, Sh'ji Kawamori, Meltlandi, Artland, Kazutaka Miyatake, Diamond Crevasse / Iteza Gogo Kuji Don't Be Late, Triangler, Big West Advertising, Studio Nue, Tetsur? Amino. Excerpt: Artland, Inc. (, Kabushiki-gaisha torando ?) is a Japanese animation studio . It has produced numerous noted anime series, including the award-winning Mushishi .On March 17, 2006, Marvelous Entertainment announced that Artland would become a subsidiary of Marvelous Entertainment Inc., effective on April 3, 2006. Subsequently, Artland became a corporation .Works Produced series Other involvement and animation assistance References (URLs online) begin{sloppypar item 1. (22.27

Anime Classics Zettai!

"This volume contains the Steam detectives installments from Animerica extra vol. 4, no. 12 through vol. 6, no. 1 in their entirety."--T.p. verso.

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Robotech: The Masters Saga: The Southern Cross

In a follow-up to the film "Serenity," Malcolm and his crew are separated after revealing the crimes undertaken by the Alliance, and River must lead the former Browncoats on a dangerous mission that, with hope, will reunite them.

The Art of Robotech

English and Japanese text explore the complexity of postwar Japanese art, focusing on the influence popular culture has had on Japanese art and tracing the development of the manga and anime genres.

Twelve Years a Slave

A brand new vision of Robotech, full of gripping adventures, red-hot drama, iconic mecha and fresh takes on beloved characters. The humans' war with alien invaders has ended - but the threat to mankind is not over... Ace pilot Dana Sterling had travelled back in time to help Robotech Defence Force against the Zentraedi and Invid - but she has become trapped in a remixed past of her own making... Now mysterious new enemies have emerged - and they could be the key to Dana returning home... Written by New York Times bestselling writer Brenden Fletch (Isola, Batgirl, Motor Crush) with breathtaking art by Elmer Damaso (Robotech/Voltron, Speed Racer) plus Naomi Franquiz (Unbeatable Squirrel Girl, Lumberjanes) and Eva Cabrera (Kim & Kim, Betty and Veronica: Vixens) Collects Robotech Remix #1-4 "An immersive love letter to the franchise." - Comic Book Resources "Hits the ground running - something for fans, new and old." - Nerdy

MacRoss Spacecraft

The Robotech saga continues - and it's all out war between the humans and the Zentraedi... Having been attacked by the people of Earth, the SDF-1 has no option but to head to Mars Base. But Dolza's shocking intentions for Earth draw the SDF-1 into more danger. Meanwhile, mysteries surrounding Roy and Minmei deepen, and events seem to be accelerating to a major climax... Written by Simon Furman (Transformers, Doctor Who) with incredible art by Hendry Prasetya (Mighty Morphin' Power Rangers), Marco Turini (Assassin's Creed, Dark Souls), and Pasquale Qualano (Doctor Who, Warhammer 40K). "A fantastically fun read, full of unexpected twists and great art. Each page is a treat." - Bleeding Cool

Real Life Artists

'It was a desert. A vista of reddish rocks and drifted sand, arid and hot, extending to the limits of their view. A dreary waste upon which nothing moved or grew . . . ' For British pilot Dale Curtance the Keuntz Prize - to be awarded to the first person to take a spaceship to another planet and back - is the ultimate challenge. Not only has he to build a ship to survive the journey, assemble a top-notch crew and choose a destination, he's also got to beat the Russians and Americans. Soon the GLORIA MUNDI blasts off from Salisbury Plain, bound for Mars. There's only one problem - a stowaway called Joan. Not only does her presence wreck calculations and threaten the mission, but her tale suggests that Mars may be a more dangerous destination than they ever expected. 'Perhaps the best writer of science fiction England has ever produced' Stephen King

The Macross Saga

Collects images from HALO, books covers, and personal science fiction pieces with tutorials focusing on specific Photoshop techniques.

Serenity

"The Expanse created by James S.A. Corey."

The Anime Encyclopedia

Macross

Roy Fokker 's exploits in the Great War led to his appointment as a test pilot in the top secret Veritech program, and his involvement in the discovery of alien advanced technology known as Robotech.

Robotech Volume 5

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Ten years ago, a mysterious ship crashed on Macross Island... In the intervening years, the people of Earth have used the 'Robotechnology' from the ship to significantly advance their own technology. The ship - named by the humans as the Super-Dimension Fortress - actually belongs to a race of giant aliens, the Zentraedi. The Zentraedi attack and the crew of the SDF-1 are forced to space-fold away - taking a chunk of Macross City with them. The SDF-1 has been in the midst of a long journey back to Earth. On the journey, the SDF-1's Captain, Henry Gloval, was killed under mysterious circumstances and Lisa Hayes took over his position... Claudia has evidence linking her partner Roy to Gloval's death. The Vermillion Squad - Rick, Max and Ben - plus Lisa and Kramer, were taken prisoner aboard the Zentraedi flagship and interrogated by the aliens. They escaped but Ben was slain by Miriya. Rick appears to have gone blind, but has somehow developed a different kind of vision - possibly connected to Robotechnology. The SDF-1 recently received a message from Earth - telling them to stay away... And then Roy Fokker was shot... by himself?

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Fighter Vf 11 Thunderbolt Vf 19 Excalibur Vf 4 Lightning Iii Vf 9 Cutlass V By
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