

## Artbook All About Chobits

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**The Green Children of Woolpit** TokyoPop

Dinah finally understands why Vincent is sacrificing himself for her. She must confront her innermost emotions if she plans on freeing all the spirits locked in the Mausoleum and saving him. As time quickly disappears and the riddles become harder to solve, Dinah realizes she may lose her closest friend.

**The Art of Cardcaptor Sakura 2** U of Minnesota Press

In the not-too-distant past, the first nuclear weapon test changed the world forever . . . but not in the way we expected. Unleashed upon the planet was a microscopic technological virus of unknown origin that infected millions — some to no effect, some to horrifying agonies and disfigurement, others with the gift of incredible and sometimes terrifying power. But would a world populated by supermen become a battleground for good against bad . . . or bad against worse? Is it true that with great power comes great responsibility . . . or does it truly come with great license?

**CLAMP South Side** National Geographic Books

Cardcaptor Sakura was the top-selling girls manga in Japan, and it's become the top-selling girls manga in America, too! Now fans can collect all of the full-color artwork from Clamp featuring their favorite characters. Each volume of the Art of Cardcaptor Sakura contains over 100 full color pictures from the series, most of which have never before been seen in America.

**All about Chobits** Kodansha America LLC

Having left the country for a cram school in the city, Hideki Motosuwa has humorous and unusual experiences with Chi, a "persocom," or miniature android and personal computer.

**Chobits Omnibus** Yen Press LLC

The female gaze is used by writers and readers to examine narratives from a perspective that sees women as subjects instead of objects, and the application of a female gaze to male-dominated discourses can open new avenues of interpretation. This book explores how female manga artists have encouraged the female gaze within their work and how female readers have challenged the male gaze pervasive in many forms of popular media. Each of the chapters offers a close reading of influential manga and fancomics to illustrate the female gaze as a mode of resistant reading and creative empowerment. By employing a female gaze, professional and amateur creators are able to shape and interpret texts in a manner that emphasizes the role of female characters while challenging and reconfiguring gendered themes and issues.

**CLAMP Mokona's Okimono Kimono** Univ. Press of Mississippi

Twelve-year-old Misaki Suzuhara, becomes engrossed in the game Angelic Layer, in which contestants must raise and train their own "Angels" to compete in tournaments.

**Magic Knight Rayearth 25th Anniversary Manga Box Set 1** VIZ Media LLC

Jun Sakurada has withdrawn from the world during his parents' absence, and to cope, he orders products online and returns them, but when a website instructs him to order a beautiful doll, what arrives in the morning cannot be returned.

**RG Veda** National Geographic Books

When Hana falls in love with a young interloper she encounters in her college class, the last thing she expects to learn is that he is part wolf. Instead of rejecting her lover upon learning his secret, she accepts him with open arms. Soon, the couple is expecting their first child, and a cozy picture of family life unfolds. But after what seems like a mere moment of bliss to Hana, the father of her children is tragically taken from her. Life as a single mother is hard in any situation, but when your children walk a fine line between man and beast, the rules of parenting all but go out the window. With no one to turn to, how will Hana survive?

**Chobits Art Book: Your Eyes Only** Watson-Guption

Even though Ran looks like an adult during her transformation, she doesn't really know what perils the outside world holds. When she meets rich playboy Otarō Mikado, does she gain a friend or foe? -- VIZ Media

**Cardcaptor Sakura Collector's Edition 1** Springer Nature

The girls enter their senior year and Miss Yukari speaks ill of Tomo in the third volume of Azumanga Daioh! This volume marks the return of the sports meet, where Sakaki, Osaka, Kagura and the others compete in categories like the three-legged race and beanbag tossing, while Chiyo-chan races to find an idiot for the scavenger hunt... The manga also includes a "First Dream of the New Year" special, where Sakaki meets Chiyo-chan's tomato-hating "father" and his penguin housekeeper... Will Osaka succeed in her resolution to "get faster"? Will Kaorin ever let go of Sakaki? Find out in Azumanga Daioh volume 3!

**The Anime Machine** Yen Press LLC

Cardcaptor Sakura was the top-selling girls manga in Japan, and it's become the top-selling girls manga in America, too! Now fans can collect all of the full-color artwork from Clamp featuring their favorite characters. Each volume of the Art of Cardcaptor Sakura contains over 100 full color pictures from the series, most of which have never before been seen in America.

**Manga Cultures and the Female Gaze** Del Rey

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.

**Paradise Kiss** Asian Visual Cultures

CLAMP's masterwork *Magic Knight Rayearth*—now in a new translation! This update of the manga classic forms the centerpiece to any CLAMP collection and is also a fantastic introduction to girl-powered adventure manga—perfect for fans of *Sailor Moon* and *She-Ra*. While on a field trip to Tokyo Tower, three teenage girls cross a magical portal and are transported to another world called Cefiro. There they are summoned through the last remaining strength of the Princess Emeraude, who believes the trio will become the magic knights who will save her, as prophesied by legend.

**Bizenghast manga volume 3** TOKYOPOP

Featuring work from the popular manga series, a highly-anticipated compilation showcases gorgeous art from CLAMP, the world's most popular manga studio.

**We Are All Me** National Geographic Books

Watanuki Kimihiro is haunted by visions of ghosts and spirits. Seemingly by chance, he encounters a mysterious witch named Yuuko, who claims she can help. In desperation, he accepts, but realizes that he's just been tricked into working for Yuuko in order to pay off the cost of her services. Soon he's employed in her little shop—a job which turns out to be nothing like his previous work experience! Most of Yuuko's customers live in Japan, but Yuuko and Watanuki are about to have some unusual visitors named Sakura and Syaoran from a land called Clow. . . . XXXHolic volume one crosses over with Tsubasa volume one! Don't miss it! Includes special extras after the story!

**Dark Horse Heroes Omnibus** Harper Collins

Wildly-popular artist Ai Yazawa's beloved fashion-centric manga, *Paradise Kiss*, is back in a glamorous omnibus edition to celebrate 20 years since the manga began serialization. Follow Yukari's through-the-looking-glass journey as she is drawn into the world of fashion by a group of passionate, young aesthetes who are determined to make their couture label a success, with Yukari as their muse...

**Pop Painting** Harper Collins

Gorgeous color art from Eiichiro Oda's *One Piece*! Color images and special illustrations from the world's most popular manga, *One Piece*! This compendium features over 300 pages of beautiful color art as well as interviews between the creator and other famous manga artists, including Taiyo Matsumoto, the creator of *Tekkonkinkreet*. This second volume covers continues to showcase the artful adventures of the *One Piece* series. From the Water Seven arc, where the Straw Hats encounter the sinister CP9 organization, to the Paramount War arc that follows their journey to Marineford where Luffy's brother Ace resides.

**Pop Manga** TokyoPop

In a trash-filled apartment, 24-year-old Akira Tendo watches a zombie movie with lifeless, envious eyes. After spending three hard years at an exploitative corporation in Japan, his spirit is broken. He can't even muster the courage to confess his feelings to his beautiful co-worker Ohtori. Then one morning, he stumbles upon his landlord eating lunch—which happens to be another tenant! The whole city's swarming with zombies, and even though he's running for his life, Akira has never felt more alive! -- VIZ Media

**Angelic Layer 1** Watson-Guption

The air of celebration surrounding fifteen-year-old Oz Vessalius's coming-of-age ceremony quickly turns to horror when he is condemned for a sin about which he knows nothing. He is thrown into an eternal, inescapable prison known as the Abyss from which there is no escape. There, he meets a young girl named Alice, who is not what she seems. Now that the relentless cogs of fate have begun to turn, do they lead only to crushing despair for Oz, or is there some shred of hope for him to grasp on to?

**The Art of Spirited Away** Toon Books

The sci-fi classic from the creators of xxxHOLiC and Cardcaptor Sakura returns, in a remastered, hardcover edition, featuring the entire CLOVER series. One of CLAMP's most ambitious works -- part AKIRA, part Metropolis -- CLOVER features nearly 500 pages of manga. Su was born into a bleak future, where the military keeps tight control over the few children born with magical abilities -- known as "Clovers." The Clovers are forcibly tattooed with a symbol that indicates their potential power, and Su is the only four-leaf Clover in the world. Kept locked away in isolation her whole life, Su longs to find happiness in the outside world. An agent named Kazuhiko appears to help grant Su's wish, but he soon realizes that there is more to the mysterious girl than meets the eye... CLAMP's most daring science-fiction work, CLOVER's art-deco cyberpunk aesthetic is just as fresh and exciting today as it was twenty years ago. Featuring the entire story in a

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newly-revised translation; remastered art and lettering; a striking cover; and over 20 pages of color art, this is a great collectible for CLAMP fans, and the perfect way to get to know CLOVER for the first time.