

Exploring Great Artists Volume 1 Art History And Art

The Art of Atomhawk Design Out of Picture *The Art of Destiny* Artists' Pigments Imaginative Realism The Art of the Occult *From Impressionism to Post-Impressionism - Art History Book for Children | Children's Arts, Music & Photography Books Art for Kids: Drawing* The Lost Art of Heinrich Kley, Volume 1 Art History *The Art of Arantza Volume 1* The Digital Art Book History of Modern Art Polymer Clay for Beginners Masters of Contemporary Fine Art The Art of War *The Art of 64-Bit Assembly, Volume 1* The Legend of Korra: The Art of the Animated Series Book One - Air Starry Night, Blurry Dreams *InstaFame Phantom Art (Volume 1)* Enchanted: the Art of Amy Brown Volume 1 Sideshow: Fine Art Prints Art Activism Workbook: Volume 1 Color and Light **Digital Painting Techniques** REVEL FOR ART HIST V01 -- ACCE The Art of Cuphead *Figure Drawing for Artists Grandpa Smiles* Digital Art Masters The Art of Aaron Blaise Volume 1 The Art of Sketch Theatre The Art of John Byrne *Art of Nekro* The History of Art: A Global View: Prehistory to 1500 *New Myartslab with Pearson Etext -- Standalone Access Card -- For Art History* Art for Kids Zen and the Art of Screenwriting 2 Apple Selection Volume 1 Art History

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Figure Drawing for Artists Jul 05 2020 Learn to draw the human figure with a two-step approach used by the biggest animation studios in the business with *Figure Drawing for Artists*.

Art Activism Workbook: Volume 1 Dec 10 2020 Historically, artists have inspired the change makers of every era - Aaron Maybin is such an artist. Coming of age in a city that was preparing to erupt as he found himself as a man, as a father, and as an artist - his environment helped to help him figure out how to define himself. This is the true meaning of Art Activism and Art Activism: The Workbook- First he found his voice...then he discovered it was a journey others could take with him and still discover themselves. This collection of paintings, sketches, poems, essays, and music are the audio and visual toolbox to this era we are in now.

Apple Selection Volume 1 Jul 25 2019 The creators of the Apple anthology/artbook series are back with an all-new volume of gorgeous pinup artwork! Apple Selection features dozens of Korea's top illustrators creating brand-new pin-up work of cute summer girls, seductive nurses, jamming punk rockettes, and more.

History of Modern Art Oct 20 2021 Since it first appeared in 1968, *History of Modern Art* has emphasized the unique formal properties of artworks, and the book has long been recognized for the acuity of its visual analysis.

Artists' Pigments Jul 29 2022

Digital Painting Techniques Oct 08 2020 Discover the tips, tricks and techniques that really work for concept artists, matte painters and animators. Compiled by the team at 3dtotal.com, *Digital Painting Techniques, Volume 1* offers digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - within *Digital Painting Techniques* each artist has written a breakdown overview, with

supporting imagery of how they made their piece of work. Beginner and intermediate digital artists will be inspired by the gallery style collection of the finest examples of digital painting from world renowned digital artists. Start your mentorship into the world of digital painting today with some of the greatest digital artists in the world and delve into professional digital painting techniques, such as speed painting, custom brush creation and matte painting. Develop your digital painting skills beyond the variety of free online digital painting tutorials and apply the most up to date techniques to your digital canvas with *Digital Painting Techniques for Animators*.

Zen and the Art of Screenwriting 2 Aug 25 2019 A tapestry of Froug's essays and interviews with top screenwriters, producers, and directors. Once again, Froug proves that he can skilfully pull engaging thoughts from his interviewees and, with his own essays, can use both novice and seasoned screenwriters to rethink what they do. The essays are wide-ranging, covering such diverse subjects as creating your own talent, getting your scripts read, avoiding story-structure gurus, entering screenplay contests, a scene-by-scene look at the film *Body Heat*, Hollywood's rewrite panic, Hollywood's ephemeral enthusiasms, why rooting interest isn't necessary, the stop-start method for studying films, guarding your surprises, reinventing old ideas, and guilt as a writer's tool.

The Art of Sketch Theatre Mar 01 2020 A collection of sketches, finished work and insightful profiles by 50+ professional artists who have participated in the ongoing SketchTheatre.com project. On SketchTheatre.com, aspiring artists are exposed to contemporary artists and their widely various styles and career paths. Featured artists include Ron English, Aaron Sims, Aimee Kuester, Alex Alvarez, Alvin Lee, Brandi Milne, Gary Baseman, Gris Grimly, Miss Mandy, Molly Crabapple, Nate Frizzell, Shawn Barber, Tara McPherson, Travis Louie and many more.

Art for Kids: Drawing Mar 25 2022 Contains hands-on activities to teach basic elements including shading techniques and creating perspective.

The Art of War Jul 17 2021 'THE ART OF WAR: VOLUME 1' IS A COLLECTION OF 130 BRITISH WORLD WAR TWO PROPAGANDA POSTERS. INCLUDES A FOREWORD BY HISTORIAN M. J. TROW. Propaganda during the Second World War was an unavoidable aspect of daily life. It must be a situation that is hard to relate to for those of us in the West born too late or too young to remember the war or the decades afterwards. The idea that you must always be alert to the ominous drone of the air-raid sirens as you went about your business, or that your home could be destroyed in an aerial bombardment at any moment is very hard to comprehend. But those who lived through the war knew it was perfectly possible that the Wehrmacht could soon be marching through the streets, with all the chaos, fear, death and destruction that that would imply. Against this backdrop we can understand why propaganda was so vital to all sides of the conflict. For those interested in the psychology of the past, propaganda posters are a great glimpse into the (understandable) paranoia, hysteria and concerns of those who created them, and the message they thought it was necessary to promote to everyone else. All of these posters served some sort of purpose, and modern cynicism means it is often hard not to scoff at some of them, because to us they are now often unintentionally humorous or offensive. Those in government at the time knew that war had evolved. The Great War had changed much, and this latest conflict with Germany would create a huge strain, both in terms of morale and in the nation's resources, and it was vital to have and maintain full support for the war at home. While propaganda was nothing new, it came into its own during the Second World War. British posters were, in the main, created by the controversial Ministry of Information, a government department that was dissolved soon after the war and probably one of George Orwell's inspirations for 'Big Brother'. Many contemporary members of parliament were very disturbed by the agenda of this department and protested that there was a very real danger that Britain could ironically sleep-walk into becoming the fascist, brain-washed state with which they were at war. The messages behind most of these posters is overt and obvious. The well-known, but never actually distributed, 'Keep Calm and Carry On' posters are still recognisable to us

today, over 70 years later. Other messages may verge on the bizarre to those who never knew the horrors of the conflict first-hand. One poster shows a soldier and his partner on a sofa with the message 'Keep mum (stay silent), she might not be so dumb', implying that his girlfriend may, at best, be a loudmouth who will report his military operations to everyone in town and, at worst, be a Gestapo agent who had been planted into his home. This isn't to mock the sentiment, but simply to point out how difficult it is for a modern mind to understand. Other posters urging mothers to evacuate their children away from towns as refugees to find safety in the countryside, or even abroad to the security of Canada or other parts of the empire are quite shocking. Still more so are those which implied that people taking a day off work due to sickness could be shirking, or that those who lost a tool at work were aiding Hitler, are quite unsettling even now. American propaganda was often racist, showing rat-like Japanese. One dramatic poster, featuring two creepy children in their gas masks and proclaiming 'Dear God, keep them safe!' is still striking. On the Axis side, they were oddly obsessed with reminding Allied soldiers, particularly Americans, that their women were back at home, probably sleeping with someone else and that 'the negroes' were now running the country.

The Legend of Korra: The Art of the Animated Series Book One - Air May 15 2021 Return to the world of Avatar! This handsome hardcover contains hundreds of pieces of never-before-seen artwork created during the development of Season 1 of The Legend of Korra. With captions from Mike and Bryan throughout, this is an intimate look inside the creative process that brought the mystical world of bending and a new generation of heroes to life! * Captions by creators Michael Dante DiMartino and Bryan Konietzko! * Follow-up to smash hit animated series Avatar: The Last Airbender! * Never-before-seen artwork!

Art History Jun 23 2019 Exceptional in its scholarship and stunning in its beauty, this is the art history book of choice for a new generation. Balancing both the traditions of art history and the new trends of the present. Art History is the most comprehensive, accessible, and magnificently illustrated work of its kind.

Imaginative Realism Jun 27 2022 Shares tips and techniques on creating a realistic picture of aliens and creatures, places, and machines.

Out of Picture Sep 30 2022 Features a collection of short illustrated stories that display a variety of imaginative interpretations of the comic book form.

The History of Art: A Global View: Prehistory to 1500 Nov 28 2019 A more global, flexible way to teach art history

The Art of Cuphead Aug 06 2020 Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

Art of Nekro Dec 30 2019 This book includes more than 60 previously unpublished illustrations, a collection of his most recent book cover art and other collaborations, and an explanation of the artist's creative process in addition to texts by Luis Royo and Victoria Francés.

The Art of 64-Bit Assembly, Volume 1 Jun 15 2021 A new assembly language programming book from a well-loved master. Art of 64-bit Assembly Language capitalizes on the long-lived success of Hyde's seminal The Art of Assembly Language. Randall Hyde's The Art of Assembly Language has been the go-to book for learning assembly

language for decades. Hyde's latest work, *Art of 64-bit Assembly Language* is the 64-bit version of this popular text. This book guides you through the maze of assembly language programming by showing how to write assembly code that mimics operations in High-Level Languages. This leverages your HLL knowledge to rapidly understand x86-64 assembly language. This new work uses the Microsoft Macro Assembler (MASM), the most popular x86-64 assembler today. Hyde covers the standard integer set, as well as the x87 FPU, SIMD parallel instructions, SIMD scalar instructions (including high-performance floating-point instructions), and MASM's very powerful macro facilities. You'll learn in detail: how to implement high-level language data and control structures in assembly language; how to write parallel algorithms using the SIMD (single-instruction, multiple-data) instructions on the x86-64; and how to write stand alone assembly programs and assembly code to link with HLL code. You'll also learn how to optimize certain algorithms in assembly to produce faster code.

The Art of John Byrne Jan 29 2020 A legend within the comics industry, John Byrne shot to fame after his celebrated run with Chris Claremont on *Uncanny X-Men*, which took a flagging title and turned it into one of the greatest success stories of all time. Since then Byrne has worked as an artist and writer on nearly every title in Marvel's pantheon of superheroes in a career that has spanned nearly 40 years.

Grandpa Smiles Jun 03 2020 Original oil paintings tell the story of how Grandpa watches over a little boy over the course of his life, even though Grandpa can be with him only in spirit. This art story book is a peaceful and healing read for adults and children alike. Gentle emotions, passionate colors, and simple words communicate an inspirational message that love lives on, and family is forever.

Starry Night, Blurry Dreams Apr 13 2021 who are you when you're alone *Starry Night, Blurry Dreams* is a collection of graphic poetry about loneliness, love and existing in our world. a heavy heart is hard to carry hold on When words aren't enough to describe our emotions, this book will offer comfort, joy and a friend in the dark. we all have our own beautiful universe

New MyArtsLab with Pearson Etext -- Standalone Access Card -- For Art History Oct 27 2019 ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- Normal 0 false false false EN-US X-NONE X-NONE This access code card gives you access to all of MyArtsLab's tools and resources. Want a complete eText of your textbook, too? Buy immediate access to MyArtsLab with Pearson eText online with a credit card at www.myartslab.com. "The most student-friendly, contextual, and inclusive survey is now personalized, digital, and mobile for today's students." "Art History 5th edition" continues to balance formal analysis with contextual art history in order to engage a diverse student audience. Authors Marilyn Stokstad and Michael Cothren- both scholars as well as teachers- share a common vision that survey courses should be filled with as much enjoyment as learning, and that they should foster an enthusiastic, as well as an educated, public for the visual arts. This revision is the strongest and most comprehensive learning program for measuring student progress and improving student success in attaining the outcomes and goals of the art history survey course. Not only does the text address four overarching goals of the survey course, the new MyArtsLab further develops and reinforces these outcomes and skills with market-leading learning

tools such as personalized study plans for each student and multimedia assets geared towards addressing different learning styles and abilities, such as chapter audio, student videos, Closer Looks, architectural panoramas and much more. The end result is a complete learning program designed to increase students' success with a personalized, digital and a highly mobile learning experience. A better teaching and learning experience This program will provide a better teaching and learning experience--for you and your students. Here's how: "Personalize Learning"-- MyArtsLab is an online homework, tutorial, and assessment program. It helps students prepare for class and instructors gauge individual and class performance. "Go Digital - "Pearson Custom eText provides instructors and students with a whole new online customizable learning experience. "Go Mobile -" Make learning easy and convenient with our on-the-go eTexts and key learning applications. "Improve Critical Thinking - "Key Learning Outcomes encourage students to think critically about visual arts as part of the larger world. "Engage Students"- Updated scholarship, MyArtsLab, and the readability of the text provide a wonderful engaging student experience. "Support Instructors - "With a wealth of online resources, instructors have videos, images, and teaching support materials to create a dynamic, engaging course.

InstaFame Phantom Art (Volume 1) Mar 13 2021 The first in a series of art catalogs covering the InstaFame Phantom Art Project, a series of exhibitions held in the New York City transit system from 2009 to 2020. Volume One primarily features the work of legendary graffiti Style Master Nic 707, the project's creator and most prolific artist, during the project's first five years. This comprehensive reference guide is replete with full-color images, artist history, and the story behind the origins of the project along with exhibition milestones. It is a fascinating look at the urban art scene in New York, celebrating an iconic graffiti artist and a unique chapter in graffiti history.

Art History Jan 23 2022 The most student-friendly, contextual, and inclusive survey is now personalized, digital, and mobile for today's students. Art History 5th edition continues to balance formal analysis with contextual art history in order to engage a diverse student audience. Authors Marilyn Stokstad and Michael Cothren- both scholars as well as teachers- share a common vision that survey courses should be filled with as much enjoyment as learning, and that they should foster an enthusiastic, as well as an educated, public for the visual arts. This revision is the strongest and most comprehensive learning program for measuring student progress and improving student success in attaining the outcomes and goals of the art history survey course. Not only does the text address four overarching goals of the survey course, the new MyArtsLab further develops and reinforces these outcomes and skills with market-leading learning tools such as personalized study plans for each student and multimedia assets geared towards addressing different learning styles and abilities, such as chapter audio, student videos, Closer Looks, architectural panoramas and much more. The end result is a complete learning program designed to increase students' success with a personalized, digital and a highly mobile learning experience. A better teaching and learning experience This program will provide a better teaching and learning experience--for you and your students. Here's how: Personalize Learning - MyArtsLab is an online homework, tutorial, and assessment program. It helps students prepare for class and instructors gauge individual and class performance. Go Digital — Pearson Custom eText provides instructors and students with a whole new online customizable learning experience. Go Mobile — Make learning easy and convenient with our on-the-go eTexts and key learning applications. Improve Critical Thinking — Key Learning Outcomes encourage students to think critically about visual arts as part of the larger world. Engage Students — Updated scholarship, MyArtsLab, and the readability of the text provide a wonderful engaging student experience. Support Instructors — With a wealth of online resources, instructors have videos, images, and teaching support materials to create a dynamic, engaging course. NOTE: MyArtsLab does not come automatically packaged with this text. If you want just Art History Volume 1 with MyArtsLab order the ISBN below: 0205955509 / 9780205955503 Art History, Volume 1 Plus NEW MyArtsLab with eText -- Access Card

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The Art of the Occult May 27 2022 A visual feast of eclectic artwork informed and inspired by spiritual beliefs, magical techniques, mythology and otherworldly experiences. Mystical beliefs and practices have existed for millennia, but why do we still chase the esoteric? From the beginning of human creativity itself, image-makers have been drawn to these unknown spheres and have created curious artworks that transcend time and place - but what is it that attracts artists to these magical realms? From theosophy and kabbalah, to the zodiac and alchemy; spiritualism and ceremonial magic, to the elements and sacred geometry - The Art of the Occult introduces major occult themes and showcases the artists who have been influenced and led by them. Discover the symbolic and mythical images of the Pre-Raphaelites; the automatic drawing of Hilma af Klint and Madge Gill; Leonora Carrington's surrealist interpretation of myth, alchemy and kabbalah; and much more. Featuring prominent, marginalised and little-known artists, The Art of the Occult crosses mystical spheres in a bid to inspire and delight. Divided into thematic chapters (The Cosmos, Higher Beings, Practitioners), the book acts as an entertaining introduction to the art of mysticism - with essays examining each practice and over 175 artworks to discover. The art of the occult has always existed in the margins but inspired the masses, and this book will spark curiosity in all fans of magic, mysticism and the mysterious.

Sideshow: Fine Art Prints Jan 11 2021 Explore the robust library of Sideshow Collectibles' exclusive, one-of-a-kind art prints with this deluxe collection. Sideshow Collectibles' limitless passion for creativity and entertainment has led them to become a leading source of premium, highly sought after pop-culture collectibles—and their collection of art prints is no exception. Working with top artists such as Alex Ross, Adi Granov, Stanley "Artgerm" Lau, and more, Sideshow has developed a series of beautifully crafted prints based on films, comics, TV, and animation. These officially licensed illustrations are inspired by countless fan-favorite properties, including everything from Marvel, DC, and Star Wars, to iconic classics like Terminator, Alien, Transformers, and more. , Collecting the very best of Sideshow prints in one extraordinary volume, this book is a must have for art enthusiasts and pop-culture fans everywhere.

Color and Light Nov 08 2020 Unlike many other art books only give recipes for mixing colors or describe step-by-step painting techniques, *Color and Light* answers the questions that realist painters continually ask, such as: "What happens with sky colors at sunset?", "How do colors change with distance?", and "What makes a form look three-dimensional?" Author James Gurney draws on his experience as a plain-air painter and science illustrator to share a wealth of information about the realist painter's most fundamental tools: color and light. He bridges the gap between abstract theory and practical knowledge for traditional and digital artists of all levels of experience.

Masters of Contemporary Fine Art Aug 18 2021 "Masters of Contemporary Fine Art" is the first edition of an annual publication dedicated to the promotion and dissemination of high quality Contemporary Art. Painting, Sculpture, Drawing and Digital Art are the categories that we have chosen to publish in this art book. The vast range of expressive techniques and also the different styles in each category add value, depict fascinating rhythm and captivate diversity. The book is also a powerful tool for research, consultation or study for Artists, Collectors, Galleries, Art Dealers and Art Lovers.

The Art of Atomhawk Design Nov 01 2022 An exceptional collection of inspirational and rarely seen concept artworks from groundbreaking UK studio Atomhawk Design.

REVEL FOR ART HIST V01 -- ACCE Sep 06 2020 Welcoming, inclusive, engaging, and global Revel(TM) Art History brings the history of art to life for a new generation of students. It is global in scope, inclusive in its coverage, and warm and welcoming in tone.

The guiding vision of Art History is that the teaching of art history survey courses should be filled with equal delight, enjoyment, and serious learning, while fostering an enthusiastic and educated public for the visual arts. The Sixth Edition has been revised to reflect new discoveries, recent research, and fresh interpretive perspectives, as well as to address the changing needs of both students and educators. Revel is Pearson's newest way of delivering our respected content. Fully digital and highly engaging, Revel replaces the textbook and gives students everything they need for the course. Informed by extensive research on how people read, think, and learn, Revel is an interactive learning environment that enables students to read, practice, and study in one continuous experience -- for less than the cost of a traditional textbook. NOTE: Revel is a fully digital delivery of Pearson content. This ISBN is for the standalone Revel access card. In addition to this access card, you will need a course invite link, provided by your instructor, to register for and use Revel.

The Digital Art Book Nov 20 2021

Art for Kids Sep 26 2019

Digital Art Masters May 03 2020 Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu and Alessandro Baldasseroni to Marcel Baumann and Marek Denko, and see how they work.

The Lost Art of Heinrich Kley, Volume 1 Feb 21 2022

Enchanted: the Art of Amy Brown Volume 1 Feb 09 2021 A compilation of fantasy art from 2017 and 2018 by artist Amy Brown.

The Art of Destiny Aug 30 2022 Presents the concept art, scenery landscapes, and character designs of the video game.

The Art of Aaron Blaise Volume 1 Apr 01 2020 A collection of artworks by director, animator and wildlife artist, Aaron Blaise spanning his entire career. Includes animal art, concept art and original illustrations from both personal and professional works. Digital & Traditional mediums included.

Polymer Clay for Beginners Sep 18 2021 Start making beautiful crafts from polymer clay! **Art Makers: Polymer Clay for Beginners** is your step-by-step guide to making trinkets, animals, plants, and more using this fun, easy, and kiln-free craft. Polymer Clay for Beginners introduces artists, art hobbyists, and polymer clay enthusiasts to the versatile, accessible polymer clay medium. Because polymer clay does not require the use of a kiln and needs only baking in the oven, it is an easy, approachable art form for even the most inexperienced artist to learn, as well as kids, families, teachers, and anyone else looking for a fun, boredom-busting hobby or craft. Professional artist and owner of Cat Bear Express, Emily Chen, demonstrates how to make adorable animal figurines, flowers, cookies, cakes, beads, and more through easy step-by-step projects. Each project features colorful, styled photographs demonstrating how finished pieces can be used, displayed, and gifted. A comprehensive tools and materials section and detailed information on techniques, baking, and glazing guide artists in their quest to become polymer clay pros. A modern approach to sculpture art, polymer clay is the perfect choice for beginners and crafting enthusiasts. The Art Makers series is designed for beginning artists and arts-and-crafts enthusiasts who are interested in experiencing fun hands-on mediums, including embroidery and papier-mache.

The Art of Arantza Volume 1 Dec 22 2021 Her work is spectacular, the faces, figures and settings are breath-taking.

From Impressionism to Post-Impressionism - Art History Book for Children | Children's Arts, Music & Photography Books Apr 25 2022 Art can come in many styles and the technique to create each one can vary depending on the artist and the era. In this book, we're going to study art history from Impressionism to Post-Impressionism. What are the differences between them? How do you tell one from the other? What are examples of art produced? Know the answers and more from the pages of this book.

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