

The Blender Gamekit Interactive 3d For Artists

The Book of Inkscape American Book Publishing Record Hands-On Game Development Without Coding Lego Chain Reactions The Indie Game Developer Handbook Blender 2.6 Cycles Unity Android Game Development by Example Beginner's Guide Unreal Development Kit Game Programming with Unrealscript WebGL Game Development Beginning iOS 5 Games Development Motores de Audio Para Video Juegos Sams Teach Yourself Unity Game Development in 24 Hours Mastering Blender Unity 3D Game Development by Example Beginner's Guide Introducing Character Animation with Blender Slackermedia Unity Games by Tutorials Second Edition The Blender Gamekit The Good Folks of Lennox Valley Shattered Nerves Virtual LEGO New Trends in Software Methodologies, Tools and Techniques Video Game Creation Software Mastering Unity 2D Game Development Unity 2018 Shaders and Effects Cookbook The Blender Book : Handbook of Dynamic System Modeling Unity Game Development Essentials The Essential Blender iOS Swift Game Development Cookbook The Power of the Center Interactive Environments with Open-Source Software The Official Blender Gamekit The Official Blender 2.3 Guide Building a Game with Unity and Blender Art and Technology An Introduction to Programming in Emacs Lisp Unity 3.x Game Development Essentials 3D for iPhone Apps with Blender and SIO2 Create Your Own 3D Games with Blender Game Engine

The Book of Inkscape

Explains how to create interactive, three-dimensional animation and games with Blender, discussing topics including the Blender interface, character animation, and Python.

American Book Publishing Record

The topic of dynamic models tends to be splintered across various disciplines, making it difficult to uniformly study the subject. Moreover, the models have a variety of representations, from traditional mathematical notations to diagrammatic and immersive depictions. Collecting all of these expressions of dynamic models, the Handbook of Dynamic System Modeling explores a panoply of different types of modeling methods available for dynamical systems. Featuring an interdisciplinary, balanced approach, the handbook focuses on both generalized dynamic knowledge and specific models. It first introduces the general concepts, representations, and philosophy of dynamic models, followed by a section on modeling methodologies that explains how to portray designed models on a computer. After addressing scale, heterogeneity, and composition issues, the book covers specific model types that are often characterized by specific visual- or text-based grammars. It concludes with case studies that employ two well-known

commercial packages to construct, simulate, and analyze dynamic models. A complete guide to the fundamentals, types, and applications of dynamic models, this handbook shows how systems function and are represented over time and space and illustrates how to select a particular model based on a specific area of interest.

Hands-On Game Development Without Coding

Learn how to build your own multimedia workstation, and how to use it! Slackermedia is a multimedia guidebook for people looking to get away from operating systems that tell them what they can or can't do in their art. But it doesn't stop there! In this volume, you'll find detailed guides on the most important multimedia applications on Linux today: the Kdenlive video editor and the Qtractor digital audio workstation. You'll also get tips and resources on other great multimedia applications of Linux, like Blender, Audacity, Jamin, CALF, LADSPA, GIMP, Inkscape, ffmpeg, sox, Qsynth, fluidsynth, soundfonts, Xsynth, whySynth, QJack Control, Font Matrix, and many many more. By the end of your journey with Slackermedia, you'll know everything you need to know to create original multimedia content and any kind of digital art on the powerful, free operating system of GNU Linux. So put your nerd glasses on, roll up your sleeves, and prepare yourself for creativity like you've never experienced.

Lego Chain Reactions

Most of the GNU Emacs integrated environment is written in the programming language called Emacs Lisp. The code written in this programming language is the software (the sets of instructions) that tell the computer what to do when you give it commands. Emacs is designed so that you can write new code in Emacs Lisp and easily install it as an extension to the editor. This introduction to Emacs Lisp is designed to get you started: to guide you in learning the fundamentals of programming, and more importantly, to show you how you can teach yourself to go further. This manual is available online for free at gnu.org. This manual is printed in grayscale.

The Indie Game Developer Handbook

Develop your own games with Unity 2D/3D Game Kit and use it for your presentations, kids education, level design, game design, proofs of concept, or even just for fun! Key Features Build your first ever video game using Unity 2D/3D Game kit Learn how to create game levels, adding props, giving behaviours to objects and working on gameplay Step by step instructions on creating your own AI enemy and interacting with it Book Description Hands-On Game Development without Coding is the first Visual Scripting book in the market. It was tailor made

for a non programming audience who are wondering how a videogame is made. After reading this book you will be able to develop your own 2d and 3d videogames and use it on your presentations, to speed up your level design deliveries, test your game design ideas, work on your proofs of concept, or even doing it just for fun. The best thing about Hands-On Game Development without Coding is that you don't need any previous knowledge to read and understand the process of creating a videogame. It is our main focus to provide you with the opportunity to create a videogame as easy and fast as possible. Once you go through the book, you will be able to create player input interaction, levels, object behaviours, enemy AI, creating your own UI and finally giving life to your game by building it. It's Alive! What you will learn Understanding the Interface and kit flow. Comprehend the virtual space and its rules. Learning the behaviours and roles each component must have in order to make a videogame. Learn about videogame development Creating a videogame without the need of learning any programming language Create your own gameplay HUD to display player and Enemy information Who this book is for This book is for anyone who is interested in becoming a game developer but do not posses any coding experience or programming skills. All you need is a computer and basic software interface knowledge.

Blender 2.6 Cycles

Written in a friendly, practical style this Cookbook deep-dives into a wide-array of

techniques used to create realistic materials and textures. This book is perfect for you if you have used Blender before but are new to the impressive Cycles renderer. You should have some knowledge of the Blender interface, though this is not a strict requirement. If you want to create realistic, stunning materials and textures using Cycles, then this book is for you!

Unity Android Game Development by Example Beginner's Guide

1998 was an unusually memorable time in my home town of Lennox Valley. Between Raymond Cooper's secret plan to use his daily radio show to create enough controversy to elect him in the upcoming mayoral race to Sarah Hyden-Smith being appointed the first female clergyperson in Valley history, there was never a dull moment in Lennox Valley.

Unreal Development Kit Game Programming with Unrealscript

WebGL Game Development

Don't want to read 400 pages of theory about animation and programming ? This book was written for you. Create directly several game projects: a platform game,

a First-person Shooter, a Third-person RPG, a Minecraft's Like game, a car race and a flight simulator. With these projects, about 100 recipes will help you to create any type of game.

Beginning iOS 5 Games Development

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 73. Chapters: Blitz BASIC, AMOS, Blender, Forgotten Realms: Unlimited Adventures, Inform, Game Maker, MegaZeux, Microsoft XNA, M.U.G.E.N, WarioWare D.I.Y., Gamestudio, AgentSheets, Game Editor, Sierra's Creative Interpreter, Hollywood, Zillions of Games, Klik, DarkBASIC Professional, Scrolling Game Development Kit, 3D Construction Kit, Adventure Construction Set, ZTZ, Spore Creature Creator, GLBasic, TADS, The Quill, Adventure Game Interpreter, STOS BASIC, Corona, OHRRPGCE, GameSalad, DX Studio, Sphere, Sim RPG Maker, Kodu Game Lab, Platinum Arts Sandbox Free 3D Game Maker, 3D Rad, Pygame, Pinball Construction Set, Gmax, Fenix Project, Basic4GL, BenuGD, The Bard's Tale Construction Set, Coldstone game engine, Fighter Maker, Shoot'Em-Up Construction Kit, Intense x, Baltie, Visual3D Game Engine, Ren'Py, ShiVa, RPG creation software, Brutus2D, Family BASIC, 3D Construction Kit II, Digital Novel Markup Language, App Game Kit, The 3D Gamemaker, Tile Studio, Garry Kitchen's GameMaker, ZGameEditor, Hugo, SharpDX, Professional Adventure Writer, Graphic Adventure Creator, JigLibX,

Cocos2d, Ray Game Designer 2, Antiryad Gx, G-C++, KonsolScript, DragonBASIC, Dungeon Definition Language, CELstart, ProDG, PSX Chipmunk BASIC, Adventure Master, Adventure Definition Language, Quadruple D, Arcade Game Construction Kit. Excerpt: Blender is a Free and open-source 3D computer graphics software product used for creating animated films, visual effects, interactive 3D applications or video games. Blender's features include 3D modeling, UV unwrapping, texturing, rigging and skinning, fluid and smoke simulation, particle simulation, animating, rendering, video editing and compositing. Blender 2.4 screenshot Blender was developed as an in-house application by the Dutch animation studio NeoGeo and Not a Number Technologies (NaN). It was primarily

Motores de Audio Para Video Juegos

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

Sams Teach Yourself Unity Game Development in 24 Hours

This is it. The complete and definitive guide to Inkscape, the free, vector-based graphics editor that competes with expensive drawing programs like Adobe

Illustrator and CorelDRAW. In *The Book of Inkscape*, core Inkscape developer Dmitry Kirsanov shares his design experience and knowledge of Inkscape's inner workings as he walks you through the basics of using the program: drawing, working with objects, transformations and styling, adding text and shapes, and more. Kirsanov couples his detailed explanations with step-by-step tutorials that show you how to create business cards, animations, and technical and artistic drawings. In addition to the basics, Kirsanov teaches you how to:

- Navigate the canvas and customize your workspace and views
- Create new objects and then transform, style, clone, and combine them
- Use drawing tools, strokes, and Bézier curves
- Use gradients, patterns, filters, and path effects to liven up your work
- Use the XML Editor to view and manipulate the structure of your artwork
- Work with layers, groups, object order, and locks to control your images
- Export your artwork to various formats

This practical guide will show you how to harness Inkscape's powerful features to produce anything from a child's doodle to high-end, professional design projects. Now go ahead and draw something fun.

Mastering Blender

Offers instructions on building machines with LEGOs that can spin, swing, pivot, roll, lift, and drop.

Unity 3D Game Development by Example Beginner's Guide

The book is suitable for anybody who wants to create games in Unity. You don't need a programming background. If you love playing games and want to try your hand at creating them, this book is the place to start.

Introducing Character Animation with Blender

Slackermedia

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Unity Games by Tutorials Second Edition

The Blender Gamekit

Software is the essential enabling means for science and the new economy. It helps us to create a more reliable, flexible and robust society. But software often

falls short of our expectations. Current methodologies, tools, and techniques remain expensive and are not yet sufficiently reliable, while many promising approaches have proved to be no more than case-by-case oriented methods. This book contains extensively reviewed papers from the thirteenth International Conference on New Trends in software Methodology, Tools and Techniques (SoMeT_14), held in Langkawi, Malaysia, in September 2014. The conference provides an opportunity for scholars from the international research community to discuss and share research experiences of new software methodologies and techniques, and the contributions presented here address issues ranging from research practices and techniques and methodologies to proposing and reporting solutions for global world business. The emphasis has been on human-centric software methodologies, end-user development techniques and emotional reasoning, for an optimally harmonized performance between the design tool and the user. Topics covered include the handling of cognitive issues in software development to adapt it to the user's mental state and intelligent software design in software utilizing new aspects on conceptual ontology and semantics reflected on knowledge base system models. This book provides an opportunity for the software science community to show where we are today and where the future may take us.

The Good Folks of Lennox Valley

Learn how to build a complete 3D game using the industry-leading Unity game development engine and Blender, the graphics software that gives life to your ideas About This Book Learn the fundamentals of two powerful tools and put the concepts into practice Find out how to design and build all the core elements required for a great game - from characters to environments, to props— Learn how to integrate Artificial Intelligence (AI) into your game for sophisticated and engaging gameplay Who This Book Is For This book has been created for anyone who wants to learn how to develop their own game using Blender and Unity, both of which are freely available, yet very popular and powerful, tools. Not only will you be able to master the tools, but you will also learn the entire process of creating a game from the ground up. What You Will Learn Design and create a game concept that will determine how your game will look and how it will be played Construct 3D models of your game characters and create animations for them before importing them into the game Build the game environment from scratch by constructing the terrain and props, and eventually put it all together to form a scene Import and integrate game assets created in Blender into Unity—for example, setting up textures, materials, animation states, and prefabs Develop game structures including a game flow, user interface diagram, game logic, and a state machine Make the game characters move around and perform certain actions either through player inputs or fully controlled by artificial intelligence Create particles and visual effects to enhance the overall visual aesthetic Deploy the game for various types of platforms In Detail In the wake of the indie game development

scene, game development tools are no longer luxury items costing up to millions of dollars but are now affordable by smaller teams or even individual developers. Among these cutting-edge applications, Blender and Unity stand out from the crowd as a powerful combination that allows small-to-no budget indie developers or hobbyists alike to develop games that they have always dreamt of creating. Starting from the beginning, this book will cover designing the game concept, constructing the gameplay, creating the characters and environment, implementing game logic and basic artificial intelligence, and finally deploying the game for others to play. By sequentially working through the steps in each chapter, you will quickly master the skills required to develop your dream game from scratch. Style and approach A step-by-step approach with tons of screenshots and sample code for readers to follow and learn from. Each topic is explained sequentially and placed in context so that readers can get a better understanding of every step in the process of creating a fully functional game.

Shattered Nerves

Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone,

and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

Virtual LEGO

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

New Trends in Software Methodologies, Tools and Techniques

The tension between two systems for understanding and picturing space, the concentric and the Cartesian, is regarded by the author as the key to composition in painting, sculpture and architecture

Video Game Creation Software

Explains how to create interactive, three-dimensional animation and games with Blender, discussing topics including the Blender interface, character animation, and Python.

Mastering Unity 2D Game Development

Las nuevas consolas permiten conectarse a internet y jugar con miles de personas en linea. Ademas el aprovechamiento de los computadores para realizar esto junto con variadas medidas de seguridad ha traído de vuelta la seriedad a la industria del videojuego, previniendo en algunos casos la comercialización de productos "pirata" debido a que pierden esta funcionalidad al verse descubiertos por medio de la conexión a servidores de autenticación de los productos. Esto ha significado el crecimiento de las empresas del rubro y es el caso del sonido en los video juegos y sus áreas específicas. Esta disciplina es similar al audio en cine y TV, pero se diferencia a estas áreas por una sola etapa del proceso, la cual es única en el

rubro, la etapa de integracion. La integracion es la accion de acopiar, preparar y ordenar el audio adquirido en procesos de creacion musical, sonido directo, locuciones y foley y compilarlo mediante un lenguaje o software compatible con las aplicaciones de diseno de video juegos, que en estos casos se denominan "Middleware," porque se concentran en un etapa previa de creacion de Software. Estos son los "Motores de Audio para Video juegos.""

Unity 2018 Shaders and Effects Cookbook

The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other

studies and industry professionals grant an first-hand look into the world of indie game development

The Blender Book :

A guide to the basic and advanced concepts of Blender 2.3 covers such topics as installation, the interface, modeling, surfaces, curves, and modes.

Handbook of Dynamic System Modeling

Unity Game Development Essentials

Shattered Nerves takes us on a journey into a new medical frontier, where sophisticated, state-of-the-art medical devices repair and restore failed sensory and motor systems. In a compelling narrative that reveals the intimate relationship between technology and the physicians, scientists, and patients who bring it to life, Victor D. Chase explores groundbreaking developments in neural technology.

The Essential Blender

This book is set-by-step, example-based tutorial that provides details on gaming logic using Web GL. If you are a programmer who wants to transform the skill of blending imagination and throughput in games, this is the book for you. You need to have a good understanding of object-oriented programming, JavaScript, and vector and matrix operations.

iOS Swift Game Development Cookbook

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

The Power of the Center

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Interactive Environments with Open-Source Software

Learn How to Make Games with the Unity game engine! Unity is a popular game engine used by both by AAA studios and indie game developers alike. This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner. By the time you're finished reading this book, you will have made 4 complete mini-games, modeled your own game assets, and even played with virtual reality! These games include a twin stick shooter, a first person shooter, a 2D platformer, and tower defense game. Topics Covered in Unity Games by Tutorials: GameObjects: Learn about basic building blocks used to create your game. Components: Customize your GameObjects by the way of components. Physics: Unleash the power of the built-in physics engine. Animation: Learn how to bring your models to life through Unity's

animation system. Sound: Add depth to your games through Unity's powerful audio tools. Pathfinding: Learn about the pathfinding system to give direction to your monsters. User Interface: Provide custom user interfaces for players to use in your game. Virtual Reality: Convert one of your games to be played in Virtual Reality. Modeling: Learn the basics of Blender and how to create and animate your creations. Publishing: Learn how to export your game to your computer, web, and mobile devices. Unity 2D: A deep walkthrough on Unity's 2D system. And much more including a C# quick start guide, a Unity API overview, and saving game dat

The Official Blender Gamekit

"Virtual LEGO" introduces the reader to a suite of software that allows users to create and document computer-generated LEGO models. Written by maintainers of the official hub of LEGO model-building software, the book includes coverage of popular freeware tools such as LDraw, MLCAD, L3P, L3PAO, LPub, POV-Ray, and MegaPOV.

The Official Blender 2.3 Guide

Blender is a fast, powerful, and free 3D graphics and animation tool. The Blender Book shows you how to use Blender efficiently and creatively with clear step-by-

step tutorials that teach all aspects of this often tricky program. You'll learn how to enhance your Web sites, graphic designs, and videos with the 3D graphics and animations you'll create in Blender.

Building a Game with Unity and Blender

This is a practical hands-on book with clear instructions and lot of code examples. It takes a simple approach, guiding you through different architectural topics using realistic sample projects.

Art and Technology

A guide to the 3D design tool covers such topics as object manipulation and animation, materials and texturing, lighting, rendering, character rigging, and node-based composition.

An Introduction to Programming in Emacs Lisp

"The challenge of how to integrate art and technology in education faces educators all around the world. Approaches for addressing this challenge in ways that enhance the learner's educational experience can be found in different cultures

and in different disciplines. Embracing the idea of collaboration among art and technology educators and practitioners, was what Menano and Fidalgo proposed to the authors of the chapters in this book. This book presents ideas that help educators to re-evaluate and re-think how to approach art and technology in the educational setting and offers solutions to develop new experiences for students and communities. Each chapter presents teaching practices and successful activities that address the challenges facing art and technology education professionals. Along with descriptions of the learners, the settings, the schools and the communities in which they work, the authors share their thoughts and concerns about the changing educational landscape around them. The authors are respected and experienced instructors who are engaged with the use of art and technology and each chapter reflects the authors' diverse practices, their students at different educational levels, and the different educational and socio-cultural contexts in which the learning and teaching takes place. The authors hope that the varied approaches presented in this book will motivate educators to connect beyond the classroom as well as to embrace new strategies and think more creatively and broadly about educational practices."

Unity 3.x Game Development Essentials

Wolfgang Höhl, an architecture software specialist, shows you how to use freeware correctly for architecture visualizations in 'Interactive Ambient'. The book begins

with an overview of real-time visualization possibilities before showing the reader how to work with three free software packages. The guide describes the appropriate hardware and the system requirements. The reader will learn how to model the "Wolkenbügel" (cloud-iron) of the avant-garde architect Mart Stam (1924/25) step by step with Blender 2.43. Readers will also learn to design surface textures and create their own interactive 3D walk through. Dart 3.0 enables the reader to create an interactive construction mass model. Finally, ARToolKit 2.7.2 shows readers new ways of simulating their interior designs. Further reading lists, web links and numerous illustrations help the reader get started. 'Interactive Ambient' shows readers interactive architecture visualization possibilities and encourages them to experiment successfully.

3D for iPhone Apps with Blender and SIO2

Unity Android Game Development by Example Beginner's Guide consists of different game application examples. No prior experience with programming, Android, or Unity is required. You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity. Great for developers new to Unity, Android, or both, this book will walk you through everything you need to know about game development for the Android mobile platform. No experience with programming, Android, or Unity is required. Most of the assets used in each chapter project are provided with the book, but it is

assumed that you have some access to basic image and model creation software. You will also need access to an Android powered device.

Create Your Own 3D Games with Blender Game Engine

Bring realism to your games by mastering post-processing effects and advanced shading techniques in Unity 2018 Key Features Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy-to-follow examples Create stunning visual effects that can be used in 3D games Book Description Since their introduction to Unity, shaders have been seen as notoriously difficult to understand and implement in games. Complex mathematics has always stood in the way of creating your own shaders and attaining the level of realism you crave. Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe-based guide to creating shaders using Unity. It will show you everything you need to know about vectors, how lighting is constructed with them, and how textures are used to create complex effects without the heavy math. This book starts by teaching you how to use shaders without writing code with the post-processing stack. Then, you'll learn how to write shaders from scratch, build up essential lighting, and finish by creating stunning screen effects just like those in high-quality 3D and mobile games. You'll discover techniques, such as normal mapping, image-based lighting, and animating your models inside a shader. We'll explore how to use physically based rendering to

treat light the way it behaves in the real world. At the end, we'll even look at Unity 2018's new Shader Graph system. With this book, what seems like a dark art today will be second nature by tomorrow. What you will learn

- Understand physically based rendering to fit the aesthetic of your game
- Write shaders from scratch in ShaderLab and HLSL/Cg
- Combine shader programming with interactive scripts to add life to your materials
- Design efficient shaders for mobile platforms without sacrificing their realism
- Use state-of-the-art techniques, such as volumetric explosions and fur shading
- Master the math and algorithms behind the most used lighting models
- Understand how shader models have evolved and how you can create your own

Who this book is for
Unity Shaders and Effects Cookbook is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required to get the most from this book.

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