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**Blade Runner** [Hachette UK](#) World War Terminus had left the Earth devastated. Through its ruins, bounty hunter Rick Deckard stalked, in search of the renegade replicants who were his prey. When he wasn't retiring them with his laser weapon, he dreamed of owning a live animal -- the ultimate status symbol in a world all but bereft of animal life. Then Rick got his chance: the assignment to kill six Nexus-6 targets, for a huge reward. But in Deckard's world things were never that simple, and his assignment quickly turned into a nightmare kaleidoscope of subterfuge and deceit -- and the threat of death for the hunter rather than the hunted... **Blade Runner** [Routledge](#) Ridley Scott's **Blade Runner** is widely regarded as a "masterpiece of modern cinema" and is regularly ranked as one of the great films of all time. Set in a dystopian future where the line between human beings and 'replicants' is blurred, the film raises a host of philosophical questions about what it is to be human, the possibility of moral agency and freedom in 'created' life forms, and the capacity of cinema to make a genuine contribution to our engagement with these kinds of questions. This volume of specially commissioned chapters systematically explores and addresses these issues from a philosophical point of view. Beginning with a helpful introduction, the seven chapters examine the following questions: How is the theme of death explored in **Blade Runner** and with what implications for our understanding of the human condition? What can we learn about the relationship between emotion and reason from the depiction of the 'replicants' in **Blade Runner**? How are memory, empathy, and moral agency related in **Blade Runner**? How does the style and 'mood' of **Blade Runner** bear upon its thematic and philosophical significance? Is **Blade Runner** a meditation on the nature of film itself? Including a brief biography of the director and a detailed list of references to other writings on the film, **Blade Runner** is essential reading for students - indeed anyone - interested in philosophy and film studies. Contributors: Colin Allen, Peter Atterton, Amy Coplan, David Davies, Berys Gaut, Stephen Mulhall, C. D. C. Reeve. **The Blade Runner Experience The Legacy of a Science Fiction Classic** [Columbia University Press](#) Since its release in 1982, Ridley Scott's **Blade Runner**, based on Philip K. Dick's novel *Do Androids Dream of Electric Sheep?*, has remained a cult classic through its depiction of a futuristic Los Angeles; its complex, enigmatic plot; and its underlying questions about the nature of human identity. **The Blade Runner Experience: The Legacy of a Science Fiction Classic** examines the film in a broad context, examining its relationship to the original novel, the PC game, the series of sequels, and the many films influenced by its style and themes. It investigates **Blade Runner** online fandom and asks how the film's future city compares to the present-day Los Angeles, and it revisits the film to pose surprising new questions about its characters and their world. **The Bladerunner** [Simon and Schuster](#) Billy Gimp was a bladerunner . . . one of the shadowy procurers of illegal medical supplies for the rapidly expanding, nightmare world of the medical black market. Doc was a skilled surgeon at a government-operated hospital by day . . . and an underground physician by night, providing health care for the multitudes who could not - or would not - qualify for legal medical assistance. Trapped by Health Control Police, Billy Gimp knew he had to warn Doc that they were closing in on him. But something even more deadly than the law had already made its first move . . . a new plague that Health Control could not handle! **Philosophy and Blade Runner** [Springer](#) **Philosophy and Blade Runner** explores philosophical issues in the film **Blade Runner**, including human nature, personhood, identity, consciousness, free will, morality, God, death, and the meaning of life. The result is a novel analysis of the greatest science fiction film of all time and a unique contribution to the philosophy of film. **Blade Runner 2049 A Philosophical Exploration** [Routledge](#) Widely acclaimed upon its release as a future classic, Denis Villeneuve's **Blade Runner 2049** is visually stunning, philosophically profound, and a provocative extension of the story in Ridley Scott's **Blade Runner**. Containing specially commissioned chapters by a roster of international contributors, this fascinating collection explores philosophical questions that abound in **Blade Runner 2049**, including: What distinguishes the authentically "human" person? How might natality condition one's experience of being-in-the-world? How might shared memories feature in the constitution of personal identities? What happens when created beings transcend the limits intended in their design? What (if anything) is it like to be a hologram? Can artificial beings participate in genuinely romantic relationships? How might developing artificial economics impact our behaviour as prosumers? What are the implications of techno-human enhancement in an era of surveillance capitalism? Including a foreword by Denis Villeneuve, **Blade Runner 2049: A Philosophical Exploration** is essential reading for anyone interested in philosophy, film studies, philosophy of mind, psychology, gender studies, and conceptual issues in cognitive science and artificial intelligence. **Blade Runner** [Columbia University Press](#) More than just a box office flop that resurrected itself in the midnight movie circuit, **Blade Runner (1982)** achieved extraordinary cult status through video, laserdisc, and a five-disc DVD collector's set. **Blade Runner** has become a network of variant texts and fan speculations a franchise created around just one film. Some have dubbed the movie "classroom cult" for its participation in academic debates, while others have termed it "meta-cult," in line with the work of Umberto Eco. The film has also been called "design cult," thanks to Ridley Scott's brilliant creation of a Los Angeles in 2019, the graphics and props of which have been recreated by devoted fans. **Blade Runner** tests the limits of this authenticity and artificiality,

challenging the reader to differentiate between classic and flop, margin and mainstream, true cult and its replicants. **Retrofitting Blade Runner Issues in Ridley Scott's Blade Runner and Philip K. Dick's Do Androids Dream of Electric Sheep?** [Popular Press](#) This book of essays looks at the multitude of texts and influences which converge in Ridley Scott's film Blade Runner, especially the film's relationship to its source novel, Philip K. Dick's Do Androids Dream of Electric Sheep? The film's implications as a thought experiment provide a starting point for important thinking about the moral issues implicit in a hypertechnological society. Yet its importance in the history of science fiction and science fiction film rests equally on its mythically and psychologically resonant creation of compelling characters and an exciting story within a credible science fiction setting. These essays consider political, moral and technological issues raised by the film, as well as literary, filmic, technical and aesthetic questions. Contributors discuss the film's psychological and mythic patterns, important political issues and the roots of the film in Paradise Lost, Frankenstein, detective fiction, and previous science fiction cinema. **Blade Runner** [Harvill Press](#) Science fiction-roman om livet på Jorden efter en altødelæggende krig, hvor de få overlevende kommer i konflikt med de menneskelignende robotter, androider, som de selv har skabt **Blade Runner** [Bloomsbury Publishing](#) Ridley Scott's dystopian classic Blade Runner, an adaptation of Philip K. Dick's novel, Do Androids Dream of Electric Sheep?, combines noir with science fiction to create a groundbreaking cyberpunk vision of urban life in the twenty-first century. With replicants on the run, the rain-drenched Los Angeles which Blade Runner imagines is a city of oppression and enclosure, but a city in which transgression and disorder can always erupt. Graced by stunning sets, lighting, effects, costumes and photography, Blade Runner succeeds brilliantly in depicting a world at once uncannily familiar and startlingly new. In his innovative and nuanced reading, Scott Bukatman details the making of Blade Runner and its steadily improving fortunes following its release in 1982. He situates the film in terms of debates about postmodernism, which have informed much of the criticism devoted to it, but argues that its tensions derive also from the quintessentially twentieth-century, modernist experience of the city - as a space both imprisoning and liberating. In his foreword to this special edition, published to celebrate the 20th anniversary of the BFI Film Classics series, Bukatman suggests that Blade Runner 's visual complexity allows it to translate successfully to the world of high definition and on-demand home cinema. He looks back to the sciencefiction tradition of the early 1980s, and on to the key changes in the 'final' version of the film in 2007, which risk diminishing the sense of instability created in the original. **Blade Runner 2049 - Interlinked - The Art** [Titan Books \(US, CA\)](#) The official art book for Blade Runner 2049 and a companion volume to The Art and Soul of Blade Runner 2049. Film audiences experienced a bold, breathtaking vision of the future in 1982's ground-breaking Blade Runner. With the critically acclaimed Blade Runner 2049, director Denis Villeneuve returned to that world, as a young blade runner's discovery of a long-buried secret leads him to track down former blade runner Rick Deckard, who's been missing for thirty years. A companion to The Art and Soul of Blade Runner 2049, Interlinked offers an unprecedented look into the creative process that went into making Blade Runner 2049, illustrating how director Villeneuve and his team took Scott's 1982 movie as a starting point and expanded the world by creating a new visual language infused with the original Blade Runner DNA. **Future Noir The Making of Blade Runner** [Orion](#) This is an insider's account of the making of "Blade Runner", arguably the most influential science fiction film ever made. It was a seven-year odyssey which tested the nerve and imagination of the most innovative writers, producers, special effects technicians and set designers in the industry. **Blade Runner 2049: The Storyboards** [Titan Books \(US, CA\)](#) Blade Runner 2049: The Storyboards is the only book presenting all of the storyboards from the film. In 1982, film audiences experienced a bold new depiction of the future with the ground-breaking Blade Runner, which was fundamental in establishing the still-vibrant Cyberpunk movement. With the critically acclaimed Blade Runner 2049, director Denis Villeneuve further explored that unique "future noir" world, this time following a young blade runner whose discovery of a long-buried secret leads him to track down former blade runner Rick Deckard--the protagonist of the first film--who's been missing for some thirty years. **Blade Runner 2049: The Storyboards** is a celebration of the rarely-seen artwork that was key in building the harsh, yet strangely beautiful, environments in the film. This remarkable book presents a fresh look at Blade Runner 2049, including scenes that were later altered or cut out entirely, along with new, in-context commentary from storyboard artists Sam Hudecki and Darryl Henley throughout. **Blade Runner Future Noir The Making of Blade Runner** [Orion Publishing Company](#) The fascinating story of the making of the most influential SF film ever made, republished to coincide with the film's cinematic re-release. It contains exclusive production photos; an exclusive interview with Ridley Scott, cast interviews - including an entirely new interview with Harrison Ford - one of the very last interviews make with Philip K. Dick, and a complete annotated bibliography. **Future Noir Revised & Updated Edition The Making of Blade Runner** [Dey Street Books](#) Rediscover the groundbreaking magic of Blade Runner with this revised and updated edition of the classic guide to Ridley Scott's transformative film—and published in anticipation of its sequel, Blade Runner 2049, premiering October 2017 and starring Ryan Gosling, Jared Leto, Robin Wright, and Harrison Ford. Ridley Scott's 1992 "Director's Cut" confirmed the international film cognoscenti's judgment: Blade Runner, based on Philip K. Dick's brilliant and troubling science fiction masterpiece Do Androids Dream of Electric Sheep?, is the most visually dense, thematically challenging, and influential science fiction film ever made. Future Noir offers a deeper understanding of this cult phenomenon that is storytelling and visual filmmaking at its best. In this intensive, intimate and anything-but-glamorous behind-the-scenes account, film insider and cinephile Paul M. Sammon explores how Ridley Scott purposefully used his creative genius to transform the work of science fiction's most uncompromising author into a critical sensation, a commercial success, and a cult classic that would reinvent the genre. Sammon reveals how the making of the original Blade Runner was a seven-year odyssey that would test the stamina and the imagination of writers, producers, special effects wizards, and the most innovative art directors and set designers in the industry at the time it was made. This revised and expanded edition of Future Noir includes: An overview of Blade Runner's impact on moviemaking and its acknowledged significance in popular culture since the book's original publication An exploration of the history of Blade Runner: The Final Cut and its theatrical release in 2007 An up-close

look at its long-awaited sequel **Blade Runner 2049** A 2007 interview with Harrison Ford now available to American readers Exclusive interviews with Rutger Hauer and Sean Young A fascinating look at the ever-shifting interface between commerce and art, illustrated with production photos and stills, **Future Noir** provides an eye-opening and enduring look at modern moviemaking, the business of Hollywood, and one of the greatest films of all time. **Blade Runner: Origins Vol. 1: Products** [Titan Books \(US, CA\)](#) Travel to the world of **Blade Runner 2009** and discover the origins of the **BLADE RUNNER DIVISION**. When a Tyrell Corporation scientist working on an experimental new type of Replicant is discovered dead in her laboratory, the victim of an apparent suicide, LAPD detective **CAL MOREAU** is called in to investigate. What he uncovers is a conspiracy of silence so deadly it could change the world as he knows it. Set ten years before the events of the first **Blade Runner** film, this is the world on the cusp of environmental collapse, and the beginning of the mass Off-world migration to the Off-world colonies. Through its rain-soaked streets, LAPD Detective **CAL MOREAU**, a PTSD sufferer, must travel as he attempts to unravel the truth behind a seemingly routine suicide that soon reveals itself to be just the thin end of a vast conspiracy, one that runs to the very top of the Tyrell Corporation tower. **Blade runner** Ridley Scott : 1982 En 1982, Ridley Scott réalisait le film de science-fiction le plus important de l'histoire du cinéma après 2001, l'odyssée de l'espace de Stanley Kubrick. 35 ans plus tard, perenne n'a fait mieux. Voici son histoire. **Blade Runner 2019: Vol. 1: Los Angeles** [Titan Books \(US, CA\)](#) Winner of the 2020 **SCRIBE AWARD** for best Graphic Novel, this critically acclaimed graphic novel, is the official sequel to the cult classic 1982 science fiction film directed by Ridley Scott. Co-written by Michael Green, the Academy Award nominated screenwriter of **Logan**, **Blade Runner 2049**, and **Murder on the Orient Express**. Return to the original rain-soaked dystopic world of Los Angeles, 2019. A hardboiled future noir world of renegade Replicants, deadly femme fatales, Spinners and bloody, violent death! There's a new **Blade Runner** in town, and she's out for blood. Replicant blood. When a rich industrialist's wife and young daughter go missing, seemingly the victims of a Replicant kidnapping, **Blade Runner Ash** is called in to rescue them before they end up on a slab or worse. As Ash's investigation deepens she uncovers a shocking secret that could very well end up costing her her life. **Blade Runner reloaded** **Blade Runner** [Random House](#) At 11 months old, Oscar Pistorius had both his legs amputated below the knee. 'Blade Runner' charts the extraordinary development of one of the most gifted sportsmen and inspirational figures on the planet from immobilised child to world-class sprinter. **Blade Runner 3 Replicant Night** Rick Deckard has sold his story to a young Turk film director, Urbenton and shooting is scheduled at an orbital station off planet. Watching his past hunt for the replicants being repeated on the set is doing weird things to his mind. As soon as filming is over he is going straight back to Mars where he has been living incognito with Sarah Tyrell. But before corporation loyalists determined to resurrect the vanquished company. **Brave New World** by Aldous Huxley and **Blade Runner: the Director's Cut** Directed by Ridley Scott [Pascal Press](#) **Blade Runner 2049** and **Philosophy This Breaks the World** [Open Court Publishing](#) **Blade Runner 2049** is a 2017 sequel to the 1982 movie **Blade Runner**, about a world in which some human-looking replicants have become dangerous, so that other human-looking replicants, as well as humans, have the job of hunting down the dangerous models and "retiring" (destroying) them. Both films have been widely hailed as among the greatest science-fiction movies of all time, and Ridley Scott, director of the original **Blade Runner**, has announced that there will be a third **Blade Runner** movie. **Blade Runner 2049** and **Philosophy** is a collection of entertaining articles on both **Blade Runner** movies (and on the spin-off short films and **Blade Runner** novels) by twenty philosophers representing diverse backgrounds and philosophical perspectives. Among the issues addressed in the book: What does **Blade Runner 2049** tell us about the interactions of state power and corporate power? Can machines ever become truly conscious, or will they always lack some essential human qualities? The most popular theory of personhood says that a person is defined by their memories, so what happens when memories can be manufactured and inserted at will? We already interact with non-human decision-makers via the Internet. When embodied AI becomes reality, how can we know what is human and what is simulation? Does it matter? Do AI-endowed human-looking replicants have civil and political rights, or can they be destroyed whenever "real" humans decide they are inconvenient? The blade runner Deckard (Harrison Ford) appears in both movies, and is generally assumed to be human, but some claim he may be a replicant. What's the evidence on both sides? Is Niander Wallace (the-mad-scientist-cum-evil-corporate-CEO in **Blade Runner 2049**) himself a replicant? What motivates him? What are the impacts of decision-making AI entities on the world of business? Both **Blade Runner** and **Blade Runner 2049** have been praised for their hauntingly beautiful depictions of a bleak future, but the two futures are very different (and the 2019 future imagined in the original **Blade Runner** is considerably different from the actual world of 2019). How have our expectations and visions of the future changed between the two movies? The "dream maker" character Ana Stelline in **Blade Runner 2049** has a small but pivotal role. What are the implications of a person whose dedicated mission and task is to invent and install false memories? What are the social and psychological implications of human-AI sexual relations? **The Art and Soul of Blade Runner 2049 - Revised and Expanded Edition** [Titan Books \(US, CA\)](#) **The Art and Soul of Blade Runner 2049 - Revised and Updated Edition** adds 16 pages of new content to the original book, including new cast interviews and previously unseen photography that covers many of the film's 'spoiler' scenes. In 1982's ground-breaking science-fiction film **Blade Runner**, the world saw a vision of the future so bold and breathtaking it remains at the forefront of pop culture. Thirty-five years later, many of the world-renowned original cast and crew made a thrilling return to that world. Their journey is chronicled with captivating detail in this official visual guide to **Blade Runner 2049**, presented in an oversized and luxe full-colour format. The author documented the film's production for two years, with unprecedented access to the creative process that brought this epic film to life. Exclusive concept art, storyboards, behind-the-scenes photography, and production stills are accompanied by fascinating insights and interviews by the cast and crew. **The Art and Soul of Blade Runner 2049 - Revised and Expanded Edition** updates the original version of the book by adding 16 pages of new content, featuring new interviews with cast and crew covering the movie's spoiler scenes. **Ridley Scott Blade runner Postmodern Metanarratives** **Blade Runner and Literature in the Age of Image** [Springer](#) **Postmodern Metanarratives** investigates the

relationship between cinema and literature by analyzing the film *Blade Runner* as a postmodern work that constitutes a landmark of cyberpunk narrative and establishes a link between tradition and the (post)modern. *Blade Runner Replicant night Spectra* Entangled in the making of a movie about his own life, android hunter Rick Deckard must deliver a briefcase with secret information about android revolution on Earth to the outer colonies before he is tracked down and killed. Reprint. *Lacanian Perspectives on Blade Runner 2049 Springer Nature* This book provides a collection of Lacanian responses to Denis Villeneuve's *Blade Runner 2049* from leading theorists in the field. Like Ridley Scott's original *Blade Runner* film, its sequel is now poised to provoke philosophical and psychoanalytic arguments, and to provide illustrations and inspiration for questions of being and the self, for belief and knowledge, the human and the post-human, amongst others. This volume forms the vanguard of responses from a Lacanian perspective, satisfying the hunger to extend the theoretical considerations of the first film in the various new directions the second film invites. Here, the contributors revisit the implications of the human-replicant relationship but move beyond this to consider issues of ideology, politics, and spectatorship. This exciting collection will appeal to an educated film going public, in addition to students and scholars of Lacanian psychoanalysis, psychoanalytic theory, cultural studies, film theory, philosophy and applied psychoanalysis. *Blade Runner 2019 Volume 1: Los Angeles Titan Comics* From the rain-soaked dystopian future of Los Angeles comes a new saga set in the world of *Blade Runner*. LAPD's best *Blade Runner* and detective, Aahna 'Ash' Ashina, has been assigned to investigate the mysterious disappearance of Isobel and Cleo Selwyn, the wife and daughter of business tycoon Alexander Selwyn - a close personal friend of Eldon Tyrell. Ash's search will take her on a journey deep into the crime-ridden underbelly of Los Angeles - a slowly decaying megacity - as she uncovers a terrible secret and a desperate conspiracy that forces her to confront her own hatred for Replicants - the synthetic humans - that she hunts and kills with such vengeance. Collects *Blade Runner 2019 #1-4*. "Blade Runner 2019 hits the ground running in what looks to be a must-read new entry in the franchise." - AIPT! "A worthy new *Blade Runner* tale with a new, very interesting lead character." - Newsarama *Blade Runner 2 The Edge of Human Spectra* In the dark, steamy streets of Los Angeles, a bounty hunter tracks renegade androids. The hunter's work is complicated by having to find a way of prolonging the life of his android love who is programmed to live only four years. A sequel to the movie, rather than the book. *Blade Runner T & B Editores* *Blade Runner A Movie : [novel]* In this trenchant science-fiction screen treatment written in the mid-1970s, William S. Burroughs outlines the coming medical-care apocalypse: a Dante-esque horror show brought to a boil by a mutated virus and right-wing politics, set in a future all too near. The author of *Naked Lunch*, *Junky*, *Port of Saints*, *Cities of the Red Night*, *Queer*, and *Exterminator* treats this topical story in ultimate terms, with the dry, sophisticated humor he has mastered like no other modern writer. *Blade Runner 2 The Edge of Human* The first sequel to the major movie spectacular, *Blade Runner*, *The Edge of Human* has been commissioned by Orion and authorised by the Philip K Dick Trust and The *Blade Runner* Partnership. It is written by a writer who worked alongside Dick in the years prior to his tragically early death. It answers a lot of the questions left hanging by the movie and yet remains true to the spirit of the original Philip K Dick story *Do Androids Dream of Electric Sheep*. Rick Deckard is living with his replicant lover, Rachael, in the rural backwoods of North America. They eke out their remaining days together with Rachael spending most of the time in cryogenic suspension. Out of the blue Deckard is snatched away and dumped back in LA with more questions than answers. Why is he on a murder rap? Who is the sixth replicant? and is Sarah Tyrell, Rachael's double, to be trusted? *Blade Runner Eye & talon Weidenfeld & Nicolson* Fully authorised by the estate of Philip K. Dick and written by the author they felt best equipped to take forward the vision of one of the great names in SF, *BLADE RUNNER 4: BEYOND ORION* combines the dark imagery, paranoia, tension and pace of Dick's original novel and the cinematic genius of Ridley Scott in a novel that takes the *Blade Runner* series into a new millennium. *Blade Runner* has become one of the most recognisable and well loved brands in SF and K.W. Jeter has only added to its reputation and impact. *All Those Moments Stories of Heroes, Villains, Replicants, and Blade Runners Harper Collins* He came to mainstream prominence as a machine more human than his creators in *Blade Runner*, terrified us as a hitchhiker bent on his own death and the death of anyone who got in his way in *The Hitcher*, and unforgettably portrayed a lonely king roaming the night as a wolf and pining for the love of a hawk during the day in *Ladyhawke*. Rutger Hauer has dazzled audiences for years with his creepy, inspiring, and villainous portrayals of everyone from a cold-blooded terrorist in *Nighthawks* to a blind martial arts master in *Blind Fury*, but his movie career was nothing compared to his real-life adventures of riding horses, sword fighting, and leaving home at fifteen to scrub decks on a freighter and explore the world. From poverty to working with a traveling theater troupe to his breakout European performance in *Turkish Delight* and working with legendary directors such as Paul Verhoeven (*RoboCop* and *Basic Instinct*) and Ridley Scott (*Alien* and *Gladiator*), Hauer has collected *All Those Moments* here. The question of humanity in the film "*Blade Runner*". Is there still a difference between man and machine? *GRIN Verlag* Seminar paper from the year 2015 in the subject Film Science, grade: 1,0, University of Wuppertal, language: English, abstract: This paper examines the question of humanity in the film "*Blade Runner*". The question of humanity represents a central theme in this science fiction film, directed by Ridley Scott and released in 1982. "*Blade Runner*", which is set in Los Angeles in the year 2019, narrates the story of Rick Deckard, who is part of a specific police force, named the blade runners. The futuristic society of 2019 has developed the technology to create replicants, human-like androids, designed by Eldon Tyrell and the Tyrell Corporation. Fearing that the replicants could become too human, they are banned on earth and live in off-world colonies. The blade runners are in charge of tracking down and retiring (killing) those replicants illegitimately residing on earth. *Witness X 'Silence of the Lambs meets Blade Runner' Stephen Baxter Hachette UK* "Silence of the Lambs meets *Blade Runner*. A dark and gripping crime novel set in a convincing near future - SE Moorhead is the future of crime writing." *STEPHEN BAXTER SOME CRIMES CAN'T BE SOLVED IN ONE LIFETIME. THE PAST*. Fourteen years ago, the police caught a notorious serial killer who abducted two victims during the month of February. He was safe behind bars. Wasn't he? *THE PRESENT*. But when another body is discovered, the race is on to catch the real killer before he abducts his second victim. Neuropsychologist Kyra Sullivan

fighters to use a new technology that accesses the minds of the witnesses. **THE FUTURE.** Will Kyra discover the person behind the murders, and if so, at what cost? And how far will she go to ensure justice is served? This is the story of how Kyra tries to save a past she cannot change and a future she cannot allow. A genre-bending thriller for readers who enjoy books by Clare North, Stephen King and John Marrs. 'A fast-paced, near-future, psycho-thriller, Witness X has got 'soon to be a Netflix series' written all over it.' Reader review 'Thrilling, unnerving but ultimately satisfying - you will not be disappointed.' Reader review [The Art of Blade Runner: Black Lotus Titan Books \(US, CA\)](#) [The Art of Blade Runner: Black Lotus](#) is a study and celebration of the artwork that went into making the first ever Blade Runner animated series. [The Art of Blade Runner: Black Lotus](#) is a study and celebration of the artwork that went into making the first ever Blade Runner animated series. Concept art, sketchwork, pre-viz, animation tests, final frames and more, are paired alongside interviews with the masterminds behind the show to give fans the full story of Black Lotus. Respected co-directors Shinji Aramaki and Kenji Kamiyama provide an exclusive, in-depth interview that explores their relationship with the Blade Runner universe, and their intimate analyses of and inspiration behind the characters. Alcon producers describe the creative journey, that spans many years prior, behind what they envisioned for the story, how Black Lotus would fit in the wider Blade Runner narrative, and who they wanted the protagonist to be. The writers explain how they conceptualised the characters and the voice actors share their personal journeys and light-hearted anecdotes on how they brought those characters to life. The lighting and animation team also share how they captured Blade Runner's cyberpunk visual and auditory palette in a new medium for the franchise: anime. This book is illustrated to the brim with concept art that is beautifully vivid and presented in a gallery format throughout the book; organised chronologically by character, location, and event as they are introduced in the show. Readers will be able to breeze through this companion guide as they watch the show for a deeper, richer, and more personal viewing experience. At the back of the book, you'll find never-before-seen sketches of the Black Out short films that accompanied Blade Runner 2049. [Blade Runner: Origins Volume 1 Products Titan Comics Los Angeles, 2009](#) When the body of a Tyrell Corporation scientist working on an experimental new type of Replicant is discovered in her laboratory, an apparent suicide, LAPD detective Cal Moreaux is assigned to the case. Determined to find the truth behind the seemingly routine suicide, he encounters a deadly conspiracy within the Tyrell Corporation itself. Set ten years before the events of the critically acclaimed Blade Runner 2019 comic book series and the original Ridley Scott film, this in-canon prequel sees the birth of the Blade Runner department and introduces a new hero to the Blade Runner pantheon. Featuring stunning art by Fernando Dagnino and Marco Lesko, and a gripping story by K. Perkins & Mellow Brown, and Mike Johnson. "It is simply perfect! An absolute must-have for Blade Runner and cyberpunk fans alike." - Big Comic Page "From the distinct cityscape to the 1920s look of the police station, it looks perfect. Top marks to the art team." - The Pullbox