50 Art Ideas You Really Need To Know

World History: 50 Key Milestones You Really Need to Know
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50 Art Ideas You Really Need To Know

Read Book 50 Art Ideas You Really Need To Know

World History: 50 Key Milestones You Really Need to Know

The Short Story of Art is a new and innovative introduction to the subject of art. Simply constructed, the book explores 50 key works, from the wall paintings of Lascaux to contemporary installations, and then links these to sections on art movements, themes, and techniques. The design of the book allows the student or art enthusiast to easily navigate their way around key periods, artists and styles. Accessible and concise, it simplifies and explains the most important and influential concepts in art, and shows how they are linked. The book explains how, why, and when art changed, who introduced certain things, what they were, where they were produced, and whether they matter. It demystifies artistic jargon, giving readers a thorough understanding and broad enjoyment of art.

50 Quantum Physics Ideas You Really Need to Know

A guide to everything you need and want to know about quantum physics, how our universe works and our existence in it. Quantum physics is the most cutting-edge, important and fascinating area of modern science. We have all heard of Einstein's theory of relativity and Schrodinger's Cat - but do we really understand the mind-bending theories of our universe? In 50 concise chapters, J. Ianne Baker covers the foundation concepts of quantum physics and moves on to present clear explanations of complex theories and their advanced applications - from string theory to black holes, and quarks to quantum computing. With informative two-colour illustrations alongside key ideas in straightforward, bite-sized chunks, this book will teach you everything you need to know about quantum physics - and challenge the way you understand the world. The ideas explored include: Theory of relativity; Schrodinger's cat; Nuclear forces: fusion and fission; Antimatter; Superconductivity.

50 Philosophy Ideas You Really Need to Know

From the Pyramids of Giza to the Guggenheim, this lively guide explains the key concepts and inventions in architecture clearly and concisely. Exploring the myriad ways in which the built environment is shaped and created, readers will gain a new and informed appreciation for architecture, from the classical orders of Vitruvius--Doric, Ionic and Corinthian--to the most recent contemporary trends. Philip Wilkinson offers expert introductions to the most important architectural movements and styles throughout history, as well as describing some of the greatest architects' most important and representative works. So, if you've ever wondered when a building is just a building or art, or want to know more about Gothic vaults, trusses and arches, this is the perfect introduction.

50 Psychological Ideas You Really Need to Know

This book has been compiled from the following titles: How to draw babies and children, How to draw faces, How to draw hands and feet, How to draw people in action.

50 Political Ideas You Really Need to Know

Following on from her bestselling book How to Survive Modern Art, Susie Hodge once again tackles a dauntingly complex subject: how can we evaluate, explore and respond to art? With the power to affect us all, art can be enjoyed in many different ways. Its impact can be both straightforward and unexpected. It can change our minds or our attitudes, provoke anger or shock, or make us laugh or cry. It can intimate, disconcert, pose conundrums or puzzles, or instruct or enlighten. Ultimately, it offers a window on society's values and ideals, and every work of art expresses the perceptions and memories of the artist who created it. In her characteristically engaging style, Susie Hodge shows us how to interpret and respond to a broad variety of artwork and artists' philosophies. This enormously stimulating book enriches our experience of art, and in the process enhances our own creativity.

50 Science Ideas You Really Need to Know

People often complain that in history lessons at school they were taught just a few topics - the Romans, the Tudors, the Nazis - and how they have no idea at all about what happened in between. To remedy this, World History: 50 Key Milestones You Really Need to Know offers brief and stimulating outlines of key developments in the history of the world, from the beginning of agriculture 10,000 years ago to the attack on the Twin Towers on 9/11. Each essay is accompanied by a detailed time line of dates and events, and the flavour of the period concerned is brought to life by selected contemporary quotations from figures as diverse as Aristotle, Saladin, Christopher Columbus, Suleiman the Magnificent, Galileo, Voltaire, Thomas J efferson, Mary Wollstonecraft, Napoleon, Abraham Lincoln and Winston Churchill. In addition, box features throw light on a range of related topics, from Confucianism and the state to Alexander the Great's horse, and from Islamic science to the Enigma code and the atomic bomb.

50 Chemistry Ideas You Really Need to Know

Bring out your child's creativity and imagination with more than 60 artful activities in this completely revised and updated edition Art making is a wonderful way for young children to tap into their innate desire to express themselves, all while strengthening their fine motor skills and developing self-confidence. The Artful Parent has all the tools and information you need to encourage creative activities for ages one to eight. From setting up a studio space in your home to finding the best art materials for children, this book gives you all the information you need to get started. You'll learn how to: * Pick the best materials for your child's age and learn to make your very own * Prepare art activities to ease children through transitions, engage the most energetic of kids, entertain small groups, and more * Encourage artful living through everyday activities * Foster a love of creativity in your family

50 Human Brain Ideas You Really Need to Know

The Great Artists introduces readers to 100 of the world's most important artists, from the 13th century to the present, concentrating on their lives, works, ideas, influences, artistic development, contributions, creative output and where they fit in history. Concise and readable, The Great Artists is an interesting, informative and authoritative history of 700 years of fine art for the general reader. Written with verve and passion, Susie Hodge presents, in chronological order, elegant and
often affectionate biographical profiles of 100 of the greatest artists in the history of art. The biographies not only describe the life, development and creations of each artist, but also set these visual composers and their compositions within a broader historical and cultural context. Furthermore, shortlists of ‘must-see’ masterpieces for each artist give the reader all the information they need to appreciate and understand great art. From the great artists of the high renaissance art to the Dutch masters, and from the rococo and neoclassical movements of the 18th century to romanticism, modernism and contemporary art, the lives of the great artists are as varied and multifaceted as the works of creative genius they produced. A selection of featured artists includes: Mantegna, El Greco, Picasso, Turner, Seurat, Bellini, Caravaggio, Leighton, Constable, Mucha, Botticelli, Rubens, Manet, Ingres, Klimt, Bosch, Gentilechi, Degas, Gris, Picasso, Munch, da Vinci, Poussin, Whistler, Corot, Kandinsky, Grohewold, Velázquez, Horner, Hiroshige, Matisse, Dufy, Rembrandt, Cézanne, Delacroix, Mondrian, Michelangelo, Steenwyck, Monet, Millet, Malevich, Raphael, de Hooch, Rodin, Courbet, Klee, Titian, Vermeer, Renoir, Bourguereau, Marc, Hollein, Canaletto, Gaugin, Rossetti, Picasso, Brionzino, Hogarth, van Gogh, Milhauds, Hopper.

50 Ideas You Really Need to Know

50 Ideas You Really Need to Know offers a clear path through the conceptual and denominational thickets of general religion. Award-winning religious affairs correspondent Peter Stanford begins with an examination of sacred texts, the divine principle and good and evil, before moving on to a discussion of the different traditions within Christianity, Islam and Judaism and the myriad traditions of the East.

How to Draw: People

"There are more than 50 creative prompts for the artist (or artist at heart) to explore. Take the title of this book as affirmation, and get started." —Fast Company

More than 50 assignments, ideas, and prompts to expand your world and help you make outstanding new things to put into it Curator Sarah Urist Green left her office in the basement of an art museum to travel and visit a diverse range of artists, asking them to share prompts that relate to their own ways of working. The result is You Are an Artist, a journey of creation through which you'll invent imaginary friends, sort books, declare a cause, construct a landscape, find your band, and become someone else (or at least try). Your challenge is to filter these assignments through the lens of your own experience and make art that reflects the world as you see it. You don't have to know how to draw well, stretch a canvas, or mix a paint color that perfectly matches that of a mountain stream. This book is for anyone who wants to make art, regardless of experience level. The only materials you'll need are what you already have on hand or can source for free. Full of insights, techniques, and inspiration from art history, this book opens up the processes and practices of artists and proves that you, too, have what it takes to call yourself one. You Are an Artist brings together more than 50 assignments from the works of creative geniuses including Yayoi Kusama, Michelle Grabner, The Guerrilla Girls, Fritz Haeg, Pablo Helguera, Nina Katchadourian, Toyin Ojih Odutola, J. Morgan Puett, Dread Scott, Alec Soth, Gillian Wearing, and many others.

50 Economics Ideas You Really Need to Know

Questions of ethics - about how we should act, our responsibilities to one another, the difference between right and wrong - have long been debated by philosophers the world over and form the foundations of government, culture and religion. Here, in concise, easy-to-read chapters, Ben Dupré explains the fundamentals of this discipline and how it is relevant to our lives today. Covering essential ethical concepts, including relativism, the golden rule and utilitarianism, as well as high-profile issues such as terrorism, censorship and the death penalty, 50 Ethics Ideas You Really Need to Know will lead you through the moral maze and rattle your conscience in the process.

Art in Minutes

50 Science Ideas You Really Need to Know is the ideal introduction to the questions which fascinate us all. Featuring fifty concise, insightful and illustrated essays on the theories of relativity and cloning, this book makes the many worlds of science accessible and illuminating. Featuring fifty concise, insightful and illustrated essays covering physics and astronomy, Earth and life sciences, chemistry and materials, psychology and computing, and exploring the ways they connect with each other and impact on our lives, 50 Science Ideas You Really Need to Know is the ideal introduction to the questions which fascinate us all.

50 Genetics Ideas You Really Need to Know

The daily lives of ordinary people are replete with objects, common things used in commonplace settings. These objects are our constant companions in life. As such, writes Soetsu Yanagi, they should be made with care and built to last, treated with respect and even affection. They should be natural and simple, sturdy and safe - the aesthetic result of wholeheartedly fulfilling utilitarian needs. They should, in short, be things of beauty. In an age of feeble and ugly machine-made things, these essays call for us to deepen and transform our relationship with the objects that surround us. Inspired by the work of the simple, humble craftsmen Yanagi encountered during his lifelong travels through Japan and Korea, they are an earnest defence of modest, honest, handcrafted things - from traditional teacups to jars to cloth and paper. Objects like these exemplify the enduring appeal of simplicity and function: the beauty of everyday things.

50 Big Ideas You Really Need to Know

From the influential craftsmen of the high renaissance to the Dutch masters, and from the rococo and neoclassical movements of the 18th century to romanticism, modernism and contemporary art, the lives of the great artists are as varied and multifaceted as the works of creative genius they produced. The Great Art Guide introduces you to 100 of the world's most important artists, from the 13th century to the present. Works by artists such as Caravaggio, Vermeer, van Gogh and Warhol are arranged chronologically and set in their historical context by Susie Hodge's authoritative narrative. Succint and insightful artist profiles are accompanied by high-quality reproductions of the individual's most significant works of art. Including a glossary of key terms and a comprehensive list of the most important art institutions from across the globe, this concise and readable guide is a joy for students of art or anyone wanting to know more about great works of art.

50 Architecture Ideas You Really Need to Know

Controversial and unavoidable, it shapes our society and our lives - but what really is capitalism? Does it mean greed is good? Are inequality and poverty its inevitable consequences? Can economic growth continue forever or are constant cycles of boom and bust a foregone conclusion? Indeed is capitalism in a fatal
50 Management Ideas You Really Need to Know

People often complain that in history lessons at school they were taught just a few topics—the Romans, the Tudors, the Nazis—and how they have no idea at all about what happened in between. To remedy this, World History: 50 Things You Really Need to Know offers brief and stimulating outlines of key developments in the history of the world, from the beginning of agriculture, 10,000 years ago to the attack on the Twin Towers on 9/11. Each essay is accompanied by a detailed timeline of dates and events, and the flavor of the period concerned is brought to life by selected contemporary quotations from figures as diverse as Aristotle, Ashoka, Saladin, Christopher Columbus, Martin Luther, Suleiman the Magnificent, Galileo, Voltaire, Thomas Jefferson, Mary Wollstonecraft, Napoleon, Lincoln, Lenin and Winston Churchill. In addition, box features throw light on a range of related topics, from the Nazca Lines to Renaissance man, from Confucianism and the state to Alexander the Great's horse, from Islamic science and the Barbary corsairs to the Enigma code and the atomic bomb.

How to Win Friends and Influence People

Neuroscience is one of the most fascinating and complex areas of scientific research, with new advances being made every day. In 50 Human Brain Ideas You Really Need to Know, Mo Costandi condenses all we know about the brain and how it works into series of introductions to the most important concepts. Outlining both long-standing theories—such as the function of neurons and synaptic transmission—and cutting-edge ideas—including neuroethics and brain-computer interfacing—with straightforward narrative and clear two-colour illustrations, this book is a perfect beginner's guide to the most powerful and mysterious organ in the body. The ideas explored include: The nervous impulse; Differences between the male and female brain; The root of addiction; Neurobiological basis for personality; The relationship between sleep and memory.

50 Art Ideas You Really Need to Know

Despite frequent prognostications regarding the “death of God” and the triumph of secular materialism, religion remains a central component in the lives of most people around the world. There are currently thought to be 2 billion Christians, 1.2 billion Muslims, 800 million Hindus, along with some 700 million followers of other religions. Religion: 50 Ideas You Really Need to Know offers a clear path through the conceptual and denominational thickets of global religion. Award-winning religious affairs correspondent Peter Stanford begins with an examination of sacred texts, the divine principle and good and evil, before moving on to a discussion of the different traditions within Christianity, Islam, Judaism and the myriad customs of the East.

The Art of Gift Wrapping

How different are men and women's brains? Does altruism really exist? Are our minds blank slates at birth? And do dreams reveal our unconscious desires? If you have ever wondered about these concepts, or tried your hand as an amateur psychologist, 50 Psychology Ideas You Really Need to Know could be just the book for you. Not only providing the answers to these questions and many more, this series of engaging and accessible essays explores each of the central concepts, as well as the arguments of key thinkers. Author Adrian Furnham offers expert and concise introductions to emotional behavior, cognition, mental conditions—from stress to schizophrenia—rationality and personality development, amongst many others. This is a fascinating introduction to psychology for anyone interested in understanding the human mind.

How to Look at Art

In recent years knowledge of our genetic code has changed our understanding of life on Earth. New genetic technologies are transforming the way we live and promise treatments for otherwise incurable diseases. But these advances are also generating controversy, particularly surrounding issues such as cloning and designer babies. In 50 Genetics Ideas, Mark Henderson distills the central ideas of genetics in a series of clear and concise essays. Beginning with the theory of evolution, and covering such topics as the genome and how nature and nurture work together, he not only illuminates the role of genes in shaping our behavior and sexuality, but also the very latest, cutting-edge developments in gene therapy and artificial life. Accessible and informative, 50 Genetics Ideas is a timely introduction to this young and ground-breaking strand of science.

Art Nouveau

This latest book in the bestselling '50 Ideas' series is a wonderfully accessible overview of the only place we know of in the universe that is capable of sustaining life: the Earth. New genetic technologies are transforming the way we live and promise treatments for otherwise incurable diseases. But these advances are also generating controversy, particularly surrounding issues such as cloning and designer babies. In 50 Genetics Ideas, Mark Henderson distills the central ideas of genetics in a series of clear and concise essays. Beginning with the theory of evolution, and covering such topics as the genome and how nature and nurture work together, he not only illuminates the role of genes in shaping our behaviour and sexuality, but also the very latest, cutting-edge developments in gene therapy and artificial life. Accessible and informative, 50 Genetics Ideas is a timely introduction to this young and ground-breaking strand of science.
situations from the other person's point of view and arousing in the other person an eager want. "You learn how to make people like you, win people over to your way of thinking, and change people without causing offense or arousing resentment. For instance, "let the other person feel that the idea is his or hers" and "talk about your own mistakes before criticizing the other person." This book is all about building relationships. With good relationships, personal and business successes are easy and swift to achieve. Twelve Ways to Win People to Your Way of Thinking 1. The only way to get the best of an argument is to avoid it. 2. Show respect for the other person's opinions. Never say "You're wrong." 3. If you're wrong, admit it quickly and emphatically. 4. Begin in a friendly way. 5. Start with questions to which the other person will answer yes. 6. Let the other person do a great deal of the talking. 7. Let the other person feel the idea is his or hers. 8. Try honestly to see things from the other person's point of view. 9. Be sympathetic with the other person's ideas and desires. 10. Appeal to the nobler motives. 11. Dramatize your ideas. 12. Throw down a challenge.

50 Ideas You Really Need to Know Religion

Design pervades every aspect of our lives from the clothes we wear to the simple items we use every day, like the spoon and toothbrush. This book takes a deeper look at the objects that enrich our lives through the examination of 50 classic designs that have stood the test of time.

The Artful Parent

Have you ever lain awake at night wondered about how we can be sure of the reality of the external world? Perhaps we are in fact disembodied brains, floating in vats at the whim of some deranged puppetmaster. If so, you are not alone—and what's more, you are in exalted company—for this question and other ones like it have been the stuff of philosophical rumination from Plato to Popper. In a series of accessible and engagingly written essays, 50 Philosophy Ideas You Really Need to Know introduces and explains the problems of knowledge, consciousness, identity, ethics, belief, justice, and aesthetics that have engaged the attention of thinkers from the era of the ancient Greeks to the present day.

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The fourth title in the Quercus Ideas You Really Need to Know series demystifies the management concepts that any budding entrepreneur would want to grasp. The 50 bite-sized topics expound the wisdom of the well-known business gurus (from Peters and Porter to Welch and Gates), explain helpful theories and tools (Ansoff's Product/Market grid, the 4Ps, Boston Matrix), expand on management ideas (branding, outsourcing, supply and demand) and cover the latest commercial concepts from the online world.

You Are an Artist

What will the world look like in 2020, 2030 or even 2100? How will progress in scientific research affect human life in the areas of health and lifestyle, energy and the environment, politics and conflict, space exploration and even the ultimate questions of existence? This thoroughly researched and superbly written book offers an electrifying trip through the wonders—and terrors—awaiting us over the next hundred years.

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From dwarf planets to dark energy; and from the Big Bang to the death of stars, this book is the perfect introduction to the cutting-edge science that is shaping our understanding of our place in the Universe and that could lead to the next great discovery—the detection of life beyond Earth.

The Beauty of Everyday Things

A new edition to Prestel's popular "50s" series, this collection of the finest examples of Art Nouveau shows how the movement impacted every artistic discipline. The heyday of the Art Nouveau style was relatively short, spanning the decades immediately before and after 1900. However it was a tremendously important period, not only for its radical shift away from the academic and romantic movements of the late 19th century, but also for its embrace of nature and natural forms. This authoritative, accessible, and beautifully illustrated book explores fifty of the most important works of the Art Nouveau style. From Mackmurdo's jacket design of Christopher Wren's City Churches to Sykes' sculpture, The Spirit of Ecstasy, each work is presented in double-page spreads that chronologically trace Art Nouveau's development and breadth—from architecture, Gaudi's Sagrada Familia, and graphic arts, Toulouse-Lautrec's poster advertising the Divan japonais, to home décor, lamps by Tiffany and Daum Frères, and painting, Munch's Madonnas and Walter Crane's Neptune's Horses. Each entry includes a full-page illustration and concise explanatory texts. An introductory essay on the history and legacy of Art Nouveau, along with brief biographies of the artists featured in the book, make this a comprehensive yet compact reference work.

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At a time of corrosive popular cynicism and profound international unease, the need for clarity over the fundamental concepts of politics has never been greater: the forces of Terrorism and Fundamentalism endanger our Security, while government responses to it pose a basic threat to Liberty, Democracy and Human rights. Corruption, Spin and a suspect Political culture arouse public indignation, which is further aggravated by an array of Pressure groups and the far-from-disinterested attentions of the Mass media. In 50 Political Ideas You Really Need to Know, Ben Dupre clears away the murk that obscures key concepts that we ignore at our peril.

50 Maths Ideas You Really Need to Know

This concise yet comprehensive guide to the history of art is the perfect handbook for all would-be art buffs. Art historian Susie Hodge takes you on a whistle-stop international tour of all the major philosophies, movements, phases, developments, artists, and themes, from prehistoric art to Hyperrealism. Other concepts covered include Greek classicism, Gothic art, the Renaissance, Baroque, Romanticism, Realism, Impressionism, Cubism, surrealism, Pop art, and Minimalism.

When Design Really Works

50 Big Ideas You Really Need to Know is a concise, accessible and popular guide to the central tenets of Western thought. Every important principle of philosophy, religion, politics, economics, the arts and the sciences is profiled in a series of short illustrated essays, complemented by an informative array of timelines and box features.

50 Future Ideas You Really Need to Know

Who invented zero? Why 60 seconds in a minute? How big is infinity? Where do parallel lines meet? And can a butterfly's wings really cause a storm on the far side of the world? In 50 Maths Ideas You Really Need to Know, Professor Tony Crilly explains in 50 clear and concise essays the mathematical concepts - ancient and modern, theoretical and practical, everyday and esoteric - that allow us to understand and shape the world around us. Packed with diagrams, examples and features.
anecdotes, this book is the perfect overview of this often daunting but always essential subject. For once, mathematics couldn't be simpler. Contents include: Origins of mathematics, from Egyptian fractions to Roman numerals; Pi and primes, Fibonacci numbers and the golden ratio; What calculus, statistics and algebra can actually do; The very real uses of imaginary numbers; The Big Ideas of relativity, Chaos theory, Fractals, Genetics and hyperspace; The reasoning behind Sudoku and code cracking, Lotteries and gambling, Money management and compound interest; Solving of Fermat's last theorem and the million-dollar question of the Riemann hypothesis.

**Starcross**

Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth through time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It's up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable and may resemble a hat.

**50 Events You Really Need to Know: History of War**

Chemistry is at the cutting edge of our lives. How does a silicon chip work? How can we harness natural products to combat human disease? And is it possible to create artificial muscles? Providing answers to these questions and many more, 50 Chemistry Ideas You Really Need to Know is an engaging guide to the world of chemistry. From the molecules that kick-started life itself to nanotechnology, chemistry offers some fascinating insights into our origins, as well as continuing to revolutionize life as we know it. In 50 short instalments, this accessible book discusses everything from the arguments of the key thinkers to the latest research methods, using timelines to place each theory in context - telling you all you need to know about the most important ideas in chemistry, past and present. Contents include: Thermodynamics, Catalysts, Fermentation, Green Chemistry, Separation, Crystallography, Microfabrication, Computational Chemistry, Chemistry Occurring in Nature, Manmade Solutions: Beer, Plastic, Artificial Muscles and Hydrogen Future.