The Art of Fantasy, Sci-Fi and Steampunk

Hiroshi Unno
PIE International (Jun 1, 2018)
Softcover $49.95 (360pp)
978-4-75624975-3

Modern culture has some ’splaining to do. Climbing out of the Renaissance/Elizabethan age through to the late eighteenth century, an increasingly enlightened society emerged into the industrial wonders of the nineteenth century and rode them fast and hard to our present period of quantum-leaping technological innovation. Artistically, these two-plus centuries of change coincided with a revived interest in Gothic styles reminiscent of the late Middle Ages on through the steam-engine Victorian age best referred to as steampunk. So, yes, goth and steampunk—two somewhat off-putting terms, yet instantly familiar to us present dayers—are quite capable of explaining a great deal about modern culture, according to Hiroshi Unno, author of *The Art of Fantasy, Sci-Fi and Steampunk*.

Heady stuff, this is a story meant to be told in pictures—hundreds of full-color reproductions of paintings, posters, storyboards, fairy-tale art, and more. Think Romanticism, realism, Jules Verne, Sweeney Todd, Arthur Conan Doyle, *Frankenstein*, *Alice through the Looking Glass*, *The Wonderful Wizard of Oz*, fairies, art deco, and so much more. Bilingual (Japanese and English) introduction, chapter heads, and captions round out the story. An amazing accomplishment.

MATT SUTHERLAND (May/June 2018)

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