

Download Ebook Fantasy Cartooning Pdf File Free

The Artist Within Sep 03 2020 Presents a collection of portraits of prominent cartoonists, illustrators, and animators.

Race and Popular Fantasy Literature Apr 29 2020 This book illuminates the racialized nature of twenty-first century Western popular culture by exploring how discourses of race circulate in the Fantasy genre. It examines not only major texts in the genre, but also the impact of franchises, industry, editorial and authorial practices, and fan engagements on race and representation. Approaching Fantasy as a significant element of popular culture, it visits the struggles over race, racism, and white privilege that are enacted within creative works across media and the communities which revolve around them. While scholars of Science Fiction have explored the genre's racialized constructs of possible futures, this book is the first examination of Fantasy to take up the topic of race in depth. The book's interdisciplinary approach, drawing on Literary, Cultural, Fan, and Whiteness Studies, offers a cultural history of the anxieties which haunt Western popular culture in a century eager to declare itself post-race. The beginnings of the Fantasy genre's habits of whiteness in the twentieth century are examined, with an exploration of the continuing impact of older problematic works through franchising, adaptation, and imitation. Young also discusses the major twenty-first century sub-genres which both re-use and subvert Fantasy conventions. The final chapter explores debates and anti-racist praxis in authorial and fan communities. With its multi-pronged approach and innovative methodology, this book is an important and original contribution to studies of race, Fantasy, and twenty-first century popular culture.

Digital Fantasy Painting Workshop Feb 26 2020 Fantasy painting has a long tradition. It went through a stylistic revolution in the 1980s with the widespread adoption of airbrush as a medium of choice. Now, with the emergence of various computer modeling and rendering applications, fantasy painting is going through another revolution. Digital tools and techniques have made it easier for artists to realize their visions and the images they now create are more vivid, more realistic, and more compelling. A must-have book for anyone working in the area of fantasy art and for anyone who admires the work of fantasy illustrators. "Digital Fantasy Painting Workshop" tackles the genre's three main categories-fantasy; science-fiction; and horror-and employs detailed step-by-step walkthroughs to show exactly how the images are produced. Featuring work from some of the world's leading fantasy artists, the book also explores the "tradigital" movement of mixing traditional and digital skills.

Intersections Nov 24 2019 These 17 essays from the seventh annual J. Lloyd Eaton Conference examine the relationship between fantasy and science fiction. They propose that fantasy and science fiction are not isolated commercial literary forms, but instead are literary forms worthy of the recognition reserved for traditional literature. Discussion of genre identification ranges from the standard forms of literary criticism embodied in Aristotle's mimesis and poesis to innovative and possibly controversial points of view such as a theory of humor, a philosophy of time, and a detailed analysis of Dr. Seuss's *Cat in the Hat*. The essays provide not only a detailed study of literary elements but also the historical treatment of the material, its commercial use, and its relationship to similar literary forms such as the gothic tale and horror fiction. While few of the essayists agree with one another, they all contribute creative insights to the debate.

Fantasy Art Bible Oct 04 2020 "A comprehensive guide for fantasy and science-fiction artists and students working in traditional or digital media." - p. [4] of cover.

Focus On: 100 Most Popular Fantasy Anime and Manga Jul 25 2022

Blank Comic Book-Comic Sketch Book Apr 10 2021 Blank Comic Book description Suitable for all ages for Making Comics Many of Templates waiting you Perfect for drawing and sketching High quality Matte cover 8.5 x 11 IN, 21.59 x 27.94 Just Click Buy to Get It keyword: Comics & Graphic Novels Comics How To Create Comics & Manga Anime & Cartoons How to Create Manga Graphic Novels Fantasy Graphic Novels Sports Manga Manga Comics & Graphic Novels Comic Books Superheroes Art of Comics and Manga Comic Strips Action & Adventure Manga History & Price Guides Media Tie-In Graphic Novels Publishers Science Fiction Graphic Novel Comics Anime & Cartoons Manga Science Fiction & Fantasy Fantasy Dark Fantasy Gaming Science Fiction Graffiti & Street Art Arts & Photography Comics Illustration and Graphic Design Manga Pencil Drawing Drawing How To Create Comics & Manga Children's Drawing Books Comics & Graphic Novels Anime & Cartoons Children's Cartooning Books Manga Education & Teaching Schools & Teaching Early Childhood Education Education Bibliographies & Indexes How to Create Comics & Manga Fantasy Graphic Novels Drawing Graphic Novels Educational & Nonfiction Graphic Novels Children's Earthquake & Volcano Books Science Fiction & Fantasy Writing Comic Books Graffiti & Street Art Painting How to Create Anime & Cartoons Aviation Pictorials Writing Reference Children's Cartooning Books Landmarks & Monuments art realism, everyday, slice of life biography martial arts, karate, kung-fu, taekwon-do military mystery, thriller, suspense pulp holiday, christmas, thanksgiving, valentine, halloween, new year sport, hockey, soccer, baseball, basketball, football, olympics, climbing, lacrosse, nascar, surfing, boxing, martial arts, golf steampunk westerns zombies harem shojo military harem shojo shounen bandes dessinees collection graphic novels manga omnibus sampler single issue web comic animals female protagonist god, deity politician robot, android spy, spies, espionage vampire werewolf, shapeshifters witch, wizard, warlock, druid, shaman action dark disturbing fun gory comedy racy romance scary vengeful platinum age golden age silver age bronze age copper age modern age Keywords baby preschool ages 6-8 preteen coming of age sword, sorcery, magic, dragon, quest detective, sleuth fantasy, paranormal, magic spy, terrorist, secret agent action, adventure superhero alien, extraterrestrial time travel How To Create Comics & Manga How to Create Comics Graphic Novels Education Bibliographies & Indexes Writing Reference Fantasy Graphic Novels Educational & Nonfiction Graphic Novels Children's Earthquake & Volcano Books Science Fiction & Fantasy Writing Comic Books Graffiti & Street Art Painting How to Create Anime & Cartoons Drawing How to Create Manga Aviation Pictorials Landmarks & Monuments Children's Cartooning Books comics books comics books for kids age 9 12 comics books for kids 6-9 comics book boards comics book collection comics book for kids comic books for boys ages 9-12 comic books for girls ages 9-12 archie comic books comic books garfield comic books comic book storage comic book b b bern blank comic book comic book c d c comic books blank comic book draw your own comics dc comic books raising dion comic book d&d comic books d mcgill comic book anime comic books in english empty comic book good and evil comic book bible economics book economics books economics books best sellers economics books 2019 economics book dk comic books for girls marvel comic books g comic book holder how to draw comic books harley quinn comic book classics illustrated comic books iron man comic books the infinity gauntlet comic book i am looking for a free dog

The Big Book of Cartooning Dec 06 2020 Get started cartooning, and create a wide range of fun, wacky, and unique characters! The Big Book of Cartooning provides a comprehensive, colorful, and creative guide for young artists-in-training to creating a wide range of cartoon characters. Learn the basics of cartooning, including how to

exaggerate features, draw silly expressions, and create over-the-top gestures, as well as how to draw a variety of animals and characters. Featuring a variety of subjects, including quirky people and whimsical animals, as well as fantasy creatures, robots, and space aliens, The Big Book of Cartooning provides the essential techniques for drawing in true cartooning style. Each project starts with a simple shape, such as a circle or an oval, and then builds upon the previous steps toward a finished colored final. Tons of art tips are sprinkled throughout for a comprehensive learning experience, while an interactive format engages children for hours of creative fun.

Mass Media and Violence Mar 21 2022 Report of the Task Force on Mass Media and Violence.

Coraline Jun 12 2021 The bewitching tenth-anniversary edition of the classic children's novel Coraline by Neil Gaiman, featuring spellbinding illustrations from Chris Riddell and an exclusive new introduction by the author 'I was enthralled' - Philip Pullman There is something strange about Coraline's new home. It's not the mist, or the cat that always seems to be watching her, nor the signs of danger that Miss Spink and Miss Forcible, her new neighbours, read in the tea leaves. It's the other house - the one behind the old door in the drawing room. Another mother and father with black-button eyes and papery skin are waiting for Coraline to join them there. And they want her to stay with them. For ever. She knows that if she ventures through that door, she may never come back. This deliciously creepy, gripping novel is packed with glorious illustrations by Chris Riddell, and is guaranteed to delight and entrance readers of all ages.

Blank Comic Book-Comic Sketch Book Aug 22 2019 Blank Comic Book description Suitable for all ages for Making Comics Many of Templates waiting you Perfect for drawing and sketching High quality Matte cover 8.5 x 11 IN, 21.59 x 27.94 Just Click Buy to Get It keyword: Comics & Graphic Novels Comics How To Create Comics & Manga Anime & Cartoons How to Create Manga Graphic Novels Fantasy Graphic Novels Sports Manga Manga Comics & Graphic Novels Comic Books Superheroes Art of Comics and Manga Comic Strips Action & Adventure Manga History & Price Guides Media Tie-In Graphic Novels Publishers Science Fiction Graphic Novel Comics Anime & Cartoons Manga Science Fiction & Fantasy Fantasy Dark Fantasy Gaming Science Fiction Graffiti & Street Art Arts & Photography Comics Illustration and Graphic Design Manga Pencil Drawing Drawing How To Create Comics & Manga Children's Drawing Books Comics & Graphic Novels Anime & Cartoons Children's Cartooning Books Manga Education & Teaching Schools & Teaching Early Childhood Education Education Bibliographies & Indexes How to Create Comics & Manga Fantasy Graphic Novels Drawing Graphic Novels Educational & Nonfiction Graphic Novels Children's Earthquake & Volcano Books Science Fiction & Fantasy Writing Comic Books Graffiti & Street Art Painting How to Create Anime & Cartoons Aviation Pictorials Writing Reference Children's Cartooning Books Landmarks & MonumentsHow To Create Comics & Manga How to Create Comics Graphic Novels Education Bibliographies & Indexes Writing Reference Fantasy Graphic Novels Educational & Nonfiction Graphic Novels Children's Earthquake & Volcano Books Science Fiction & Fantasy Writing Comic Books Graffiti & Street Art Painting How to Create Anime & Cartoons Drawing How to Create Manga Aviation Pictorials Landmarks & Monuments Children's Cartooning Books comics books comics books for kids age 9 12 comics books for kids 6-9 comics book boards comics book collection comics book for kids comic books for boys ages 9-12 comic books for girls ages 9-12 archie comic books comic books garfield comic books comic book storage comic book b b bern blank comic book comic book c d c comic books blank comic book draw your own comics dc comic books raising dion comic book d&d comic books d mcgill comic book anime comic books in english empty comic book good and evil comic book bible economics book economics

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Science Fiction and Fantasy Literature Nov 05 2020 *Science Fiction and Fantasy Literature, A Checklist, 1700-1974, Volume one of Two*, contains an Author Index, Title Index, Series Index, Awards Index, and the Ace and Belmont Doubles Index.

The Bible in American Life Jul 01 2020 There is a paradox in American Christianity. According to Gallup, nearly eight in ten Americans regard the Bible as either the literal word of God or inspired by God. At the same time, surveys have revealed gaps in these same Americans' biblical literacy. These discrepancies reveal the complex relationship between American Christians and Holy Writ, a subject that is widely acknowledged but rarely investigated. *The Bible in American Life* is a sustained, collaborative reflection on the ways Americans use the Bible in their personal lives. It also considers how other influences, including religious communities and the Internet, shape individuals' comprehension of scripture. Employing both quantitative methods (the General Social Survey and the National Congregations Study) and qualitative research (historical studies for context), *The Bible in American Life* provides an unprecedented perspective on the Bible's role outside of worship, in the lived religion of a broad cross-section of Americans both now and in the past. The Bible has been central to Christian practice, and has functioned as a cultural touchstone. From the broadest scale imaginable, national survey data about all Americans, down to the smallest details, such as the portrayal of Noah and his ark in children's Bibles, this book offers insight and illumination from scholars across the intellectual spectrum. It will be useful and informative for scholars seeking to understand changes in American Christianity as well as clergy seeking more effective ways to preach and teach about scripture in a changing environment.

Themes and Issues in Asian Cartooning Mar 09 2021 Today, comic art is the favorite reading fare for millions of Asians, and is a government-sanctioned, value-added product, as in the case of Korean and Japanese animation. Yet not much is known about Asian cartooning. *Themes and Issues in Asian Cartooning* uses overviews and case studies by scholars to discuss Asian animation, humor magazines, gag cartoons, comic strips, and comic books. The first half of the book looks at contents and audiences of Malay humor magazines, cultural labor in Korean animation, the reception of Aladdin in Islamic Southeast Asia, and a Singaporean comic book as a reflection of that society's personality. Four other chapters treat gender and Asian comics, concentrating on Japanese anime and manga and Indian comic books.

Everyone Can Draw Fantasy Figures Jul 13 2021 The imagination is the limit in this informative volume that introduces readers to the essential techniques needed to create

their favorite fantasy figures. Step-by-step instructions using accessible language guide readers through creating their own technique, details, and character. Readers are encouraged to explore different materials and to discover their own personal style.

Humongous Book of Cartooning Sep 27 2022 Chris Hart's Humongous Book of Cartooning is a great value book covering everything the beginner needs to master cartooning. It teaches how to draw cartoon people, fantasy characters, layouts, background design and much more. This latest cartoon title from Chris Hart, the world's bestselling author of drawing and cartooning books, packs a wallop. It's the cartooning book that has it all: cartoon people, animals, retro-style "toons", funny robots (no one has ever done cartoon robots in a how-to book before, and movies like "Wall-E" and "Robots" were smash hits and prove their appeal), fantasy characters and even sections on cartoon costumes, character design, and cartoon backgrounds and composition. The Humongous Book of Cartooning is humongous, not only because it's so big, but also because it includes a huge amount of original eye-catching characters and copious visual "side hints" that Chris is famous for. There is more actual instruction in this book than in any other of Chris' cartooning titles. In short, if you want to know how to draw cartoons, Chris Hart's Humongous Book of Cartooning is for you.

Fantasy Cartooning Dec 30 2022 The author of Action! Cartooning moves on to fantasy cartooning, presenting all the techniques necessary to create monsters, heroes, and magical kingdoms. Original.

Final Fantasy VI Aug 14 2021 Terra the magical half-human. Shadow the mysterious assassin. Celes the tough, tender general. Kefka the fool who would be god. Each of the many unforgettable characters in Final Fantasy VI has made a huge impression on a generation of players, but why do we feel such affection for these 16-bit heroes and villains as so many others fade? The credit goes to the game's score, composed by the legendary Nobuo Uematsu. Armed with newly translated interviews and an expert ear for sound, writer and musician Sebastian Deken conducts a critical analysis of the musical structures of FF6, the game that pushed the Super Nintendo's sound capabilities to their absolute limits and launched Uematsu's reputation as the "Beethoven of video game music." Deken ventures deep into the game's lush soundscape—from its expertly crafted leitmotifs to its unforgettable opera sequence—exploring the soundtrack's lasting influence and how it helped clear space for game music on classical stages around the world.

How to Draw Fantasy World Oct 16 2021 How to draw fantasy characters step by step. If you are looking for a book that will teach you how to draw in an easy way this book is the best choice for you! This book will teach you how to draw all you need to know about drawing fantasy characters. The author and illustrator Amit Offir teaches you to draw and succeed in a short time even if you don't know how to draw at all! Everybody can draw and now you can too! a unique technique that will give you great drawing tools and lead you to success. recommended for age 6 and all ages (for adults that want how to draw easily also) In this practical guide you will learn how to draw: How to draw troll How to draw dragon How to draw fairies How to draw knight How to draw unicorn How to draw frog with crown How to draw troubadour - story teller How to draw witch and lots more...

Junior High School Library Catalog Feb 08 2021

Action! Cartooning Nov 29 2022 Offers step-by-step instructions for drawing faces, anatomy, creating emotion, and drawing figures in action settings.

Quick and Popular Reads for Teens Aug 26 2022 Collects ten years of the "Popular Paperbacks for Young Adults" and "Quick Picks for Reluctant Readers" lists, organized by both author and theme.

Mass Media Hearings Jan 19 2022

Victorian Fantasy May 31 2020 Far from being just children's literature, Victorian Fantasy is an art form that flourished in opposition to the repressive social and intellectual conditions of Victorianism. In this fully revised and expanded edition, Stephen Prickett explores the way in which Victorian writers used non-realistic techniques--nonsense, dreams, visions, and the creation of other worlds--to extend our understanding of this world. In particular, Prickett focuses on six writers (Lear, Carroll, Kingsley, MacDonald, Kipling, and Nesbit), tracing the development of their art form, their influences on each other, and how these writers used fantasy to question the ideology of Victorian culture and society.

Theorizing Animals Jun 24 2022 Drawing on current trends in post-modernism and post-humanism this books offers a challenge to current ways of thinking, theorising and talking about animals and humanimal relations

Mass Media and Violence Feb 20 2022

Jewish Science Fiction and Fantasy Through 1945 Sep 22 2019 This book investigates the role of Jewish legends and tropes in the creation and development of speculative fiction during the European Enlightenment, in America's golden age magazines, superhero comics, and films, and with magical realism trends in South America and Israel, arguing that Jewish writers created and perfected the genre.

Flights of Fantasy: The Unauthorized but True Story of Radio & TV's Adventures of Superman Nov 17 2021 Author Michael J. Hayde's definitive work about Superman on radio and television. Hayde is well-known for *My Name's Friday: The Unauthorized but True Story of Dragnet and The Films of Jack Webb*; and *Little Elf: A Celebration of Harry Langdon*, and this new treasure trove of information on *The Man of Steel* covers comprehensive episode logs for the radio series and the original television series, plus the complete story lines for two unproduced television series episodes, and dozens of "deleted scenes" taken right from the scripts. "Michael J. Hayde significantly broadens our empathy for *The Man of Steel* through his profound revelations surrounding an imposing figure based on popular myth. In a meticulously researched discourse, he supplies the gaps about a character that became a mid-twentieth century hero to the nation's boys and girls. Hayde probes the backgrounds of the real-life individuals behind-the-scenes and before the microphones and cameras that intensified that aura. In breezy, comprehensive-style, he focuses on the radio and TV manifestations while interweaving timely inferences from the newspaper strip, comics, books, film, and other formats plus a prosperous merchandising trade. Lovers of the genre of juvenile adventures are rewarded by the author's efforts to expose how one man wearing a cape and bearing incredible strength could pervade an impressionable younger generation and a society that pursued his exploits intensely." -Jim Cox, author of *Radio Crime Fighters* "With so many books about Superman out there, it's pleasing to know that one book has everything you'd want to know under one cover. Trivia, background production, and numerous behind-the-scenes stories make this a must-have for everyone's shelf. An enjoyable read." -Martin Grams, Jr., author of *The Twilight Zone: Unlocking the Door to a Television Classic* 536 pages.

Body Experience in Fantasy and Behavior Mar 29 2020

Baby Dragons An Adult Coloring Book Sep 15 2021 Our Baby Dragons coloring book takes you on a magical adventure of the cutest dragons and their sweet friends. Each page sets a stunning scene, from an underwater dragon discovering the sea bed to a baby dragon building a sandcastle on the beach.

Fantasy Dec 26 2019

The Art of Flash Animation: Creative Cartooning Oct 28 2022 Part animation guide, part Flash manual, *The Art of Flash Animation: Creative Cartooning* provides a practical

primer on classic, hand-drawn 2D screen animation as well as an introduction to using Flash for creating your own cartoons. Section I discusses the terms and techniques of hand-drawn animation, character design, and storyboards, while Section II covers scanning, digitizing your artwork into Flash, and setting up scenes. Topics include how to animate a walk cycle; recording and editing dialogue, sound effects, and music; how to use recyclable symbols to make the animation process more efficient; preparing your work for video or web download.

The Phantom Tollbooth Jan 27 2020 This beautiful HarperCollins Children's Modern Classics edition is perfect for every bookshelf.

Comedy, Fantasy and Colonialism Oct 24 2019 Drawing together for the first time original work from international specialists, this book assesses the role and character of comedy and fantasy in colonial societies from India to Ireland, Australia to Cuba, Africa to North America. There are cross-cultural comparisons and consideration of both imperial responses and colonized resistance. The book deals with oral as well as written traditions, the history of comic and fantastic discourse, visual, theatrical and literary representations as well as historical and cultural accounts.

Intrepids: A Sci-fi Fantasy Novel May 11 2021 Katie Mah was your average Asian American kid living an average life, going to an average school, getting average grades in an average town in the dull suburbs of Southern California. Katie was subjected to all kinds of average unpleasant experiences of growing up. During a fateful 6th grade science camp trip to the mountains, her average life was so unbearable, she ran away and landed herself into a lot of trouble, not on Earth, but on Alpha Centauri. There she befriends the centaurs who desperately need her help.

The Little Book of Cartooning & Illustration May 23 2022 In *The Little Book of Cartooning & Illustration*, beginning cartoonists, animators, and illustrators will discover key concepts associated with learning the art of traditional cartooning and animation. With this guide, dozens of tips from the pros will help you find the materials and tools you need to develop your own unique style. A combination of creative step-by-step projects and open practice areas offer encouragement and invite participation for those artists who want to put their newfound skills to immediate use. You'll learn all the cartooning and animation tricks of the trade, including: The squash and stretch principle Exaggerating details Rendering faces and expressions Anthropomorphizing inanimate objects Creating original characters Mastering body shapes and movement Writing gags and jokes With so many tools at your disposal, why wait any longer to start animating? Get started, get drawing! *The Little Book of ...* series focuses on delivering fun, approachable, and interesting art instruction in a fresh, portable format. With its contemporary design, open practice pages, creative exercises, and prompts that encourage interactivity, beginning artists learn the fundamentals of their craft, often with immediate results.

Fantasy Aug 02 2020 *Fantasy* addresses a previously neglected area within film studies. The book looks at the key aesthetics, themes, debates and issues at work within this popular genre and examines films and franchises that illustrate these concerns. Contemporary case studies include: *Alice in Wonderland* (2010) *Avatar* (2009) *The Dark Knight* (2008) *Edward Scissorhands* (1990) *Lord of the Rings* (2001-2003) *Pirates of the Caribbean* (2003-2007) *Prince of Persia: The Sands of Time* (2010) *Shrek* (2001) *Twelve Monkeys* (1995) The authors also consider fantasy film and its relationship to myth, legend and fairy tale, examining its important role in contemporary culture. The book provides an historical overview of the genre, its influences and evolution, placing fantasy film within the socio-cultural contexts of production and consumption and with reference to relevant theory and critical debates. This is the perfect introduction to the world of

fantasy film and investigates the links between fantasy film and gender, fantasy film and race, fantasy film and psychoanalysis, fantasy film and technology, fantasy film storytelling and spectacle, fantasy film and realism, fantasy film and adaptation, and fantasy film and time.

Middle and Junior High School Library Catalog Apr 22 2022

Fake, Fact, and Fantasy Jan 07 2021 Based on a study examining the meaning of the term "media literacy" in children, this volume concentrates on audiovisual narratives of television and film and their effects. It closely examines children's concepts of real and unreal and how they learn to make distinctions between the two. It also explores the idea that children are protected from the harmful effects of violence on television by the knowledge that what they see is not real. This volume is unique in its use of children's own words to explore their awareness of the submerged conventions of television genres, of their functions and effects, of their relationship to the real world, and of how this awareness varies with age and other factors. Based on detailed questionnaire data and conversations with 6 to 11-year-old children, carried out with the support of a fellowship at the Annenberg School for Communication, University of Pennsylvania, the book eloquently demonstrates how children use their knowledge of real life, of literature, and of art, in intelligently evaluating the relationship between television's formats, and the real world in which they live.

Crazy, Zany Cartoon Characters Dec 18 2021 Cartooning is celebrated as an art form by artists of all ages for its expressive, silly, and often exaggerated nature. Now young artists can join in on the fun with the relatable, quality instruction in Walter Foster's new *Cartooning for Kids* series. As the premiere title in the series, *Crazy, Zany Cartoon Characters* teaches young artists-in-training how to take their drawing skills from enthusiastic doodler to ace cartoonist through a series of engaging, easy-to-follow step-by-step cartooning projects. Children will learn the specific elements of cartooning, including how to exaggerate features, draw silly expressions, and create over-the-top gestures, as well as how to draw a variety of humorous animals and unique characters. They'll even learn how to develop and draw their own original cartoons. Featuring a variety of subjects, including quirky people and whimsical animals, as well as fantasy creatures, robots, and space aliens, *Crazy, Zany Cartoon Characters* provides the essential concepts for drawing in a true cartooning style. Projects start with simple shapes, such as a circle or an oval. Each step builds upon the previous and progresses to a finished final color artwork. Along the way, tips and tricks from a professional artist and illustrator are included to guide children in their artistic efforts, making this book an experience that is sure to create a new favorite pastime.

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