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# World Building Stephen L Gillett

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Habitable Planets for Man  
 Through Struggle, the Stars  
 Modeling, Embodiment, Figuration  
 The Science of Interstellar Transport and Absurdly Benign Wormholes  
 A Writer's Guide to Creating Extraterrestrial Life-Forms  
 Making Starships and Stargates  
 Building Imaginary Worlds  
 The Writer's Guide to Weapons  
 Faint Echoes, Distant Stars  
 Kobold Guide to Worldbuilding  
 Conceiving the Heavens  
 Gene Wolfe: 14 Articles on His Fiction  
 World-building  
 6 Steps to Writing and Publishing Your Bestseller!  
 How audiences engage with dark television  
 Off the Main Sequence  
 How to Write Science Fiction and Fantasy  
 Aliens & Alien Societies  
 How to Write Realistic Monsters, Aliens, and Fantasy Creatures  
 The Top Writer's Toolkit for Fantasy, Horror, and Science Fiction  
 The Oxford Handbook of Children's Film  
 The Craft of Writing Science Fiction That Sells  
 Themes, Works, and Wonders  
 Science Fiction Literature through History: An Encyclopedia [2 volumes]  
 A Practical Reference for Using Firearms and Knives in Fiction  
 Speculative Genre Exercises from Today's Best Writers and Teachers  
 To Crush the Moon  
 The Planet Construction Kit  
 Now Write! Science Fiction, Fantasy and Horror  
 The Armies of Memory  
 The Science and Politics of Finding Life Beyond Earth  
 Creating the Science Fiction Novel  
 A Basic Guide to Writing, Selling, and Promoting Children's Books  
 The Science in Science Fiction  
 Worlds of Wonder  
 The Writer's Complete Fantasy Reference  
 You Write It: Science Fiction  
 A Writer's Guide to the Real Science of Plausible Time Travel  
 The Theory and History of Subcreation

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**Habitable Planets for Man** World-  
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This title gives children the tools they need to turn their creativity into readable, cohesive stories. Written by award-winning author and screenwriter John Hamilton, *You Write It!* Lays out for kids the format, organization, and development of a science fiction book. Novice writers of all ages will find this book a detailed yet easy-to-follow guide for turning thoughts and ideas into readable written works. ABDO & Daughters is an imprint of ABDO Publishing Company.

*Through Struggle, the Stars* Createspace  
 Independent Publishing Platform  
 Habitable Planets for Man examines and

estimates the probabilities of finding planets habitable to man, where they might be found, and the number there may be in our own galaxy. The author presents in detail the characteristics of a planet that can provide an acceptable environment for humankind, itemizes the stars nearest the earth most likely to possess habitable planets, and discusses how to search for habitable planets. Interestingly for our time, he also gives an appraisal of the earth as a planet and describes how its habitability would be changed if some of its basic properties were altered. This is a reprint of an edition originally published in 1964. [Modeling, Embodiment, Figuration](#) Simon and Schuster  
 If you ever wanted to set up the latest and greatest grandfather paradox—or just wanted to know if the time-bending events in the latest pulp you read could ever

happen—then this book is for you. [The Science of Interstellar Transport and Absurdly Benign Wormholes](#) Penguin  
 Originally published: Cincinnati, Ohio: Writer's Digest Books, 1994.  
*A Writer's Guide to Creating Extraterrestrial Life-Forms* Oxford University Press  
 The Oxford Handbook of Children's Film offers a uniquely comprehensive study of children's cinema from an interdisciplinary, nuanced, global perspective. [Making Starships and Stargates](#) Sirius Fiction  
 With Stephen Gillett's help, you'll be on solid ground, no matter what kinds of worlds you create for your science fiction. World-Building explains science to help you make your fiction plausible. You'll give your worlds the pull of gravity, aware of the effects on inhabitants and the planets

themselves. Mix elements and build planets with chemically credible, geologically accurate characteristics - and anomalies - that affect those who live there. Create planetary "engines," convincing atmospheres and fact-based weather patterns. Colonize a truly weird world: ancient Earth. Explore our neighboring planets and their satellites for SF possibilities. Light and heat your landscapes with the right types of stars. See how things might be on a "chloroxygen" world and other hypothetical places. In this book, you'll follow calculations, read tables, view diagrams, learn what forces are at work in the universe, and see how you can harness them to give realism to the fantasy in your storytelling.

[Building Imaginary Worlds](#) Createspace Independent Publishing Platform

This book provides high school and undergraduate students, and other interested readers, with a comprehensive survey of science fiction history and numerous essays addressing major science fiction topics, authors, works, and subgenres written by a distinguished scholar. This encyclopedia deals with written science fiction in all of its forms, not only novels and short stories but also mediums often ignored in other reference books, such as plays, poems, comic books, and graphic novels. Some science fiction films, television programs, and video games are also mentioned, particularly when they are relevant to written texts. Its focus is on science fiction in the English language, though due attention is given to international authors whose works have been frequently translated into English. Since science fiction became a recognized genre and greatly expanded in the 20th century, works published in the 20th and 21st centuries are most frequently discussed, though important earlier works are not neglected. The texts are designed to be helpful to numerous readers, ranging from students first encountering science fiction to experienced scholars in the field. Provides readers with information about written science fiction in all its forms—novels, stories, plays, poems, comic books, and graphic novels Includes original interviews with major writers like Ted Chiang, Samuel R. Delany, Kim Stanley Robinson, and Connie Willis that are not available elsewhere Features numerous sidebars with additional data about various subjects and key passages from several classic works Includes hundreds of bibliographies of sources that provide additional information on various specific topics and the genre of science fiction as a whole

### **The Writer's Guide to Weapons**

Penguin

In 2139, a network of artificial wormholes has allowed humanity to reach nearby stars, where nations fiercely compete to settle new colony worlds. War is imminent between Earth's top powers, China and Japan, for reasons that no one entirely understands. Neil Mercer, a freshly commissioned officer in the United States Space Force, is assigned to shepherd a senior spy on a covert mission that risks drawing America into the conflict. In a story featuring high adventure, interstellar intrigue and some of the most scientifically realistic space combat depicted in fiction, Neil and his comrades must face difficult questions about duty, citizenship and national interest as they struggle to discover why the war threatens to engulf every nation on Earth. Recommended for fans of Tom Clancy, Patrick O'Brian, and Robert Heinlein. Also available as an e-book at [www.thehumanreach.net](http://www.thehumanreach.net). "It's all great, good fun ... " -- Don Sakers, Analog Science Fiction and Fact, May 2012 "... a fine and fast-paced read, very much recommended." -- Paul T. Vogel, The Midwest Book Review, January 2012

### **Faint Echoes, Distant Stars**

Baen Books

Lisa Tuttle begins by looking at the different kinds of novels in the science and fantasy fiction genres. She then moves on to look at ideas, word-building, language, structure, writing for children, co-authoring, short stories, and finding an agent. This edition advises on self-publishing and on-line publishing.

[Kobold Guide to Worldbuilding](#) BenBella Books

Make Your Novel Stand Out from the Crowd! Noted literary agent and author Donald Maass has done it again! His previous book, *Writing the Breakout Novel*, offered novelists of all skill levels and genres insider advice on how to make their books rise above the competition and succeed in a crowded marketplace. Now, building on the success of its predecessor, *Writing the Breakout Novel Workbook* calls that advice into action! This powerful book presents the patented techniques and writing exercises from Maass's popular writing workshops to offer novelists first-class instruction and practical guidance. You'll learn to develop and strengthen aspects of your prose with sections on: • Building plot layers • Creating inner conflict • Strengthening voice and point of view • Discovering and heightening larger-than-life character qualities • Strengthening theme • And much more! Maass also carefully dissects examples from real-life breakout novels so you'll

lean how to read and analyze fiction like a writer. With authoritative instruction and hands-on workbook exercises, *Writing the Breakout Novel Workbook* is one of the most accessible novel-writing guides available. Set your work-in progress apart from the competition and write your own breakout novel today!

[Conceiving the Heavens](#) Learning Abilities Books

An illustrated survey of the actual science behind recent science fiction investigates the frontiers of contemporary scientific knowledge and the possibility, and probability, of starships, cyborgs, time travel, and other "science-fiction" phenomena

**Gene Wolfe: 14 Articles on His Fiction** Manchester University Press

Contemporary culture is packed with fantasy and science fiction storyworlds extending across multiple media platforms. This book explores the myriad ways in which imaginary worlds use media like films, novels, videogames, comic books, toys and increasingly user-generated content to captivate and energise contemporary audiences. *World-building* Little, Brown Books for Young Readers

An in-depth writing guide from the author of one of the most popular episodes of *Star Trek* Hugo and Nebula Award-winning author David Gerrold delights and challenges readers with his detailed instruction for creating compelling tales of fantasy and science fiction. The creator of the famous *Star Trek* episode, "The Trouble With Tribbles" and many groundbreaking science fiction novels including *The Man Who Folded Himself* and *When Harlie was One*, Gerrold will inspire you with his passion for the craft. With expert insight and humor, Gerrold shares eye-opening writing tips based on his decades of experience. Inside, discover his techniques for creating fantasy worlds and alien races, developing your hero, writing good sex scenes, keeping imaginary elements believable, and so much more. This ebook edition of *Worlds of Wonder* is the perfect resource for sci-fi and fantasy writers seeking encouragement and "tricks of the trade" from one of the greats.

[6 Steps to Writing and Publishing Your Bestseller!](#) Heinemann Drama

This fifth installment in the *Now Write!* writing-guide series presents speculative fiction-writing exercises from Harlan Ellison, Piers Anthony, Ramsey Campbell and others to help aspiring writers craft a horror, fantasy or science fiction novel that is anything but ordinary. Original.

**How audiences engage with dark television** ABC-CLIO

This book represents the most comprehensive compilation of data on threatened vascular plants ever published. It includes the names of some 33,000 plant species determined to be rare or threatened on a global scale. Conservation assessments were provided by the IUCN Species Survival Commission, the National Botanical Institute (South Africa), Environment Australia, and CSIRO, The Nature Conservancy, the Smithsonian Institution, and the Royal Botanic Gardens, Kew, together with hundreds of botanic gardens and botanists throughout the world. The Royal Botanic Gardens Edinburgh and the New York Botanical Garden have made major in-kind contributions. The result of 20 years work by botanists and conservationists around the world, it is intended as a conservation tool, a provider of baseline information to measure conservation progress and as a primary source of data on plant species. Most importantly, however, it provides the building blocks on which to base a worldwide effort to conserve plant species.

**Off the Main Sequence** Routledge  
The Essential Elements for Building a World Roleplaying games and fantasy fiction are filled with rich and fascinating worlds: the Forgotten Realms, Glorantha, Narnia, R'lyeh, Middle-Earth, Barsoom, and so many more. It took startling leaps of imagination as well as careful thought and planning to create places like these: places that readers and players want to come back to again and again. Now, eleven of adventure gaming's top designers come together to share their insights into building worlds that gamers will never forget. Learn the secrets of designing a pantheon, creating a setting that provokes conflict, determining which historical details are necessary, and so much more. Take that creative leap, and

create dazzling worlds of your own! Essays by Wolfgang Baur, Keith Baker, Monte Cook, Jeff Grubb, Scott Hungerford, David "Zeb" Cook, Chris Pramas, Jonathan Roberts, Michael A. Stackpole, Steve Winter, with an introduction by Ken Scholes. NOMINATED FOR TWO ENNIE AWARDS: Best Writing and Best RPG-Related Book Praise for Prior Kobold Design Guides "Highly recommended for gaming nerds everywhere." -- CityBookReview.com "If you're an aspiring pro this book is a must. If you're a rules hacker like me, this stuff is solid gold." -- Berin Kinsman, UncleBear Media "A fantastic collection ... A solid 5 star rating." --Joshua Guillion, AdventureAWeek.com "An amazing collection ... from some of the best designers and writers creating role-playing game material today." --Brian Fitzpatrick, BlogCritics.org

How to Write Science Fiction and Fantasy Libraries Unlimited  
This volume offers innovative ways to think about speculation at a time when anticipation of catastrophe in an apocalyptic mode is the order of the day and shapes public discourse on a global scale. It maps an interdisciplinary field of investigation: the chapters interrogate hegemonic ways of shaping the present through investments in the future, while also looking at speculative practices that reveal transformative potential. The twelve contributions explore concrete instances of envisioning the open unknown and affirmative speculative potentials in history, literature, comics, computer games, mold research, ecosystem science and artistic practice.

ABDO  
World-buildingWriters Digest Books  
*Aliens & Alien Societies* Rand Corporation  
This ambitious work provides single-point,

unified access to some of the most significant books, articles, and news reports in the science fiction, fantasy, and horror genres. Entries are arranged in two sections—author (subarranged by title) and subject—and may have up to 50 subject terms assigned. No other reference tool addresses the secondary literature of this fast-growing and dynamic field with such in-depth subject coverage as this work, nor approaches its breadth of coverage. Aimed at academic libraries, large public libraries, some school and medium-sized public libraries, and individual scholars, this index supplements Science Fiction and Fantasy Reference Index: 1985-1991 (Libraries Unlimited, 1993) and Science Fiction and Fantasy Reference Index: 1878-1984 (Gale Research, 1987).

How to Write Realistic Monsters, Aliens, and Fantasy Creatures Wildside Press LLC  
Princess Snow is missing. Her home planet is filled with violence and corruption at the hands of King Matthias and his wife as they attempt to punish her captors. The king will stop at nothing to get his beloved daughter back—but that's assuming she wants to return at all. Essie has grown used to being cold. Temperatures on the planet Thanda are always sub-zero, and she fills her days with coding and repairs for the seven loyal drones that run the local mines. When a mysterious young man named Dane crash-lands near her home, Essie agrees to help the pilot repair his ship. But soon she realizes that Dane's arrival was far from accidental, and she's pulled into the heart of a war she's risked everything to avoid. In her enthralling debut, R.C. Lewis weaves the tale of a princess on the run from painful secrets . . . and a poisonous queen. With the galaxy's future—and her own—in jeopardy, Essie must choose who to trust in a fiery fight for survival.