

Disposable A History Of Skateboard Art

This book looks at some of the cottage industries that are spawned by skateboarding, including board design, skate magazine photographers, and pro skaters themselves.

This book explores the ways in which religion is observed, performed, and organised in skateboard culture. Drawing on scholarship from the sociology of religion and the cultural politics of lifestyle sports, this work combines ethnographic research with media analysis to argue that the rituals of skateboarding provide participants with a rich cultural canvas for emotional and spiritual engagement. Paul O'Connor contends that religious identification in skateboarding is set to increase as participants pursue ways to both control and engage meaningfully with an activity that has become an increasingly mainstream and institutionalised sport. Religion is explored through the themes of myth, celebrity, iconography, pilgrimage, evangelism, cults, and self-help.

Since a graphic was first hand-drawn onto a board, the culture of skateboarding has been creative and visual, with by-products such as videos, stickers, magazines, board graphics and clothing. In recent years more skateboarders than ever have turned to art as another outlet for their creativity and an increasing number of exhibitions focus on art produced by skateboarders. Concrete to Canvas brings together, for the first time, a wide variety of the finest work, whether on skate decks, canvas, computers, in sketchbooks or on the streets. Many of the artists selected for inclusion have used the street as their canvas, while also exhibiting in galleries internationally, often fusing spray paints and marker pens with oils and acrylics. Artists are featured alphabetically and the work is accompanied by brief commentaries and quotes its relationship with skateboarding.

How the Wheel Changed History examines the ancient origins of the wheel and explores the many inventions--from the spinning wheel to the phonograph--made possible by the simple machine. Features include essential facts, a glossary, selected bibliography, websites, source notes, and an index, plus a timeline and maps, charts, and diagrams. Aligned to Common Core Standards and correlated to state standards. Essential Library is an imprint of Abdo Publishing, a division of ABDON.

Celebrate the 10th anniversary of the greatest skateboard deck compilation with this special print edition of The Disposable Skateboard Bible. With the release of Disposable: A History of Skateboard Art in 2004, author Sean Cliver made a brilliant attempt at artfully cataloging every important skateboard deck ever released. In the process, he created a classic, but was left feeling less than satisfied. Ever the completist, the gaping omissions in the first book gnawed at him and drove him to envision compiling the ultimate encyclopedia of Skateboard decks. While Disposable was beautiful, capturing the essence of the aesthetic, The Disposable Skateboard Bible sets out to be the ultimate guide. The author's industry insider status (in 1989 he landed his first job as a designer at Powell-Peralta) allows him to guide readers through the culture and experience, the art and the mania of the skate world with authority and expertise. While the boards take center stage, fascinating vignettes and recollections by an A-list of skateboarding personalities from Tony Hawk to Mike Vallely, Mark Gonzales to Stacy Peralta and more.

Selected as an Outstanding Academic Title by Choice Magazine, January 2010 The Encyclopedia of Play: A Social History explores the concept of play in history and modern society in the United States and internationally. Its scope encompasses leisure and recreation activities of children as well as adults throughout the ages, from dice games in the Roman empire to video games today. As an academic social history, it includes the perspectives of several curricular disciplines, from sociology to child psychology, from lifestyle history to social epidemiology. This two-volume set will serve as a general, non-technical resource for students in education and human development, health and sports psychology, leisure and recreation

studies and kinesiology, history, and other social sciences to understand the importance of play as it has developed globally throughout history and to appreciate the affects of play on child and adult development, particularly on health, creativity, and imagination.

Discusses the history and culture of skateboarding and focuses on the great variety of art work that can be found on skateboard decks.

A photo retrospective commemorating the hit MTV show's 10th anniversary includes stills from the best Jackass segments featuring Johnny Knoxville, Steve-O, Wee-Man, Bam Margera and more, as well as photos from group's early days at Big Brother magazine, in a book with plenty of skateboard tricks, practical jokes and all-around stupid stunts. TV tie-in.

The story of the simple skateboard is part thriller, part underground, underdog success tale. It's chock-full of innovations, far-out graphic artistry, and ever-more-incredible hot-dogging feats. And the story's told in this book with contributions from the stars themselves—Tony Hawk, Stacey Peralta, Jeff Ho, the Dogtown Z-Boys, and more. Beautifully illustrated with historical posters, ads, and memorabilia along with new action photography, studio skateboard shots, and unique portraits of the stars, this is a fitting tribute to an American classic.

This retrospective on Jim's skateboard art bobards the reader with colorful skateboard decks, logos, ad art, ad layouts, photos and stickers to illustrate the history of skateboarding from the urethane revolution up to the present. You are invited for a ride, an inside view of Phillips Studios, to observe the wacky world of his crazed studio artists, and examine their graphic assignments. The story traces the roots of skateboarding with more than a half-century of Phillips' involvement. It provides insight into the creative evolution of the sport and the worldwide interest and influence that has occurred from this California artist.

Eine interdisziplinäre Verständigung über Kultur ist fällig und notwendig, um dem gegenwärtig weit verbreiteten Eindruck entgegenzuwirken, „Kultur“ habe sich als semantisches Irrlicht und als obsolet gewordener Gegenstand von Forschung erwiesen, weil der Begriff unüberschaubare wie unvereinbare

Bedeutungsmomente bündele und aus einem bloßen Gespinnst von Mehrdeutigkeiten bestehe. Demgegenüber wird in diesem Buch die Überzeugung vertreten, dass es gewinnbringend ist, die spezifischen Kompetenzen aus der Kulturosoziologie und Populärkulturforschung, aus der Theorie des Kulturmanagements und der Medienkultur sowie aus der Kulturphilosophie zusammenzubringen, um zu zeigen, dass es trotz und gleichsam unterhalb der notorischen Vieldeutigkeit des Wortes „Kultur“ einen gemeinsamen Sachzusammenhang namens Kultur gibt, von dem die einzelnen Fachdisziplinen jeweils bestimmte Faktoren in den Blick nehmen und kraft ihrer eigenen Methoden erhellen. Damit leistet der Band einen wichtigen Beitrag, um den vielschichtigen und komplexen Terminus „Kultur“ als sozial- und kulturwissenschaftlichen Schlüsselbegriff wiederzugewinnen.

Providing updated and revised chapters on safety, equipment, and basic skills, this instructional guide discusses the fundamentals of skateboarding. Presented in a helpful question and answer format, beginners will find information on buying a first board, where to plant one's feet, how to stay safe while learning new stunts, and the history of ...

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Cincinnati Magazine taps into the DNA of the city, exploring shopping, dining, living, and culture and giving readers a ringside seat on the issues shaping the

region.

From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks.

With over 750 streetwear designs and product photographs, and a global directory of the key streetwear boutiques, websites, brands and designers, here is the definitive guide to cool clothes created or inspired by urban living around the globe. All fashion designers, stylists and buyers, retail, branding and advertising professionals will adore this book, as will the millions who love buying and wearing streetwear.

Compiling more legendary skateboarding figures and their pioneering tricks, this comprehensive resource details dozens of spectacular stunts—combining invaluable technical information with insightful historical perspectives. Each feat is captured in action sequence and captioned allowing aspiring riders to learn how to perform them. A history of the tricks, featuring their legendary inventors, is also included. Blending background and how-to, this copiously illustrated reference explains amazing maneuvers that changed the sport and encourages a deep respect for the legends that made skateboarding the worldwide passion it is today.

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

This incredible book combines a history of skateboarding that spans the twentieth century; 693 color photos of decks, wheels, trucks, and other gear that illustrate the sports's dramatic changes in design and graphics; photos of famous riders in action over seven decades; a huge list of skateparks in the USA; and a glossary to help the newcomer get a handle on skateboard lingo. Full pricing information is provided. This book is a required reference for skateboarders, past and present.

From the outbreak of the Cold War to the rise of the United States as the last remaining superpower, the years following World War II were filled with momentous events and rapid change. Diplomatically, economically, politically, and culturally, the United States became a major influence around the globe. On the domestic front, this period witnessed some of the most turbulent and prosperous years in American history. "Postwar America: An Encyclopedia of Social, Political, Cultural, and Economic History" provides detailed coverage of all the remarkable developments within the United States during this period, as well as their dramatic impact on the rest of the world. A-Z entries address specific persons, groups, concepts, events, geographical locations, organizations, and cultural and technological phenomena. Sidebars highlight primary source materials, items of special interest, statistical data, and other information; and Cultural Landmark entries chronologically detail the music, literature, arts, and cultural history of the era. Bibliographies covering literature from the postwar era and about the era are also included, as are illustrations and specialized indexes.

Este libro está diseñado para aquellos que no están empapados de las subculturas, todo contado a través de un viaje musical, con datos importantes acerca de los grupos

que conforman estos movimientos en México y en el resto del mundo. Los estudiosos de la sociología (David Reisman en los años 50, Dick Hebdige a finales de los 70 e incluso el autor mexicano José Agustín en la década de los noventa) han realizado diversas investigaciones tratando de definir, en el tejido social, las diferencias entre la cultura dominante o corriente principal y los subgrupos que desarrollan códigos propios al margen de ella. Dado que tales subgrupos suelen ser pequeños y encuentran en las grandes concentraciones urbanas un terreno fértil para crecer, se suele emplear el término "tribus urbanas" para hacer referencia a ellos. En estas páginas es posible escuchar el sonido de la calle que arde. En ella desfilan darks, sonideros, punks, metaleros, emos, y hasta policías que los observan con suspicacia.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Long time skateboard artist Sean Cliver has put together this staggering survey of over 1000 skateboard graphics from the early 80s to the start of the 00s, creating an indispensable insiders history as he did so. Alongside his own history, Sean has assembled a wealth of recollections and stories from prominent artists and skateboarders such as Andy Howell, Barry McGee, Ed Templeton, Steve Caballero, and Tony Hawk. The end result is a fascinating historical account of art in the skateboard subculture, as told by those directly involved with shaping its legendary creative face. Now, 10 years after its first printing, the graphics and stories within are as provocative as they day they were first conceived.

From skateboarding's distant origins in the 1940s to the heyday of the Z-Boys to Tony Hawk's lifelong and lucrative career as a professional skateboarding icon, this book showcases what skateboarding was in the past and what it's now evolved into. * Bibliography includes primary and secondary sources and current websites * Glossary provides a comprehensive list of skating "lingo" * Index contains a comprehensive listing of names, companies, places, and terms

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