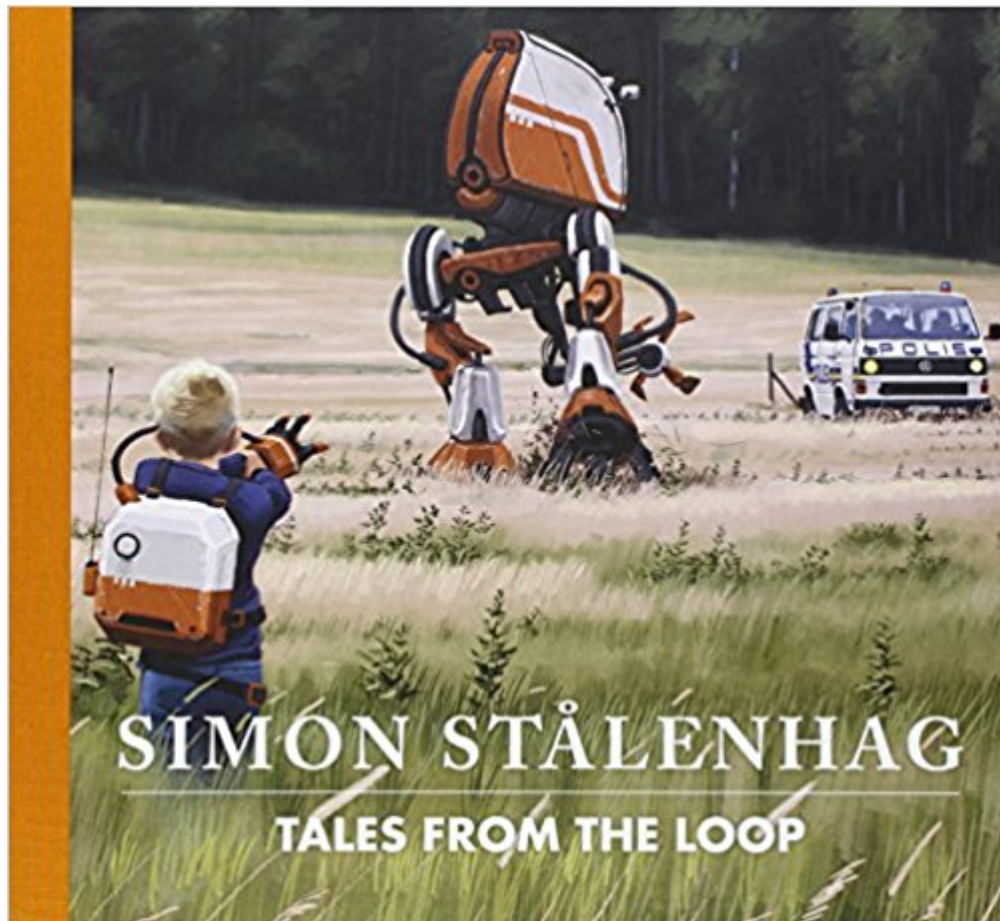




The book was found

Tales From The Loop



Synopsis

Simon Ståhl's *Tales from the Loop* is a wildly successful crowd-funded project that takes viewers on a surprising sci-fi journey through various country and city landscapes – from small towns in Sweden and the deserts of Nevada to the bitter chill of Siberia – where children explore and engage with abandoned robots, vehicles, and machinery large and small, while dinosaurs and other creatures wander our roads and fields. Ståhl's paintings and stories take place in an alternate version of Sweden in the 1980s and 1990s, primarily in the countryside of Mälaren, a string of islands just west of Stockholm, and how this reality came about: the development of the Loop, a large particle accelerator and the side effects of the massive project. These incredibly captivating works and accompanying text capture perhaps a not-too-distant reality that is both haunting and imminent: addressing the many ways developing technology and nature can create havoc and wonder in our world – plus, its impact on the next generation. This is the English edition of the first book in Swedish that sold out in its initial printing.

Book Information

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Science Fiction > Post-Apocalyptic

Customer Reviews

Tales from the Loop is Sci-Fi Art Excellence: "Ståhl was far and away my favorite sci-fi artist of 2015, and *Tales From the Loop* will show you why. His universe is a dystopia you wouldn't mind exploring, one that oppresses you with mystery and beauty rather than drab soldiers or vacuous – "you have this emotion, therefore you belong in this group" – regimes. The Loop is sophisticated sci-fi buried under snowy Swedish dirt. And I can't wait

to dig deeper. Kyle Hill, Nerdist Tales From The Loop Is A Stunning Book Of Alternate Nostalgia: "We're enormous fans of Simon Ståhlén's artwork around here, ever since we first came across him in 2013. His work mixes high-tech futurism with scenes from every day Sweden. Now, he's released a brilliant art book." Andrew Liptak, io9.com "Simon Ståhlén did not forget the robots. More to the point, Simon Ståhlén can't forget the robots, because in his remarkable, beautiful new art book, Tales From The Loop, he has embedded them into our collective past, offering a vision of an alt-history Sweden in the late 80s and early 90s where they clack through suburban streets, lurk in the backyard trees, or lie, still and cold, abandoned in snowy fields." Jason Sheenan, npr.org "If you've got a geek in your family who needs a Christmas present, this should be it. They'll love you forever. If you've got a young nerd in need of corruption or a kid who'd benefit from having their reality shaken and their head filled with impossible things or this'll do the trick because, Tales has the magic. It's got the robots, the weirdness, the dinosaurs." - NPR.ORG

Swedish artist Simon Ståhlén burst onto the art scene in 2013 when his first series of paintings were shared on the Internet, and has since become something of a phenomena in the art and sci-fi communities. His original blend of naturalistic landscape paintings with science-fiction elements and a very low-key recollection of growing up in the 80s struck a chord, not just in Sweden, but all over the world. The Verge, Wired, IO9, Scientific American, and The Guardian have all praised his work. But until late 2014, the only place you could watch his art was in digital form on the Internet. Ståhlén splits his time between a small cabin at Målarn (the setting that inspires his work) and an apartment in Stockholm.

I'm so impressed by digital painting and all of the futuristic landscapes and cityscapes people create, but I've never found an artist as thorough and enveloped in his own imagination as to create a metaverse like this. There's continuity to his world and painting. There's social commentary, depth, narrative illustrated in every piece and he even writes a story to give each painting context. To the degree he's created the gritty details of how some hovering agricultural machinery is broken out in its technology and naming everything, he really sits on a gold mine of narrative to produce a game or movie/series from. I highly recommend this for anyone who wants a bigger collection of futuristic art pieces so deep and so well painted that any person can appreciate the scenes presented. I've shown this to elderly people who know nothing of futuristic

worlds/concepts/technology and have seen an amazing level of excitement and vitality injected into their imagination. The quality of his traditional painting skills adds to this effect.

I first came across StåfÆ'Å Å¥lenhag's art through IMGUR. Several months later it then reappeared on my Pinterest feed and from that moment onward I was hooked. Go figure of course that it would be another year before I found out that StåfÆ'Å Å¥lenhag managed to get his artwork published and made into this amazing collection. Who would have thought that there was a storyline to accompany the art's Å as if we needed words amongst such exquisite paintings, but go figure the story hooks you's almost more so. Regardless if you make this purchase for the story or art; just buy the book! Each page is a snapshot into an alternate Earth where technology after the Second World War took a breathtaking and terrifying turn. We of course (as the reader) can only view of snippet of this world through the eyes of a young boy growing up among all these technological wonder (specifically during the 1980's) Å all truly amazing.

What a world Simon StåfÆ'Å Å¥lenhag has envisioned in his inaugural art book. Scores of people have already been enchanted by his dark, melancholic brand of nostalgia simply by viewing his art online, but the book offers even more immersion in that same, rich vein. This first collection of pieces is thematically cohesive from scene to scene and sustains a light, yet compelling, story about the experience of this reality. The addition of companion narrative passages does not lessen the appeal of the collection by attempting to explain the scenes depicted, but instead provides an additional layer of context that enhances the tone of the work as a whole. Also included are diagetic materials, like maps and missives, that are a nice bit of world building one wouldn't get by viewing Simon StåfÆ'Å Å¥lenhag's art online. The quality of this publication is the other amazing part of this work. The material, binding, and print quality are all top notch for the price, and make the collection just that much more enjoyable. I sheepishly admit that I purposefully leave this book sitting by the couch and most visitors have asked to look through it because (I assume) it is such an attractively designed and well-made book. This is the first 'art book' I've purchased so I'm hardly an authority, but I've never regretted the money spent and I doubt that, since you find yourself reading this review with enough interest to come to the end, you will not be similarly enthralled.

The images of a future non future should scare the heck out of any passionate robotics believer. Simon's work is a futuristic tour de force made even more believable set inside daily country life with

inimitable Saabs and Volvos trundling around in the background. The joy of this type of sci fi art is it has to be totally believable (unlike our think tanks) and he succeeds in spades. Just peruse the art or read the text enjoyment is equal and if your jaw does not drop by page 5 you are not from this planet. Also shows Kickstarter what a real community project should look like.

One of the things you need to do when you hit age 25 is get appropriate furniture. That means bedroom tables, real bookcases, and the coffee table. And along with coasters you will need coffee table books to put them on. For people who have hit that change, but don't want to cover the coffee table in typical boring are books, this is perfect. The stories crafted in the pages seem like something akin to Chris Van Allsburg, and I can only imagine the kind of stories and inventions that this book might inspire in the youth of today. Well if you can get them off the lpads. To sum it up, if you want a cool coffee table book pick this one up.

Bought it for the art. The narrative sometimes helps and sometimes seems entirely superfluous. Would have happily just bought a book of art and honestly basically did that. Still want to live in Stalenhag's head.

If you've been a fan of Simon's illustration work online this is something you don't want to miss. In this beautiful hardbound coffee table book with gorgeous full-page illustrations, Simon fleshes out a nostalgic and vaguely-creepy backstory to his eerie, dystopian visual narrative. Written from the author's own perspective of childhood nostalgia, the author & illustrator breathes life into his beautifully-drawn illustrations via anecdotal snippets and various related ephemera. I suggest playing a Boards of Canada album in the background while reading for a fuller experience. This read, for one, highly looks forward to the sequel.

I was born in 83 and grew on movies like ET, X-Files, etc. I remember the times when I explored the computer, floppy disks, first games. This book takes me back in my childhood. The illustrations and the plot is amazing. Simon is a genius!

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