

Blender Game Engine Beginner S Guide Bacone Victor Kuller

RIGHT HERE, WE HAVE COUNTLESS BOOK **BLENDER GAME ENGINE BEGINNER S GUIDE BACONE VICTOR KULLER** AND COLLECTIONS TO CHECK OUT. WE ADDITIONALLY HAVE THE FUNDS FOR VARIANT TYPES AND PLUS TYPE OF THE BOOKS TO BROWSE. THE SUITABLE BOOK, FICTION, HISTORY, NOVEL, SCIENTIFIC RESEARCH, AS CAPABLY AS VARIOUS EXTRA SORTS OF BOOKS ARE READILY EASY TO USE HERE.

AS THIS BLENDER GAME ENGINE BEGINNER S GUIDE BACONE VICTOR KULLER , IT ENDS HAPPENING BEING ONE OF THE FAVORED BOOKS BLENDER GAME ENGINE BEGINNER S GUIDE BACONE VICTOR KULLER COLLECTIONS THAT WE HAVE. THIS IS WHY YOU REMAIN IN THE BEST WEBSITE TO LOOK THE INCREDIBLE BOOK TO HAVE.

GAME DEVELOPMENT WITH BLENDER - DALAI FELINTO 2014

"GAME DEVELOPMENT WITH BLENDER SHOWS STUDENTS HOW TO CREATE VIDEO GAMES USING BLENDER, A FREE, OPEN SOURCE 3D ANIMATION PACKAGE. FOCUSING ON THE BLENDER GAME ENGINE, THE BOOK PROVIDES COVERAGE OF ALL THE GAME ENGINE FEATURES AND INCLUDES INSIGHTS AND TIPS TAKEN FROM ACTUAL GAME CREATION EXPERIENCE SO READERS LEARN HOW AND WHEN TO USE EACH ONE. FEATURING AN EASY-TO-USE LAYOUT, THE BLENDER GAME ENGINE ALLOWS EVEN BEGINNERS TO CREATE SIMPLE 3D GAMES THAT INCLUDE ANIMATION, LIGHTING, SOUND AND MORE." -- BACK COVER.

BLIZZARDS - MARY B. WOODS 2008-01-01

A WINTER SNOWFALL CAN BE BEAUTIFUL. BUT IF CONDITIONS CALL FOR DENSE SNOW, FREEZING TEMPERATURES, AND BONE-CHILLING WIND, YOU ARE IN FOR A DANGEROUS BLIZZARD. THESE BLINDING, SWIRLING STORMS CAN SHUT DOWN ROADS AND DAMAGE BUILDINGS. VIOLENT WINDS CAN THRASH VEHICLES DRIVING ON ICY ROADS. SNOWDRIFTS CAN PILE UP TO BLOCK STREETS OR EVEN COVER HOUSES. BLIZZARDS CAN KNOCK OUT POWER AND THREATEN THE LIVES OF PEOPLE STRANDED INSIDE FOR DAYS^[?] OR WORSE, THOSE CAUGHT OUTSIDE IN THE STORM. WITH DRAMATIC IMAGES AND FIRST-HAND SURVIVOR STORIES^[?] PLUS

THE LATEST FACTS AND FIGURES? THIS BOOK SHOWS YOU BLIZZARD DISASTERS UP CLOSE.

THE FUNDAMENTALS OF ANIMATION - PAUL WELLS 2016-08-11

PACKED WITH EXAMPLES FROM CLASSIC AND CONTEMPORARY FILMS, THE FUNDAMENTALS OF ANIMATION PRESENTS EACH STAGE OF THE ANIMATION PRODUCTION PROCESS IN AN ENGAGING VISUAL STYLE, WHILST PROVIDING AN HISTORICAL AND CRITICAL CONTEXT FOR FOUR CORE DISCIPLINES: DRAWN/CEL; 2D/3D STOP-MOTION; COMPUTER GENERATED; AND EXPERIMENTAL ANIMATION. WITH INSIGHTFUL COMMENTARY FROM LEADING ANIMATORS, WELLS AND MOORE ALSO INTRODUCE YOU TO THE MANY DIFFERENT CAREER PATHS OPEN TO ASPIRING ANIMATORS, FROM STORYBOARD ARTIST OR CHARACTER DESIGNER TO VFX ARTIST OR WRITER AND DIRECTOR. THEY ALSO PROVIDE YOU WITH KEY TIPS ON PRODUCING ENGAGING PORTFOLIOS AND SHOW REELS. - ILLUSTRATED WITH OVER 300 IMAGES, INCLUDING PRELIMINARY SKETCHES, FRAME-BY-FRAME ANALYSES AND SHOTS OF ANIMATORS AT WORK. - NOW EXPLORES THE ANIMATED DOCUMENTARY GENRE AND THE ROLE OF VISUAL EFFECTS AND GAMING IN CONTEMPORARY ANIMATION. - FEATURES MORE THAN 20 INTERVIEWS WITH A RANGE OF INTERNATIONAL PRACTITIONERS INCLUDING PETE DOCTER, DIRECTOR, MONSTERS, INC. (2001), UP (2009) AND INSIDE OUT (2015). FEATURED ARTISTS SARAH

COX, ARTHUR COX LLUIS DANTI, MEDIA MOLECULE PETE DOCTER, PIXAR PAUL DRIESSEN ERIC FOGEL CATHAL GAFFNEY, BROWN BAG FILMS ADAM GODDARD PHILIP HUNT, STUDIO AKA THE BROTHERS MCLEOD BILL PLYMPTON ELLEN POON, INDUSTRIAL LIGHT AND MAGIC BARRY PURVES JOANNA QUINN CHRIS RANDALL, SECOND HOME STUDIOS MAUREEN SELWOOD KOJI YAMAMURA *ANDROID IN PRACTICE - MATTHIAS KAEPLER 2011-09-29* SUMMARY ANDROID IN PRACTICE IS A TREASURE TROVE OF ANDROID GOODNESS, WITH OVER 90 TESTED, READY-TO-USE TECHNIQUES INCLUDING COMPLETE END-TO-END EXAMPLE APPLICATIONS AND PRACTICAL TIPS FOR REAL WORLD MOBILE APPLICATION DEVELOPERS. WRITTEN BY REAL WORLD ANDROID DEVELOPERS, THIS BOOK ADDRESSES THE TRICKIEST QUESTIONS RAISED IN FORUMS AND MAILING LISTS. USING AN EASY-TO-FOLLOW PROBLEM/SOLUTION/DISCUSSION FORMAT, IT DIVES INTO IMPORTANT TOPICS NOT COVERED IN OTHER ANDROID BOOKS, LIKE ADVANCED DRAWING AND GRAPHICS, TESTING AND INSTRUMENTATION, BUILDING AND DEPLOYING APPLICATIONS, AND USING ALTERNATIVE LANGUAGES. ABOUT THE BOOK IT'S NOT HARD TO FIND THE INFORMATION YOU NEED TO BUILD YOUR FIRST ANDROID APP. THEN WHAT? IF YOU WANT TO BUILD REAL APPS, YOU WILL NEED SOME HOW-TO ADVICE, AND THAT'S WHAT THIS BOOK IS ABOUT. ANDROID IN PRACTICE IS A RICH SOURCE

OF ANDROID TIPS, TRICKS, AND BEST PRACTICES, COVERING OVER 90 CLEVER AND USEFUL TECHNIQUES THAT WILL MAKE YOU A MORE EFFECTIVE ANDROID DEVELOPER. TECHNIQUES ARE PRESENTED IN AN EASY-TO-READ PROBLEM/SOLUTION/DISCUSSION FORMAT. THE BOOK DIVES INTO IMPORTANT TOPICS LIKE MULTITASKING AND SERVICES, TESTING AND INSTRUMENTATION, BUILDING AND DEPLOYING APPLICATIONS, AND USING ALTERNATIVE LANGUAGES. PURCHASE OF THE PRINT BOOK COMES WITH AN OFFER OF A FREE PDF, ePUB, AND KINDLE eBook FROM MANNING. ALSO AVAILABLE IS ALL CODE FROM THE BOOK. WHAT'S INSIDE TECHNIQUES COVERING ANDROID 1.X TO 3.X ANDROID FOR TABLETS WORKING WITH THREADS AND CONCURRENCY TESTING AND BUILDING USING LOCATION AWARENESS AND GPS STYLES AND THEMES AND MUCH MORE! THIS BOOK REQUIRES A WORKING KNOWLEDGE OF JAVA, BUT NO PRIOR EXPERIENCE WITH ANDROID IS ASSUMED. SOURCE CODE CAN BE FOUND AT [HTTPS://CODE.GOOGLE.COM/P/ANDROID-IN-PRACTICE/](https://code.google.com/p/android-in-practice/) TABLE OF CONTENTS PART 1 BACKGROUND AND FUNDAMENTALS INTRODUCING ANDROID ANDROID APPLICATION FUNDAMENTALS MANAGING LIFECYCLE AND STATE PART 2 REAL WORLD RECIPES GETTING THE PIXELS PERFECT MANAGING BACKGROUND TASKS WITH SERVICES THREADS AND CONCURRENCY STORING DATA LOCALLY SHARING DATA BETWEEN APPS HTTP

NETWORKING AND WEB SERVICES LOCATION IS EVERYTHING APPEAL TO THE SENSES USING MULTIMEDIA 2D AND 3D DRAWING PART 3 BEYOND STANDARD DEVELOPMENT TESTING AND INSTRUMENTATION BUILD MANAGEMENT DEVELOPING FOR ANDROID TABLETS *AUGMENTED REALITY, VIRTUAL REALITY, AND COMPUTER GRAPHICS* - LUCIO TOMMASO DE PAOLIS 2016-06-10 THE 2-VOLUME SET LNCS 9768 AND 9769 CONSTITUTES THE REFEREED PROCEEDINGS OF THE THIRD INTERNATIONAL CONFERENCE ON AUGMENTED REALITY, VIRTUAL REALITY AND COMPUTER GRAPHICS, AVR 2016, HELD IN LECCE, ITALY, IN JUNE 2016. THE 40 FULL PAPERS AND 29 SHORT PAPERS PRESENTED WERDE CAREFULLY REVIEWED AND SELECTED FROM 131 SUBMISSIONS. THE SALENTO AVR 2016 CONFERENCE INTENDED TO BRING TOGETHER RESEARCHERS, SCIENTISTS, AND PRACTITIONERS TO DISCUSS KEY ISSUES, APPROACHES, IDEAS, OPEN PROBLEMS, INNOVATIVE APPLICATIONS AND TRENDS ON VIRTUAL AND AUGMENTED REALITY, 3D VISUALIZATION AND COMPUTER GRAPHICS IN THE AREAS OF MEDICINE, CULTURAL HERITAGE, ARTS, EDUCATION, ENTERTAINMENT, INDUSTRIAL AND MILITARY SECTORS. BLENDER 3D BY EXAMPLE - ROMAIN CAUDRON 2015-09-25 DESIGN A COMPLETE WORKFLOW WITH BLENDER TO CREATE STUNNING 3D

SCENES AND FILMS STEP-BY-STEP!
ABOUT THIS BOOK GIVE LIFE TO A CHARACTER WITHIN A FULL ANIMATED SHORT FILM BY LEARNING THE RIGGING AND ANIMATION PROCESS MAKE USE OF THE POWERFUL TOOLS AVAILABLE IN BLENDER TO PRODUCE PROFESSIONAL-QUALITY 3D CHARACTERS AND ENVIRONMENTS DISCOVER ADVANCED TECHNIQUES BY ADDING FUR TO A CHARACTER, CREATING A GRASS FIELD, AND FINE-TUNING A SHOT WITH POST-PROCESSING EFFECTS TO ENHANCE YOUR CREATIONS WHO THIS BOOK IS FOR THIS BOOK WILL GIVE ANY BEGINNER THE NECESSARY SKILLS AND KNOWLEDGE TO CREATE OWN 3D PROJECTS WITH BLENDER. YOU DON'T NEED TO HAVE ANY PREVIOUS EXPERIENCE IN 3D MODELING, BUT IF YOU DO, THEN THIS BOOK IS A GREAT WAY GET YOU STARTED WITH BLENDER. THIS BOOK IS FOR ANYONE WHO WANTS TO LEARN BLENDER BY CREATING CONCRETE PROJECTS. WHAT YOU WILL LEARN UNDERSTAND THE BASICS OF 3D AND HOW TO NAVIGATE YOUR WAY AROUND THE BLENDER INTERFACE CREATE A 3D ROBOT TOY MODEL FROM START TO FINISH USING THE BASIC MODELING TOOLS OF BLENDER MAKE A FULL ALIEN CHARACTER USING THE SKIN MESH MODIFIER AND THE SCULPTING TOOLS WITH AN ARTISTIC APPROACH USE RE-TOPOLOGY TECHNIQUES TO CREATE A CLEAN 3D VERSION OF THE PREVIOUSLY SCULPTED ALIEN MODEL A FULL HAUNTED HOUSE AND ITS ENVIRONMENT USING MORE ADVANCED MODELING TOOLS AND TECHNIQUES

SUCH AS THE ARRAY MODIFIER, INSTANCE DUPLICATION, OR CURVES DISCOVER THE POWER OF THE TEXTURE PAINT TOOL IN ORDER TO ADD COLOR TO THE HAUNTED HOUSE GET TO KNOW THE CYCLES RENDER ENGINE BY CREATING DIFFERENT MATERIALS FOR THE HOUSE AND THE ENVIRONMENT IN DETAIL BLENDER IS A POWERFUL TOOL, STABLE, WITH AN INTEGRAL WORKFLOW THAT WILL ALLOW YOU TO UNDERSTAND YOUR LEARNING OF 3D CREATION WITH SERENITY. TODAY, IT IS CONSIDERED TO BE ONE OF THE MOST COMPLETE 3D PACKAGES ON THE MARKET AND IT IS FREE AND OPEN SOURCE! IT IS VERY EFFICIENT FOR MANY TYPES OF PRODUCTIONS, SUCH AS 3D ANIMATED OR LIVE ACTION FILMS, ARCHITECTURE, RESEARCH, OR EVEN GAME CREATION WITH ITS INTEGRATED GAME ENGINE AND ITS USE OF THE PYTHON LANGUAGE. MOREOVER, BLENDER HAS AN ACTIVE COMMUNITY THAT CONTRIBUTES TO EXPANDING ITS FUNCTIONALITIES. TODAY, IT IS USED IN MANY PROFESSIONAL PRODUCTS AND BY MANY COMPANIES. THROUGH THIS BOOK, YOU WILL CREATE MANY TYPES OF CONCERT PROJECTS USING A STEP-BY-STEP APPROACH. YOU WILL START BY GETTING TO KNOW THE MODELING TOOLS AVAILABLE IN BLENDER AS YOU CREATE A 3D ROBOT TOY. THEN, YOU WILL DISCOVER MORE ADVANCED TECHNIQUES SUCH AS SCULPTING AND RE-TOPOLOGY BY CREATING A FUNNY ALIEN CHARACTER. AFTER THAT, YOU WILL CREATE A FULL HAUNTED HOUSE SCENE. FOR THE LAST PROJECT, YOU

WILL CREATE A SHORT FILM FEATURING A RAT COWBOY SHOOTING CHEESE IN A RAT TRAP! THIS WILL BE A MORE COMPLEX PROJECT IN WHICH YOU LEARN HOW TO RIG, ANIMATE, COMPOSE ADVANCED MATERIAL, COMPOSITE, AND EDIT A FULL SEQUENCE. EACH PROJECT IN THIS BOOK WILL GIVE YOU MORE PRACTICE AND INCREASE YOUR KNOWLEDGE OF THE BLENDER TOOLS. BY THE END OF THIS BOOK, YOU WILL MASTER A WORKFLOW THAT YOU WILL BE ABLE TO APPLY TO YOUR OWN CREATIONS. STYLE AND APPROACH THIS IS AN EASY-TO-FOLLOW BOOK THAT IS BASED ON FOUR CONCRETE PROJECTS, WITH INCREASING LEVELS OF DIFFICULTY. EACH CHAPTER WILL TEACH YOU HOW TO CREATE THESE PROJECTS STEP-BY-STEP. NEW TOOLS AND TECHNIQUES ARE INTRODUCED IN A THEORETICAL AND PRACTICAL WAY, SO YOU CAN APPLY THEM IN YOUR OWN PROJECTS LATER.

MEDIA MINDFULNESS - GRETCHEN HAILER 2007

WHETHER YOU ARE A CATHOLIC HIGH SCHOOL TEACHER OF ANY DISCIPLINE, A CATECHIST, OR A YOUTH MINISTER, FEEL CONFIDENT THAT YOU CAN EDUCATE TEENS IN ONE OF THE MOST DIFFICULT YET CRUCIAL AREAS OF THEIR GROWTH IN FAITH. BEWARE! SISTER MEDIA AND SISTER CATECHIST HAVE WRITTEN AN INFORMATION-PACKED RESOURCE THAT ALSO SHARES THEIR SENSE OF FUN AND EXPLORATION. YOU AND YOUR STUDENTS MIGHT CONSIDER THIS STUDY OF MEDIA MINDFULNESS TO BE ONE OF THE MOST ENJOYABLE AND MEANINGFUL

EDUCATIONAL EXPERIENCES IN HIGH SCHOOL!

THE VIRGINIA INDIAN HERITAGE TRAIL - KARENNE WOOD 2007-01-01

A SHORT GUIDE TO VIRGINIA INDIAN TRIBES, ARCHEOLOGY, MUSEUMS, RESERVATIONS, EVENTS, AND HISTORICAL FIGURES. INCLUDES MAPS.

LEARNING VECTOR ILLUSTRATION WITH ADOBE ILLUSTRATOR - JODI STANIUNAS HOPPER 2021-04-08

WHEN YOU BEGIN USING VECTOR ILLUSTRATION SOFTWARE IT CAN BE CONFUSING AND FRUSTRATING TO EVEN WORK OUT HOW TO MAKE A MARK ON THE PAGE - BUT THIS NEW HYBRID APPROACH TO LEARNING INTEGRATES TUTORIAL VIDEOS AND STEP-BY-STEP PROJECTS TO HELP YOU BECOMING CONFIDENT IN NO TIME. STARTING WITH FIRST PRINCIPLES, THIS BOOK INTRODUCES YOU TO ALL THE IMPORTANT TOOLS AND PROCESSES - FROM THE BASICS OF BEZIER CURVES TO APPLYING MESHES - SO YOU CAN QUICKLY AND EFFICIENTLY CREATE YOUR OWN DESIGNS. AS YOU LEARN EACH SKILL THERE ARE PROJECTS FOR YOU TO TRY OUT, AND BY THE END OF THE BOOK YOU'LL BUILD UP TO A MAJOR DESIGN PROJECT TO PUT ALL YOUR NEW ABILITIES INTO PRACTICE.

BLENDER GAME ENGINE BEGINNER'S GUIDE - VICTOR KULLER BACONE 2012

AUTOCAD 2018 AND AUTOCAD LT 2018 ESSENTIALS - SCOTT ONSTOTT 2017-06-12

THE STEP-BY-STEP, FULL-COLOR AUTOCAD 2018 GUIDE WITH REAL-

WORLD PRACTICALITY AutoCAD 2018 AND AutoCAD LT 2018 ESSENTIALS PROVIDES A FULL-COLOR, TASK-BASED APPROACH TO MASTERING THIS POWERFUL SOFTWARE. STRAIGHTFORWARD, EASY-TO-FOLLOW INSTRUCTION PAIRS WITH REAL-WORLD, HANDS-ON EXERCISES TO HELP YOU QUICKLY GET UP TO SPEED WITH CORE FEATURES AND FUNCTIONS; SCREENSHOTS ILLUSTRATE TUTORIAL STEPS TO HELP YOU FOLLOW ALONG, AND EACH CHAPTER CONCLUDES WITH A MORE OPEN-ENDED PROJECT SO YOU CAN DIVE IN AND EXPLORE A SPECIFIC TOPIC IN-DEPTH. FROM 2D DRAWING AND ORGANIZATION TO 3D MODELING, DIMENSIONING, PRESENTING, AND MORE, THIS HELPFUL GUIDE WALKS YOU THROUGH EVERYTHING YOU NEED TO KNOW TO BECOME PRODUCTIVE WITH AutoCAD 2018 AND AutoCAD LT 2018. THE COMPANION WEBSITE FEATURES DOWNLOADABLE STARTING AND ENDING FILES FOR EACH EXERCISE, SO YOU CAN JUMP IN AT ANY POINT AND COMPARE YOUR WORK TO THE PROS, AS WELL AS ADDITIONAL TUTORIALS TO HELP YOU GO AS DEEP AS YOU NEED TO GO. EXERCISES WALK YOU THROUGH THE REAL-WORLD PROCESS OF DRAFTING WHILE TEACHING YOU CRITICAL SKILLS ALONG THE WAY. UNDERSTAND THE AutoCAD INTERFACE AND FOUNDATIONAL CONCEPTS MASTER ESSENTIAL DRAWING AND VISUALIZATION TOOLS STAY ORGANIZED WITH LAYERS, GROUPS, AND BLOCKS EXPERIMENT WITH 3D MODELING, ADD TEXT AND DIMENSIONS,

AND MUCH MORE AutoCAD IS THE INDUSTRY-LEADING TECHNICAL DRAWING SOFTWARE, AND COMPLETE MASTERY IS A VITAL SKILL FOR ANY DESIGN AND DRAFTING PROFESSIONAL. AutoCAD 2018 AND AutoCAD LT 2018 ESSENTIALS IS A SMART, QUICK RESOURCE THAT WILL HELP YOU GET UP TO SPEED WITH REAL-WORLD PRACTICAL INSTRUCTION.

SHAREPOINT FOR PROJECT MANAGEMENT - DUX RAYMOND SY 2008-10-17

"If you are a project manager looking for a technology-based, easily implemented, and usable solution for project communications, document management, and general project organization, this book is for you!" -Susan Weese, PgMP, President and Founder, RHYMING PLANET Most companies don't understand SharePoint's power, and use it simply to share documents or spreadsheets. This hands-on book demonstrates how SharePoint can also help you organize and manage complex projects. With SharePoint for Project Management, you'll not only understand how to apply common and practical project management concepts in SharePoint, you'll learn how to build a Project Management Information System (PMIS), customized to your project, that can efficiently coordinate communication and collaboration

AMONG TEAM MEMBERS. WITH THIS BOOK, YOU WILL: LEARN TO APPLY KEY PROJECT MANAGEMENT TECHNIQUES BY LEVERAGING SHAREPOINT AS A PMIS TRACK A CASE STUDY THAT ILLUSTRATES THE CIRCUMSTANCES AND PROCESSES OF AN EFFECTIVE SHAREPOINT PMIS APPROPRIATELY DEFINE ACCESS PERMISSIONS FOR PROJECT STAKEHOLDERS AND TEAM MEMBERS CENTRALIZE PROJECT DOCUMENTS AND KEEP TRACK OF DOCUMENT HISTORY WITH VERSION CONTROL AUTOMATE PROJECT REPORTING MECHANISMS AND GENERATE ON-DEMAND STATUS REPORTS TRACK PROJECT SCHEDULES, CONTROL CHANGES, AND MANAGE PROJECT RISKS INTEGRATE PROJECT MANAGEMENT TOOLS SUCH AS EXCEL, MICROSOFT PROJECT, POWERPOINT, AND OUTLOOK EACH CHAPTER INCLUDES ACTIVITIES THAT LET YOU PRACTICE WHAT YOU LEARN. MOST SHAREPOINT BOOKS ARE EITHER TOO INTRODUCTORY (FOR END USERS), OR TOO TECHNICAL (FOR SYSTEM ADMINISTRATORS). SHAREPOINT FOR PROJECT MANAGEMENT IS JUST WHAT PROJECT MANAGERS LIKE YOU NEED TO LEARN HOW TO HARNESS THE ORGANIZATIONAL ABILITIES OF THIS POWERFUL SOFTWARE.

BLENDER GAME ENGINE - VICTOR KULLER BACONE 2012-09-24
THE NON-PROGRAMMER'S GUIDE TO CREATING 3D VIDEO GAMES
THE 30 GOALS CHALLENGE FOR TEACHERS - SHELLY SANCHEZ TERRELL 2014-12-03

HOW DOES A TEACHER KNOW WHETHER HE OR SHE IS BENEFITTING LEARNERS? WHAT DO EDUCATORS DO WHEN THEY HAVE QUESTIONS ABOUT THE BEST WAY TO INTEGRATE NEW TECHNOLOGIES INTO THEIR CLASSROOMS? WHAT SHOULD A TEACHER DO TO AVOID BURNOUT? WHO WILL MENTOR THE TEACHER WHO TAKES ON THESE QUESTIONS? THE 30 GOALS CHALLENGE FOR TEACHERS TAKES YOU ON A PERSONAL JOURNEY TO ACCOMPLISH MANAGEABLE GOALS, REFLECT ON YOUR EXPERIENCES, AND REGAIN YOUR SPARK AND CONFIDENCE IN TEACHING. THIS INNOVATIVE APPROACH WILL HELP YOU RECONNECT TO YOUR STUDENTS, IMPROVE YOUR CLASSROOM PRACTICE, AND HELP YOU TRANSFORM AS AN EDUCATOR. TO ENSURE YOUR SUCCESS AND GROWTH, YOU WILL FIND: 30 SHORT-TERM GOALS TO COMPLETE AT YOUR OWN PACE 30 LONG-TERM GOALS THAT RELATE TO THE SHORT-TERM GOALS EXERCISES THROUGHOUT TO HELP YOU CONSIDER EACH GOAL EXAMPLES OF HOW THE GOAL HAS BEEN ACCOMPLISHED IN DIFFERENT TEACHING CONTEXTS TIPS FOR THE SUCCESSFUL COMPLETION OF THE GOALS REFLECTION AREAS TO DOCUMENT THE RESULT OF ACCOMPLISHING THE GOAL A RESOURCE LIST WITH FREE WEB TOOLS AND APPS RELATED TO THE GOAL'S TASK
GAME THINKING - AMY JO KIM 2018-05-25
DURING HER TIME WORKING ON GENRE-DEFINING GAMES LIKE THE SIMS, ROCK BAND, AND ULTIMA ONLINE, AMY JO LEARNED THAT CUSTOMERS STICK WITH

PRODUCTS THAT HELP THEM GET BETTER AT SOMETHING THEY CARE ABOUT, LIKE PLAYING AN INSTRUMENT OR LEADING A TEAM. AMY JO HAS USED HER INSIGHTS FROM GAMING TO HELP HUNDREDS OF COMPANIES LIKE NETFLIX, DISNEY, THE NEW YORK TIMES, UBISOFT AND HAPPIFY INNOVATE FASTER AND SMARTER, AND DRIVE LONG-TERM ENGAGEMENT.

MAMMALS OF INDIANA - JOHN O. WHITAKER, JR. 2010-07-30
THIS POCKET-SIZED FIELD GUIDE TO NATIVE INDIANA MAMMALS OFFERS COLOR PHOTOS, SKULL CLOSE-UPS, AND RANGE MAPS, ALONG WITH DESCRIPTIONS AND CLUES TO FINDING AND IDENTIFYING ALL MAMMALS INDIGENOUS TO THE AREA -- AND EVEN A FEW THAT ARE NOT, BUT CAN NOW BE FOUND IN THE STATE. IN ADDITION TO DETAILING INDIANA'S WILD, MOSTLY SMALL, SECRETIVE, AND NOCTURNAL MAMMALS, JOHN O. WHITAKER, JR., DESCRIBES THE REGION'S HABITATS, CLIMATE, AND VEGETATION. MAMMALS OF INDIANA: A FIELD GUIDE PRECISELY IDENTIFIES THE CREATURES YOU ARE LIKELY TO ENCOUNTER WHILE HIKING A TRAIL, CAMPING IN A STATE PARK, OR PICNICKING IN YOUR OWN BACKYARD. WHETHER YOU ARE A BIOLOGIST, VETERINARIAN, WILDLIFE MANAGER, OR SIMPLY A NATURE ENTHUSIAST, THIS GUIDE IS CERTAIN TO BE A WELCOME COMPANION DURING YOUR NEXT OUTDOOR ADVENTURE.

MR TEAPOT HEAD - PAUL & LYDIA
2015-07-18

PLAY TO LEARN - SHARON BOLLER
2017-03-03

WHEN TRAINERS USE GAMES, LEARNERS WIN BIG. AS A TRAINER INTERESTED IN GAME DESIGN, YOU KNOW THAT GAMES ARE MORE EFFECTIVE THAN LECTURES. YOU'VE SEEN FIRSTHAND HOW IMMERSIVE GAMES HOLD LEARNERS' INTEREST, HELPING THEM EXPLORE NEW SKILLS AND EXPERIENCE DIFFERENT POINTS OF VIEW. BUT HOW DO YOU BECOME THE MILTON BRADLEY OF LEARNING GAMES? PLAY TO LEARN IS HERE TO HELP. THIS BOOK BRIDGES THE GAP BETWEEN INSTRUCTIONAL DESIGN AND GAME DESIGN; IT'S WRITTEN TO GROW YOUR GAME LITERACY AND STRENGTHEN CRUCIAL GAME DESIGN SKILLS. EXPERTS SHARON BOLLER AND KARL KAPP SHARE REAL EXAMPLES OF IN-PERSON AND ONLINE GAMES, AND OFFER AN ONLINE GAME FOR YOU TO TRY AS YOU READ. THEY WALK YOU THROUGH EVALUATING ENTERTAINMENT AND LEARNING GAMES, SO YOU CAN APPLY THE BEST TO YOUR OWN DESIGNS. PLAY TO LEARN WILL ALSO SHOW YOU HOW TO: LINK GAME DESIGN TO YOUR BUSINESS NEEDS AND LEARNING OBJECTIVES. TEST YOUR PROTOTYPE AND REFINE YOUR DESIGN. DEPLOY YOUR GAME TO MOTIVATED AND EXCITED LEARNERS. SO DON'T JUST PLAY AROUND. THINK BIG, DESIGN WELL, AND USE PLAY TO LEARN AS YOUR GUIDE.

RAISING VEGETARIAN CHILDREN - JOANNE STEPANIAK 2002-10-16
THIS HANDBOOK AIMS TO DEBUNK THE MYTH THAT VEGETARIAN DIETS PROVIDE INADEQUATE NUTRITION FOR GROWING

CHILDREN. SEPARATE CHAPTERS ADDRESS THE NEEDS OF INFANTS, PRESCHOOLERS, SCHOOL-AGE CHILDREN, AND TEENAGERS. THERE ARE LOTS OF CHILD-FRIENDLY RECIPES, AND A RESOURCES SECTION.

THE LIMITS OF INTERPRETATION -
UMBERTO Eco 1994

PRESENTS FOUR THEORIES DESCRIBING THE LIMITS OF LITERARY INTERPRETATION, CHALLENGING "THE CANCER OF UNCONTROLLED INTERPRETATION" THAT DIMINISHES THE MEANING AND THE BASIS OF COMMUNICATION. -- BACK COVER.

CASUAL GAME DESIGN - GREGORY
TREFRY 2010-01-26

FROM WINDOWS SOLITAIRE TO BEJWELED TO WII TENNIS, CASUAL GAMES HAVE RADICALLY CHANGED THE LANDSCAPE OF GAMES. BY SIMPLIFYING GAMEPLAY AND PROVIDING QUICK BUT INTENSE BLASTS OF ENGAGING PLAY, CASUAL GAMES HAVE DRAWN IN HUGE NEW AUDIENCES OF PLAYERS. TO ENTERTAIN AND ENGAGE THE CASUAL PLAYER, GAME DESIGNERS MUST LEARN TO THINK ABOUT WHAT MAKES CASUAL

SKETCHUP FOR DUMMIES - AIDAN
CHOPRA 2017-03-02

DESIGN ALMOST ANYTHING IN 3D WITH SKETCHUP WHETHER YOU'VE DABBLED IN DRAWING IN 3D OR ARE INTERESTED IN LEARNING THE BASICS OF DESIGN, SKETCHUP FOR DUMMIES MAKES IT FAST AND EASY TO LEARN THE ROPES OF A POWERFUL, USER-FRIENDLY TOOL TO BRING YOUR DESIGN IDEAS TO LIFE. FROM CREATING A BASIC 3D MODEL TO SHOWING OFF YOUR WORK VIA 3D

PRINT OR ANIMATION, THIS ALL-ACCESS GUIDE PULLS BACK THE CURTAIN ON USING SKETCHUP TO DO ANYTHING FROM REDESIGNING YOUR HOUSE TO MOCKING UP THE NEXT GREAT INVENTION. WITH AN EMPHASIS ON USABILITY, SKETCHUP HAS FOUND VERY WIDE SUCCESS AS A TOOL EVEN NON-DESIGNERS CAN USE TO MAKE BASIC DRAWINGS. AND NOW, THANKS TO THE INSIGHT AND EXPERT TIPS FROM FORMER SKETCHUP PRODUCT DIRECTOR AIDAN CHOPRA AND CO-AUTHOR REBECCA HUEHLS, THIS EASY-TO-FOLLOW GUIDE MAKES IT MORE ACCESSIBLE THAN EVER! CREATE BUILDINGS AND COMPONENTS ALTER THE APPEARANCE OF YOUR MODEL TOUR YOUR DESIGNS VIA SKETCHUP GET QUICK TIPS ON TROUBLESHOOTING IF YOU'RE A DESIGNER WITH SKETCHY COMPUTER MODELING SKILLS, SKETCHUP FOR DUMMIES IS THE TRUSTED REFERENCE YOU'LL TURN TO AGAIN AND AGAIN.

TRENDS IN SOFTWARE TESTING -
HRUSHIKESHA MOHANTY
2016-07-26

THIS BOOK IS FOCUSED ON THE ADVANCEMENTS IN THE FIELD OF SOFTWARE TESTING AND THE INNOVATIVE PRACTICES THAT THE INDUSTRY IS ADOPTING. CONSIDERING THE WIDELY VARIED NATURE OF SOFTWARE TESTING, THE BOOK ADDRESSES CONTEMPORARY ASPECTS THAT ARE IMPORTANT FOR BOTH ACADEMIA AND INDUSTRY. THERE ARE DEDICATED CHAPTERS ON SEAMLESS HIGH-EFFICIENCY FRAMEWORKS, AUTOMATION ON REGRESSION TESTING,

SOFTWARE BY SEARCH, AND SYSTEM EVOLUTION MANAGEMENT. THERE ARE A HOST OF MATHEMATICAL MODELS THAT ARE PROMISING FOR SOFTWARE QUALITY IMPROVEMENT BY MODEL-BASED TESTING. THERE ARE THREE CHAPTERS ADDRESSING THIS CONCERN. STUDENTS AND RESEARCHERS IN PARTICULAR WILL FIND THESE CHAPTERS USEFUL FOR THEIR MATHEMATICAL STRENGTH AND RIGOR. OTHER TOPICS COVERED INCLUDE UNCERTAINTY IN TESTING, SOFTWARE SECURITY TESTING, TESTING AS A SERVICE, TEST TECHNICAL DEBT (OR TEST DEBT), DISRUPTION CAUSED BY DIGITAL ADVANCEMENT (SOCIAL MEDIA, CLOUD COMPUTING, MOBILE APPLICATION AND DATA ANALYTICS), AND CHALLENGES AND BENEFITS OF OUTSOURCING. THE BOOK WILL BE OF INTEREST TO STUDENTS, RESEARCHERS AS WELL AS PROFESSIONALS IN THE SOFTWARE INDUSTRY.

PITCHING HACKS: HOW TO PITCH STARTUPS TO INVESTORS - BABAK NIVI 2009-12-22

HOW TO RAISE MONEY FROM VCS AND ANGEL INVESTORS. WE'VE FOUNDED COMPANIES LIKE EPINIONS; HELPED START COMPANIES THAT ARE BACKED BY SEQUOIA, BENCHMARK, AND KLEINER PERKINS; RAISED \$100M OR SO FOR STARTUPS; AND INVESTED ANOTHER \$20M IN ABOUT 12 COMPANIES. THIS BOOK SUMMARIZES SOME OF THE LESSONS WE'VE LEARNED ABOUT PITCHING COMPANIES TO INVESTORS.

PROBLEMS AND SOLUTIONS IN ORGANOMETALLIC CHEMISTRY - SUSAN

E. KEGLEY 1986

INTRODUCING AUTODESK MAYA 2012
- DARIUSH DERAKHSHANI
2011-03-29

A PRACTICAL, STEP-BY-STEP GUIDE TO MAYA 2012 THIS BOOK IS THE IDEAL PRIMER TO GETTING STARTED WITH MAYA, THE PREMIER 3D ANIMATION AND EFFECTS SOFTWARE USED IN MOVIES, VISUAL EFFECTS, GAMES, CARTOONS, SHORT FILMS, AND COMMERCIALS. YOU'LL LEARN THE MAYA INTERFACE AND THE BASICS OF MODELING, TEXTURING, ANIMATING, AND VISUAL EFFECTS. PROFESSIONAL VISUAL EFFECTS ARTIST AND INSTRUCTOR DARIUSH DERAKHSHANI EXPLAINS THE NUANCES OF THE COMPLEX SOFTWARE, WHILE CREATIVE TUTORIALS OFFER REALISTIC, PROFESSIONAL CHALLENGES FOR THOSE NEW TO 3D. YOU'LL BE UP AND RUNNING IN NO TIME WITH THE WORLD'S MOST POPULAR PROFESSIONAL 3D SOFTWARE APPLICATION. PROVIDES A THOROUGH, STEP-BY-STEP INTRODUCTION TO MAYA 2012 EXPLAINS THE CORE CONCEPTS OF CG AND WORKING IN 3D COVERS MODELING, RIGGING, HDRI LIGHTING, MENTAL RAY RENDERING, AND MORE CONCEPTS ARE REINFORCED WITH TUTORIALS THAT OFFER REALISTIC CHALLENGES AND CLEAR EXPLANATIONS COLOR INSERT PROVIDES REAL-WORLD EXAMPLES FROM TALENTED BEGINNING MAYA USERS BUILD YOUR MAYA AND ANIMATION SKILLS FROM THE GROUND UP WITH THIS PRACTICAL, THOROUGH GUIDE.

BAUDELAIRE AND FREUD - LEO BERSANI
2021-01-08

THIS TITLE IS PART OF UC PRESS'S VOICES REVIVED PROGRAM, WHICH COMMEMORATES UNIVERSITY OF CALIFORNIA PRESS'S MISSION TO SEEK OUT AND CULTIVATE THE BRIGHTEST MINDS AND GIVE THEM VOICE, REACH, AND IMPACT. DRAWING ON A BACKLIST DATING TO 1893, VOICES REVIVED MAKES HIGH-QUALITY, PEER-REVIEWED SCHOLARSHIP ACCESSIBLE ONCE AGAIN USING PRINT-ON-DEMAND TECHNOLOGY. THIS TITLE WAS ORIGINALLY PUBLISHED IN 1977.

VAGRANT NATION - RISA LAUREN
GOLUBOFF 2016

"PEOPLE OUT OF PLACE RESHAPES OUR UNDERSTANDING OF THE 1960S BY TELLING A PREVIOUSLY UNKNOWN STORY ABOUT OFTEN OVERLOOKED CRIMINAL LAWS PROHIBITING VAGRANCY. AS BEATS, HIPPIES, WAR PROTESTERS, COMMUNISTS, RACIAL MINORITIES, CIVIL RIGHTS ACTIVISTS, PROSTITUTES, SINGLE WOMEN, POOR PEOPLE, AND SEXUAL MINORITIES CHALLENGED VAGRANCY LAWS, THE LAWS BECAME A SHARED CONSTITUTIONAL TARGET FOR CLASHES OVER RADICALLY DIFFERENT VISIONS OF THE NATION'S FUTURE"--

INTRODUCTION TO RESEARCH METHODS IN EDUCATION - KEITH F PUNCH
2014-11-10

BASED ON KEITH PUNCH'S BESTSELLING INTRODUCTION TO SOCIAL RESEARCH METHODS, THIS BOOK INTRODUCES THE RESEARCH PROCESS IN A RANGE OF EDUCATIONAL CONTEXTS. IN THIS

UPDATED SECOND EDITION, YOU'LL FIND GUIDANCE ON EVERY STAGE OF RESEARCH, WITH CHAPTERS ON DEVELOPING RESEARCH QUESTIONS, DOING A LITERATURE REVIEW, COLLECTING DATA, ANALYSING YOUR FINDINGS AND WRITING IT ALL UP. WITH A NEW CHAPTER ON ETHICS AND ADDITIONAL COVERAGE OF INTERNET RESEARCH AND MIXING METHODS, THE SECOND EDITION CONTAINS EVERYTHING YOU'LL NEED IF YOU'RE STUDYING ON A RESEARCH METHODS COURSE OR DOING A RESEARCH PROJECT FOR YOURSELF. INTRODUCTION TO RESEARCH METHODS IN EDUCATION PROVIDES YOU WITH: BALANCED COVERAGE OF THE RANGE OF METHODS EMPLOYED BY EDUCATIONAL RESEARCHERS PRACTICAL ADVICE ON COLLECTING AND ANALYSING QUALITATIVE, QUANTITATIVE AND MIXED METHODS DATA A RANGE OF EXAMPLES FROM STUDENT PROJECTS TO SHOW HOW RESEARCH IS DONE IN REAL-LIFE EDUCATIONAL SETTINGS A COMPANION WEBSITE WITH ADDITIONAL RESOURCES FOR LECTURERS AND STUDENTS. KEITH F PUNCH IS EMERITUS PROFESSOR IN THE GRADUATE SCHOOL OF EDUCATION AT THE UNIVERSITY OF WESTERN AUSTRALIA. ALIS OANCEA IS PROFESSOR OF PHILOSOPHY OF EDUCATION AND RESEARCH POLICY, AS WELL AS DIRECTOR OF RESEARCH AT THE UNIVERSITY OF OXFORD, DEPARTMENT OF EDUCATION.

MASTER GUIDE FOR PROFESSIONAL PHOTOGRAPHERS - PATRICK RICE
2006-11-01

FROM SHOOTING BASICS TO IMAGE

EDITING, THIS TEXTBOOK IS AN ALL ENCOMPASSING REFERENCE THAT CAN BE USED BY STUDENTS IN ANY LEVEL OF PHOTOGRAPHY CLASS AS WELL AS THOSE STUDYING TO COMPLETE THE CERTIFIED PROFESSIONAL PHOTOGRAPHER PROGRAM. BEGINNING WITH AN OVERVIEW OF CAMERA CHOICES AND BASIC CAMERA FUNCTIONS, THIS GUIDE OUTLINES THE FUNDAMENTALS OF LIGHTING EQUIPMENT, LIGHT THEORY, COMPOSITION, AND DIGITAL IMAGING WHILE PROVIDING A COMPREHENSIVE ROADMAP FOR EFFICIENTLY TAKING IMAGES FROM CONCEPTION TO CLIENT PRESENTATION. TIPS FOR OVERCOMING OBSTACLES ARE OFFERED FROM THE HARD-WON ADVICE OF PHOTOGRAPHERS WHO HAVE SUCCESSFULLY PASSED THE PROFESSIONAL PHOTOGRAPHER CERTIFICATION PROGRAM TESTS.

CHARACTER MENTOR - TOM BANCROFT 2012-11-12

YOU'VE RESEARCHED YOUR CHARACTER EXTENSIVELY, TAILORED HER TO YOUR AUDIENCE, SKETCHED HUNDREDS OF VERSIONS, AND NOW YOU LEAN BACK CONTENT AS YOU GAZE AT YOUR FINAL CHARACTER MODEL SHEET. BUT NOW WHAT? WHETHER YOU WANT TO USE HER IN AN ANIMATED FILM, TELEVISION SHOW, VIDEO GAME, WEB COMIC, OR CHILDREN'S BOOK, YOU'RE GOING TO HAVE TO MAKE HER PERFORM. HOW A CHARACTER LOOKS AND IS COSTUMED STARTS TO TELL HER STORY, BUT HER BODY LANGUAGE REVEALS EVEN MORE. CHARACTER MENTOR SHOWS YOU HOW TO POSE YOUR CHARACTER, CREATE

EMOTION THROUGH FACIAL EXPRESSIONS, AND STAGE YOUR CHARACTER TO CREATE DRAMA. AUTHOR TOM BANCROFT ADDRESSES EACH TOPIC WITH CLEAR, CONCISE PROSE, AND THEN SHOWS YOU WHAT HE REALLY MEANS THROUGH COMMENTING ON AND REDRAWING ARTWORK FROM A VARIETY OF STUDENT "APPRENTICES." HIS ASSIGNMENTS ALLOW YOU TO JOIN IN AND BRING YOUR DRAWING TO THE NEXT LEVEL WITH CONCRETE TECHNIQUES, AS WELL AS MORE THEORETICAL ANALYSIS. CHARACTER MENTOR IS AN APPRENTICESHIP IN A BOOK. PROFESSIONAL ARTISTS FROM A VARIETY OF MEDIA OFFER THEIR EXPERIENCE THROUGH ADDITIONAL COMMENTARY. THESE INCLUDE MARCUS HAMILTON (DENNIS THE MENACE), TERRY DODSON (X-MEN), BOBBY RUBIO (PIXAR), SEAN "CHEEKS" GALLOWAY (SPIDERMAN ANIMATED), AND MORE. WITH A FOREWORD BY COMICBOOK ARTIST ADAM HUGHES, WHO HAS PRODUCED WORK FOR DC, MARVEL COMICS, LUCASFILM, WARNER BROS. PICTURES, AND OTHER COMPANIES.

BUILDING WEB REPUTATION SYSTEMS -

RANDY FARMER 2010-03-04
WHAT DO AMAZON'S PRODUCT REVIEWS, EBAY'S FEEDBACK SCORE SYSTEM, SLASHDOT'S KARMA SYSTEM, AND XBOX LIVE'S ACHIEVEMENTS HAVE IN COMMON? THEY'RE ALL EXAMPLES OF SUCCESSFUL REPUTATION SYSTEMS THAT ENABLE CONSUMER WEBSITES TO MANAGE AND PRESENT USER

CONTRIBUTIONS MOST EFFECTIVELY. THIS BOOK SHOWS YOU HOW TO DESIGN AND DEVELOP REPUTATION SYSTEMS FOR YOUR OWN SITES OR WEB APPLICATIONS, WRITTEN BY EXPERTS WHO HAVE DESIGNED WEB COMMUNITIES FOR YAHOO! AND OTHER PROMINENT SITES. BUILDING WEB REPUTATION SYSTEMS HELPS YOU ASK THE HARD QUESTIONS ABOUT THESE UNDERLYING MECHANISMS, AND WHY THEY'RE CRITICAL FOR ANY ORGANIZATION THAT DRAWS FROM OR DEPENDS ON USER-GENERATED CONTENT. IT'S A MUST-HAVE FOR SYSTEM ARCHITECTS, PRODUCT MANAGERS, COMMUNITY SUPPORT STAFF, AND UI DESIGNERS. SCALE YOUR REPUTATION SYSTEM TO HANDLE AN OVERWHELMING INFLOW OF USER CONTRIBUTIONS DETERMINE THE QUALITY OF CONTRIBUTIONS, AND LEARN WHY SOME ARE MORE USEFUL THAN OTHERS BECOME FAMILIAR WITH DIFFERENT MODELS THAT ENCOURAGE FIRST-CLASS CONTRIBUTIONS DISCOVER TRICKS OF MODERATION AND HOW TO STAMP OUT THE WORST CONTRIBUTIONS QUICKLY AND EFFICIENTLY ENGAGE CONTRIBUTORS AND REWARD THEM IN A WAY THAT GETS THEM TO RETURN EXAMINE A CASE STUDY BASED ON ACTUAL REPUTATION DEPLOYMENTS AT INDUSTRY-LEADING SOCIAL SITES, INCLUDING YAHOO!, FLICKR, AND EBAY

PRACTICAL CONVOLUTIONAL NEURAL NETWORKS - MOHIT SEWAK
2018-02-27

THIS BOOK HELPS YOU MASTER CNN, FROM THE BASICS TO THE MOST

ADVANCED CONCEPTS IN CNN SUCH AS GANS, INSTANCE CLASSIFICATION AND ATTENTION MECHANISM FOR VISION MODELS AND MORE. YOU WILL IMPLEMENT ADVANCED CNN MODELS USING COMPLEX IMAGE AND VIDEO DATASETS. BY THE END OF THE BOOK YOU WILL LEARN CNN'S BEST PRACTICES TO IMPLEMENT SMART CONVNET ...

APACHE CORDOVA IN ACTION -
RAYMOND K. CAMDEN 2015-10-26

SUMMARY APACHE CORDOVA IN ACTION TEACHES YOU TO CREATE AND LAUNCH HYBRID MOBILE APPS USING CORDOVA OR PHONEGAP. BY FOLLOWING CAREFULLY SELECTED EXAMPLES, STEP-BY-STEP TUTORIALS, AND CRYSTAL-CLEAR EXPLANATIONS, YOU'LL LEARN TO BUILD APPS FROM THE CORDOVA CLI, HOW TO MAKE USE OF DEVICE FEATURES LIKE THE CAMERA AND ACCELEROMETER, HOW TO SUBMIT YOUR APPS TO GOOGLE PLAY AND THE APPLE APP STORE, AND MORE. PURCHASE OF THE PRINT BOOK INCLUDES A FREE eBook IN PDF, KINDLE, AND EPUB FORMATS FROM MANNING PUBLICATIONS. ABOUT THE BOOK DEVELOPING A MOBILE APP REQUIRES EXTENSIVE KNOWLEDGE OF NATIVE PROGRAMMING TECHNIQUES FOR MULTIPLE PLATFORMS. APACHE CORDOVA LETS YOU USE YOUR EXISTING SKILLS IN WEB DEVELOPMENT (HTML, CSS, AND JAVASCRIPT) TO BUILD POWERFUL MOBILE APPS. YOUR APPS ALSO GET THE POWER OF INTEGRATION WITH NATIVE DEVICE FEATURES LIKE THE CAMERA AND FILE

SYSTEM. APACHE CORDOVA IN ACTION TEACHES YOU HOW TO DESIGN, CREATE, AND LAUNCH HYBRID MOBILE APPS PEOPLE WILL WANT TO USE. WITH THE HELP OF STRAIGHTFORWARD, REAL-WORLD EXAMPLES, YOU'LL LEARN TO BUILD APPS FROM THE CORDOVA CLI AND TO MAKE USE OF NATIVE DEVICE FEATURES LIKE THE CAMERA AND ACCELEROMETER. YOU'LL LEARN TESTING TECHNIQUES AND DISCOVER THE PHONEGAP BUILD SERVICE AND HOW TO SUBMIT YOUR APPS TO GOOGLE PLAY AND THE APPLE APP STORE. ALONG THE WAY, THIS HELPFUL GUIDE DISCUSSES MOBILE APP DESIGN AND SHOWS YOU HOW TO CREATE EFFECTIVE, PROFESSIONAL-QUALITY UI AND UX. WHAT'S INSIDE BUILD MOBILE APPS UI, UX, AND TESTING TECHNIQUES DEPLOY TO GOOGLE PLAY AND THE APPLE APP STORE EMPLOY LIBRARIES LIKE BOOTSTRAP, JQUERY MOBILE, AND IONIC ABOUT THE READER READERS SHOULD BE FAMILIAR WITH HTML, CSS, AND JAVASCRIPT. NO EXPERIENCE WITH MOBILE APP DEVELOPMENT NEEDED. ABOUT THE AUTHOR RAYMOND CAMDEN IS A DEVELOPER ADVOCATE FOR IBM. HE IS PASSIONATE ABOUT MOBILE DEVELOPMENT AND HAS SPOKEN AT CONFERENCES WORLDWIDE. THE TABLE OF CONTENTS PART 1 GETTING STARTED WITH APACHE CORDOVA WHAT IS CORDOVA? INSTALLING CORDOVA AND THE ANDROID SDK PART 2 CORE CONCEPTS CREATING CORDOVA PROJECTS USING PLUGINS TO ACCESS

DEVICE FEATURES MOBILE DESIGN AND USER EXPERIENCE CONSIDERATIONS WHEN BUILDING MOBILE APPS TOOLS FOR DEBUGGING CORDOVA AND OTHER HYBRID APPS CREATING CUSTOM PLUGINS PACKING OPTIONS FOR CORDOVA PROJECTS USING PHONEGAP TOOLS PART 3 APPLICATION RELEASE SUBMITTING YOUR APP BUILDING AN RSS READER APP WITH IONIC

3D PRINTING BLUEPRINTS - JOSEPH LARSON 2013-01-01

"3D PRINTING BLUEPRINTS" IS NOT ABOUT HOW TO JUST MAKE A BALL OR A CUP. IT INCLUDES FUN-TO-MAKE AND ENGAGING PROJECTS. READERS DON'T NEED TO BE 3D PRINTING EXPERTS, AS THERE ARE EXAMPLES RELATED TO STUFF PEOPLE WOULD ENJOY MAKING. "3D PRINTING BLUEPRINTS" IS FOR ANYONE WITH AN INTEREST IN THE 3D PRINTING REVOLUTION AND THE SLIGHTEST BIT OF COMPUTER SKILLS. WHETHER YOU OWN A 3D PRINTER OR NOT YOU CAN DESIGN FOR THEM. ALL IT TAKES IS BLENDER, A FREE 3D MODELING TOOL. COUPLE THIS BOOK WITH A LITTLE CREATIVITY AND SOMEDAY YOU'LL BE ABLE TO HOLD SOMETHING YOU DESIGNED ON THE COMPUTER IN YOUR HANDS.

CHASING STARS - BORIS GROYSBERG 2012-03-25

IT IS TAKEN FOR GRANTED IN THE KNOWLEDGE ECONOMY THAT COMPANIES MUST EMPLOY THE MOST TALENTED PERFORMERS TO COMPETE AND SUCCEED. MANY FIRMS TRY TO BUY STARS BY LURING THEM AWAY FROM

COMPETITORS. BUT BORIS GROYSBERG SHOWS WHAT AN UNCERTAIN AND DISASTROUS PRACTICE THIS CAN BE. CHASING STARS OFFERS PROFOUND INSIGHTS INTO THE FUNDAMENTAL NATURE OF OUTSTANDING PERFORMANCE. IT ALSO OFFERS PRACTICAL GUIDANCE TO INDIVIDUALS ON HOW TO MANAGE THEIR CAREERS STRATEGICALLY, AND TO COMPANIES ON HOW TO IDENTIFY, DEVELOP, AND KEEP TALENT. --PUBLISHER'S DESCRIPTION.

HABITATS AND ECOLOGICAL COMMUNITIES OF INDIANA - JOHN O. WHITAKER, JR. 2012-07-11
IN HABITATS AND ECOLOGICAL COMMUNITIES OF INDIANA, LEADING EXPERTS ASSESS THE HEALTH AND DIVERSITY OF INDIANA'S EIGHT WILDLIFE HABITATS, PROVIDING DETAILED ANALYSIS, DATA-GENERATED MAPS, COLOR PHOTOGRAPHS, AND COMPLETE LISTS OF FLORA AND FAUNA. THIS GROUNDBREAKING REFERENCE DETAILS THE STATE'S FORESTS, GRASSLANDS, WETLANDS, AQUATIC SYSTEMS, BARREN LANDS, AND SUBTERRANEAN SYSTEMS, AND DESCRIBES THE NATURE AND IMPACT OF TWO MAN-MADE HABITATS—AGRICULTURAL AND DEVELOPED LANDS. THE BOOK CONSIDERS EXTIRPATED AND ENDANGERED SPECIES ALONGSIDE INVASIVES AND EXOTICS, AND EVALUATES FLORAL AND FAUNAL DISTRIBUTION AT CENTURY INTERVALS TO CHART ECOLOGICAL CHANGE.

INTRODUCTORY READINGS IN ANCIENT GREEK AND ROMAN PHILOSOPHY -

PATRICK LEE MILLER 2015-03-15
THIS CONCISE ANTHOLOGY OF PRIMARY SOURCES DESIGNED FOR USE IN AN ANCIENT PHILOSOPHY SURVEY RANGES FROM THE PRESOCRATICS TO PLATO, ARISTOTLE, THE HELLENISTIC PHILOSOPHERS, AND THE NEOPLATONISTS. THE SECOND EDITION FEATURES AN AMPLIFIED SELECTION OF PRESOCRATIC FRAGMENTS IN NEWLY REVISED TRANSLATIONS BY RICHARD D. MCKIRAHAN. ALSO INCLUDED IS AN EXPANSION OF THE HELLENISTIC UNIT, FEATURING NEW SELECTIONS FROM LUCRETIUS AND SEXTUS EMPIRICUS AS WELL AS A NEW TRANSLATION, BY PETER J. ANDERSON, OF MOST OF SENECA'S DE PROVIDENTIA. THE SELECTIONS FROM PLOTINUS HAVE ALSO BEEN EXPANDED.

MICROINTERACTIONS - DAN SAFFER 2013-04-30

IT'S THE LITTLE THINGS THAT MAKE THE DIFFERENCE BETWEEN A GOOD DIGITAL PRODUCT AND A GREAT ONE. IN THIS INSIGHTFUL BOOK, AUTHOR DAN SAFFER SHOWS YOU HOW TO DESIGN MICROINTERACTIONS: THE SMALL DETAILS THAT EXIST INSIDE AND AROUND FEATURES. HOW DO YOU TURN ON MUTE? HOW DO YOU KNOW YOU HAVE A NEW EMAIL MESSAGE? HOW CAN YOU CHANGE A SETTING? THESE MOMENTS CAN CHANGE A PRODUCT FROM ONE THAT'S TOLERATED INTO ONE THAT'S TREASURED. LEARN HOW TO CREATE EFFECTIVE AND ENJOYABLE MICROINTERACTIONS BY USING TRIGGERS, RULES, LOOPS AND MODES, AND FEEDBACK.

