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PHOTOSHOP ELEMENTS 11 TOP 100 SIMPLIFIED TIPS AND TRICKS

John Wiley & Sons Get the most out of Photoshop Elements 11 with this simplified guide If you already understand the basics of Photoshop Elements and are eager try out some unique tips and techniques, then you'll love this collection of 100 must-know tips and tricks. Two-page tutorials, full-color screen shots, and step-by-step instructions make it easy to see and follow the directions, helping you to get the very most from this top-selling image-editing software. This guide gets you up to speed on Photoshop Elements 11 and helps you expand your skill set with these best practices for getting the most out of the new version. Shares innovative techniques and unique tips for using the newest and coolest features found in the new Photoshop Elements 11 Explains techniques, best practices, and creative ways to transform your digital images from everyday to extraordinary Features beautiful photos and tips from an experienced photographer and author who shares his secrets on how to create memorable images Includes step-by-step instruction in a series of two-page, highly visual tutorials, with helpful, full-color screen shots on every page Take your image editing and Photoshop Elements skills to the next level with this practical guide.

ADOBE AUDITION CC CLASSROOM IN A BOOK

Adobe Press The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on so ware training workbooks, offers what no other book or training program does–an official training series from Adobe, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 17 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: • Downloadable lesson files you need to work through the projects in the book • Web Edition containing the complete text of the book, interactive quizzes, videos that walk you through the lessons step by step, and updated material covering new feature releases from Adobe What you need to use this book: Adobe Audition CC software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Audition CC software.

THE PHOTOSHOP ELEMENTS 10 BOOK FOR DIGITAL PHOTOGRAPHERS

New Riders This book breaks new ground by doing something for digital photographers that's never been done before—it cuts through the bull and shows you exactly "how to do it." It's not a bunch of theory; it doesn't challenge you to come up with your own settings or figure things out on your own. Instead, it does something that virtually no other Elements book has ever done—it tells you flat-out which settings to use, when to use them, and why. If you're looking for one of those "tell-me-everything-about-the-Unsharp-Mask-filter" books, this isn't it. You can grab any other Elements book on the shelf, because they all do that. Instead, this book gives you the inside tips and tricks of the trade for organizing, correcting, editing, sharpening, retouching, and printing your photos like a pro. You'll be absolutely amazed at how easy and effective these techniques are—once you know the secrets. LEARN HOW THE PROS DO IT Each year we train thousands of digital photographers and, almost without exception, they have the same questions and face the same problems—that's exactly what we cover in this book. You'll learn: The real secrets of how the pros retouch portraits How to color correct any photo without breaking a sweat (you'll be amazed at how the pros do it!) How to use Camera Raw for processing not only RAW photos, but JPEGs and TIFFs, too! (And you'll learn why so many pros like it best—because it's faster and easier) The sharpening techniques the pros really use (there's an entire chapter just on this!) How to deal with common digital camera image problems, including removing

noise and avoiding halos The most requested photographic special effects, and much more! THE BOOK'S SECRET WEAPON Although Elements 10 offers some digital photography features that Photoshop CS5 doesn't offer, there are plenty of features that Photoshop CS5 has that Elements 10 still doesn't have (things like paths, Channel Mixer, etc.). But in this book, you'll learn some slick workarounds, cheats, and some fairly ingenious ways to replicate many of those Photoshop features from right within Elements. Plus, since this book is designed for photographers, it doesn't waste your time talking about how to frame a shot, set your exposure, etc., and there's no talk about which camera or printer to buy. It's all Elements, step by step, cover to cover, in the only book of its kind, and you're gonna love it!

MAC OS X LEOPARD KILLER TIPS

Pearson Education Killer Tips books are written with one goal in mind: to allow the reader to work faster and smarter. In other books, you'll often find that the most useful information is found in sidebars, tips, and notes. In a Killer Tips book, there's nothing to weed through: it's all sidebars, tips, and notes! Here, Scott Kelby gives you only the best tips and info on Mac OS X Leopard, covering all of the new features, including Time Machine, the revolutionary and completely unique backup system; Spaces, which allows the user to totally customize different window configurations based on their needs; Spotlight, which now allows the user to search across an entire network (not just the user's computer); and much more. Scott Kelby's trademark style—both direct and humorous—is easily accessible to all readers, who will appreciate all the great information here, as well as the book's clear and focused presentation.

PHOTOSHOP FINISHING TOUCHES

Peachpit Press This book is all about adding finishing touches to your images, including frames, artistic effects, dramatic lighting effects, combining color with black and white, and much more. You'll learn how to create special effects in very flexible, editable ways that are just the tip of the iceberg, giving you countless possibilities. This book gives you the basic ingredients and encourages you to experiment and cook up your own variations.

ADOBE PHOTOSHOP 7.0

Adobe Press Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Photoshop concepts and displaying professionally designed projects.

GETTING STARTED WITH OPENBTS

"O'Reilly Media, Inc." Deploy your own private mobile network with OpenBTS, the open source software project that converts between the GSM and UMTS wireless radio interface and open IP protocols. With this hands-on, step-by-step guide, you'll learn how to use OpenBTS to construct simple, flexible, and inexpensive mobile networks with software. OpenBTS can distribute any internet connection as a mobile network across a large geographic region, and provide connectivity to remote devices in the Internet of Things. Ideal for telecom and software engineers new to this technology, this book helps you build a basic OpenBTS network with voice and SMS services and data capabilities. From there, you can create your own niche product or experimental feature. Select hardware, and set up a base operating system for your project Configure, troubleshoot, and use performance-tuning techniques Expand to a true multinode mobile network complete with Mobility and Handover Add general packet radio service (GPRS) data connectivity, ideal for IoT devices Build applications on top of the OpenBTS NodeManager control and event APIs

PHOTOSHOP 5.5 FOR WINDOWS

ENI Publishing, Limited

ART AND DESIGN IN PHOTOSHOP

Taylor & Francis Fancy designing your own classic and contemporary movie posters, books and magazine covers? Feel like turning your photographs into works by Turner, Matisse and Magritte? Want to create illustrations in the styles of The Simpsons, steampunk and Victorian engravings? Then you need Art and Design in Photoshop. In this unique book, acclaimed master of photomontage and visual trickery Steve Caplin shows you how to stretch your creative boundaries. Taking the same tried-and-tested practical approach as his best selling How to Cheat in Photoshop titles, Steve's step-by-step instructions recreate a dazzling and diverse array of fabulous design effects. You'll learn how to design everything from wine labels to sushi cartons, from certificates to iPod advertising, from textbooks to pulp fiction. Written by a working pro, the clear guidelines pinpoint exactly what you need to know: how to get slick-looking results with minimum fuss, with a 16-page Photoshop Reference chapter that provides an at-a-glance guide to Photoshop tools and techniques for less experienced users. Steve explains both typography and the design process in a clear, informative and entertaining way. All the images, textures and fonts used in the book are supplied on the accompanying CD-ROM. Imaginative, inspirational and fun to use, this book is a must-have for every creative Photoshop user, both amateur

and professional.

ADOBE AUDITION 1.5

Explains how to use the music editing, mixing, and composing program, covering topics including using the edit view, working with loops and waves, editing voices, using real-time effects, and batch processing.

EMBEDDED SYSTEMS ARCHITECTURE

A COMPREHENSIVE GUIDE FOR ENGINEERS AND PROGRAMMERS

Newnes Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at http://booksite.elsevier.com/9780123821966/ for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

RTFM

RED TEAM FIELD MANUAL

Createspace Independent Publishing Platform The Red Team Field Manual (RTFM) is a no fluff, but thorough reference guide for serious Red Team members who routinely find themselves on a mission without Google or the time to scan through a man page. The RTFM contains the basic syntax for commonly used Linux and Windows command line tools, but it also encapsulates unique use cases for powerful tools such as Python and Windows PowerShell. The RTFM will repeatedly save you time looking up the hard to remember Windows nuances such as Windows wmic and dsquery command line tools, key registry values, scheduled tasks syntax, startup locations and Windows scripting. More importantly, it should teach you some new red team techniques.

ELEMENTARY PROBABILITY

Cambridge University Press Now available in a fully revised and updated second edition, this well established textbook provides a straightforward introduction to the theory of probability. The presentation is entertaining without any sacrifice of rigour; important notions are covered with the clarity that the subject demands. Topics covered include conditional probability, independence, discrete and continuous random variables, basic combinatorics, generating functions and limit theorems, and an introduction to Markov chains. The text is accessible to undergraduate students and provides numerous worked examples and exercises to help build the important skills necessary for problem solving.

GRAPHIC DESIGN PORTFOLIO-BUILDER

ADOBE PHOTOSHOP AND ADOBE ILLUSTRATOR PROJECTS

Peachpit Press Presents instructions on using Adobe Photoshop and Adobe Illustrator to build a graphic design portfolio.

YOUTUBE FOR DUMMIES

John Wiley & Sons YouTube For Dummies takes the classic Dummies tact in helping tech novices get a handle on a popular technology that more tech-savvy audiences consider "simple." With so much content on YouTube getting media attention, more first-timers are jumping on the site and they need help. The book also helps the next step audience of users looking to add content to YouTube. Content includes: Watching the Tube - includes getting your PC ready for YouTube viewing, finding video, signing up for an account, and creating favorites. Loading Video to YouTube—covers the nuts and bolts of shooting video, transferring it to a PC, editing it, and sending it up to YouTube. Bringing Along YouTube—covers the various ways you can use YouTube video in places other than on the site. Includes mobile YouTube and adding videos to your MySpace page or another Web site. I Always Wanted To Direct—explores how to use YouTube's directors program to upload longer video, use the site for marketing, or launch your own videoblog.

CCNA 200-301 OFFICIAL CERT GUIDE, VOLUME 2

Cisco Press Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. This book, combined with CCNA 200-301 Official Cert Guide, Volume 1, covers all the exam topics on the CCNA 200-301 exam. · Master Cisco CCNA 200-301 exam topics · Assess your knowledge with chapter-opening quizzes · Review key concepts with exam preparation tasks This is the eBook edition of CCNA 200-301 Official Cert Guide, Volume 2. This eBook does not include access to the Pearson Test Prep practice exams that comes with the print edition. CCNA 200-301 Official Cert Guide, Volume 2 presents you with an organized test preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. CCNA 200-301 Official Cert Guide, Volume 2 from Cisco Press enables you to succeed on the exam the first time and is the only self-study resource approved by Cisco. Best-selling author Wendell Odom shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. This complete study package includes · A test-preparation routine proven to help you pass the exams · Do I Know This Already? quizzes, which enable you to decide how much time you need to spend on each section · Chapter-ending Key Topic tables, which help you drill on key concepts you must know thoroughly · The powerful Pearson Test Prep Practice Test software, complete with hundreds of well-reviewed, exam-realistic questions, customization options, and detailed performance reports · A free copy of the CCNA 200-301 Network Simulator, Volume 2 Lite software, complete with meaningful lab exercises that help you hone your hands-on skills with the command-line interface for routers and switches · Links to a series of hands-on config labs developed by the author · Online interactive practice exercises that help you enhance your knowledge · More than 50 minutes of video mentoring from the author · An online interactive Flash Cards application to help you drill on Key Terms by chapter · A final preparation chapter, which guides you through tools and resources to help you craft your review and test-taking strategies · Study plan suggestions and templates to help you organize and optimize your study time Well regarded for its level of detail, study plans, assessment features, hands-on labs, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that ensure your exam success. CCNA 200-301 Official Cert Guide, Volume 2, combined with CCNA 200-301 Official Cert Guide, Volume 1, walk you through all the exam topics found in the Cisco 200-301 exam. Topics covered in Volume 2 include · IP access control lists · Security services · IP services · Network architecture · Network automation Companion Website: Companion Website: The companion website contains CCNA Network Simulator Lite software, practice exercises, 50 minutes of video training, and other study resources. See the Where Are the Companion Files on the last page of your eBook file for instructions on how to access. In addition to the wealth of content, this new edition includes a series of free hands-on exercises to help you master several real-world configuration activities. These exercises can be performed on the CCNA 200-301 Network Simulator Lite, Volume 2 software included for free on the companion website that accompanies this book.

TCP/IP ILLUSTRATED, VOLUME 1

THE PROTOCOLS

Addison-Wesley "For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable." —Vint Cerf, Internet pioneer TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols–such as Ethernet and Wi-Fi–through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting,

UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

AN INTRODUCTION TO RAY TRACING

Elsevier The creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics. An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design. Provides practical "how-to" information Contains high quality color plates of images created using ray tracing techniques Progresses from a basic understanding to the advanced science and application of ray tracing

5TH INTERNATIONAL CONFERENCE ON BIOMEDICAL ENGINEERING IN VIETNAM

Springer This volume presents the proceedings of the Fifth International Conference on the Development of Biomedical Engineering in Vietnam which was held from June 16-18, 2014 in Ho Chi Minh City. The volume reflects the progress of Biomedical Engineering and discusses problems and solutions. I aims identifying new challenges, and shaping future directions for research in biomedical engineering fields including medical instrumentation, bioinformatics, biomechanics, medical imaging, drug delivery therapy, regenerative medicine and entrepreneurship in medical devices.

DICTIONARY OF ARCHITECTURE AND BUILDING CONSTRUCTION

Routledge With more than 20,000 words and terms individually defined, the Dictionary offers huge coverage for anyone studying or working in architecture, construction or any of the built environment fields. The innovative and detailed cross-referencing system allows readers to track down elusive definitions from general subject headings. Starting from only the vaguest idea of the word required, a reader can quickly track down precisely the term they are looking for. The book is illustrated with stunning drawings that provide a visual as well as a textual definition of both key concepts and subtle differences in meaning. Davies and Jokiniemi's work sets a new standard for reference books for all those interested in the buildings that surround us. To browse the book and to see how this title is an invaluable resource for both students and professionals alike, visit www.architectsdictionary.com.

PHOTOSHOP CS3: ESSENTIAL SKILLS

Taylor & Francis Brimming with beautiful pictures, this successful book guides you through a project-based, progressive curriculum so that you can build all the essential skills to enhance photographs creatively and professionally with Photoshop CS3. If you are an aspiring professional, enthusiastic amateur photographer, or a student learning photography, digital imaging, art and design, or design graphics, you'll be amazed at the stunning results you can achieve! New! DVD is included FREE. Additional learning materials include * full-resolution, royalty-free images to download for trying-out your new techniques * over 8 hours of QuickTime movie tutorials to support the practical projects * Presets from layer styles to curves, shapes, and gradients * indispensable RAW files for editing practice And don't miss the companion website with updates, practice material, and more at www.photoshopessentialskills.com! "The perfect companion guide for Photoshop users of multiple levels." Photoshop Creative Magazine "This book provides excellent coverage of Photoshop as a digital darkroom tool, as well as covering a truly amazing amount of background information. It is very readable and is truly a gem." Mark Lewis, Director, Mount Saint Mary College, USA The Essential Skills Photography Series from Focal Press uniquely offers a structured learning experience for photographers of all ages, with both the underlying theory and loads of invaluable 'how to' and real-life practice projects - all from the most talented photography practitioners/educators in the world. Each subject includes: * learning objectives for each section - for class use or self-study * color images of student and teacher/author work * activities to check learning outcomes * assignments to put theories into creative practice * full glossary of terms Other titles in the series: Studio Photography: Essential Skills by John Child, Photographic Lighting: Essential Skills by John Child and Mark Galer and Digital Photography in Available Light by Mark Galer.

STORYBOARDS: MOTION IN ART

Taylor & Francis Among the most useful tools in the production of any TV show or film is the storyboard, which is the visual blueprint of a project before it is shot. The director's vision is illustrated in the manner of a comic strip and handed on to the crew for purposes of budgeting, design, and communication. Storyboards: Motion in Art 3/e is an in depth look at the production and business of storyboards.

*Using exercises, real-life examples of working in the entertainment industry, interviews with people in the industry, and sample storyboard drawing, this book will teach you how to : * Develop and Improve your boards * Work with directors * Develop your resume and your portfolio * Market your talent * Create and improve a storyboard using computers Packed full of practical industry information and examples, this book will help the reader improve their skills to either land their first assignment or advance their career.*

DIGITAL ART PHOTOGRAPHY FOR DUMMIES

John Wiley & Sons So you've made the jump to digital photography and you're having a ball with your new camera, right? Now, you're wondering just what it would take to make your photos a little more than just snapshots. Well, Digital Art Photography For Dummies is a great place to find out! You'll not only discover great new ideas, you'll see the effects in full color. This book will help you Get fabulous, well-exposed photos, no matter what your shooting conditions may be Tweak, edit, and enhance your images to create something a lot better than what you started with, or maybe something entirely new Produce gallery-worthy art prints that people are willing to pay for Find out if it's time to upgrade your computer to handle graphics work Sound like fun? This plain-English guide makes it easy, too! You'll find out just what makes a picture artistic, how to plan and set up a good photo shoot, what kinds of tools are available in Photoshop to help you enhance or even completely revamp an image, and how to be sure that what comes out of your printer meets all your expectations. Best of all, this book is jam-packed with full-color images that show you just what you can produce. You'll find out how to Select the right digital equipment Shoot in color, black-and-white, and at night Choose subject matter that fits your style Understand and use your camera's settings to get the best shots Photograph landscapes, people, action, and just about anything else Create special effects in Photoshop Improve the quality of your photos or turn them into true works of art Mat and frame your work for maximum effect If you're comfortable with your digital camera but want to find out more about creating cool effects in Photoshop, you can jump directly to Part III and discover tips and techniques that turn ordinary pictures into extraordinary art. Or maybe you've been trying to get better nighttime photos. Part II is all about setting up your equipment and getting the perfect shot. Like all For Dummies books, Digital Art Photography For Dummies is designed so you can go directly to the part that most interests you. Whether you've been thinking of selling your work or you just want to create a knock-their-socks-off family gallery that your relatives can view online, this book shows you how to take your photography hobby to the next level. Even if you just want to look at the pictures for inspiration, you can't go wrong!

JUNIPER NETWORKS WARRIOR

"O'Reilly Media, Inc." Follows teams of Juniper Networks engineers as they solve specific client problems related to new and emerging network platform architectures.

PHOTOSHOP CS4 BIBLE

John Wiley & Sons

VIDEO DEMYSTIFIED

A HANDBOOK FOR THE DIGITAL ENGINEER

*Newnes This international bestseller and essential reference is the "bible" for digital video engineers and programmers worldwide. This fourth edition is completely updated with all new chapters on MPEG-4, H.264, SDTV/HDTV, ATSC/DVB, and Streaming Video (Video over DSL, Ethernet, etc.), as well as discussions of the latest standards throughout. This is by far the most informative analog and digital video reference available, made even more comprehensive through the author's inclusion of the hottest new trends and cutting-edge developments in the field. Finding another amalgamated source of the huge amount of information in this book is impossible. The author attends DVD and HDTV standards meetings, so the absolute most up-to-date content is assured. The accompanying CD is updated to include a unique set of video test files in the newest formats. This book is a "one stop" reference guide for the various digital video technologies. Professionals in this rapidly changing field need the new edition of this book to keep up with the latest developments and standards in the industry. *This essential reference is the "bible" for digital video engineers and programmers worldwide *Contains all new chapters on MPEG-4, H.264, SDTV/HDTV, ATSC/DVB, and Streaming Video *Completely revised with all the latest and most up-to-date industry standards*

GREP IN INDESIGN

"O'Reilly Media, Inc." Updated: August 2010. Author Peter Kahrel updated this Short Cut to cover InDesign CS5. Updated: November 2009. Author Peter Kahrel updated this Short Cut to address typos and reader comments. GREP (short for "General Regular-Expression Print") is a powerful tool that lets you use wildcards ("jokers") to search and replace text. InDesign's GREP implementation can be used for text and also for formatting codes, finding patterns in text as well as literal text. GREP moves beyond the restrictions that hampered earlier InDesign search features, but unfortunately it does have the reputation of being d.

ADVANCED EXCEL FOR SCIENTIFIC DATA ANALYSIS

Oxford University Press, USA Excel is by far the most widely distributed data analysis software but few users are aware of its full powers. Advanced Excel For Scientific Data Analysis takes off from where most books dealing with scientific applications of Excel end. It focuses on three areas-least squares, Fourier transformation, and digital simulation-and illustrates these with extensive examples, often taken from the literature. It also includes and describes a number of sample macros and functions to facilitate common data analysis tasks. These macros and functions are provided in uncompiled, computer-readable, easily modifiable form; readers can therefore use them as starting points for making their own personalized data analysis tools. Detailed descriptions and sample applications of standard and specialized uses of least squares for fitting data to a variety of functions, including resolving multi-component spectra; standard processes such as calibration curves and extrapolation; custom macros for general "error" propagation, standard deviations of Solver results, weighted or equidistant least squares, Gram-Schmidt orthogonalization, Fourier transformation, convolution and deconvolution, time-frequency analysis, and data mapping. There are also worked examples showing how to use centering, the covariance matrix, imprecision contours, and Wiener filtering and custom functions for bisections, Lagrange interpolation, Euler and Runge-Kutta integration.

PROJECT SAVE

SOCIAL VULNERABILITY & ASSESSMENT FRAMEWORK

Royal Danish Defence College

ENCYCLOPEDIA OF GRAPHICS FILE FORMATS

Oreilly & Associates Incorporated A book and CD-ROM package provides a Mosaic navigating browser and a collection of hard-to-find resources from such vendors as Adobe, Apple, IBM, Microsoft, and Silicon Graphics, as well as test images and code examples. Original. (Advanced).

REAL WORLD ADOBE ILLUSTRATOR CS5

Pearson Education Real World Adobe Illustrator CS5 is the definitive reference to Adobe's industry-standard vector graphics software. With an easy, engaging style, author and past Illustrator product manager Mordy Golding takes readers through all of the features of the program, explaining not only how to use the multitude of features but also why and when to use them. This edition has been thoroughly updated for Illustrator CS5 and includes techniques on using the new perspective tools to draw, move, scale or duplicate objects in perspective. This edition also covers the refinements to Illustrator's drawing tools, such as its Stroke panel and brushes, including the new Bristle Brush for painting, as well as the Shape Builder tool, which makes it easier to merge, break apart, or modify objects. The multiple artboards that were introduced in CS4 are easier to manage in CS5, with a full Artboards panel. Along with tips, sidebars, and expert commentary, there are also numerous 4-color illustrations and screen shots from contributing artists included to offer readers the most complete coverage on this extraordinary application. Designers from all fields--illustrators, animators, package designers, graphic designers, web designers, and more--will find Real World Adobe Illustrator CS5 their one-stop guide to creating powerful designs in Illustrator.

ADOBE PHOTOSHOP CS6 DIGITAL CLASSROOM

John Wiley & Sons A complete training package on the newest version of Photoshop! The Digital Classroom series combines a full-color book with a full-featured DVD, resulting in a complete training package written by expert instructors. Photoshop is the industry standard for image editing, and this guide gets photographers, commercial designers, web developers, fine artists, and serious hobbyists up to speed on the newest version. It includes 13 self-paced lessons that allow you to progress at your own speed, with complete lesson files and tutorials on the DVD. Topics include Camera RAW, masks and layers, retouching, and much more. A self-paced way to learn the newest version of Photoshop, the essential image-editing software used by professional photographers, web developers, and graphic designers Features full-color, step-by-step instructions in the book plus additional tutorials and lesson files on the DVD Developed by a team of Adobe Certified Instructors and Photoshop experts who have created many of the official training titles for Adobe Systems Covers Adobe Bridge, Camera RAW, masks and layers, painting and retouching, and selections and layers, taking you through basic and intermediate-level topics Photoshop CS6 Digital Classroom is like having your own personal tutor teaching you the newest version of Photoshop. Note: DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase.

SKATE LIFE

RE-IMAGINING WHITE MASCULINITY

University of Michigan Press An in-depth look at skateboarding culture by a promising young scholar

DESIGNING THE IPHONE USER EXPERIENCE

A USER-CENTERED APPROACH TO SKETCHING AND PROTOTYPING IPHONE APPS

Pearson Education "In her book Designing the iPhone User Experience, Suzanne Ginsburg takes a fresh look at cutting-edge, user-centered design from the perspective of designing mobile user experiences for the iPhone. Her book brings together everything you need to know to design great products for mobile contexts." —Pabini Gabriel-Petit, UX Strategy & Design Consultant and Publisher and Editor in Chief of UXmatters "It's about time! Suzanne Ginsburg takes the best of User-Centered Design (UCD) principles and tweaks them with a dash of mobile and a lot of hints about what it means to implement the Apple Human Interface Guidelines for iPhone. Your idea for an iPhone app has much better chances of being accepted by iPhone owners (and by the iTunes watchdogs guarding entry to the App Store) if you follow even half of the suggestions in this book." —Nancy Frishberg, Ph.D., User Experience Strategist and past Chair of BayCHI Given the fiercely competitive state of the iPhone app landscape, it has become increasingly challenging for app designers and developers to differentiate their apps. The days are long gone when it was possible to crank out an app over the weekend and refine it after receiving a few not so flattering user reviews. Users now have choices -- lots of them. If your app is difficult to use or doesn't meet their needs, finding another one is just a tap away. To illustrate, consider the ever-growing field of Twitter clients. There are hundreds of variations in the App Store but only a handful stand out from the pack (such as Tweetie or Twitterific). For most apps, it boils down to one thing: the user experience. The same is true for countless other categories within the App Store; well-designed apps are more likely to attract and retain users. Of course there are other critical aspects of iPhone app development: the coding, the marketing, the customer support. All of the elements must come together. Designing the iPhone User Experience will help you tackle the user experience part of the iPhone challenge. Three key themes will be reinforced throughout the book: Know thy user, the Design Lifecycle, and Attention to Detail: Know Thy User Millions of people depend on iPhone apps to get them to work, find their next meal, and stay in touch with family and friends. Professionals of all kinds also rely on iPhone apps: doctors look up drug interactions; photographers fine-tune lighting; cyclists find the best routes. To truly understand how your apps can fit into their lives, designers and developers must learn how users do things today, what's important to them, and what needs have not been met. Part II, Introduction to User Research, will introduce a variety of user research methods. The Design Lifecycle Award-winning designs rarely happen overnight; they usually only occur after many rigorous design cycles. To illustrate this point, consider USA TODAY's iPhone application, which went through at least seven iterations for the article view in their app. These kinds of iterations should happen before you launch your app, since it will save valuable time and money, not to mention the headaches a bad design could create for your user. More importantly, you may only have one chance to impress your users -- you do not want to sell them half-baked ideas. Part III, Developing your App Concept, will explain how to iteratively design and test your app concepts. Attention to Detail Most professionals know that attention to detail is important, but hundreds of apps fail to incorporate even the most basic design principles. This lack of attention is not merely an aesthetic issue (which is important) it also affects the way apps function. For example, a news article without proper alignment will be difficult to read, and a poorly rendered icon will be challenging to interpret. Apps with a razor sharp attention to detail will stand out because their apps will look good and perform well. Part IV, Refining your App Concept, will show you how to make to your app shine, from visual design and branding to accessibility and localization. Mastering these three areas will help set your app apart from the crowd. You may not have an award-winning app over night. But knowing your users, iterative design, and attention to detail are important first steps.

FOUNDATIONS AND PRACTICE OF SECURITY

6TH INTERNATIONAL SYMPOSIUM, FPS 2013, LA ROCHELLE, FRANCE, OCTOBER 21-22, 2013, REVISED SELECTED PAPERS

Springer This book constitutes the carefully refereed post-proceedings of the 6th Symposium on Foundations and Practice of Security, FPS 2013, held in La Rochelle, France, in October 2013. The 25 revised full papers presented together with a keynote address were carefully reviewed and selected from 65 submissions. The papers are organized in topical sections on security protocols, formal methods, physical security, attack classification and assessment, access control, cipher attacks, ad-hoc and sensor networks, resilience and intrusion detection.

GAME CHARACTER DESIGN COMPLETE

USING 3DS MAX 8 AND ADOBE PHOTOSHOP CS2

Course Technology A guide to creating game characters covers such topics as modeling, texturing, mesh optimization, mapping, and animation.

ADOBE CREATIVE SUITE 2

Adobe Press Finally – a Classroom in a Book for the entire Adobe Creative Suite!

DATA STRUCTURES AND ALGORITHMS FOR GAME DEVELOPERS

Cengage Learning A tutorial in the fundamentals of data structures and algorithms used in game development explains what they are and their applications in game design, furnishes instruction in how to create data structures and algorithms using C++, and includes sample applications designed to reinforce learning, hands-on exercises, and other helpful features. Original. (Intermediate)

EMERGING RESEARCH, PRACTICE, AND POLICY ON COMPUTATIONAL THINKING

Springer This book reports on research and practice on computational thinking and the effect it is having on education worldwide, both inside and outside of formal schooling. With coding becoming a required skill in an increasing number of national curricula (e.g., the United Kingdom, Israel, Estonia, Finland), the ability to think computationally is quickly becoming a primary 21st century "basic" domain of knowledge. The authors of this book investigate how this skill can be taught and its resultant effects on learning throughout a student's education, from elementary school to adult learning.

THOU SHALL NOT USE COMIC SANS

365 GRAPHIC DESIGN SINS AND VIRTUES: A DESIGNER'S ALMANAC OF DOS AND DON'TS

Peachpit Press Ask any graphic designer the world over about their preferred approach to setting type, choosing a color, or beginning a new layout, and you will rarely get exactly the same answer twice. All designers have their own way of working and their own combinations of the thousands of techniques one can apply when planning a new design project. But there are some dos and don'ts that always figure in any heated debate about what one should or should not accept as the right way to create the best graphic design. This book looks at key dos and don'ts, bringing them together in the form of a classically structured almanac. Packed with practical advice, but presented in a light-hearted fashion, the advisory rather than dictative approach means designers can take or leave the advice presented in each rule as is typical of most creatives with their own strong views on what does and does not constitute good design practice. Individual entries will either bring forth knowing nods of agreement or hoots of derision, depending on whether or not the reader loves or hates hyphenation, has a pathological fear of beige, or thinks that baseline grids are boring. Thou Shall Not Use Comic Sans is the must-have collection of the best advice that any graphic designer should have at his fingertips, with each entry combining a specific rule with a commentary from a variety of experienced designers from all fields of the graphic design industry. Grouped into six, color-coded categories—typography, color, layout, imagery, production, and the practice of design—but presented numerically and in mixed groups, the reader can either dip in at random or use the book as the source of a daily lesson in how to produce great graphic design. This product is available to U.S. and Canada customers only.