

DigitByte Studio

Elliot Davis (Software engineer)

Manga Studio For Dummies Doug Hills,2011-02-08 Love Manga? The newest features of Manga Studio help you bring your ideas to life! The tools available in the latest version of this powerful program make it easy to turn your computer into your drawing board, and Manga Studio For Dummies makes it easy to get started. Discover how to use Manga Studio to begin creating comics in manga or Western styles, add color to your creations, and share them with your adoring public. It's a breeze once you know your way around the program. Manga may have begun in Japan, but Manga Studio For Dummies is written in plain English, and shows you how to: Build and use page templates Rough in your comic with penciling techniques Work 100% digital, or use a combination of digital and traditional tools if you prefer Work with layers, rulers, and panels Add speech bubbles and sound effects text Ink your work and add tones Prepare your creations for print or distribution on the Web Written by a working digital artist, Manga Studio For Dummies covers both Manga Studio Debut and EX versions. As an added bonus, it even gives you a peek into the world of manga and comics in general. With the help of Manga Studio For Dummies, you just might find yourself among the comic artists whose work populates the Web and gathers thousands of fans! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Exodus Sebastien Larroude,Steamboat Studios,2009 In its first installment of their own Intellectual Property, Steamboat Studios, a collective of six digital artists working in the world of visual Entertainment, takes us aboard an epic science fiction journey. In Exodus - created in parallel with a series of educational DVDs - the group demonstrates their creative production art techniques developed through many years of experience in the field (E.A., Activision, Unisoft, Epic, Digital Dimension, Canol Plus...). Follow the Steamboat crew through an original but also realistic point of view on futuristic civilizations, space transportation and society.

Cybernetisms Esteban García Bravo,2015-04-15 Working extensively as both artist and scientist, Aldo Giorgini (1934-1994) was one of the first computer artists to combine software writing with early printing technologies. His innovative process involved producing pen-plotted drawings that were embellished by painting, drawing, photography, and screen printing. This biography is the first to uncover the remarkable work and life of an underappreciated artist, providing insights into the innovative methods and computerized techniques he used to weave creations that seamlessly combined technological sophistication with artistic sensibility.Buried manuscripts, documentation, and art taken directly from Giorgini's former studio in Indiana have been used to tell the story of this digital pioneer. The book explores the artist's life as a professor of civil engineering at Purdue University as well as providing a catalog of his artistic contributions. Placing his work in the context of the wider development of computer art, the book also presents a valuable contribution to the history of the field. Giorgini's papers have been recently transferred to Purdue University's Virginia Kelly Karnes Archives and Special Collections Research Center, where they will be preserved and made accessible for future researchers of digital media art history. While complete in itself, this book also plays an important role in contextualizing and providing an access point for that collection.

3D Studio Max 3. Con CD-ROM Michael Todd Peterson,2000

FLASH 5 GAMES, RHODES,2001-08-20 These days people are looking to the Internet for its gaming possibilities. Whether it's real-time role-playing you're after with 30,000 of your closest friends, or just a solitary round of crazy golf, the most versatile piece of web animation software just made itself more approachable for designing games! This book takes us deep, deep down into the realms of game design, and hunts out the features that are really going to evolve your Flash skills into full-on game wizardry. We are going to discuss what makes a good game, and what makes a great game. We grapple with the concepts of 3D and how to get Flash to produce cutting-edge game environments, while keeping our sensible shoes on by reducing those file sizes and download times. We conduct a battle of wits with artificial intelligence, and have a good crash around with some collision detection in platform games. All in all, we are pushing Flash to its breaking point to see what lies beyond. The Studio series assumes you already know your way around Flash's basics, and it aims to boost your knowledge and help you master some advanced techniques. Flash 5 Games Studio draws its inspiration from the full spectrum of Flash's capabilities. Amongst other things, it explores: Refining methods of graphic creation to speed up game performance Using ActionScript techniques for player control and environmental reactions Mastering the sound capabilities with interactive soundtracks Using data packets and sockets to develop multiplayer games What you'll learnWho this book is for If you want to turn your open-ended Flash animations into challenging, high-quality games, then this is the book for you. You will benefit from it if you are: A Flash user who wants to get comfortable with the most important and useful ActionScript commands A Flash user who wants to push the software to the edge of its capabilities, and stretch your knowledge base to its limit A Flash-savvy game designer who wants to venture into the realms of web-based gaming

CG Galaxy I Game 798 Studio,2013 From the producers of the highly successful Fantasy+ books comes this brand new title focusing on the artwork of Chinese CG art masters. Volume 1 launches the series with a celebration of the best character and scene design for 2D and 3D games. Whether designed for hand held devices or computer screens, the raw talent and artistry of the work is readily apparent. Elves, dragons, castles and more are spontaneously conceived or reinterpreted to meet the needs of clients or the whims of an ever-changing public. Interviews with each featured artist provide insight into the challenges of the media and background stories to some of the great artworks rendered within. A welcome addition to the transcendent genre of fantasy art.

The Art of Atomhawk Design: Volume 1 Atomhawk Design (Firm),2011 An exceptional collection of inspirational and rarely seen concept artworks from groundbreaking UK studio Atomhawk Design.

Computer Animation Rita Street,1998 Chapters include a brief history of the industry, step-by-step breakdowns of animation projects-from concept to completion, an inside look at eleven top animation studios and software developers, including Pixar, Microsoft Softimage, Industrial Light & Magic, Mainframe, Medialab, Pacific Data Images, Alias/Wavefront, and many more.

Data-Oriented Design Richard Fabian,2018-09-29 The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a

software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.

Make Art with Artificial Intelligence Kevin Ashley, 2021-04 MAKE ART with Artificial Intelligence A guide on practical artificial intelligence for drawing, art, illustration, and design - for everyone interested in creativity, art, and technology. The book has hundreds of original illustrations made or augmented with AI, 20+ online and video tutorials, 35+ Python notebooks, a GitHub repository and a blockchain art gallery. Written and illustrated by Kevin Ashley, a Microsoft developer hall of fame engineer, and an author of books and courses on artificial intelligence. Think of this book as v3.0 of your drawing class manual on how to sketch, draw faces, emotions, body poses, landscapes, apply light, color, style, emotion, expressions, perspective, generate animations, speech and more with artificial intelligence. All artwork from this book is created or augmented with machine learning and available in online NFT gallery, as well as tutorials and practical examples. The impact of this book in data science community inspired a group of Microsoft engineers and data scientists to implement a project they called Azure Picasso to streamline the path from a conceptual artwork, enhanced with artificial intelligence to publishing art in online galleries. FROM REVIEWS This is similar to the best lecture classes I had in college where the professor talked in class about the concepts and fundamentals but then gave us homework that would let us experiment and try out the concepts hands-on. As an artist who has 30 years of artwork looking to share, I love this book because it's approachable to the novice and useful to the expert. EDITIONS Beautiful Paperback, 8x10, color edition, more illustrations than the e-book, reads like an art book, beautiful print and high-quality paper. eBook - easy to read on phones, tablets and online readers, reflowing text, great for practical tutorials, as the book has many links to tutorials. CONTENTS Getting Started (History of Art and AI - Drawing - Sketching - Action and Poses - Landscapes and Scenery - Animation - Selling your Art) Creative Tools (Traditional tools - Digital tools - AI Tools - Python - Notebooks - Practice Studies). Neural Networks for Art (Neurons - Neural networks - Supervised learning - Unsupervised learning - Generative Adversarial Networks - Machine Learning Models and Training - Reinforcement learning - Practice Studies) Drawing and Sketching with AI (Sketching - Improving Sketches with AI - Childhood Drawings - Creativity - Inking - Shading and Light - Coloring - Practice Studies) Faces and Facial Expressions (How AI recognizes human faces - Facial features - Emotions - 3D Faces - Cartoons and Caricature - Anime and Manga - Generating Faces with AI) Pose and Actions with AI (Action with AI - Keypoints - Pose Estimation - Drawing Human Body - Human Pose Datasets - Perspective and Depth) Landscapes and Scenery (Landscapes - Generating Landscapes - AI Models and Methods for Landscapes - Practice Studies) Style and Content (Style and Style Transfer in Art and AI - Generative Adversarial Networks - Creative Style) Animation with AI (History of Animation - 12 Principles of Animation - Using AI for Animation - Animating Speech, Lips and Faces) How to Sell your Art with Blockchain and NFT (Why Blockchain - Smart Contracts and NFTs - Creating a Crypto Wallet - Creating your Gallery - Listing for Sale - Getting Paid) The book comes with online tutorials, including assets, resources and notebooks for artists, data scientists or engineers. With basic Python you can create stunning works of art, but the knowledge of Python is not required. Enjoy this unique and insightful book!

Coding for Kids Elliot Davis (Software engineer), 2022 A software engineer solves the frustration for beginning coders with guided walkthroughs of Python programming and Blockchain development via games and activities. Includes lines of code and links to free digital assets.

Beginning Arduino Michael McRoberts, 2011-07-29 In Beginning Arduino, you will learn all about the popular Arduino microcontroller by working your way through an amazing set of 50 cool projects. You'll progress from a complete beginner regarding Arduino programming and electronics knowledge to intermediate skills and the confidence to create your own amazing Arduino projects. Absolutely no experience in programming or electronics required! Rather than requiring you to wade through pages of theory before you start making things, this book has a hands-on approach. You will dive into making projects right from the start, learning how to use various electronic components and how to program the Arduino to control or communicate with those components. Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge in programming as well as skills with electronics. By the end of the book you will be able create your own projects confidently and with creativity. Please note: the print version of this title is black & white; the eBook is full color. You can download the color diagrams in the book from <http://www.apress.com/9781430232407>

Programming in Go Mark Summerfield, 2012 A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

Digital Forensics and Watermarking Yun Qing Shi, Hyoung Joong Kim, Fernando Perez-Gonzalez, 2012-07-16 This book constitutes the thoroughly refereed post-conference proceedings of the 10th International Workshop on Digital-forensics and Watermarking (IWDW 2011) held in Atlantic City, NJ, USA, during October 23-26, 2011. The 37 revised full papers presented were carefully selected from 59 submissions. Conference papers are organized in 6 technical sessions, covering the topics of steganography and steganalysis, watermarking, visual cryptography, forensics, anti-forensics, fingerprinting, privacy and security.

Use Case Driven Object Modeling with UML Theory and Practice Don Rosenberg, Matt Stephens, 2008-06-28 Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves, diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a growing following over the years. Sitting between the free-for-all of Extreme Programming and overly rigid processes such as RUP, ICONIX offers just enough structure to be successful.

Applying Use Cases Geri Schneider, Jason P. Winters, 2001-03-31 Use case analysis is a methodology for defining the outward features of a software system from the user's point of view. Applying Use Cases, Second Edition, offers a clear and practical introduction to this cutting-edge software development technique. Using

numerous realistic examples and a detailed case study, you are guided through the application of use case analysis in the development of software systems. This new edition has been updated and expanded to reflect the Unified Modeling Language (UML) version 1.3. It also includes more complex and precise examples, descriptions of the pros and cons of various use case documentation techniques, and discussions on how other modeling approaches relate to use cases. Applying Use Cases, Second Edition, walks you through the software development process, demonstrating how use cases apply to project inception, requirements and risk analysis, system architecture, scheduling, review and testing, and documentation. Key topics include: Identifying use cases and describing actors Writing the flow of events, including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with use cases Applying use cases to project planning, prototyping, and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides, test cases, and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions. Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation. You will come away from this book with a solid understanding of use cases, along with the skills you need to put use case analysis to work.

Infinity and the Mind Rudy Rucker,2019-07-23 A dynamic exploration of infinity In *Infinity and the Mind*, Rudy Rucker leads an excursion to that stretch of the universe he calls the “Mindscape,” where he explores infinity in all its forms: potential and actual, mathematical and physical, theological and mundane. Using cartoons, puzzles, and quotations to enliven his text, Rucker acquaints us with staggeringly advanced levels of infinity, delves into the depths beneath daily awareness, and explains Kurt Gödel’s belief in the possibility of robot consciousness. In the realm of infinity, mathematics, science, and logic merge with the fantastic. By closely examining the paradoxes that arise, we gain profound insights into the human mind, its powers, and its limitations. This Princeton Science Library edition includes a new preface by the author.

Thinking Otherwise David J. Gunkel,2007 Thinking Otherwise is a unique and revealing look at the philosophical dimensions of information and communication technology (ICT). Among thinkers, the importance of what transpires within the virtual world is the effect these activities have on real human beings who exist outside of and beyond the computer-generated virtual environment. Obviously, the result of ICT interactions can lead to good or bad outcomes. Gunkel, however, is not concerned about deciding which argument is more compelling, but how these arguments are organised, articulated and configured. This approach entails challenging, criticizing and even changing the terms and conditions of the discourse itself. For example, the binary nature of computer logic tends to colour debate about subsequent issues by portraying each side as the antithesis of the other. That is, the switch is turned on or off. Thinking Otherwise investigates the unique quandaries, complications and possibilities introduced by a form of otherness that veils, through technology, the identity of the Other. Therefore, Gunkel formulates alternative ways of proceeding to take into account additional forms of otherness. Gunkel submits traditional forms of philosophical reasoning to a critical reevaluation caused by opportunities made available with information technology and also develops alternative ways of thinking that are oriented otherwise.

Journey Through Genius William Dunham,1991-08 Like masterpieces of art, music, and literature, great mathematical theorems are creative milestones, works of genius destined to last forever. Now William Dunham gives them the attention they deserve. Dunham places each theorem within its historical context and explores the very human and often turbulent life of the creator – from Archimedes, the absentminded theoretician whose absorption in his work often precluded eating or bathing, to Gerolamo Cardano, the sixteenth-century mathematician whose accomplishments flourished despite a bizarre array of misadventures, to the paranoid genius of modern times, Georg Cantor. He also provides step-by-step proofs for the theorems, each easily accessible to readers with no more than a knowledge of high school mathematics. A rare combination of the historical, biographical, and mathematical, Journey Through Genius is a fascinating introduction to a neglected field of human creativity. “It is mathematics presented as a series of works of art; a fascinating lingering over individual examples of ingenuity and insight. It is mathematics by lightning flash.” –Isaac Asimov

Essential C# 2.0 Michaelis,2006

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DigitByte Studio Introduction

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