Video Grabber Daily Motion

Bobby Borg

Open Source Intelligence Tools and Resources Handbook i-intelligence,2019-08-17 2018 version of the OSINT Tools and Resources Handbook. This version is almost three times the size of the last public release in 2016. It reflects the changing intelligence needs of our clients in both the public and private sector, as well as the many areas we have been active in over the past two years.

Augmented Reality for Developers Jonathan Linowes, Krystian Babilinski, 2017-10-09 Build exciting AR applications on mobile and wearable devices with Unity 3D, Vuforia, ARToolKit, Microsoft Mixed Reality HoloLens, Apple ARKit, and Google ARCore About This Book Create unique AR applications from scratch, from beginning to end, with step-by-step tutorials Use Unity 3D to efficiently create AR apps for Android, iOS, and Windows platforms Use Vuforia, ARTookKit, Windows Mixed Reality, and Apple ARKit to build AR projects for a variety of markets Learn best practices in AR user experience, software design patterns, and 3D graphics Who This Book Is For The ideal target audience for this book is developers who have some experience in mobile development, either Android or iOS. Some broad web development experience would also be beneficial. What You Will Learn Build Augmented Reality applications through a step-by-step, tutorial-style project approach Use the Unity 3D game engine with the Vuforia AR platform, open source ARToolKit, Microsoft's Mixed Reality Toolkit, Apple ARKit, and Google ARCore, via the C# programming language Implement practical demo applications of AR including education, games, business marketing, and industrial training Employ a variety of AR recognition modes, including target images, markers, objects, and spatial mapping Target a variety of AR devices including phones, tablets, and wearable smartglasses, for Android, iOS, and Windows HoloLens Develop expertise with Unity 3D graphics, UIs, physics, and event systems Explore and utilize AR best practices and software design patterns In Detail Augmented Reality brings with it a set of challenges that are unseen and unheard of for traditional web and mobile developers. This book is your gateway to Augmented Reality development—not a theoretical showpiece for your bookshelf, but a handbook you will keep by your desk while coding and architecting your first AR app and for years to come. The book opens with an introduction to Augmented Reality, including markets, technologies, and development tools. You will begin by setting up your development machine for Android, iOS, and Windows development, learning the basics of using Unity and the Vuforia AR platform as well as the open source ARToolKit and Microsoft Mixed Reality Toolkit. You will also receive an introduction to Apple's ARKit and Google's ARCore! You will then focus on building AR applications, exploring a variety of recognition targeting methods. You will go through multiple complete projects illustrating key market sectors including business marketing, education, industrial training, and gaming. By the end of the book, you will have gained the necessary knowledge to make quality content appropriate for a range of AR devices, platforms, and intended uses. Style and approach This book adopts a practical, step-by-step, tutorial-style approach. The design principles and methodology will be explained by creating different modules of the AR app.

How to Make Money with YouTube: Earn Cash, Market Yourself, Reach Your Customers, and Grow Your Business on the World's Most Popular Video-Sharing Site Brad Schepp, Debra Schepp, 2009-04-23 "How Can I Profit from YouTube®?" Ever since its creation in 2005 the video-sharing phenomenon has been newsworthy not only for videos: users were making media appearances about how they parlayed their hobbies into six-figure incomes, but they've been tight-lipped when it comes to their secrets. Luckily, e-commerce experts Brad and Debra Schepp have written this complete guide to using YouTube for fun and profit. By the time you're done with this book, you'll know everything there is to know about: Planning, creating, and sharing your own videos that don't suck What makes a video go viral Harnessing YouTube's power for branding, advertising, and fundraising Inside you'll find real-life YouTube success stories—from video makers who used the site to launch successful consulting businesses to a company's humorous "Will It Blend?" videos that brought thousands of new customers to its Web site.

People as Merchandise Josef Kadlec, 2013-05-13 DO NOT READ THIS BOOK UNLESS YOU WANT TO BECOME A WORLD-CLASS HEADHUNTER If you want to make significant improvements in your recruitment results and become a member of the top, world headhunters, follow this unorthodox LinkedIn recruitment guide. So-called 'social recruitment' is an inevitable trend in today's recruitment business, and LinkedIn is simply the main part of it. This book reveals many shortcuts and tricks everybody was afraid to unleash, including: How to uncover any full LinkedIn profile view without upgrading to premium How to override the limit of LinkedIn invitations How to search through LinkedIn groups you cannot join How to use search engines to scan LinkedIn for candidates How to automate candidate sourcing How to track the steps of your competition on LinkedIn No matter if you are a recruiter, headhunter, HR personnel, entrepreneur or startupreneur, this book will help you to: Dramatically increase the efficiency of your recruitment activities Skyrocket the volume of reachable candidates Significantly cut costs of hiring new employees People as Merchandise, with its no-nonsense pragmatic approach, is an indispensable tool for today's recruitment professionals and entrepreneurs. -- Barbara Corcoran, founder of The Corcoran Group, author, and investor on ABC's Shark Tank Josef's book excels where others fail. I highly recommend it to any HR and staffing professional. -- Horst Gallo, Director HR at IBM People as Merchadise is not another vague guide, rather a piece of art among recruitment manuals. Definitely a no-brainer for all recruiters. -- Jeanne E. Branthover, Managing Director at Boyden and the World's Most Influential Headhunter by BusinessWeek Learn more at: www.PeopleAsMerchandise.com

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Kaplan GMAT 800 Kaplan Test Prep,2014-04-01 Developed specifically for students aiming to score above the 90th percentile, Kaplan's GMAT 800 provides the prep you need to get the high score you want. The average GMAT score for students admitted to the top 10 business schools is nearly 720, and those top schools only accept about 15 percent of applicants. GMAT 800 can help you score higher and give you application a boost with advanced practice, focused review, and expert strategies. Focused Practice More than 300 of the toughest practice questions with detailed answer explanations Online Quiz Bank with 100 additional questions for extra practice Focused guidelines for tackling each Quantitative and Verbal question type Proven test-taking strategies for high-difficulty content Expert Guidance We know the test: The Kaplan team has spent years studying every GMAT-related document available. Kaplan's expert psychometricians ensure our practice questions and study materials are true to the test. We invented test prep—Kaplan (www.kaptest.com) has been helping students for almost 80 years. Our proven strategies have helped legions of students achieve their dreams.

How To Be Insightful Sam Knowles,2020-05-05 How do we advance? As individuals, families, and businesses? As societies, nations, and a species? In a world where it's said there is nothing new under the sun, we humans are remarkably resourceful at creating new things. The key to innovation is understanding, but not just by using facts, data, and casual observations. Progress demands the profound and useful understanding of a person or a thing, a situation or an issue. And profound and useful understanding that truly effects change is that most elusive of phenomena: insight. How To Be Insightful provides a novel and deeply practical framework that anyone can use to generate more powerful and impactful insights from the increasing volumes of data we all face every day, whatever we do. The framework - the STEP Prism of Insight - has been developed through decades of both practice and training, and the book includes many exercises designed to help strengthen and develop readers' insight muscles. The book explains the history, psychology, and neuroscience of insight and includes snapshots of insight from international experts in many different fields - psychology and neuroscience, music and acting, forensic science and market research.

Music Marketing for the DIY Musician Bobby Borg,2020-01-07 Do it yourself and succeed! More and more artists are taking advantage of new technologies to try and build successful careers. But in this expanding competitive marketplace, serious do-it-yourself musicians need structured advice more than ever. In Music Marketing for the DIY Musician, veteran musician and industry insider Bobby Borg presents a strategic, step-by-step guide to producing a fully customized, low-budget plan of attack for marketing one's music. Presented in a conversational tone, this indispensable guide reveals the complete marketing process using the same fundamental concepts embraced by top innovative companies, while always encouraging musicians to find their creative niche and uphold their artistic vision. The objective is to help artists take greater control of their own destinies while saving money and time in attracting the full attention of top music industry professionals. It's ultimately about making music that matters, and music that gets heard! Updates include: New interviews highlighting current marketing strategies for the new music market Info on how to leverage digital marketing and streaming playlists Updated stories and examples of current music marketing principles Future forecasts and trends into music marketing New and revised services, tools, references, and contacts that can help musicians further their careers New marketing plan samples for bands/solo artists and freelance musicians and songwriters

Simplified Signs John D.. Bonvillian, Nicole Kissane Lee, Tracy T. Dooley, Filip Loncke, Valerie Nelson-Metlay, 2021 Simplified Signs presents a system of manual sign communication intended for special populations who have had limited success mastering spoken or full sign languages. It is the culmination of over twenty years of research and development by the authors. The Simplified Sign System has been developed and tested for ease of sign comprehension, memorization, and formation by limiting the complexity of the motor skills required to form each sign, and by ensuring that each sign visually resembles the meaning it conveys. Volume 1 outlines the research underpinning and informing the project, and places the Simplified Sign System in a wider context of sign usage, historically and by different populations. Volume 2 presents the lexicon of signs, totaling approximately 1000 signs, each with a clear illustration and a written description of how the sign is formed, as well as a memory aid that connects the sign visually to the meaning that it conveys. While the Simplified Sign System originally was developed to meet the needs of persons with intellectual disabilities, cerebral palsy, autism, or aphasia, it may also assist the communication needs of a wider audience - such as healthcare professionals, aid workers, military personnel, travellers or parents, and children who have not yet mastered spoken language. The system also has been shown to enhance learning for individuals studying a foreign language. Lucid and comprehensive, this work constitutes a valuable resource that will enhance the communicative interactions of many different people, and will be of great interest to researchers and educators alike. As with all Open Book publications, this entire book is available to read for free on the publisher's website. Printed and digital editions, together with supplementary digital material, can also be found at www.openbookpublishers.com.

WordPress for Journalists LJ Filotrani, 2018-06-13 WordPress for Journalists presents an in-depth and accessible introduction to using the content management system WordPress to produce journalism today. LJ Filotrani, an experienced multimedia journalist and website editor and creator, gives readers guidance on using the wide-ranging functionality of WordPress to create news and other forms of journalistic content. Readers will find everything they need to set up both a .com and a .org site, from naming the site and buying a domain to choosing a hosting package and keeping hackers at bay. Chapters also cover house style, how to create posts and pages, hyperlinking, embedding content, setting up widgets and sidebars and working with themes, plugins and SEO. There are sections on troubleshooting, HTML/CSS, RSS and curation, alongside advice on audience engagement and commercialisation. Chapters feature: step-by-step instructions on setting up and managing a professional website, with illustrative images throughout; comprehensive lists of the most useful apps, themes, sites and plugins; a guide to producing multimedia content online, including images, infographics, videos, podcasts and live streaming; expert interviews with professional journalists working successfully

online; a glossary of terms. By bringing together real-world advice, detailed walkthroughs and practical tips and tools for best practice, WordPress for Journalists will inspire young journalists and content producers who are looking to widen their skill set and build their presence online.

<u>GMAT Sentence Correction Grail</u> Aristotle Prep,2012-10 A GMAT preparation book providing a structured approach for teaching sentence correction.

Handbook of Environmental Engineering Myer Kutz,2018-10-16 A comprehensive guide for both fundamentals and real-world applications of environmental engineering Written by noted experts, Handbook of Environmental Engineering offers a comprehensive guide to environmental engineers who desire to contribute to mitigating problems, such as flooding, caused by extreme weather events, protecting populations in coastal areas threatened by rising sea levels, reducing illnesses caused by polluted air, soil, and water from improperly regulated industrial and transportation activities, promoting the safety of the food supply. Contributors not only cover such timely environmental topics related to soils, water, and air, minimizing pollution created by industrial plants and processes, and managing wastewater, hazardous, solid, and other industrial wastes, but also treat such vital topics as porous pavement design, aerosol measurements, noise pollution control, and industrial waste auditing. This important handbook: Enables environmental engineers to treat problems in systematic ways Discusses climate issues in ways useful for environmental engineers Covers up-to-date measurement techniques important in environmental engineering Reviews current developments in environmental law for environmental engineers Includes information on water quality and wastewater engineering Informs environmental engineers about methods of dealing with industrial and municipal waste, including hazardous waste Designed for use by practitioners, students, and researchers, Handbook of Environmental Engineering contains the most recent information to enable a clear understanding of major environmental issues.

The Dutch Adventures of Keith Haring Christian Reinewald, 2020

Electronic Commerce 2018 Efraim Turban, Jon Outland, David King, Jae Kyu Lee, Ting-Peng Liang, Deborrah C. Turban, 2017-10-12 This new Edition of Electronic Commerce is a complete update of the leading graduate level/advanced undergraduate level textbook on the subject. Electronic commerce (EC) describes the manner in which transactions take place over electronic networks, mostly the Internet. It is the process of electronically buying and selling goods, services, and information. Certain EC applications, such as buying and selling stocks and airline tickets online, are reaching maturity, some even exceeding non-Internet trades. However, EC is not just about buying and selling; it also is about electronically communicating, collaborating, and discovering information. It is about e-learning, e-government, social networks, and much more. EC is having an impact on a significant portion of the world, affecting businesses, professions, trade, and of course, people. The most important developments in EC since 2014 are the continuous phenomenal growth of social networks, especially Facebook, LinkedIn and Instagram, and the trend toward conducting EC with mobile devices. Other major developments are the expansion of EC globally, especially in China where you can find the world's largest EC company. Much attention is lately being given to smart commerce and the use of AI-based analytics and big data to enhance the field. Finally, some emerging EC business models are changing industries (e.g., the shared economy models of Uber and Airbnb). The 2018 (9th) edition, brings forth the latest trends in e-commerce, including smart commerce, social commerce, social collaboration, shared economy, innovations, and mobility.

Electronic Commerce 2002 Efraim Turban, David King, Jae Lee, H. Michael Chung, Merrill Warkentin, 2002 Electronic commerce is defined as the process of buying and selling goods, services and information through networks. This book focuses on applications, the technological infrastructure and other support mechanisms for the best industrial practice.

Twelve Years a Slave Solomon Northup, 2024-01-04 Filmatized in 2013 and the official recipient of three Oscars, Solomon Northup's powerful

slave narrative 'Twelve Years a Slave' depicts Nortup's life as he is sold into slavery after having spent 32 years of his life living as a free man in New York. Working as a travelling musician, Northup goes to Washington D.C, where he is kidnapped, sent to New Orleans, and sold to a planter to suffer the relentless and brutal life of a slave. After a dozen years, Northup escapes to return to his family and pulls no punches, as he describes his fate and that of so many other black people at the time. It is a harrowing but vitally important book, even today. For further reading on this subject, try 'Uncle Tom's Cabin' by Harriet Beecher Stowe. Solomon Northup (c.1807-c.1875) was an American abolitionist and writer, best remembered for his powerful race memoir 'Twelve Years a Slave'. At the age of 32, when he was a married farmer, father-of-three, violinist and free-born man, he was kidnapped in Washington D.C and shipped to New Orleans, sold to a planter and enslaved for a dozen years. When he gained his freedom, he wrote his famous memoir and spent some years lecturing across the US,on behalf of the abolitionist movement. 'Twelve Years a Slave' was published a year after 'Uncle Tom's Cabin' by Harriet Beecher Stowe and built on the anti-slavery momentum it had developed. Northup's final years are something of a mystery, though it is thought that he struggled to cope with family life after being freed.

Technical Communication Today Richard Johnson-Sheehan, 2017-01-09 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Technical Communication. Fully centralizes the computer in the technical workplace, presenting how writers use computers throughout their communication process. The networked computer, from smartphone to mainframe, has become the central hub of written, spoken, and visual communication in today's scientific and technical workplace. Firmly rooted in core rhetorical principles, Technical Communication Today presents computers as thinking tools that powerfully influence how we develop, produce, design, and deliver technical documents and presentations. This popular text helps communicators draft and design documents, prepare material for print and web publication, and make oral presentations. Speaking to today's readers, the narrative is "chunked," so that readable portions of text are combined with graphics and can be "raided" by readers seeking the information they need. Retaining these features, the 6th Edition of Technical Communication Today also marks an important shift to drawing readers' attention to the centralization of innovation and entrepreneurship in the technical workplace. Revised chapters, new case studies, and new exercises and projects demonstrate that those who know how to write clearly, speak persuasively, and design functional and attractive texts will be the most likely to succeed in today's innovation-based and entrepreneurial workplace. Technical Communication Today , 6th Edition is also available via Revel™, an interactive learning environment that enables students to read, practice, and study in one continuous experience. Learn more.

Yma Sumac Nicholas E. Limansky,2008 Half the range of the piano keyboard! At last a serious critical examination of the utterly unique vocalist celebrated for her four-octave voice, Yma Sumac! A confounding, sometimes heartbreaking, mixture of absurd show-biz hype, stunning virtuosity, and sometimes ravishing artistry, Yma Sumac was a firmly established recording artist of the folk music of her native Peru when she came to America to be discovered. And discovered she was-by the publicity department of Capitol Records and the Exotica pop music maestro Les Baxter. From there her story becomes ever more tangled and weird-and deeply interesting. Yma herself is an amazingly contradictory mix. Nicholas Limansky (a formally trained professional singer) is able to demonstrate that she was startlingly sophisticated technically even though almost entirely self-taught. What is perhaps even more astonishing than the celebrated 4-octave range of her voice-and its effortless clarity and sweetness-was the nearly incredible longevity-fully 4 decades!-of her ability to command it. With the enthusiastic collaboration of her quixotic, charming, slightly rascally husband, she went along with the corruption of her artistic identity by the gleefully amoral record-company publicists, creators of her public persona-Inca Princess (sometimes Priestess!)-from a primitive mountain tribe (or, sometimes, descended from a line of kings that was said to go back several hundred years before there were any Incas)! Imperious as any diva with her intimates and musical collaborators, she maintained an unassailable dignity and

unaffected graciousness as a performer and in relation to her fans. All documented in this large, lavishly illustrated volume-an extensively researched biography (her birth date established once and for all!), many personal anecdotes of her intimates, technical discussions of her voice and her music, generous excerpts from reviews and priceless examples of publicity material. About the author: Nicholas E. Limansky studied voice at Peabody Conservatory in Baltimore and has a performance degree from the University of West Virginia. He has sung with The Bach Aria Group, Musica Sacra, New York Choral Artists (of the New York Philharmonic), and the Opera Orchestra of New York. He reviews new vocal releases of historical singers for Opera News, The Record Collector, Classical Singer and Opera Quarterly. His vocal specialty is the acuto-sfogato (extended-vocal-range) soprano. His work on Yma Sumac has covered nearly three decades.

Achtung-Panzer! Heinz Guderian,1995 This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

Unreal Engine 4 Game Development Essentials Satheesh PV,2016-02-25 Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

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conveniently sized in PDF (*), is a gateway to personal growth and intellectual stimulation. Immerse yourself in the enriching content curated to cater to every eager mind. Download now and embark on a learning journey that promises to expand your horizons.

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Video Grabber Daily Motion Introduction

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