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Steven E. Jones

Multimedia Tay Vaughan, 1996 Thoroughly updated for new breakthroughs in multimedia
The internationally bestselling Multimedia: Making it Work has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects.

Taking Your Talent to the Web Jeffrey Zeldman, 2001 This is an explicit and detailed guide, an intelligent how-to book for professionals. It lays the groundwork and creates context by exploring essential concepts, defines terms that may be new or unfamiliar, and then moves forward with practical software techniques. All the while it is building on the existing knowledge and experience of its professional design audience. Taking Your Talent to the Web is based on the Populi Curriculum in Web Communications Design, developed by Jeffrey Zeldman in cooperation with Populi, Inc., (www.populi.com) and the Pratt Institute. The book's purpose is to guide traditional art directors and print designers as they expand their existing careers to include the new field of professional Web Design.

HTML5 Advertising John Percival, 2013-02-03 Web advertising is changing. What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign process on your own

terms? HTML5 Advertising will educate you on the whole digital advertising process from start to finish, and help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. HTML5 Advertising equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you like it or not, so why not jump in early and head down the path of building the future.

jQuery: Novice to Ninja Earle Castledine, Craig Sharkie, 2012-02-16 jQuery: Novice to Ninja, 2nd Edition is the perfect book to jump-start your journey into jQuery. You'll learn all the basics, so you'll be able to truly appreciate the power of this JavaScript framework. Then you'll move on to more advanced techniques, such as plugin development and the creation of almost every conceivable UI widget. A practical, hands-on guide to using jQuery Ready-to-use best practice solutions Includes complete working code Fully updated for jQuery 1.6

Developing Backbone.js Applications Addy Osmani, 2013-05-10 If you want to build your site's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications,

using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS

Game Programming in C++ Sanjay Madhav, 2018-03-06 Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++

development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, *Game Programming in C++* will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

Efficient R Programming Colin Gillespie, Robin Lovelace, 2016-12-08 There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user's bookshelf. Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in *Efficient R Programming*. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code

with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R hacker to R programmer

Text Mining with R Julia Silge,David Robinson,2017-06-12 Chapter 7. Case Study : Comparing Twitter Archives; Getting the Data and Distribution of Tweets; Word Frequencies; Comparing Word Usage; Changes in Word Use; Favorites and Retweets; Summary; Chapter 8. Case Study : Mining NASA Metadata; How Data Is Organized at NASA; Wrangling and Tidying the Data; Some Initial Simple Exploration; Word Co-occurrences and Correlations; Networks of Description and Title Words; Networks of Keywords; Calculating tf-idf for the Description Fields; What Is tf-idf for the Description Field Words?; Connecting Description Fields to Keywords; Topic Modeling.

Seeing the Past with Computers Kevin Kee,Timothy J Compeau,2019-02-01 Recent developments in computer technology are providing historians with new ways to see—and seek to hear, touch, or smell—traces of the past. Place-based augmented reality applications are an increasingly common feature at heritage sites and museums, allowing historians to create immersive, multifaceted learning experiences. Now that computer vision can be directed at the past, research involving thousands of images can recreate lost or destroyed objects or environments, and discern patterns in vast datasets that could not be perceived by the naked eye. *Seeing the Past with Computers* is a collection of twelve thought-pieces on the current and potential uses of augmented reality and computer vision in historical research, teaching, and presentation. The experts gathered here reflect upon their experiences working with new technologies, share their ideas for best practices, and assess the implications of—and imagine future possibilities for—new methods of historical study. Among the experimental topics they explore are the use of augmented reality that empowers

students to challenge the presentation of historical material in their textbooks; the application of seeing computers to unlock unusual cultural knowledge, such as the secrets of vaudevillian stage magic; hacking facial recognition technology to reveal victims of racism in a century-old Australian archive; and rebuilding the soundscape of an Iron Age village with aural augmented reality. This volume is a valuable resource for scholars and students of history and the digital humanities more broadly. It will inspire them to apply innovative methods to open new paths for conducting and sharing their own research.

Rich in America Jeffrey S. Maurer, 2003-10-07 Advance Praise for Rich In America I highly recommend Rich in America to investors of all economic levels. While certainly no company understands the wealthy better than U.S. Trust, Jeff Maurer has done a wonderful job of turning the wisdom he gathered during his distinguished career at this venerable institution into advice that will benefit anyone interested in making smarter financial decisions. -Charles Schwab Chairman, The Charles Schwab Corporation Jeff Maurer is uniquely qualified to advise the affluent and those who would be. Rich in America is packed with insight and wisdom gleaned from his long and tremendously successful career at the very pinnacle of wealth management. -Timothy C. Forbes Chief Operating Officer, Forbes Inc. For thirty-three years, Jeff Maurer helped build U.S. Trust Corporation into one of the nation's most prominent and respected wealth managers. In this book, Jeff combines his own experience with the knowledge gleaned from a decade of U.S. Trust research into who the affluent are, how they earned their money, and how they keep it. The U.S. Trust approach to building and maintaining wealth makes relevant reading for anyone eager to provide for their own and their family's financial well-being. -Alan J. Weber Chairman and Chief Executive Officer, U.S. Trust Corporation Jeff Maurer has distilled more than three decades of investment

advice to affluent clients into a concise, informative, and extraordinarily readable work. Readers who are trying to preserve accumulated assets, as well as those who are setting out to build substantial wealth, will profit from this wide-ranging book. -James Poterba Mitsui Professor of Economics, MIT

Cloud Computing: A Practical Approach Toby Velte, Anthony Velte, Robert Elsenpeter, 2009-10-22
The promise of cloud computing is here. These pages provide the 'eyes wide open' insights you need to transform your business. --Christopher Crowhurst, Vice President, Strategic Technology, Thomson Reuters
A Down-to-Earth Guide to Cloud Computing
Cloud Computing: A Practical Approach provides a comprehensive look at the emerging paradigm of Internet-based enterprise applications and services. This accessible book offers a broad introduction to cloud computing, reviews a wide variety of currently available solutions, and discusses the cost savings and organizational and operational benefits. You'll find details on essential topics, such as hardware, platforms, standards, migration, security, and storage. You'll also learn what other organizations are doing and where they're headed with cloud computing. If your company is considering the move from a traditional network infrastructure to a cutting-edge cloud solution, you need this strategic guide. *Cloud Computing: A Practical Approach* covers: Costs, benefits, security issues, regulatory concerns, and limitations Service providers, including Google, Microsoft, Amazon, Yahoo, IBM, EMC/VMware, Salesforce.com, and others Hardware, infrastructure, clients, platforms, applications, services, and storage Standards, including HTTP, HTML, DHTML, XMPP, SSL, and OpenID Web services, such as REST, SOAP, and JSON Platform as a Service (PaaS), Software as a Service (SaaS), and Software plus Services (S+S) Custom application development environments, frameworks, strategies, and solutions Local clouds, thin clients, and virtualization Migration, best practices, and emerging

standards

HTML5 Guidelines for Web Developers Klaus Förster, Bernd Öggl, 2011 HTML5's crucial new elements and techniques - all thoroughly explained with plenty of compact, easy-to-understand, practical examples • •A light, easy read that covers all the essentials of developing with HTML5. •Pure HTML5 examples for everything from programming media players to working with geographical data. •Includes especially valuable coverage of HTML5's audio and video capabilities. •Packed with tips, tricks, and expert insights for working with HTML5, JavaScript, and the DOM. This concise, easy-to-read, and entertaining book is packed with tips, tricks, and samples for making the most of HTML5 with JavaScript and the DOM. Whether readers want to build weblogs, program audio or video playback, use browsers as graphics programs, work with geographical data, or anything else, this book offers all the practical guidelines and insights they'll need - along with many 'pure HTML5' examples with current browser support. Reminiscent of Aronson's popular HTML Manual of Style, HTML5 Guidelines for Web Developers explains what HTML5 can do - and what it can't. Each chapter is designed to be used standalone, enabling this book to serve as an excellent reference for HTML5 developers and designers alike. Throughout, links to Web sites provide access to new information and updates to the specification as they emerge.

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 Northup'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.

JavaFX 8: Introduction by Example Mark Heckler, Gerrit Grunwald, José Pereda, Sean Phillips, Carl Dea, 2014-06-14 JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes

resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics

Tor and the Dark Art of Anonymity (FREE) Lance Henderson, 2022-08-22 Tired of being spied on by your ISP? The IRS? Nosy relatives on Facebook? This book is your baby. It's the best online privacy book money can buy with every Tor Browser tip, trick, guide and secret metadata tricks not even the NSA knows about. It's now yours for the taking (FREE!). No skills in hacking, penetration testing, kali linux or programming required! Plus, You'll learn it in days, not years and for a fraction of the cost of a degree. Get instant access to thousands of deep web hidden websites, portals and secret files plus access to the Hidden Wiki, all for free and in total anonymity. Not even the NSA will know who you are. Most Big Data groups like Google, Facebook and Pinterest donot have your best interest at heart. They want your privacy curtailed so that you can be tracked left, right and center. Today's written word will be used against you in the future. Minority Report and 1984 are just around the corner. Master anonymity, encryption and counter-surveillance in a weekend, not years. Don't let a tyrannical future bite you in your backside. It's time to FIGHT BACK. Encrypt yourself online! Other books tell you to install this or that and leave it at that. This book goes much deeper, delving into the very heart of invisibility, offline and on: how to create a new darknet persona and leave no electronic trail...with Tor or a hundred other apps. In essence, how to be anonymous without looking like you're trying to be anonymous. On Android, Windows or Linux. Doesn't matter. I go through them all in easy step by step fashion. One of the best ebooks to download and read you

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Semi-Obsessed Isabel Jordan, 2021-03-20 Marina Petrocelli's life is about as mundane as it gets for the sister of an infamous psychic/paranormal PI. Which is why she's pretty shocked when a couple of vampires try to kidnap her on her way home from work. And don't even get her started on

the sexy-as-all-hell Irish dhampyre who gallantly (if somewhat drunkenly) rushes to her rescue out of nowhere, kisses the ever-lovin' crap out of her, then disappears without a trace. It's all too weird to comprehend! Quinn Connell's life is anything but mundane. As an ex-convict with a shady past and an even shadier employment history, all he has to do is obey the terms of his parole, which are exceedingly simple: get a job, and stay out of trouble. Unfortunately, getting involved with Marina is the very definition of trouble for someone like him. And, as it turns out, her sister is the only employer in town willing to hire him. Quinn's head tells him Marina's officially off limits. Too bad his heart-and body, which can't seem to stop touching her-didn't get the memo. But when Quinn and Marina find themselves in the middle of a brutal life-or-death situation, Quinn knows keeping his distance and staying out of trouble is no longer an option. He'll do anything to keep Marina safe, even if it means relying on a few of his quirky (and sometimes scary) new coworkers and utilizing the very same dubious skills that landed him in prison in the first place. Nab the bad guys, stay out of prison, and (hopefully) get the girl. Easy, right? Yeah, not so much.

Audio Post Production Mark Cross, 2013-05-01 (Berklee Guide). Learn the essential skills to enter the audio post-production industry. This book offers a broad coverage of audio post production, including the four basic elements: dialogue, music, sound effects, and Foley effects. You will learn strategies for working with composers, music supervisors, and dialogue and sound effect editors, and explore techniques on how to edit songs to fit a scene, record dialogue replacement, cue Foley effects for a scene, as well as many more. In addition, you will learn how to prepare for a pre-dub or temp mix (to group and sub-mix tracks into stems for the final dub), create the final dub, and prepare the mix for foreign distribution and final delivery. By learning the tools and strategies used by working professionals, you will have an advantage to participate effectively in this fast-paced

environment, as well as applying these skills to independent projects. Includes foreword, introduction, afterword, author biography and index.

The Emergence of the Digital Humanities Steven E. Jones, 2013-08-15 The past decade has seen a profound shift in our collective understanding of the digital network. What was once understood to be a transcendent virtual reality is now experienced as a ubiquitous grid of data that we move through and interact with every day, raising new questions about the social, locative, embodied, and object-oriented nature of our experience in the networked world. In *The Emergence of the Digital Humanities*, Steven E. Jones examines this shift in our relationship to digital technology and the ways that it has affected humanities scholarship and the academy more broadly. Based on the premise that the network is now everywhere rather than merely out there, Jones links together seemingly disparate cultural events—the essential features of popular social media, the rise of motion-control gaming and mobile platforms, the controversy over the gamification of everyday life, the spatial turn, fabrication and 3D printing, and electronic publishing—and argues that cultural responses to changes in technology provide an essential context for understanding the emergence of the digital humanities as a new field of study in this millennium. The Open Access version of this book, available at <https://doi.org/10.4324/9780203093085>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio, 2012-12-03 Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their

expertise.

Chronyk ,1784

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