Ambient Color Firefox Theme 10

Stephen Wolfram

The Black Prism Brent Weeks,2010-08-25 In a world where magic is tightly controlled, the most powerful man in history must choose between his kingdom and his son in the first book in the epic NYT bestselling Lightbringer series. Guile is the Prism. He is high priest and emperor, a man whose power, wit, and charm are all that preserves a tenuous peace. Yet Prisms never last, and Guile knows exactly how long he has left to live. When Guile discovers he has a son, born in a far kingdom after the war that put him in power, he must decide how much he's willing to pay to protect a secret that could tear his world apart. If you loved the action and adventure of the Night Angel trilogy, you will devour this incredible epic fantasy series by Brent Weeks.

Mobile and Ubiquitous Systems: Computing, Networking, and Services Ivan Stojmenovic,Zixue Cheng,Song Guo,2014-09-27 This book constitutes the thoroughly refereed post-conference proceedings of the 10th International ICST Conference on Mobile and Ubiquitous Systems: Computing, Networking, and Services, MobiQuitous 2013, held in Tokyo, Japan, in December 2013. The 67 revised full papers presented were carefully reviewed and selected from 141 submissions. The papers and 2 invited talks cover a wide range of topics such as mobile applications, social networks, networking, data management and services.

Firefox Down Craig Thomas,2022-10-24 Firefox is down and on thin ice...The unputdownable thriller from a modern master Badly damaged and rapidly losing fuel after a brutal dogfight, stolen Cold War super-plane Firefox is forced to land on a frozen lake twenty miles from the Norwegian frontier. When the ice breaks, pilot Mitchell Gant has no choice but to abandon the aircraft and run for his life. As NATO races against the Soviets to recover Firefox from its icy tomb, Gant is hunted across Russia by the KGB. With international tension between East and West mounting, Gant must evade capture and get Firefox back into the sky before it's too late... Strap in for the ride of your life. The extraordinary sequel to the bestselling techno-thriller Firefox, perfect for fans of Tom Clancy and Robert Ludlum.

Generative Art Matt Pearson,2011-06-29 Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes == Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence

Autonomy Fractals

A New Kind of Science Stephen Wolfram,2018-11-30 NOW IN PAPERBACK€Starting from a collection of simple computer experiments€illustrated in the book by striking computer graphics€Stephen Wolfram shows how their unexpected results force a whole new way of looking at the operation of our universe.

The Rust Programming Language (Covers Rust 2018) Steve Klabnik,Carol Nichols,2019-09-03 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Partnering Jean Oelwang,2022-03-08 An inspirational call to build deep business and personal relationships as the foundation of a meaningful life and purposeful collaborations, drawing from the wisdom of legendary partnerships including Jimmy and Rosalynn Carter, Ben and Jerry, Desmond and Leah Tutu, and the collective who saved humanity by closing the ozone hole. Our individualistic society has created an environment of fear, division, and domination, which has crushed our ability to relate meaningfully to each other and diminished our capacity to innovate and collaborate. Jean Oelwang, president and founding CEO of Virgin Unite, has been on a decade-long exploration to find out how to nurture relationships with depth and purpose. Deep connections shape who we are and have a profound ripple effect on everything we do, supporting us to achieve more, withstand anything, and amplify impact. Those enduring partnerships are the foundation of a meaningful life as well as the backbone of any successful organization and collaboration. From hundreds of interviews with sixty great partnerships, ranging from business partners, to friends, to life partners, who have made a profound difference, Oelwang offers new insight into how to build relationships that matter. She identifies six core principles including the all-important virtues that connect great partners, the daily rituals that they use to stay in sync, and the skills that allow them to disagree respectfully and productively. Packed with wisdom to nourish the relationships that give us strength and meaning, Partnering is a profound call-to-action to forge partnerships in service of a greater purpose.

To Life! Linda Weintraub,2012-09-01 This title documents the burgeoning eco art movement from A to Z, presenting a panorama of artistic responses to environmental concerns, from Ant Farms anti-consumer antics in the 1970s to Marina Zurkows 2007 animation that anticipates the havoc wreaked upon the planet by global warming.

Ubiquitous Computing Fundamentals John Krumm,2018-10-08 ...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary

endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field. -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John Krumm, an original ubicomp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise. Starting with a historical introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book examines: How to build an infrastructure that supports ubiquitous computing applications Privacy protection in systems that connect personal devices and personal information Moving from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and understand other sensor measurements While we needn't become expert in every sub-discipline of ubicomp, it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives. This is important, if we are to encourage future generations to be as successfully innovative as the field's originators.

Selected Papers of Kun Huang ,

We Should All Be Feminists Chimamanda Ngozi Adichie,2015-02-03 NEW YORK TIMES BESTSELLER • The highly acclaimed, provocative essay on feminism and sexual politics—from the award-winning author of Americanah In this personal, eloquently-argued essay—adapted from the much-admired TEDx talk of the same name—Chimamanda Ngozi Adichie offers readers a unique definition of feminism for the twenty-first century. Drawing extensively on her own experiences and her deep understanding of the often masked realities of sexual politics, here is one remarkable author's exploration of what it means to be a woman now—and an of-the-moment rallying cry for why we should all be feminists.

Soul Of Ink: Lim Tze Peng At 100 Tai Ho Woon,2021-06-02 Soul of Ink: Lim Tze Peng at 100 pays tribute to the remarkable achievement of artistic renaissance at 100. It traces the lean beginnings of Lim Tze Peng's early years, relives the times of controversy over the artist's innovations in Chinese calligraphy, and celebrates his breakthroughs. Throughout the book, attention is paid to Lim Tze Peng the man, the foundation of everything that is admirable about Lim Tze Peng the artist. It looks at the man behind the art, and how art has given life to him and his family.Farmer, teacher, principal, and artist, Lim Tze Peng counts Lee Man Fong, Cheong Soo Pieng, and Liu Kang as his mentors. These men, like the others from the pioneering generation of Nanyang artists, are no longer around. Lim Tze Peng remains standing, a witness to and player in Singapore's art history since the 1940s.His life started late; everything got going only after the ripe old age of 80. A Cultural Medallion winner at 82 and a Meritorious Service recipient at 95, Lim Tze Peng is used to the twists and turns of life and has been trained by experience to endure the vagaries of fate. You could describe his art as the art of perseverance. The works he produces these days need to be seen to be believed. Bigger, bolder, and boasting far more colour than ever before, his art is as invigorating as that of a young man, whilst embodying the soul of a sage.At the heart of this book is the word 'soul'. What pushes a man at the age of 100 to continue breaking new ground in his life's work? How has he been able to surprise not just the art

community but himself?This is Woon Tai Ho's second book on a Singaporean artist. His first, To Paint a Smile, is about the artist Tan Swie Hian.

Updates on Myopia Tien Y Wong,Marcus Ang,2020-10-08 This book is open access under a CC BY 4.0 license. This open access book discusses basic clinical concepts of myopia, prevention of progression and surgical treatments for myopia and pathological myopia. It also summarises the latest evidence and best practices for managing myopia, high myopia and its complications. Written by leading experts, the book addresses clinical diagnosis and interpretation of imaging modalities, and various complications of myopia such as glaucoma, choroidal neovascularization, retinal degeneration and cataracts. It is a valuable comprehensive resource for general and sub-specialist ophthalmologists as well as residents and ophthalmologists in training.; This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

X Power Tools Chris Tyler,2008-02-05 Provides information on the X Window System, covering such topics as X.org configuration, the X Server, utility programs, remote access, VNC, and keyboard configuration.

Computer Graphics Programming in OpenGL with C++ V. Scott Gordon,John L. Clevenger,2020-12-09 This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with C++, along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES: Covers modern OpenGL 4.0+ shader programming in C++, with instructions for both PC/Windows and Macintosh Adds new chapters on simulating water, stereoscopy, and ray tracing Includes companion files with code, object models, figures, and more (also available for downloading by writing to the publisher) Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting, and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Explains how to optimize code for tools such as Nvidia's Nsight debugger. The companion files and instructor resources are available online by emailing the publisher with proof of purchase at info@merclearning.com.

Cross-Media Communications Drew Davidson,2010 This text is an introduction to the future of mass media and mass communications - cross-media communications. Cross-media is explained through the presentation and analysis of contemporary examples and project-based tutorials in cross-media development. The text introduces fundamental terms and concepts, and provides a solid overview of cross-media communications, one that builds from a general introduction to a specific examination of media and genres to a discussion of the concepts involved in designing and developing cross-media communications. There is also an accompanying DVD-ROM full of hands-on exercises that shows how cross-media can be applied. For the DVD-ROM: http://www.lulu.com/content/817927

Smalltime: A Story of My Family and the Mob Russell Shorto,2021-02-02 A Kirkus Reviews Best Nonfiction Book of 2021 Family secrets emerge as a best-selling author dives into the history of the mob in small-town America. Best-selling author Russell Shorto, praised for his incisive works of narrative history, never thought to write about his own past. He grew up knowing his grandfather and namesake was a small-town mob boss but

maintained an unspoken family vow of silence. Then an elderly relative prodded: You're a writer—what are you gonna do about the story? Smalltime is a mob story straight out of central casting—but with a difference, for the small-town mob, which stretched from Schenectady to Fresno, is a mostly unknown world. The location is the brawny postwar factory town of Johnstown, Pennsylvania. The setting is City Cigar, a storefront next to City Hall, behind which Russ and his brother-in-law, "Little Joe," operate a gambling empire and effectively run the town. Smalltime is a riveting American immigrant story that travels back to Risorgimento Sicily, to the ancient, dusty, hill-town home of Antonino Sciotto, the author's great-grandfather, who leaves his wife and children in grinding poverty for a new life—and wife—in a Pennsylvania mining town. It's a tale of Italian Americans living in squalor and prejudice, and of the rise of Russ, who, like thousands of other young men, created a copy of the American establishment that excluded him. Smalltime draws an intimate portrait of a mobster and his wife, sudden riches, and the toll a lawless life takes on one family. But Smalltime is something more. The author enlists his ailing father—Tony, the mobster's son—as his partner in the search for their troubled patriarch. As secrets are revealed and Tony's health deteriorates, the book become an urgent and intimate exploration of three generations of the American immigrant experience. Moving, wryly funny, and richly detailed, Smalltime is an irresistible memoir by a masterful writer of historical narrative.

Write Your Book in a Flash Dan Janal,2018-04-18 Write your business book without wasting time or money—a "superb" guide for executives, entrepreneurs, and thought leaders (Henry DeVries, author of Persuade with a Story). Write Your Book in a Flash shows how to get focused fast, so you can write your book without tearing your hair out. As with any enterprise, writing a book requires a clear system—or nothing gets finished. Unlike books that show you why you should write a book, this book actually shows you how to write a book! You'll discover: How to write a simple outline that makes the writing process faster and easier How to get stunning testimonials to help sell your book How to find and manage beta readers who will share honest feedback before the book is published How to research interesting ideas, stories, and facts so you never run out of ideas or information How to overcome "The Imposter Syndrome" and other limiting beliefs that stifle nearly every would-be author Clear examples that show you what to do (and what not to do) Empowering exercises that show you how to write better and faster Simple how-to steps anyone can follow to write a book Business leaders who write books get more clients at higher fees, have more impact, develop more credibility, and have more influence where it matters most: in front of clients, customers, and prospects. This is the perfect book to read if you are a thought leader, entrepreneur or business executive who wants to write a business book to build your personal brand, open doors to new opportunities, and leave a legacy of wisdom to future generations.

Anime Architecture Stefan Riekele,2020-11-17 An unrivaled visual guide to the cityscapes and buildings of the most celebrated and influential anime movies. Anime has been influencing cinema, literature, comic books, and video games around the world for decades. Part of what makes anime so popular are the memorable and breathtakingly detailed worlds designed by the creators, from futuristic cities of steel to romantic rural locales. Anime Architecture presents the fantastic environments created by the most important and revered directors and illustrators of Japanese animated films, such as Hideaki Anno, Koji Morimoto, and Mamoru Oshii. Unprecedented access to vast studio archives of original background paintings, storyboards, drafts, and film excerpts offers readers a privileged view into the earliest stages of conception, development, and finished versions of iconic scenes from critically acclaimed movies such as Akira, Ghost in the Shell, Metropolis, and more. Revealing the secret creative processes of these major anime studios, Anime Architecture is perfect for anyone touched by the beauty and imagination of classic anime,

offering inspiration for artists, illustrators, architects, designers, video game makers, and dreamers.

Multimedia Tay Vaughan,1996 Thoroughly updated for newnbsp;breakthroughs in multimedia nbsp; 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. nbsp;

Ambient Color Firefox Theme 10 Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**Ambient Color Firefox Theme 10**," written by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we will delve in to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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