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Julitta Korol

Access 2007 Programming by Example with VBA, XML, and ASP Julitta Korol,2008 Access 2007 Programming by Example with VBA, XML, and ASP shows non-programmers how Access databases can be created, managed, and customized with Visual Basic for Applications (VBA) — a powerful programming language built into Access. Hundreds of hands-on examples and projects throughout the book show users how to take charge of their Access databases with programming. Learn how to Write and debug your programming code with the Visual Basic Editor; access and manipulate databases with Data Access Objects (DAO) and ActiveX Data Objects (ADO); use the Data Definition Language (DDL) to enforce data integrity and manage database security; modify the behavior of forms, reports, and controls by writing event procedures; publish dynamic Access data to the web using Active Server Pages (ASP) and Extensible Markup Language (XML); and work with the new features for tables, forms, reports, macros, and templates that are available in the Access 2007 user interface.

Professional MEL Solutions for Production Kevin Mannens,Ed Caspersen,2009-03-05 Maya's Embedded Language is the heart and soul of Maya, the most powerful 3D application on the market today. MEL provides Maya with a versatility and adaptability unmatched in the CG industry. It is MEL that allows technical directors to customize Maya to fit each pipeline, to work around each limitation, and to write tools that expand Maya's already impressive set of capabilities. Mastery of MEL is as essential to a TD as a scalpel is to a surgeon. This book shows you how MEL is being (ab)used in high-end visual effects production by picking apart scripts written in the production of recent feature films. The exhaustive and in-depth nature of this book makes it useful for a broad audience: from the MEL novice who wants to learn MEL to the advanced scripter interested in developing strategies for production problems. A good book covering difficult topics with gentle hand holding and good humour. -Gary Noden, 3D World Magazine

Introduction to 3D Game Programming with DirectX 10 Frank D. Luna,2008 Introduction to 3D Game Programming with Direct X 10 provides an introduction to programming interactive computer graphics, with an emphasis on game development, using DirectX 10. The book is divided into three main parts. Part I explores basic mathematical tools, Part II shows how to implement fundamental tasks in Direct3D, and Part III demonstrates a variety of techniques and special effects.--BOOK JACKET.

Essential Articulate Studio '09 Patti Shank,Jennifer Bircher,2009-06-23 Essential Articulate Studio '09 is designed to help novice to intermediate users of Articulate Studio '09 get the most from using these tools—Presenter, Engage, Quizmaker, and Video Encoder—to develop quality informational and instructional materials. It was written with the following goals in mind: Help new users get up to speed as quickly and painlessly as possible Assist users of previous versions of Articulate Studio (and previous versions of Presenter, Engage, and Quizmaker) in capitalizing on improvements made to these tools in the '09 versions Provide tips and tools that make information presentation and instruction faster, easier, and better Help new and previous users develop information and instruction that is more valuable for the intended audience(s) This book is unique because it can serve as both a tutorial for the Studio '09 products and as a primer on designing and building good information and instruction with these tools. The advice and insights are practical and take into account the we-need-it-yesterday environments that most people who use these tools operate in. Many books about online learning discuss how to build good instruction, but this book actually shows you how to build it, using some of the best authoring tools in the industry.

RPG Programming with XNA Game Studio 3.0 Jim Perry,2009-06-19 RPG Programming Using XNA Game Studio 3.0 provides

detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to: * Creating the characters and monsters that populate RPG worlds * Add stats and skills to allow game entities to perform actions * Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction * Create a multiple-step quest system to give players goals to research during gameplay * Creating a tile engine for displaying the world Populating the game world with items and treasure * Implementing a sound and music system * Adding multiplayer support

Game Design: Theory and Practice, Second Edition Richard Rouse III,2010-03-18 "Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read." — Computer Gaming World "Ultimately, in both theory and practice, Rouse's Game Design bible gets the job done. Let us pray." - Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

SQL for Microsoft Access Cecelia L. Allison,Neal A. Berkowitz,2010-10-22 SQL for Microsoft Access (2nd Edition) provides a guide to getting the most out of Microsoft Access through the use of Structured Query Language. Step-by-step examples demonstrate how to use SQL script to create tables, add records to tables, and retrieve and manage records. Readers will also learn about calculated fields, Access projects, and the integration of SQL script in VBA and ASP code. Explore the relational database structure and the basics of SQL. Understand how table joins, unions, and subqueries are used to retrieve records from multiple tables simultaneously. Learn how to filter records and group data. Discover how to create parameter queries that prompt users for data. Test your knowledge and comprehension with the end-of-chapter quizzes and projects.

ESSENTIAL ZBRUSH Wayne Robson,2008-09-25 Essential ZBrush offers a detailed overview of the popular digital sculpting tool as well as a guide to mastering digital sculpting. From the basics of ZBrush to the creation of a number of models that demonstrate hard surface sculpting, realisitic organic sculpting, and environmental sculpting, this book provides readers with the tools to produce high-quality digital sculpts. With this text, the reader will explore the various ZBrush palettes, brushes, and settings, and learn how to customize the interface; discover how to create a base mesh using ZSpheres; find out how to use normal and displacement maps in both 3ds Max and Maya; understand the importance of properly posing your models; explore a variety of production-tested pipelines and workflows; learn how to create and apply materials to your models. Includes companion DVD with more than 3 hours of video tutorials showing how to model and texture the image shown on the front cover! It also contains full-color versions of the images in the book.

Essential 3ds max 2008 Sean McBride,2008-03-05 Essential 3ds Max 2008 offers a user-friendly introduction to the newest version of 3ds Max. From an overview of the user interface, tools, and modifers to modeling exercises that demonstrate the creation of an interior, a basic character, and a suit of armor, this book provides readers with a guide to getting the most out of Max. Learn how to

model objects using a variety of low-poly and high-poly techniques; use texture maps to vary the look of objects; create and adjust lights in your scenes; unwrap models to generate UVW coordinates; generate normal maps for use in real-time simulations and game development; composite images with background plates.

Learn FileMaker Pro 9 Jonathan Stars,2007 Learn Filemaker? Pro 9 Provides A Logical, Hands-On Approach To Understanding The Features Of Filemaker Pro, Both For Beginners And Those Who Have Experience With Previous Versions Of The Software. From Defining Database Terms And Converting Files Created In Previous Filemaker Pro Versions To Producing Reports And Using Files On The Web, This Book Covers The Fundamentals As Well As The Newest Features That Considerably Enhance Filemaker Pro'S Database Management Capabilities. Learn How To Format Layout Objects With Autoresize And Conditional Formatting; Harness The Power Of The New External SQL Data Source Tools; Adapt One Script To Many Purposes To Cut Development Time And Expense; Work With The Enhanced Web Viewer To Harvest Data For Your Applications; Share Data As PDF And Excel Files And Export Data As E-Mail Attachments; Organize Your Relationships With The Anchor-Buoy Method; Use The Alignment Tools To Quickly Align Objects On Your Layout.

Adobe Captivate 3 Brenda Huettner,2008 Adobe Captivate 3: The Definitive Guide, the follow-up to Wordware's popular Macromedia Captivate: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications. With this book, learn to install and configure Captivate; create and edit movies; add, delete, edit, and rearrange slides; incorporate audio and interactivity in your movies; create e-learning content through the use of question slides and branching functions; use a variety of Captivate tools including templates and MenuBuilder.

FileMaker Web Publishing: A Complete Guide to Using the API for PHP Allyson Olm,Stephen Knight,Michael Petrov,2007-07-31 FileMaker Web Publishing offers an unparalleled development strategy for database managers, web designers, and programmers who are interested in getting the most out of FileMaker databases on the web. The book introduces the basics of HTML, cascading style sheets, and PHP, then moves on to specific concepts such as database portals, value lists, and complex navigation systems. Advanced topics include uploading and referencing files within the database and sending dynamically formatted emails.

Sybase 15.0 Replication Server Administration Saroj Kapoor Bagai,Jagan Bandi Reddy,Jeff Tallman,2008-12-08 Sybase 15 Replication Server Administration addresses the needs of a wide range of database professionals, explaining to both beginners and experts how to administer Sybase's newest Replication Server release. This book examines all the knowledge, background information, and conceptual frameworks needed in order to get started on installing and administering Sybase Replication Server, and explores the world of contemporary cross-platform compatible Sybase Replication Server administration. Learn how to replicate business-critical data; configure database connections and routes; manage replicated tables, stored procedures, and subscriptions; set up a warm

standby system; monitor replication performance and tune the database system; provide up-to-the-minute high availability of data; recover from failures and prevent data loss; troubleshoot the replication system.

Word 2007 Document Automation with VBA and VSTO Scott Driza,2009-03-26 This book focuses on innovative ways to create customized Word documents and templates. It contains an in-depth introduction to VBA (Visual Basic for Applications), which is the embedded programming language in the Microsoft Office 2007. VBA provides a complete integrated development environment (IDE) that allows for document automation, the process of using an automated template for creating documents. The book also includes coverage of the new features of Word 2007 including Content Controls, programming the Ribbon, and more.

Essential XNA Game Studio 2.0 Programming Jim Perry,Allen Sherrod,2010-10-25 Essential XNA Game Studio 2.0 Programming provides both hobbyists and experienced programmers with the information they need to take advantage of Microsoft's powerful XNA Framework and XNA Game Studio to produce professional-level games for both the PC and the Xbox 360. Beginners learn the fundamentals of 2D game development, creating a complete top-down shooter. Intermediate and advanced users can jump right into 3D game development and create a version of the 3D game that takes advantage of hardware acceleration using High-Level Shader Language (HLSL). Learn how to build an input system to receive events from devices; use the Microsoft Cross-Platform Audio Creation Tool (XACT) to integrate sounds and music into your game; design difficulty systems to tailor your game to players with different skill levels; create a multiplayer game using the networking features of the XNA Framework; implement an achievement system to provide incentive for continued play of your game.

Managing Virtual Teams M. Katherine Brown,Brown,Brenda Huettner,Charlene James-Tanny,2006-12-31 This book provides practical advice for managers of distributed teams who must design the internal systems and meet deadlines with a diverse team, and for team members who want to develop and maintain professional relationships. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

Design Patterns Christopher G. Lasater,2010-10-25 Design Patterns demonstrates how software developers can improve the performance, maintainability, portability, and scalability of their code through the use of the Gang of Four design patterns. After a discussion of patterns methodology, reasons for using design patterns, the book delves into each of the 23 patterns. Each pattern section gives a detailed description of the pattern, refactored from either Boolean logic or simpler, less-maintainable code that you might encounter in the real world, and shows readers how to use the pattern in their code. The text walks readers through making the move from current code to the pattern, lists the benefits of using the pattern, and shows how the pattern performs after the refactoring effort, with a goal throughout of providing practical implementations.

Polygonal Modeling Mario Russo,2006 Polygonal modeling is the process of creating objects in a 3D environment. It is the foundation for the creation of all 3D graphics and the essential building block of a career in computer graphics. Polygonal Modeling: Basic and Advanced Techniques provides in-depth coverage of polygonal modeling, including practical lessons on topology construction, a focus on the fundamentals of subdivision workflow, and a discussion of the technical aspects of modeling organic and inorganic objects. The book includes illustrated quick start modeling guides to 3ds max and Maya. Explore and evaluate a variety of subdivision techniques. Learn about polygonal objects and their most common properties. Discover how to use the tools and operations found in major 3D packages for polygonal modeling. Follow along with the step-by-step illustrated exercises that demonstrate the process of

character modeling.

LIGHTWAVE V9 TEXTURING Angel Nieves,2007-03-31 LightWave v9 Texturing takes you behind the fine art of surfacing your 3D objects using LightWave 3D. Because many artists find texturing and prepping objects for texturing intimidating or confusing, this book breaks down the process and makes it easier to understand by guiding you through LightWave's powerful surfacing toolset and a number of helpful tutorials. LightWave v9 Texturing also demonstrates how easy it is to create surfaces using LightWave's new, powerful node-based shading system. With this book go beyond texturing theory to find out what makes a great realistic texture; learn how to build textures using both LightWave's classic layer system and the new Node Editor; discover how to unwrap and edit UV maps; find out how to create a variety of surfaces through a series of tutorials; enhance your surfaces with gradients, image maps, and procedural textures.

Essential LightWave v9: The Fastest and Easiest Way to Master LightWave 3D Steve Warner,Kevin Phillips,Timothy Albee,2007-06-29 Includes companion DVD with trial versions of LightWave v9.2! Essential LightWave v9 offers an unparalleled guide to LightWave 3D. Written to help users quickly take control of the software, this book is filled with easy-to-understand explanations, time-saving tips and tricks, and detailed tutorials on nearly every aspect of the software, including the new features in LightWave v9.2! Key features: learn to model, light, surface animate, and render within the first seven chapters!; master the LightWave v9 Node Editor for advanced surfacing, texturing, and deformations; learn to model with polygons, Catmull-Clark/Subpatch SubDs, and splines; uncover the secrets of distortion-free UV mapping and high-quality texturing; learn to seamlessly composite 3D objects with real-world images; create professional-quality character animation using FK, IK, and IK Booster; enhance your animations with expressions, particle effects, and dynamics; set up a render farm to rip through complex rendering tasks.

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TEXAS. PROCUREMENT AND CONTRACT. MANAGEMENT GUIDE. STATEWIDE PROCUREMENT ... manual for implementing the requirements of the ... Procurement and Contract Management Handbook The Office of the Attorney General (OAG) Procurement and Contract. Operations Division (PCO) is responsible for managing the procurement. Procurement & Contract Management Guide Procurement and Contracting Services (PCS) will regularly update this guide, based on changes in contracting laws, regulations, and policies. TMB utilizes the ... Texas Administrative Code Procurement Manual and Contract Management Guide. §20.132, Compliance. §20.133, Training and Certification Program. Link to Texas Secretary of State Home Page ... PROCUREMENT MANUAL This Manual discusses these procurement methods in detail. Texas state law does, however, provide a number of exceptions to procurement requirements. For ... Texas Municipal Procurement Laws Made Easy A city is not required to comply with competitive bidding procedures when purchasing personal property at an auction by a state licensed auctioneer.211. 87 ... Contract Management Handbook Credibility

and public confidence are vital throughout the purchasing and contracting system." The CPA's State of Texas Procurement Manual, Section 1.2. 4.1. Policies and Procedures : Procurement & Strategic Sourcing Texas State Financial Services Procurement & Strategic Sourcing How to Purchase Policies and Procedures. Policies and Procedures. Texas State University ... Texas Administrative Code Purchases of goods and services may be made in accordance with the following provisions. (A) State agencies must solicit at least three informal bids, including ...

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