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THANK YOU ENTIRELY MUCH FOR DOWNLOADING ILLUSTRATOR 9 VISUAL QUICKSTART GUIDE RAPIDSHARE.MOST LIKELY YOU HAVE KNOWLEDGE THAT, PEOPLE HAVE SEE NUMEROUS PERIOD FOR THEIR FAVORITE BOOKS LATER THIS ILLUSTRATOR 9 VISUAL QUICKSTART GUIDE RAPIDSHARE, BUT END OCCURRING IN HARMFUL DOWNLOADS.

RATHER THAN ENJOYING A GOOD PDF WHEN A CUP OF COFFEE IN THE AFTERNOON, ON THE OTHER HAND THEY JUGGLED SIMILAR TO SOME HARMFUL VIRUS INSIDE THEIR COMPUTER. **ILLUSTRATOR 9 VISUAL QUICKSTART GUIDE RAPIDSHARE** IS USER-FRIENDLY IN OUR DIGITAL LIBRARY AN ONLINE PERMISSION TO IT IS SET AS PUBLIC AS A RESULT YOU CAN DOWNLOAD IT INSTANTLY. OUR DIGITAL LIBRARY SAVES IN COMBINATION COUNTRIES, ALLOWING YOU TO GET THE MOST LESS LATENCY EPOCH TO DOWNLOAD ANY OF OUR BOOKS LATER THIS ONE. MERELY SAID, THE ILLUSTRATOR 9 VISUAL QUICKSTART GUIDE RAPIDSHARE IS UNIVERSALLY COMPATIBLE LATER THAN ANY DEVICES TO READ.

VECTOR BASIC TRAINING Von Glitschka 2015-09-21 ATTENTION, DESIGNERS, IT’S TIME TO GET SERIOUS ABOUT YOUR CREATIVE PROCESS. FOR TOO LONG YOU’VE ALLOWED YOURSELF TO GO SOFT, RELYING ON YOUR SOFTWARE TO DO ALL OF YOUR CREATIVE WORK AT THE EXPENSE OF YOUR CRAFTSMANSHIP. THIS BOOK WILL NOT SHOW YOU HOW TO USE EVERY TOOL AND FEATURE IN ADOBE ILLUSTRATOR. THIS BOOK WILL, HOWEVER, TEACH YOU THE IMPORTANCE OF DRAWING OUT YOUR IDEAS, ANALYZING THE SHAPES, AND THEN METHODOICALLY BUILDING THEM PRECISELY IN VECTOR FORM USING THE TECHNIQUES EXPLAINED IN THIS BOOK. IN **VECTOR BASIC TRAINING**, SECOND EDITION ACCLAIMED ILLUSTRATIVE DESIGNER VON GLITSCHKA TAKES YOU THROUGH HIS SYSTEMATIC PROCESS FOR CREATING THE KIND OF PRECISE VECTOR GRAPHICS THAT SEPARATE THE PROS FROM THE MERE TOOLS. ALONG THE WAY, HE’LL WHIP YOUR DRAWING SKILLS INTO SHAPE AND SHOW YOU HOW TO CREATE ELEGANT CURVES AND PRECISE ANCHOR POINTS FOR YOUR DESIGNS. IN ADDITION TO NEW ILLUSTRATIVE EXAMPLES THROUGHOUT THE BOOK, THIS EDITION INCLUDES AN ALL-NEW CHAPTER ON HOW TO APPLY COLOR AND DETAIL TO YOUR ILLUSTRATIONS USING TRIED-AND-TRUE METHODS THAT YOU’LL USE OVER AND OVER AGAIN. YOU’LL ALSO GET ACCESS TO OVER SEVEN HOURS OF ALL-NEW HD VIDEO TUTORIALS AND SOURCE FILES SO YOU CAN FOLLOW ALONG WITH VON AS HE WALKS YOU THROUGH HIS ENTIRE PROCESS. WHETHER YOU’RE CREATING ILLUSTRATIONS IN ADOBE ILLUSTRATOR, AFFINITY DESIGNER, CORELDRAW, OR EVEN INSCAPE, YOU’LL BE ABLE TO USE VON’S TECHNIQUES TO ESTABLISH A SUCCESSFUL CREATIVE PROCESS FOR CRAFTING CONSISTENTLY PRECISE ILLUSTRATIONS EVERY SINGLE TIME YOU PICK UP YOUR PEN, STYLUS, OR MOUSE. IN **VECTOR BASIC TRAINING**, SECOND EDITION, YOU’LL LEARN: THE TOOLS AND SHORTCUTS THAT MAKE UP A DESIGN PRO’S CREATIVE ARSENAL HOW TO USE “THE CLOCKWORK METHOD” TO CREATE ACCURATE CURVES EVERY TIME WHEN AND WHERE TO SET JUST THE RIGHT NUMBER OF ANCHOR POINTS FOR ANY DESIGN HOW TO BUILD SHAPES QUICKLY USING BASIC ILLUSTRATOR TOOLS AND PLUS-IN’S TECHNIQUES FOR ART DIRECTING YOURSELF TO GET THE RESULTS YOU DESIRE FUNDAMENTAL METHODS FOR APPLYING COLOR AND DETAIL TO YOUR ILLUSTRATIONS

IDESIGN CC SANDEE COHEN 2014 A GUIDE TO THE DESKTOP PUBLISHING AND PAGE LAYOUT PROGRAM DISCUSSES BASIC TEXT, TABS AND ARTS, PLACING GRAPHICS, APPLYING AND MANAGING COLOR, CREATING AN INTERACTIVE DOCUMENT, AND WORKING WITH OTHER ADOBE PROGRAMS. **PHP FOR THE WEB** LARRY ULLMAN 2011-03-09 WITH PHP FOR THE WORLD WIDE WEB, FOURTH EDITION: VISUAL QUICKSTART GUIDE, READERS CAN START FROM THE BEGINNING TO GET A TOUR OF THE PROGRAMMING LANGUAGE, OR LOOK UP SPECIFIC TASKS TO LEARN JUST WHAT THEY NEED TO KNOW. THIS TASK-BASED VISUAL REFERENCE GUIDE USES STEP-BY-STEP INSTRUCTIONS AND PLENTY OF SCREENSHOTS TO TEACH BEGINNING AND INTERMEDIATE USERS THIS POPULAR OPEN-SOURCE SCRIPTING LANGUAGE. LEADING TECHNOLOGY AUTHOR LARRY ULLMAN GUIDES READERS THROUGH THE LATEST DEVELOPMENTS INCLUDING USE AND AWARENESS OF HTML5 WITH PHP. OTHER ADDRESSED CHANGES INCLUDE REMOVAL OF OUTDATED FUNCTIONS AND MORE EFFICIENT WAYS TO TACKLE COMMON NEEDS. BOTH BEGINNING USERS, WHO WANT A THOROUGH INTRODUCTION TO THE TECHNOLOGY, AND MORE INTERMEDIATE USERS, WHO ARE LOOKING FOR A CONVENIENT REFERENCE, WILL FIND WHAT THEY NEED HERE—IN STRAIGHTFORWARD LANGUAGE AND THROUGH READILY ACCESSIBLE EXAMPLES.

PHOTOSHOP CC ELAINE WEINMANN 2015-09-05 THIS BEST-SELLING GUIDE FROM AUTHORS ELAINE WEINMANN AND PETER LOUREKAS HAS BEEN THE GO-TO TUTORIAL AND REFERENCE BOOK FOR PHOTOGRAPHY/DESIGN PROFESSIONALS AND THE TEXTBOOK OF CHOICE IN COLLEGE CLASSROOMS FOR DECADES. THIS EDITION INCLUDES THEIR TRADEMARK FEATURES OF CLEAR, CONCISE, STEP-BY-STEP INSTRUCTIONS; HUNDREDS OF FULL-COLOR IMAGES; SCREEN CAPTURES OF PROGRAM FEATURES; AND SUPPLEMENTAL TIPS AND SIDEBARS IN EVERY CHAPTER. THIS NEW EDITION INCLUDES AN ALL-NEW MATERIAL, A BONUS CHAPTER, AND DOWNLOADABLE ASSETS. NEW AND UPDATED PHOTOSHOP CC (2015 RELEASE) FEATURES—including linked assets, multiple artboards, and new asset export—are clearly marked with bright red stars in both the table of contents and main text. **SPARK: THE DEFINITIVE GUIDE** BILL CHAMBERS 2018-02-08 LEARN HOW TO USE, DEPLOY, AND MAINTAIN APACHE SPARK WITH THIS COMPREHENSIVE GUIDE, WRITTEN BY THE CREATORS OF THE OPEN-SOURCE CLUSTER-COMPUTING FRAMEWORK. WITH AN EMPHASIS ON IMPROVEMENTS AND NEW FEATURES IN SPARK 2.0, AUTHORS BILL CHAMBERS AND MATEI ZAHARIA BREAK DOWN SPARK TOPICS INTO DISTINCT SECTIONS, EACH WITH UNIQUE GOALS. YOU’LL EXPLORE THE BASIC OPERATIONS AND COMMON FUNCTIONS OF SPARK’S STRUCTURED APIS, AS WELL AS STRUCTURED STREAMING, A NEW HIGH-LEVEL API FOR BUILDING END-TO-END STREAMING APPLICATIONS. DEVELOPERS AND SYSTEM ADMINISTRATORS WILL LEARN THE FUNDAMENTALS OF MONITORING, TUNING, AND DEBUGGING SPARK, AND EXPLORE MACHINE LEARNING TECHNIQUES AND SCENARIOS FOR EMPLOYING MLlib, SPARK’S SCALABLE MACHINE-LEARNING LIBRARY. GET A GENTLE OVERVIEW OF BIG DATA AND SPARK LEARN ABOUT DATAFRAMES, SQL, AND DATASETS—SPARK’S CORE APIS—THROUGH WORKED EXAMPLES DIVE INTO SPARK’S LOW-LEVEL APIS, RDDs, AND EXECUTION OF SQL AND DATAFRAMES UNDERSTAND HOW SPARK RUNS ON A CLUSTER DEBUG, MONITOR, AND TUNE SPARK CLUSTERS AND APPLICATIONS LEARN THE POWER OF STRUCTURED STREAMING, SPARK’S STREAM-PROCESSING ENGINE LEARN HOW YOU CAN APPLY MLlib TO A VARIETY OF PROBLEMS, INCLUDING CLASSIFICATION OR RECOMMENDATION

ADOBE PREMIERE PRO CLASSROOM IN A BOOK (2021 RELEASE) MAXIM JAGO 2021-02-22 CREATIVE PROFESSIONALS SEEKING THE FASTEST, EASIEST, MOST COMPREHENSIVE WAY TO LEARN ADOBE PREMIERE PRO CHOOSE ADOBE PREMIERE PRO CLASSROOM IN A BOOK (2021 RELEASE) FROM ADOBE PRESS. THE 17 PROJECT-BASED LESSONS IN THIS BOOK SHOW STUDENTS STEP-BY-STEP THE KEY TECHNIQUES FOR WORKING IN PREMIERE PRO. STUDENTS LEARN SKILLS TO TAKE A PROJECT FROM BEGINNING TO END, INCLUDING THE BASICS ON THINGS LIKE ORGANISING MEDIA, USING AUDIO, CREATING TRANSITIONS, PRODUCING TITLES, AND ADDING EFFECTS. ONCE THEY HAVE THE BASICS DOWN, THEY’LL LEARN HOW TO TAKE THEIR PROJECTS FURTHER BY SWEETENING AND MIXING AUDIO, COMPOSITING LAYERED FOOTAGE, ADJUSTING COLOR, CUSTOMISING MOTION GRAPHICS, EXPORTING FILES, AND MUCH MORE. **ADOBE ILLUSTRATOR CC CLASSROOM IN A BOOK (2021 RELEASE)** BRIAN WOOD 2017-11-29 CREATIVE PROFESSIONALS SEEKING THE FASTEST, EASIEST, MOST COMPREHENSIVE WAY TO LEARN ADOBE ILLUSTRATOR CC (2018 RELEASE) CHOOSE ADOBE ILLUSTRATOR CC CLASSROOM IN A BOOK (2018 RELEASE) FROM THE BEST-SELLING SERIES OF HANDS-ON SOFTWARE TRAINING WORKBOOKS FROM ADOBE PRESS. THE 15 PROJECT-BASED LESSONS SHOW USERS THE KEY TECHNIQUES FOR REALIZING YOUR CREATIVE POTENTIAL WITH ADOBE ILLUSTRATOR CC. FOLLOWING HANDS-ON STEP-BY-STEP PROJECTS, USERS CREATE LOGOS, ILLUSTRATIONS, POSTERS, AND MORE. EXPLORE THE NEW ESSENTIALS WORKSPACE THAT MAKES LEARNING ILLUSTRATOR EVEN EASIER. LEARN HOW TO USE THE SHAPER TOOL AND LIVE SHAPES ALONG WITH DYNAMIC SYMBOLS TO STREAMLINE GRAPHICS CREATION. CREATE WEBSITE ASSETS AND EXPORT THEM IN MULTIPLE FORMATS TO SUPPORT MODERN RESPONSIVE WEB DESIGNS. FROM EXACTING ILLUSTRATION TO FREE-FORM PAINTING, YOU’LL BUILD A STRONG FOUNDATION IN ILLUSTRATOR AS YOU PROGRESS THROUGH THE LESSONS. THE ONLINE COMPANION FILES INCLUDE ALL THE NECESSARY ASSETS FOR READERS TO COMPLETE THE PROJECTS FEATURED IN EACH CHAPTER AS WELL AS EBOOK UPDATES WHEN ADOBE RELEASES RELEVANT NEW FEATURES FOR CREATIVE CLOUD CUSTOMERS. ALL BUYERS OF THE BOOK GET FULL ACCESS TO THE WEB EDITION: A WEB-BASED VERSION OF THE COMPLETE EBOOK ENHANCED WITH VIDEO AND MULTIPLE-CHOICE QUIZZES.

THE ADOBE ILLUSTRATOR CS WOW! BOOK SHARON STEUER 2004 PRESENTS THE-**SAVING TECHNIQUES AND TIPS FOR USERS OF ADOBE ILLUSTRATOR CS**, EXPLORING THE SOFTWARE’S BASIC TOOLS AND LATEST FEATURES WITH FULL-COLOR EXAMPLES AND SAMPLES FROM LEADING ILLUSTRATOR ARTISTS AND DESIGNERS.

OPENSTACK OPERATIONS GUIDE TOM FIELD 2014-04-24 DESIGN, DEPLOY, AND MAINTAIN YOUR OWN PRIVATE OR PUBLIC INFRASTRUCTURE AS A SERVICE (IAAS), USING THE OPEN SOURCE OPENSTACK PLATFORM. IN THIS PRACTICAL GUIDE, EXPERIENCED DEVELOPERS AND OPENSTACK CONTRIBUTORS SHOW YOU HOW TO BUILD CLOUDS BASED ON REFERENCE ARCHITECTURES, AS WELL AS HOW TO PERFORM DAILY ADMINISTRATION TASKS. DESIGNED FOR HORIZONTAL SCALABILITY, OPENSTACK LETS YOU BUILD A CLOUD BY INTEGRATING SEVERAL TECHNOLOGIES. THIS APPROACH PROVIDES FLEXIBILITY, BUT KNOWING WHICH OPTIONS TO USE CAN BE BEWILDERING. ONCE YOU COMPLETE THIS BOOK, YOU’LL KNOW THE RIGHT QUESTIONS TO ASK WHILE YOU ORGANIZE COMPUTE, STORAGE, AND NETWORKING RESOURCES. IF YOU ALREADY KNOW HOW TO MANAGE MULTIPLE UBUNTU MACHINES AND MAINTAIN MYSQL, YOU’RE READY TO: SET UP AUTOMATED DEPLOYMENT AND CONFIGURATION DESIGN A SINGLE-NODE CLOUD CONTROLLER USE METRICS TO IMPROVE SCALABILITY EXPLORE COMPUTE NODES, NETWORK DESIGN, AND STORAGE INSTALL OPENSTACK PACKAGES USE AN EXAMPLE ARCHITECTURE TO HELP SIMPLYIFY DESIGNING/HAND BUILD A WORKING ENVIRONMENT TO EXPLORE AN IAAS CLOUD MANAGE USERS, PROJECTS, AND QUOTAS TACKLE MAINTENANCE, DEBUGGING, AND NETWORK TROUBLESHOOTING MONITOR, LOG, BACKUP, AND RESTORE

ADOBE ILLUSTRATOR VISUAL QUICKSTART GUIDE LISA FRIDMAN 2022-03-23 FOR DECADES, DIGITAL ARTISTS AND GRAPHIC DESIGNERS HAVE TURNED TO ADOBE ILLUSTRATOR: VISUAL QUICKSTART GUIDE AS THE FASTEST, MOST PRACTICAL WAY TO CREATE VECTOR-BASED ARTWORK FROM SCRATCH, AND HARNESS ILLUSTRATOR’S IMMENSE POWER TO GET THE JOB DONE AS EFFICIENTLY AS POSSIBLE. NOW, THIS FULL-COLOR GUIDE HAS BEEN THOROUGHLY REVAMPED BY A NEW AUTHOR WHO SPECIALIZES IN TEACHING BEGINNING ILLUSTRATOR USERS. CHAD CHELUS COMBINES EXPERT, FULL-COLOR INTRODUCTIONS TO THE LATEST ILLUSTRATOR FEATURES WITH NEW EXAMPLES AND PROJECTS, ADDING HOURS OF NEW ONLINE VIDEO CONTENT THAT GOES FAR BEYOND THE CONTENTS OF THE PRINTED BOOK. COMBINING DEFINITIVE REFERENCE INFORMATION WITH CONCISE, HANDS-ON TUTORIALS, CHELUS HELPS ASPIRING AND CURRENT PROFESSIONALS GAIN DEEP MASTERY OF ILLUSTRATOR, WHETHER THEY’RE WORKING ON THEIR OWN OR IN A CLASSROOM ENVIRONMENT. FROM THE BASICS TO ADVANCED TECHNIQUES, HE GETS YOU UP AND RUNNING IN NO TIME, PREPARING YOU TO CREATE EVERYTHING FROM WEB AND MOBILE GRAPHICS TO SCALABLE LOGOS, ICONS, TYPE, BOOK ILLUSTRATIONS, PRODUCT PACKAGING, AND BILLBOARDS.

KAFKA: THE DEFINITIVE GUIDE NEHA NARHDEE 2017-08-31 EVERY ENTERPRISE APPLICATION CREATES DATA, WHETHER IT’S LOG MESSAGES, METRICS, USER ACTIVITY, OUTGOING MESSAGES, OR SOMETHING ELSE. AND HOW TO MOVE ALL OF THIS DATA BECOMES NEARLY AS IMPORTANT AS THE DATA ITSELF. IF YOU’RE AN APPLICATION ARCHITECT, DEVELOPER, OR PRODUCTION ENGINEER NEW TO APACHE KAFKA, THIS PRACTICAL GUIDE SHOWS YOU HOW TO USE THIS OPEN SOURCE STREAMING PLATFORM TO HANDLE REAL-TIME DATA FEEDS. ENGINEERS FROM CONFLUENT AND LinkedIn WHO ARE RESPONSIBLE FOR DEVELOPING KAFKA EXPLAIN HOW TO DEPLOY PRODUCTION KAFKA CLUSTERS, WRITE RELIABLE EVENT-DRIVEN MICROSERVICES, AND BUILD SCALABLE STREAM-PROCESSING APPLICATIONS WITH THIS PLATFORM. THROUGH DETAILED EXAMPLES, YOU’LL LEARN KAFKA’S DESIGN PRINCIPLES, RELIABILITY GUARANTEES, KEY APIS, AND ARCHITECTURE DETAILS, INCLUDING THE REPLICATION PROTOCOL, THE CONTROLLER, AND THE STORAGE LAYER. UNDERSTAND PUBLISH-SUBSCRIBE MESSAGING AND HOW IT FITS IN THE BIG DATA ECOSYSTEM. EXPLORE KAFKA PRODUCERS AND CONSUMERS FOR WRITING AND READING MESSAGES UNDERSTAND KAFKA PATTERNS AND USE-CASE REQUIREMENTS TO ENSURE RELIABLE DATA DELIVERY GET BEST PRACTICES FOR BUILDING DATA PIPELINES AND APPLICATIONS WITH KAFKA MANAGE KAFKA IN PRODUCTION, AND LEARN TO PERFORM MONITORING, TUNING, AND MAINTENANCE TASKS LEARN THE MOST CRITICAL METRICS AMONG KAFKA’S OPERATIONAL MEASUREMENTS EXPLORE HOW KAFKA’S STREAM DELIVERY CAPABILITIES MAKE IT A PERFECT SOURCE FOR STREAM PROCESSING SYSTEMS

ILLUSTRATOR CC ELAINE WEINMANN 2014-09-10 FOR ALMOST TWO DECADES, THE BEST-SELLING VISUAL QUICKSTART GUIDES BY ELAINE WEINMANN AND PETER LOUREKAS HAVE BEEN THE TEXTBOOKS OF CHOICE IN CLASSROOMS AND THE GO-TO TUTORIAL AND REFERENCE FOR ART AND DESIGN PROFESSIONALS. THIS EDITION INCLUDES THEIR TRADEMARK FEATURES: CLEAR, CONCISE, STEP-BY-STEP INSTRUCTIONS; HUNDREDS OF FULL-COLOR ILLUSTRATIONS; SCREEN CAPTURES OF PROGRAM FEATURES; AND SUPPLEMENTAL TIPS AND SIDEBARS IN EVERY CHAPTER. THIS FULLY UPDATED EDITION FOR ILLUSTRATOR CC (2014 RELEASE) COVERS THE NEW ENHANCEMENTS AND FEATURES, INCLUDING SIGNIFICANT UPGRADES TO THE PENCIL TOOL, SWATCHES PANEL, ARTBOARD PANEL, AS WELL AS NEW LIVE CORNERS, RESHAPING METHODS, AND MUCH MORE. THE NEW AND UPDATED ILLUSTRATOR CC FEATURES ARE CLEARLY MARKED WITH BRIGHT RED STARS IN BOTH THE TABLE OF CONTENTS AND MAIN TEXT. READERS CAN FOLLOW THE STEPS IN A TUTORIAL FASHION, OR USE THE BOOK AS A REFERENCE GUIDE TO INDIVIDUAL PROGRAM FEATURES. MANY OF THE KEY ILLUSTRATIONS USED IN THE BOOK ARE AVAILABLE VIA WEB DOWNLOAD FOR PRACTICE BY READERS. **ADOBE PHOTOSHOP CC ON DEMAND** PERSPECTION INC. 2013-07-08 NEED ANSWERS QUICKLY? ADOBE PHOTOSHOP CC ON DEMAND PROVIDES THOSE ANSWERS IN A VISUAL STEP-BY-STEP FORMAT. WE WILL SHOW YOU EXACTLY WHAT TO DO THROUGH TOLS OF FULL COLOR ILLUSTRATIONS AND EASY-TO-FOLLOW INSTRUCTIONS. INCLUDES * ONLINE WORKSHOPS THAT FOCUS ON REAL-WORLD TECHNIQUES * ONLINE ADOBE CERTIFICATION RESOURCES FOR BOTH ACE AND ACA * MORE THAN 500 ESSENTIAL PHOTOSHOP CC TASKS INSIDE THE BOOK * IMPROVE PRODUCTIVITY AND EFFICIENCY WITH ADOBE CREATIVE CLOUD * USE AUTOMATIC SAVING OPTIONS FOR BETTER EFFICIENCY AND PROTECTION * USE AUTOMATIC LAYER ALIGNMENT AND BLENDING TO WORK WITH OBJECTS * USE ADOBE CAMERA RAW TO ENHANCE OR CORRECT A PHOTO * USE CONTENT-AWARE OPTIONS FOR SCALING AND FILL * CREATE EYE-CATCHING IMAGES WITH SPECIAL EFFECT FILTERS * SELECT AND MODIFY ONE OR MORE SHAPES AT THE SAME TIME * CREATE CHARACTER AND PARAGRAPH STYLES TO MANAGE AND USE TEXT * TRANSFORM VIDEO IN PHOTOSHOP JUST LIKE AN IMAGE * CREATE AND MANIPULATE 3D MODELS USING PRESETS AND CUSTOM OPTIONS NUMBERED STEPS GUIDE YOU THROUGH EACH TASK SEE ALSO POINTS YOU TO RELATED INFORMATION IN THE BOOK DID YOU KNOW ALERTS YOU TO TIPS AND TECHNIQUES ILLUSTRATIONS WITH MATCHING STEPS TASKS ARE PRESENTED ON ONE OR TWO PAGES BONUS ONLINE CONTENT REGISTER YOUR BOOK AT QUONEDMANS.COM TO GAIN ACCESS TO: * WORKSHOPS AND RELATED FILES * KEYBOARD SHORTCUTS VISIT THE AUTHOR SITE: PERSPECTION.COM

FLASH CS3 PROFESSIONAL FOR WINDOWS AND MACINTOSH KATHERINE ULRICH 2007-07-25 WITH ADOBE’S ACQUISITION OF MACROMEDIA, MILLIONS OF PHOTOSHOP USERS MAY BE INSTALLING FLASH FOR THE FIRST TIME AND FLASH CS3 PROFESSIONAL FOR WINDOWS AND MACINTOSH: VISUAL QUICKSTART GUIDE IS THERE TO SHOW THEM WHAT TO DO. FROM BASIC FIRST STEPS, SUCH AS EXPLORING THE DRAWING TOOLS, INCLUDING FLASH CS3’S NEW PEN TOOL, TO FRAME-BY-FRAME ANIMATION, MOTION TWEENING, AND SHAPE TWEENING, THIS BOOK SERVES AS THE BEGINNER’S GUIDE TO FLASH. BUT IT DOESN’T STOP THERE: SECTIONS ON INTERACTIVITY, SOUND, AND VIDEO HAVE BEEN FULLY UPDATED TO DEMONSTRATE BEST PRACTICES IN ACTIONSCRIPT 3.0, AS WELL AS THE LATEST IN FLASH’S VIDEO TECHNOLOGY.

GRAPHIC DESIGN BASICS ANY E. ARNTSON 2011-01-01 GRAPHIC DESIGN BASICS COMBINES DESIGN PRINCIPLES, HISTORY, AND CURRENT TECHNOLOGY TO PRESENT STUDENTS A COMPREHENSIVE INTRODUCTION TO THE FIELD OF GRAPHIC DESIGN. KEEPING PACE WITH RAPID CHANGES IN THE FIELD OF DESIGN, WHILE MAINTAINING A CONSISTENTLY HIGH ACADEMIC QUALITY, THE TEXT EMPHASIZES DESIGN STRUCTURE, VISUAL PERCEPTION AND DIGITAL DESIGN, WITH A WIDE RANGE OF VISUALS FROM THROUGHOUT DESIGN HISTORY, AS WELL AS THE LATEST CONTEMPORARY ILLUSTRATIONS. EACH CHAPTER PROVIDES ASSIGNMENTS WITH STUDENT SAMPLE SOLUTIONS AND CRITIQUE SECTIONS TO HELP STUDENTS APPLY THE CONCEPTS AND ASSESS THEIR WORK. THIS MARKET LEADER’S INTERWEAVE COMBINATION OF CONCEPT, HISTORY, AND PRACTICE RARELY FOUND IN OTHER GRAPHIC DESIGN TEXTS HAS BEEN ENRICHED BY INTEGRATING MATERIAL SPECIFIC TO DIGITAL DESIGN. THE ACCOMPANYING PREMIUM WEBSITE OFFERS STUDENTS BONUS IMAGES, INTERVIEWS WITH ARTISTS FEATURED IN THE TEXT, AND ADDITIONAL PROJECTS, STUDIO TECHNIQUES AND RESEARCH LINKS. IMPORTANT NOTICE: MEDIA CONTENT REFERENCED WITHIN THE PRODUCT DESCRIPTION OR THE PRODUCT TEXT MAY NOT BE AVAILABLE IN THE EBOOK VERSION.

ADOBE EXPERIENCE MANAGER RYAN D. LUNKA 2013-08-13 ADOBE EXPERIENCE MANAGER (FORMERLY CQ5) IS AN INDUSTRY LEADING WEB CONTENT MANAGEMENT SYSTEM AIMED AT GIVING DIGITAL MARKETERS THE ABILITY TO CREATE, MANAGE, AND DELIVER PERSONALIZED ONLINE EXPERIENCES. ADOBE EXPERIENCE MANAGER: CLASSROOM IN A BOOK IS THE DEFINITIVE GUIDE FOR MARKETERS WHO WANT TO UNDERSTAND AND LEARN TO USE THE PLATFORM. IT EXPLAINS THE BUSINESS VALUE OF THE FEATURES AND THE OVERALL PHILOSOPHY OF THE PRODUCT AND IS A MUST-READ BEFORE GETTING DOWN TO WORK WITH AN IMPLEMENTATION TEAM. MARKETERS WILL UNDERSTAND WHY AEM IS CONSTRUCTED AS IT IS SO THEY CAN ALTER BUSINESS PROCESSES AND PARTICIPATE IN SUCCESSFUL IMPLEMENTATION. THEY’LL GET INSIGHT INTO HOW TO ACCOMPLISH THE FUNDAMENTAL TASKS TO MORE EFFECTIVELY CREATE AND MANAGE CONTENT. THEY’LL ALSO LEARN ABOUT COMMON MISTAKES AND HOW TO AVOID THEM. AFTER READING THIS BOOK, MARKETERS WILL UNDERSTAND: * THE BASICS OF CONTENT MANAGEMENT IN ADOBE EXPERIENCE MANAGER * HOW TO INTEGRATE ADOBE EXPERIENCE MANAGER WITH OTHER ADOBE MARKETING CLOUD PRODUCTS * HOW TO MANAGE DYNAMIC CONTENT THAT IS TARGETED TO SPECIFIC AUDIENCES * THE FUNDAMENTAL CONCEPTS THAT WILL HELP TO CREATE A SMOOTH IMPLEMENTATION GETTING STARTED CH 1: THE BASICS CH 2: EVALUATING AEM CH 3: MANAGING CONTENT CH 4: DIGITAL ASSET MANAGEMENT CH 5: METADATA AND TAGGING CH 6: MULTILINGUAL CONTENT CH 7: WORKFLOWS CH 8: SOCIAL COMMUNITIES CH 9: E-COMMERCE CH 10: MOBILE FOR MARKETERS CH 11: ARCHITECTURE BASICS CH 12: ADMINISTRATION BASICS CH 13: WEB ANALYTICS CH 14: MARKETING CAMPAIGN MANAGEMENT CH 15: DYNAMIC CONTENT CH 16: INTEGRATING AEM CH 17: TECHNICAL BASICS CH 18: DEFINING REQUIREMENTS CH 19: USER EXPERIENCE DESIGN CH 20: THE IMPLEMENTATION PROCESS

ILLUSTRATOR CS4 FOR WINDOWS AND MACINTOSH ELAINE WEINMANN 2009-04-21 ADOBE ILLUSTRATOR IS THE INDISPENSABLE VECTOR DRAWING TOOL USED BY DIGITAL ARTISTS AROUND THE WORLD. ILLUSTRATOR CS4 PROVIDES THOSE ARTISTS WITH POWERFUL DRAWING TOOLS, UNPARALLELED TYPOGRAPHIC CONTROLS, AND MUCH MORE. WITH A SLEW OF NEW FEATURES AND TIGHTER-THAN-EVER INTEGRATION WITH THE REST OF ADOBE CREATIVE SUITE 4’S DESIGN, GRAPHICS, AND PUBLISHING TOOLS, ILLUSTRATOR CS4 PROMISES TO MAKE DESIGNERS’ LIVES A WHOLE LOT EASIER, ESPECIALLY IF THEY HAVE THIS TASK-BASED GUIDE! NOW REVISED AND UPDATED, AND IN 4 COLOR THIS BOOK USES SIMPLE STEP-BY-STEP INSTRUCTIONS, LOADS OF SCREEN SHOTS, AND AN ARRAY OF THE NEW-**SAVING TIPS AND TRICKS**, SERVING BOTH AS THE QUICKEST ROUTE TO ILLUSTRATOR CS4 MASTERY FOR NEW USERS, AND A HANDY REFERENCE FOR MORE EXPERIENCED DESIGNERS. THIS EDITION OF THE VISUAL QUICKSTART GUIDE COVERS ILLUSTRATOR CS4’S NEWEST FEATURES, INCLUDING THE MUCH ANTICIPATED MULTI ART BOARD FEATURE AND MUCH MORE.

ADOBE MAGAZINE 2000 **ELASTICSEARCH: THE DEFINITIVE GUIDE** CLINTON GORMLEY 2015-01-23 WHETHER YOU NEED FULL-TEXT SEARCH OR REAL-TIME ANALYTICS OF STRUCTURED DATA—or BOTH—the ELASTICSEARCH DISTRIBUTED SEARCH ENGINE IS AN IDEAL WAY TO PUT YOUR DATA TO WORK. THIS PRACTICAL GUIDE NOT ONLY SHOWS YOU HOW TO SEARCH, ANALYZE, AND EXPLORE DATA WITH ELASTICSEARCH, BUT ALSO HELPS YOU DEAL WITH THE COMPLEXITIES OF HUMAN LANGUAGE, GEOLOCATION, AND RELATIONSHIPS. IF YOU’RE A NEWCOMER TO BOTH SEARCH AND DISTRIBUTED SYSTEMS, YOU’LL QUICKLY LEARN HOW TO INTEGRATE ELASTICSEARCH INTO YOUR APPLICATION. MORE EXPERIENCED USERS WILL PICK UP LOTS OF ADVANCED TECHNIQUES. THROUGHOUT THE BOOK, YOU’LL FOLLOW A PROBLEM-BASED APPROACH TO LEARN WHY, WHEN, AND HOW TO USE ELASTICSEARCH FEATURES. UNDERSTAND HOW ELASTICSEARCH INTERPRETS DATA IN YOUR DOCUMENTS INDEX AND QUERY YOUR DATA TO TAKE ADVANTAGE OF SEARCH CONCEPTS SUCH AS RELEVANCE AND WORD PROXIMITY HANDLE HUMAN LANGUAGE THROUGH THE EFFECTIVE USE OF ANALYZERS AND QUERIES SUMMARIZE AND GROUP DATA TO SHOW OVERALL TRENDS, WITH AGGREGATIONS AND ANALYTICS USE GEO-POINTS AND GEO-SHAPES—ELASTICSEARCH’S APPROACHES TO GEOLOCATION MODEL YOUR DATA TO TAKE ADVANTAGE OF ELASTICSEARCH’S HORIZONTAL SCALABILITY LEARN HOW TO CONFIGURE AND MONITOR YOUR CLUSTER IN PRODUCTION

DREAMWEAVER CC: THE MISSING MANUAL DAVID SAWYER MCFARLAND 2013-12-20 DREAMWEAVER CC IS A POWERFUL TOOL FOR DESIGNING ALL KINDS OF WEBSITES, FROM THOSE WITH SIMPLE, STATIC PAGES TO INTERACTIVE, MEDIA-DRIVEN SITES FOR DESKTOP, LAPTOP, AND MOBILE DEVICES. BUT THE PROGRAM STILL DOESN’T INCLUDE A PRINTED GUIDE TO ALL ITS AMAZING CAPABILITIES. THAT’S WHERE THIS MISSING MANUAL COMES IN. WITH HANDS-ON TUTORIALS AND THOROUGH COVERAGE OF EVERY FEATURE, YOU’LL LEARN HOW TO BUILD, DEPLOY, AND MANAGE SITES WHETHER YOU’RE AN EXPERIENCED DESIGNER OR JUST GETTING STARTED. THE IMPORTANT STUFF YOU NEED TO KNOW: DIVE INTO PAGE DESIGN. QUICKLY LEARN THE BASICS OF WORKING WITH TEXT, IMAGES, LINKS, AND TABLES. EDIT PAGES IN LIVE VIEW. DYNAMICALLY ADD ELEMENTS TO LIVE PAGES AND IMMEDIATELY SEE THE RESULTS. DESIGN ONCE, AND FOR ALL. BUILD FLUID-GRID SITES THAT REFORMAT THEMSELVES FOR DESKTOP, TABLET, AND MOBILE BROWSERS. EXAMINE PAGE STRUCTURE. TROUBLESHOOT PROBLEMS USING THE NEW ELEMENT QUICK VIEW TO SEE THE HIERARCHY OF HTML ELEMENTS. STYLE WITH EASE. USE THE ENHANCED CSS DESIGNER TO COPY AND PASTE STYLES, SET MARGINS AND PADDING, AND ADD OR DELETE SELECTORS. ENHANCE DREAMWEAVER. ADD NEW PROGRAM FEATURES WITH ADD-ONS THAT INTEGRATE DIRECTLY WITH DREAMWEAVER. BRING YOUR PAGES TO LIFE. USE JQUERY UI TO ADD INTERACTIVE PAGE ELEMENTS LIKE TABBED PANELS, COLLAPSIBLE CONTENT SECTIONS, AND DIALOG BOXES. CREATE UNIVERSAL PAGES. AVOID BROWSER INCOMPATIBILITY ISSUES BY USING SURFISRE WORKAROUNDS.

GETTING STARTED WITH ARDUINO MASSIMO BANZI 2011-09-13 PRESENTS AN INTRODUCTION TO THE OPEN-SOURCE ELECTRONICS PROTOTYPING PLATFORM.

HTML AND CSS ELIZABETH CASTRO 2013-08-06 NEED TO LEARN HTML AND CSS FAST? THIS BEST-SELLING REFERENCE’S VISUAL FORMAT AND STEP-BY-STEP, TASK-BASED INSTRUCTIONS WILL HAVE YOU UP AND RUNNING WITH HTML IN 10 HOURS. IN THIS UPDATED EDITION AUTHOR BRUCE HYSLOP USES CRYSTAL-CLEAR INSTRUCTIONS AND FRIENDLY PERIOD TO INTRODUCE YOU TO ALL OF TODAY’S HTML AND CSS ESSENTIALS. THE BOOK HAS BEEN REFRESHED TO FEATURE CURRENT WEB DESIGN BEST PRACTICES. YOU’LL LEARN HOW TO DESIGN, STRUCTURE, AND FORMAT YOUR WEBSITE. YOU’LL LEARN ABOUT THE NEW ELEMENTS AND FORM INPUT TYPES IN HTML5. YOU’LL CREATE AND USE IMAGES, LINKS, STYLES, AND FORMS; AND YOU’LL ADD VIDEO, AUDIO, AND OTHER MULTIMEDIA TO YOUR SITE. YOU’LL LEARN HOW TO ADD VISUAL EFFECTS WITH CSS3. YOU’LL UNDERSTAND WEB STANDARDS AND LEARN FROM CODE EXAMPLES THAT REFLECT TODAY’S BEST PRACTICES. FINALLY, YOU WILL TEST AND DEBUG YOUR SITE, AND PUBLISH IT TO THE WEB. THROUGHOUT THE BOOK, THE AUTHOR COVERS ALL OF HTML AND OFFERS ESSENTIAL COVERAGE OF HTML5 AND CSS TECHNIQUES.

ADOBE ILLUSTRATOR CS2 At Work PARIAS S. BURKE 2005 THIS PROJECT-BASED GUIDE TO ILLUSTRATOR HELPS YOU COMPLETE WORKPLACE PROJECTS AND LEARN HOW TO USE ILLUSTRATOR! **FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#** SVETLIN NAKOV 2013-09-01 THE FREE BOOK “FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#” IS A COMPREHENSIVE COMPUTER PROGRAMMING TUTORIAL THAT TEACHES PROGRAMMING, LOGICAL THINKING, DATA STRUCTURES AND ALGORITHMS, PROBLEM SOLVING AND HIGH QUALITY CODE WITH LOTS OF EXAMPLES IN C#. IT STARTS WITH THE FIRST STEPS IN PROGRAMMING AND SOFTWARE DEVELOPMENT LIKE VARIABLES, DATA TYPES, CONDITIONAL STATEMENTS, LOOPS AND ARRAYS AND CONTINUES WITH OTHER BASIC TOPICS LIKE METHODS, NUMERAL SYSTEMS, STRINGS AND STRING PROCESSING, EXCEPTIONS, CLASSES AND OBJECTS. AFTER THE BASICS THIS FUNDAMENTAL PROGRAMMING BOOK ENTERS INTO MORE ADVANCED PROGRAMMING TOPICS LIKE RECURSION, DATA STRUCTURES (LISTS, TREES, HASH TABLES AND GRAPHS), HIGH-QUALITY CODE, UNIT TESTING AND REFLECTING, OBJECT-ORIENTED PRINCIPLES (INHERITANCE, ABSTRACTION, ENCAPSULATION AND POLYMORPHISM) AND THEIR IMPLEMENTATION IN THE C# LANGUAGE. IT ALSO COVERS FUNDAMENTAL TOPICS THAT EACH GOOD DEVELOPER SHOULD KNOW LIKE ALGORITHM DESIGN, COMPLEXITY OF ALGORITHMS AND PROBLEM SOLVING. THE BOOK USES C# LANGUAGE AND VISUAL STUDIO TO ILLUSTRATE THE PROGRAMMING CONCEPTS AND

EXPLAINS SOME C# / .NET SPECIFIC TECHNOLOGIES LIKE LAMBDA EXPRESSIONS, EXTENSION METHODS AND LINQ. THE BOOK IS WRITTEN BY A TEAM OF DEVELOPERS LEAD BY SVETLIN NAKOV WHO HAS 20+ YEARS PRACTICAL SOFTWARE DEVELOPMENT EXPERIENCE. IT TEACHES THE MAJOR PROGRAMMING CONCEPTS AND WAY OF THINKING NEEDED TO BECOME A GOOD SOFTWARE ENGINEER AND THE C# LANGUAGE IN THE MEANTIME. IT IS A GREAT START FOR ANYONE WHO WANTS TO BECOME A SKILLFUL SOFTWARE ENGINEER. THE BOOKS DOES NOT TEACH TECHNOLOGIES LIKE DATABASES, MOBILE AND WEB DEVELOPMENT, BUT SHOWS THE TRUE WAY TO MASTER THE BASICS OF PROGRAMMING REGARDLESS OF THE LANGUAGES, TECHNOLOGIES AND TOOLS. IT IS GOOD FOR BEGINNERS AND INTERMEDIATE DEVELOPERS WHO WANT TO PUT A SOLID BASE FOR A SUCCESSFUL CAREER IN THE SOFTWARE ENGINEERING INDUSTRY. THE BOOK IS ACCOMPANIED BY FREE VIDEO LESSONS, PRESENTATION SLIDES AND MIND MAPS, AS WELL AS HUNDREDS OF EXERCISES AND LIVE EXAMPLES. DOWNLOAD THE FREE C# PROGRAMMING BOOK, VIDEOS, PRESENTATIONS AND OTHER RESOURCES FROM HTTP://INTROPROGRAMMING.INFO. TITLE: FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C# (THE BULGARIAN C# PROGRAMMING BOOK) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) AUTHOR: SVETLIN NAKOV Et Co. PAGES: 1132 LANGUAGE: ENGLISH PUBLISHED: SOFIA, 2013 PUBLISHER: FABER PUBLISHING, BULGARIA WEB SITE: HTTP://WWW.INTROPROGRAMMING.INFO LICENSE: CC-ATTRIBUTION-SHARE-A-LIKE TAGS: FREE, PROGRAMMING, BOOK, COMPUTER PROGRAMMING, PROGRAMMING FUNDAMENTALS, EBOOK, BOOK PROGRAMMING, C#, CSHARP, C# BOOK, TUTORIAL, C# TUTORIAL, PROGRAMMING CONCEPTS, PROGRAMMING FUNDAMENTALS, COMPLEX, VISUAL STUDIO, .NET, .NET FRAMEWORK, DATA TYPES, VARIABLES, EXPRESSIONS, STATEMENTS, CONSOLE, CONDITIONAL STATEMENTS, CONTROL-FLOW LOGIC, LOOPS, ARRAYS, NUMERAL SYSTEMS, METHODS, STRINGS, TEXT PROCESSING, STRINGBUILDER, EXCEPTIONS, EXCEPTION HANDLING, STACK TRACE, STREAMS, FILES, TEXT FILES, LINEAR DATA STRUCTURES, LIST, LINKED LIST, STACK, QUEUE, TREE, BALANCED TREE, GRAPH, DEPTH-FIRST SEARCH, DFS, BREADTH-FIRST SEARCH, BFS, DICTIONARIES, HASH TABLES, ASSOCIATIVE ARRAYS, SETS, ALGORITHMS, SORTING ALGORITHM, SEARCHING ALGORITHMS, RECURSION, COMBINATORIAL ALGORITHMS, ALGORITHM COMPLEXITY, OOP, OBJECT-ORIENTED PROGRAMMING, CLASSES, OBJECTS, CONSTRUCTORS, FIELDS, PROPERTIES, STATIC MEMBERS, ABSTRACTION, INTERFACES, ENCAPSULATION, INHERITANCE, VIRTUAL METHODS, POLYMORPHISM, COHESION, COUPLING, ENUMERATIONS, GENERICS, NAMESPACES, UML DESIGN PATTERNS, EXTENSION METHODS, ANONYMOUS TYPES, LAMBDA EXPRESSIONS, LINQ, CODE QUALITY, HIGH-QUALITY CODE, HIGH-QUALITY CLASSES, HIGH-QUALITY METHODS, CODE FORMATTING, SELF-DOCUMENTING CODE, CODE REFACTING, PROBLEM SOLVING, PROBLEM SOLVING METHODOLOGY, 9789544007737, 9544007733.

BE LESS ZOMBIE ELVIN TURNER 2020-02-24 MAKE INNOVATION MORE REMARKABLE, INEVITABLE AND PROFITABLE ‘ZOMBIE’ COMPANIES CLING TO WHAT KILLS THEM: OBSOLETE AND FRUSTRATING WAYS OF WORKING THAT CRUSH INNOVATION AND DRAIN PEOPLE’S MOTIVATION. BE LESS ZOMBIE DISTILLS 10 YEARS OF FIELD RESEARCH AMONGST SOME OF THE WORLD’S LEADING INNOVATORS INTO A PRAGMATIC, ACTIONABLE TOOLKIT. DESIGNED FOR MANAGERS WHO NEED MORE REMARKABLE INNOVATION WITH REPEATABLE, SCALABLE APPROACHES, IT SHOWS READERS HOW TO: DE-RISK BOLDER, MORE PROFITABLE INNOVATION MAKE INNOVATION A PREDICTABLE AND MEASURABLE CAPABILITY EQUIP MANAGERS WITH ESSENTIAL TOOLS AND SKILLS FOR LEADING INNOVATION AND TRANSFORMATION HELP TEAMS FIND NEW CAPACITY AND ENERGY TO DELIVER TODAY’S BUSINESS WHILE DISCOVERING TOMORROW’S TURNER’S RESEARCH ALSO DELVES BEYOND THE BUSINESS WORLD. HE BRINGS INSIGHTS FROM A WIDE RANGE OF UNEXPECTED, EXPERT SOURCES INCLUDING A GUERRILLA NEGOTIATOR, A CAGE-FIGHTER TRAINER, AN X-FACTOR COACH, A SENIOR EMERGENCY ROOM DOCTOR, AND A FASHION DESIGNER. HIS ‘TURN IT ON’ INNOVATION FRAMEWORK GIVES LEADERS AND MANAGERS TOOLS, PROCESSES AND PATHWAYS TO MAKE BOLDER AND MORE PROFITABLE INNOVATION AN INEVITABILITY, NOT AN ACTUALITY. THIS BOOK IS FOR: CEOs WHO ARE TRYING TO GET A BETTER, MORE CONTINUOUS PIPELINE OF PROFITABLE INNOVATION SENIOR LEADERS WHO NEED MORE IDEAS, COLLABORATION AND ENERGY ACROSS THEIR DIVISIONS FINANCE EXECUTIVES WHO WANT TO RESOURCE INNOVATION AND YET MEASURE IT EFFECTIVELY STRATEGY, CHANGE AND TRANSFORMATION MANAGERS CHARGED WITH DELIVERING GREATER ORGANISATIONAL AGILITY AND DIFFERENTIATION HR EXECUTIVES WHO ARE TRYING TO RESOURCE AND EQUIP LEADERS AND EMPLOYEES WITH INNOVATION CAPABILITIES ORGANISATIONAL DEVELOPMENT MANAGERS TASKED WITH SHAPING MORE AGILE AND INNOVATIVE WAYS OF WORKING TEAM LEADERS WHO NEED TO HELP THEIR PEOPLE FIND NEW CAPACITY AND ENERGY TO DELIVER BOLDER IDEAS INDIVIDUAL EMPLOYEES WHO WANT THEIR MANAGERS TO STOP BLOCKING THEIR BEST IDEAS ELVIN TURNER IS AN AWARD-WINNING INNOVATION ADVISOR TO GLOBAL CORPORATIONS, GOVERNMENT BODIES, NOT-FOR-PROFIT ORGANISATIONS, AND START-UPS AROUND THE WORLD. HE IS ALSO AN ASSOCIATE PROFESSOR AT SEVERAL BUSINESS SCHOOLS. FOR MORE INFORMATION VISIT WWW.ELVINTURNER.COM “A MUST-READ FOR ANYONE - IN ANY BUSINESS SECTOR, AT ANY CAREER LEVEL - WHO IS PASSIONATE ABOUT THE SERIOUS BUSINESS OF INNOVATION. A PRACTICAL GUIDE TO CURATING A CULTURE OF INNOVATION AND NAVIGATING AGAINST THE HEADWINDS OF ORGANIZATIONAL STATUS QUO.” SIMON COLLINS, SENIOR VICE PRESIDENT, MASTERCARD “MOST LEADERS STRUGGLE TO GET THE INNOVATION PERFORMANCE THEY NEED. THIS IS THE PRACTICAL PLAYBOOK THEY’VE BEEN WAITING FOR.” ANDY BILLINGS, VICE PRESIDENT PROFITABLE CREATIVITY, ELECTRONIC ARTS “THIS IS AN INVALUABLE STEP-BY-STEP GUIDE TO SPARKING, SCALING AND SUSTAINING A CULTURE OF BOLD INNOVATION.” ASH TAILOR, GLOBAL BRAND Et MARKETING DIRECTOR, LEGOLAND

ADOBE PREMIERE PRO CS6 CLASSROOM IN A BOOK ADOBE CREATIVE TEAM 2012-07-06 THOSE CREATIVE PROFESSIONALS SEEKING THE FASTEST, EASIEST, MOST COMPREHENSIVE WAY TO LEARN ADOBE PREMIERE PRO CS6 CHOOSE ADOBE PREMIERE PRO CS6 CLASSROOM IN A BOOK FROM THE ADOBE CREATIVE TEAM AT ADOBE PRESS. THE 19 PROJECT-BASED LESSONS IN THIS BOOK SHOW READERS STEP-BY-STEP THE KEY TECHNIQUES FOR WORKING IN PREMIERE PRO CS6. READERS LEARN TO TAKE A PROJECT FROM BEGINNING TO END WHERE THEY’LL GET THE BASICS ON THINGS LIKE ORGANIZING MEDIA, USING AUDIO, CREATING TRANSITIONS, PRODUCING TITLES, AND ADDING EFFECTS. ONCE THEY HAVE THE BASICS DOWN, THEY’LL LEARN HOW TO TAKE THEIR PROJECTS FURTHER BY SWEETENING AND MIXING SOUND, COMPOSITING THE FOOTAGE, ADJUSTING COLOR, USING MULTICAMERA EDITING TECHNIQUES, AUTHORIZING DVDs, AND MUCH MORE. THIS COMPLETELY REVISED CS6 EDITION COVERS NEW FEATURES, INCLUDING THE WARP STABILIZER EFFECT FOR STABILIZING UNSTEADY, SHAKY FOOTAGE. POWERFUL NEW TRIMMING TECHNIQUES ARE EXPLORED IN DETAIL AND AN ENTIRE CHAPTER COVERS THE NEW EXPANDED MULTICAMERA EDITING FEATURES. THE NEW INTERFACE IN ADOBE PREMIERE PRO 6 OFFERS MANY NEW CAPABILITIES TO THE EDITOR WHO NEEDS QUICK RESULTS AND THIS BOOK COVERS THE WORKFLOWS REQUIRED TO GET THE JOB DONE. BEST OF ALL, THE COMPANION DVD INCLUDES LESSON FILES SO READERS CAN WORK STEP-BY-STEP ALONG WITH THE BOOK. “THE CLASSROOM IN A BOOK SERIES IS BY FAR THE BEST TRAINING MATERIAL ON THE MARKET. EVERYTHING YOU NEED TO MASTER THE SOFTWARE IS INCLUDED: CLEAR EXPLANATIONS OF EACH LESSON, STEP-BY-STEP INSTRUCTIONS, AND THE PROJECT FILES FOR THE STUDENTS.” —BARBARA BINDER, ADOBE CERTIFIED INSTRUCTOR, ROCKY MOUNTAIN TRAINING CLASSROOM IN A BOOK®, THE BEST-SELLING SERIES OF HANDS-ON SOFTWARE TRAINING WORKBOOKS, HELPS YOU LEARN THE FEATURES OF ADOBE SOFTWARE QUICKLY AND EASILY. CLASSROOM IN A BOOK OFFERS WHAT NO OTHER BOOK OR TRAINING PROGRAM DOES—AN OFFICIAL TRAINING SERIES FROM ADOBE SYSTEMS INCORPORATED, DEVELOPED WITH THE SUPPORT OF ADOBE PRODUCT EXPERTS. NOTE FROM THE PUBLISHER: IF YOU EXPERIENCE ANY ISSUES ACCESSING THE FILES ON THE DVD PLEASE CONTACT ASK4PEACHPIT.COM TO RECEIVE A LINK TO THE ONLINE FILE DOWNLOADS

SAMS TEACH YOURSELF ADOBE ILLUSTRATOR 9 IN 24 HOURS MORDY GOLDING 2000 OFFERS A TUTORIAL EXPLORING THE UPDATED FEATURES OF ADOBE ILLUSTRATOR 9, EXPLAINING HOW TO CREATE AND MANIPULATE TYPE, PHOTOGRAPHS, LAYERS, AND WEB GRAPHICS.

WEB SCRAPING WITH PYTHON RYAN MITCHELL 2015-06-15 LEARN WEB SCRAPING AND CRAWLING TECHNIQUES TO ACCESS UNLIMITED DATA FROM ANY WEB SOURCE IN ANY FORMAT. WITH THIS PRACTICAL GUIDE, YOU’LL LEARN HOW TO USE PYTHON SCRIPTS AND WEB APIS TO GATHER AND PROCESS DATA FROM THOUSANDS—OR EVEN MILLIONS—OF WEB PAGES AT ONCE. IDEAL FOR PROGRAMMERS, SECURITY PROFESSIONALS, AND WEB ADMINISTRATORS FAMILIAR WITH PYTHON, THIS BOOK NOT ONLY TEACHES BASIC WEB SCRAPING MECHANISMS, BUT ALSO DELVES INTO MORE ADVANCED TOPICS, SUCH AS ANALYZING RAW DATA OR USING SCRAPERS FOR FRONTEND WEBSITE TESTING. CODE SAMPLES ARE AVAILABLE TO HELP YOU UNDERSTAND THE CONCEPTS IN PRACTICE. LEARN HOW TO PARSE COMPLICATED HTML PAGES TRAVESER MULTIPLE PAGES AND SITES GET A GENERAL OVERVIEW OF APIS AND HOW THEY WORK LEARN SEVERAL METHODS FOR STORING THE DATA YOU SCRAPE DOWNLOAD, READ, AND EXTRACT DATA FROM DOCUMENTS USE TOOLS AND TECHNIQUES TO CLEAN BADLY FORMATTED DATA READ AND WRITE NATURAL LANGUAGES CRAWL THROUGH FORMS AND LOGINS UNDERSTAND HOW TO SCRAPE JAVASCRIPT LEARN IMAGE PROCESSING AND TEXT RECOGNITION

INSIDE WINDOWS DEBUGGING TAKIR SULLAM 2012-05-15 USE WINDOWS DEBUGGERS THROUGHOUT THE DEVELOPMENT CYCLE—AND BUILD BETTER SOFTWARE RETHINK YOUR USE OF WINDOWS DEBUGGING AND TRACING TOOLS—AND LEARN HOW TO MAKE THEM A KEY PART OF TEST-DRIVEN SOFTWARE DEVELOPMENT. LED BY A MEMBER OF THE WINDOWS FUNDAMENTALS TEAM AT MICROSOFT, YOU’LL APPLY EXPERT DEBUGGING AND TRACING TECHNIQUES—AND SHARPEN YOUR C++ AND C# CODE ANALYSIS SKILLS—THROUGH PRACTICAL EXAMPLES AND COMMON SCENARIOS. LEARN WHY EXPERIENCED DEVELOPERS USE DEBUGGERS IN EVERY STEP OF THE DEVELOPMENT PROCESS, AND NOT JUST WHEN BUGS APPEAR. DISCOVER HOW TO: GO BEHIND THE SCENES TO EXAMINE HOW POWERFUL WINDOWS DEBUGGERS WORK CATCH BUGS EARLY IN THE DEVELOPMENT CYCLE WITH STATIC AND RUNTIME ANALYSIS TOOLS GAIN PRACTICAL STRATEGIES TO TACKLE THE MOST COMMON CODE DEFECTS APPLY EXPERT TRICKS TO HANDLE USER-MODE AND KERNEL-MODE DEBUGGING TASKS IMPLEMENT POSTMORTEM TECHNIQUES SUCH AS JIT AND DUMP DEBUGGING DEBUG THE CONCURRENCY AND SECURITY ASPECTS OF YOUR SOFTWARE USE DEBUGGERS TO ANALYZE INTERACTIONS BETWEEN YOUR CODE AND THE OPERATING SYSTEM ANALYZE SOFTWARE BEHAVIOR WITH XFERF AND THE EVENT TRACING FOR WINDOWS (ETW) FRAMEWORK

MAC OS X TECHNOLOGY GUIDE TO AUTOMATOR BEN WALDIE 2005 THE ESSENTIAL AUTOMATOR BOOK FOR BOTH USERS AND DEVELOPERS! AT THE HEART OF Mac OS X 10.4 TIGER IS A POWERFUL NEW TOOL THAT MAKES IT EASY TO AUTOMATE YOUR TIME-CONSUMING, REPETITIVE TASKS USING APPLICATIONS LIKE THE FINDER, iTunes, iPhoto, Mail, iCal, Address Book, AND MORE. AUTOMATOR ALLOWS YOU TO CLICK-AND-DRAG FROM AN AMAZING COLLECTION OF BUILT-IN ACTIONS TO CREATE YOUR OWN CUSTOM WORKFLOWS. APPLESCRIPT GURU AND AUTOMATOR EXPERT, BEN WALDIE, WILL SHOW YOU HOW TO USE AUTOMATOR TO QUICKLY BUILD YOUR OWN TIME-**SAVING WORKFLOWS**, AS WELL AS HOW TO DEVELOP YOUR OWN CUSTOM ACTIONS, USING EITHER OBJECTIVE-C OR APPLESCRIPT.

LEARNING SQL FOR ADMINSTRATORS 2009-04-11 UPDATED FOR THE LATEST DATABASE MANAGEMENT SYSTEMS -- INCLUDING MYSQL 6.0, ORACLE 11g, AND MICROSOFT’S SQL SERVER 2008 -- THIS INTRODUCTORY GUIDE WILL GET YOU UP AND RUNNING WITH SQL QUICKLY. WHETHER YOU NEED TO WRITE DATABASE APPLICATIONS, PERFORM ADMINISTRATIVE TASKS, OR GENERATE REPORTS, LEARNING SQL, SECOND EDITION, WILL HELP YOU EASILY MASTER ALL THE SQL FUNDAMENTALS. EACH CHAPTER PRESENTS A SELF-CONTAINED LESSON ON A KEY SQL CONCEPT OR TECHNIQUE, WITH NUMEROUS ILLUSTRATIONS AND ANNOTATED EXAMPLES. EXERCISES AT THE END OF EACH CHAPTER LET YOU PRACTICE THE SKILLS YOU LEARN. WITH THIS BOOK, YOU WILL: MOVE QUICKLY THROUGH SQL BASICS AND LEARN SEVERAL ADVANCED FEATURES USE SQL DATA STATEMENTS TO GENERATE, MANIPULATE, AND RETRIEVE DATA CREATE DATABASE OBJECTS, SUCH AS TABLES, INDEXES, AND CONSTRAINTS, USING SQL SCHEMA STATEMENTS LEARN HOW DATA SETS INTERACT WITH QUERIES, AND UNDERSTAND THE IMPORTANCE OF SUBQUERIES CONVERT AND MANIPULATE DATA WITH SQL’S BUILT-IN FUNCTIONS, AND USE CONDITIONAL LOGIC IN DATA STATEMENTS KNOWLEDGE OF SQL IS A MUST FOR INTERACTING WITH DATA. WITH LEARNING SQL, YOU’LL QUICKLY LEARN HOW TO PUT THE POWER AND FLEXIBILITY OF THIS LANGUAGE TO WORK.

THE ADOBE ILLUSTRATOR WOW! BOOK FOR CS6 AND CC SHARON STEUER 2014-09-12 FOR DECADES, SHARON STEUER AND HER INTERNATIONAL WOW! TEAM HAVE BEEN SHOWCASING THE WORLD’S BEST ARTISTS AND DESIGNERS WORKING IN ILLUSTRATOR. IN THIS EXPANDED EDITION OF THE BEST-SELLING AND AWARD-WINNING ILLUSTRATOR WOW! BOOK, YOU’LL FIND HUNDREDS OF TIPS, TRICKS, AND TECHNIQUES DERIVED FROM ACTUAL PROJECTS FROM TOP ILLUSTRATOR ARTISTS. YOU’LL LEARN TO USE NEW FEATURES, DISCOVER EXCITING WAYS TO CREATE COMPLEX EFFECTS, AND FIND FRESH WAYS TO USE VENERABLE OLD TOOLS AND SPEED UP YOUR WORKFLOW. THIS EDITION INCLUDES COVERAGE OF THE 2014 RELEASE AND IS LOADED WITH AND LESSONS WITH STUNNING NEW ARTWORK THAT FEATURE: PAINTING AND GENERATING OBJECTS WITH RASTER BRUSHES HARNESSING LIVE CORNERS, LIVE RECTANGLES, AND NEW WAYS TO RESHAPE PATHS MANIPULATING LIVE TYPE CHARACTERS WITH THE TOUCH TYPE TOOL CREATING AIRBRUSH AND NEON EFFECTS WITH GRADIENTS ON STROKES BUILDING COMPLEX STYLES WITH MULTIPLE LINES, FILLS, AND EFFECTS COMPOSING COMPLEX REPEATING PATTERNS AUTO-GENERATING CORNERS FOR PATTERN BRUSHES INCORPORATING TRANSPARENCY INTO MESH AND GRADIENTS BUILDING AND MODIFYING SCENES IN PERSPECTIVE AND 3D TRANSFORMING RASTER ART TO ILLUSTRATOR VECTORS PREPARING ARTWORK FOR ANIMATION AND THE WEB INTEGRATING ILLUSTRATOR WITH PHOTOSHOP AND OTHER APPS CREATING PHOTOREALISM IN ILLUSTRATOR WOW! ONLINE REGISTER THE BOOK AT PEACHPIT.COM/REGISTER TO ACCESS ARTWORK TO PICK ART AND SPECIAL PDFs FROM ARTISTS TO YOU. KEEP UP WITH TIPS ON THE LATEST ILLUSTRATOR FEATURES AT WOWARTIST.COM.

KELSEY HIGHTOWER 2017-09-07 LEGEND HAS IT THAT GOOGLE DEPLOYS OVER TWO BILLION APPLICATION CONTAINERS A WEEK. HOW’S THAT POSSIBLE? GOOGLE REVEALED THE SECRET THROUGH A PROJECT CALLED KUBERNETES, AN OPEN SOURCE CLUSTER ORCHESTRATOR (BASED ON ITS INTERNAL BORG SYSTEM) THAT RADICALLY SIMPLIFIES THE TASK OF **MANAGING, DEPLOYING, AND MAINTAINING SCALABLE DISTRIBUTED SYSTEMS IN THE CLOUD**. THIS PRACTICAL GUIDE SHOWS YOU HOW KUBERNETES AND CONTAINER TECHNOLOGY CAN HELP YOU ACHIEVE NEW LEVELS OF