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CCTV Vlado Damjanovski 2013-09-23 The new edition of CCTV, a high-level professional reference, is expanded to cover all video compression techniques used in the ever-increasing assortment of digital video recorders (DVRs) available on the market today. In addition to demystifying DVR technology, the third edition also clarifies the technology of data networking and

explains various compression techniques. Along with all this, the book retains the particulars that made the previous editions convenient and valuable, including details of CCD cameras, lenses, coaxial cables, fiber-optics, and system design. Updated to address digital techniques, networking, and the Internet in closed-circuit television Includes brand new sections on CCTV networking, digital video recorders (DVRs), various video compression techniques, and understanding pixels and digital image quality Fully illustrated with dozens of photographs, tables, checklists, charts, diagrams, and instructions *IPhoto 4* David Pogue 2004 Introduces digital photography and explains how to import, modify, organize, transfer, and present photographs using the Macintosh photograph editing and management software.

Java 1.4 Game Programming Andrew Mulholland 2003 "Java 1.4 Game Programming" covers a number of key features in the game development environment, including graphics, sound, input, networking, and databases.

ILife '04 David Pogue 2004 An overview of the multimedia applications of Apple's iLife covers the fundamentals of iTunes, iPhoto, iMovie, iDVD, and GarageBand.

Technology for Trainers Thomas Toth 2003 This no-nonsense title has two missions-first to help workplace training professionals find a happy medium between technology required to get the job done and techno-overload, and second, to turn tech savvy into a functional e-learning solution.

After Effects 5.0/5.5, H-O-T Hands-on Training Lynda Weinman 2003 Offers real world examples demonstrating the video editing program's updated features.

Learning C# by Programming Games Wouter van Toll 2019-11-21 Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented

programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient "Quick Reference" boxes,

which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

Modern Devices Charles L. Joseph 2016-05-02 Focuses on the common recurring physical principles behind sophisticated modern devices This book discusses the principles of physics through applications of state-of-the-art technologies and

advanced instruments. The authors use diagrams, sketches, and graphs coupled with equations and mathematical analysis to enhance the reader's understanding of modern devices. Readers will learn to identify common underlying physical principles that govern several types of devices, while gaining an understanding of the performance trade-off imposed by the physical limitations of various processing methods. The topics discussed in the book assume readers have taken an introductory physics course, college algebra, and have a basic understanding of calculus. Describes the basic physics behind a large number of devices encountered in everyday life, from the air conditioner to Blu-ray discs Covers state-of-the-art devices such as spectrographs, photoelectric image sensors, spacecraft systems, astronomical and planetary observatories, biomedical imaging instruments, particle accelerators, and jet engines Includes access to a book companion site that houses Power Point slides Modern Devices: The Simple Physics of Sophisticated Technology is designed as a reference for professionals that would like to gain a basic understanding of the operation of complex technologies. The book is also suitable as a textbook for upper-level undergraduate non-major students interested in physics.

A+ Exam Cram 2 James G. Jones 2002 A+ Exam Cram 2 is a study skill enhancement and tutorial, designed to focus on exactly what students need to get A+ certified, with coverage of

exams 220-221 and 220-222. It details all the new exam objectives and items in the following areas: Windows 98, Windows 2000, and Windows NT version 4.0. Because the A+ certification is a core competency of the MCSA program, this book is also helpful for those who are seeking their MCSA certification. This book is not intended to teach new material. Instead it assumes that you have a solid foundation of knowledge but can use a refresher on important concepts as well as a guide to exam topics and objectives. This book focuses exactly on what you need to pass the exam - it features test-taking strategies, time-saving study tips, and a special Cram Sheet that includes tips, acronyms, and memory joggers not available anywhere else. The series is supported online at several Web sites: examcram.com, informit.com, and cramsession.com. The accompanying CD features PrepLogic(TM) Practice Tests, Preview Edition. This product includes one complete PrepLogic Practice Test with approximately the same number of questions found on the actual vendor exam. Each question contains full, detailed explanations of the correct and incorrect answers. The engine offers two study modes, Practice Test and Flash Review, full exam customization, and a detailed score report.

Digital Video Surveillance and Security Anthony C. Caputo 2014-03-18 The use of digital surveillance technology is rapidly growing as it becomes significantly cheaper for live and remote monitoring. The second edition of Digital Video Surveillance and Security provides

the most current and complete reference for security professionals and consultants as they plan, design, and implement surveillance systems to secure their places of business. By providing the necessary explanations of terms, concepts, and technological capabilities, this revised edition addresses the newest technologies and solutions available on the market today. With clear descriptions and detailed illustrations, Digital Video Surveillance and Security is the only book that shows the need for an overall understanding of the digital video surveillance (DVS) ecosystem. Highly visual with easy-to-read diagrams, schematics, tables, troubleshooting charts, and graphs Includes design and implementation case studies and best practices Uses vendor-neutral comparisons of the latest camera equipment and recording options

Full Circle Magazine #94 Ronnie Tucker 2015-02-27 This month: * Command & Conquer * How-To : Block Calls, LibreOffice, and Using i2P * Graphics : Inkscape. * Linux Labs: BTRFS * Book Review: Practical Data Science Cookbook * Ubuntu Games: War Thunder plus: News, Arduino, Q&A, and soooo much more.

PC Mag 1994-06-28 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Worker Training 1990

Camtasia Studio 4 Daniel Park 2007 Companion CD includes a trial version

of Camtasia Studio 4! With the latest release of Camtasia Studio, TechSmith continues to enhance its industry-leading screen video recording and editing tool. Camtasia Studio 4: The Definitive Guide describes the newest features and takes the user through the entire process of creating top-notch software tutorials, marketing spots, and demonstrations. This book provides a practical guide to getting the most out of Camtasia Studio, with topics ranging from developing goals, determining the audience, and storyboarding to recording, editing, and producing. Learn how to; record content and create special effects with the Camtasia Recorder; select, rearrange, trim, and extend video clips; enhance your audio using new sound manipulation techniques; collect data from viewers with the survey feature; produce your video for distribution via CD, DVD, the web, and portable media players; add closed captioning to make your videos more accessible. With this text, learn how to record content and creat special effects with the Camtasia Recorder Select, rearrange, trim, and extend video clips; enhance your audio using new sound manipulation techniques; collect data from viewers with the survey feature; produce your video for distribution via CD, DVD, the web, and portable media players; add closed captioning to make your videos more accessible.
PC Mag 1997-10-07 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help

you make better buying decisions and get more from technology.

Science Videos Ryan Vachon 2018-03-31 Effective science communication is no easy task. While the effective conveyance of technical knowledge presents formidable roadblocks to sharing scientific knowledge and discoveries, certain communication tools like video and film production help to bridge this gap. This user's manual provides a complete set of easy-to-follow directions for video-making as well as tricks of the trade to leverage these skills to better inform the intended audience.

Demographic Methods and Concepts Donald T. Rowland 2003-04-17 Demographic Methods and Concepts makes accessible the most commonly needed techniques for working with population statistics, irrespective of the reader's mathematical background. For the first time in such a text, concepts and practical strategies needed in the interpretation of demographic indices and data are included. Spreadsheet training exercises enable students to acquire the computer skills needed for demographic work. The accompanying free CD-ROM contains innovative, fully integrated learning modules as well as applications facilitating demographic studies.

Alan Simpson's Windows Vista Bible Alan Simpson 2007-04-30 What's new in Windows Vista? Everything! Be among the first to master the much-anticipated new Microsoft Windows Vista operating system. Bestselling author Alan Simpson has packed this ultimate resource with the comprehensive information you need to

get the most out of this exciting new OS. From thorough coverage of the basics through advanced topics such as setting up security, building a home office network, and DVD authoring, this go-to reference is your perfect Vista resource.
PC Mag 1983-02 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.
Keeping Time Lisa Hooper 2014-01-01 Music libraries often contain much more than books, scores, and recordings; they are also home to a wealth of archival music materials. Despite having archival holdings, many music librarians struggle to provide adequate storage, description, and access to these materials. Remaining cognizant of the wide variety of funding and staffing available to music libraries across North America, this basic manual provides an entry point into the archival profession for music librarians without formal archival training. At the same time the manual also serves as a ready-reference book for those already familiar with basic archival practices. This manual discusses archival theory alongside archival principles and practices, explaining key concepts and developments in acquisition, appraisal, arrangement, description, preservation, digitization, and funding. These fundamentals are demonstrated throughout the manual by numerous examples and hypothetical

situations a music librarian is likely to encounter while managing archival music collections.

ODROID Magazine 2015-01-01 Table of Contents 6 GNU Radio: Bring Your Personal Radio Broadcasts into the 21st Century 7 Android Gaming: Metal Slug Defense - A Whole New Take on a Beloved Series 8 My Very OwnCloud: Keep Your Files Secure with a Personal Cloud Server 16 Android Gaming: HeavenStrike Rivals - A Classic RPG for the Final Fantasy Lover in All of Us 17 User-Contributed Kernel Repository: Manage Your Software Packages with Automatic Updates Using Apt-Get 19 Upgrade From 13.10 to 14.04: Stay Secure Until April 2019 with an LTS Release 20 Linux Gaming: A Comparison of the Gaming Power of the U3 vs XU3 25 Guide: Community Images 26 Docker: Develop, Ship and Run Any Application, Anywhere Part 1 - Getting Started with Containers 30 Infographic: History of Linux 31 Setting Up ASP.NET and Mono: Building a Microsoft-Free Server Stack 32 Android Development: The Power of Zygote 34 Fancy Graphics With Java: Poiju 38 Seafile: Personal Cloud Software 41 Guide: History of ODROIDs 43 Meet An ODROIDian: Nanik Tolaram, Java Jedi

GUI Design for Android Apps Ryan Cohen 2014-08-28 GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform,

including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from Android Application Development for the Intel® Platform.

Exploring Discrete Dynamics Andrew Wuensche 2011 EXPLORING DISCRETE DYNAMICS is a comprehensive guide to studying cellular automata and discrete dynamical networks with the classic software Discrete Dynamics Laboratory (DDLab). These collective networks are at the core of complexity and emergent self-organisation. With interactive graphics, DDLab is able to explore an huge diversity of behaviour -- mostly terra incognita -- space-time patters, but also basins of attraction, mathematical objects representing the convergent flow in state-space. Applications range within physics, mathematics, biology, cognition, society, economics and computation, and more specifically in neural and genetic networks, artificial life, and a theory of memory.

Real World Windows 8 Development Samidip Basu 2013-05-14 Real World Windows 8 Development is a developer's handbook - an essential guide to building complete, end-user ready Windows 8 applications on the XAML and C# programming stack from start to finish. Starting with Windows 8 basics and walking through practical aspects of building your Windows 8 application, you'll find step-by-step instructions and practical advice that will leave you

with a modern, elegant app written to the highest of standards. Author Samidip Basu, an early adopter of Windows 8 app development techniques, breaks down the design, development, and polish of a real-world business application, adding handy tips and tricks around controls, user interface design, storage, navigation, contracts, and more. Give your Windows 8 application development efforts a kick-start with Real World Windows 8 Development. What you'll learn Discover the pertinent points of the technology stack in Windows 8 from a developer's perspective. Familiarize yourself with best practices around usage of controls, user experience paradigms, navigation, storage, service integration, contracts, and more. Incrementally make your Windows 8 application feature-rich and an integrated well-behaved citizen in the operating system. Learn from crisp, standalone discussion of topics in each chapter Who this book is for Real World Windows 8 Development is by a developer, for developers. The book is for .NET developers wanting to utilize their existing skills in XAML and C# towards building a Windows 8 application. On the fence about how your C# and .NET skills apply in the new WinRT world? Have a dream application idea that you slowly want to build up? This book is for you. Table of Contents Part I - Knowing the Ecosystem: Introduction to Windows 8 Part I - Knowing the Ecosystem: Modern UI Design Part II - Getting Started: The Platform & Developer Tools Part II - Getting

Started: The Right Controls Part II - Getting Started: The Look & Feel Part II - Getting Started: Content Structuring & Navigation Part III - Into the Groove: Orientation & Visual States Part III - Into the Groove: Handling Data Part III - Into the Groove: Application Lifecycle Management Part III - Into the Groove: Contracts Part IV - The Bling: Media & Sensors Part IV - The Bling: Tiles, Badges, and Toasts Part V - Above & Beyond: Cloud Augmentation Part V - Above & Beyond: Live Service Integration Part V - Above & Beyond: Real-World Techniques Part V - Above & Beyond: Deployment **Interactive TV Standards** Steven Morris 2012-08-06 For any digital TV developer or manager, the maze of standards and specifications related to MHP and OCAP is daunting-you have to patch together pieces from several standards to gather all the necessary knowledge you need to compete worldwide. The standards themselves can be confusing, and contain many inconsistencies and missing pieces. Interactive TV Standards provides a guide for actually deploying these technologies for a broadcaster or product and application developer. Understanding what the APIs do is essential for your job, but understanding how the APIs work and how they relate to each other at a deeper level helps you do it better, faster and easier. Learn how to spot when something that looks like a good solution to a problem really isn't. Understand how the many standards that make up MHP fit together, and implement them effectively and quickly. Two DVB insiders teach you

which elements of the standards that are needed for digital TV, highlight those elements that are not needed, and explain the special requirements that MHP places on implementations of these standards. Once you've mastered the basics, you will learn how to develop products for US, European, and Asian markets--saving time and money. By detailing how a team can develop products for both the OCAP and MHP markets, Interactive TV Standards teaches you how to to leverage your experience with one of these standards into the skills and knowledge needed to work with the critical, related standards. Does the team developing a receiver have all the knowledge they need to succeed, or have they missed important information in an apparently unrelated standard? Does an application developer really know how to write a reliable piece of software that runs on any MHP or OCAP receiver? Does the broadcaster understand the business and technical issues well enough to deploy MHP successfully, or will their project fail? Increase your chances of success the first time with Interactive TV Standards.
Releasing HTML5 Games for Windows 8 Jesse Freeman 2013-11-04 Windows 8 presents an incredible opportunity for distributing and monetizing HTML5 games, and this guide shows how you can profit from it. You'll learn everything you need to know about porting your original web-based JavaScript game to the new "touch-first" version of Windows, as well as several options for selling your game in Windows Store. Windows 8 is a big

leap forward for developers because it treats HTML5 as a first-class citizen, alongside C# and C++. Interactive development expert Jesse Freeman explains how Windows 8 works, gets you started with Visual Studio Express (it's free!), and uses a case study to show you how to port an HTML5 game with ease. Learn which games and JavaScript libraries work best on Windows 8 Adjust artwork for different screen resolutions and Windows 8 features Accommodate mouse, keyboard, touch, and other game controls Optimize your game to run well on any Windows 8 device Understand the steps for publishing your game to Windows Store Explore fixed price, trial mode, ad support, and in-app purchase options Use a web-first workflow to ensure your game runs on many other platforms

Gastrointestinal Endoscopy in Practice E-Book Jean Marc Canard 2011-06-23 Practical approach taken throughout, with step by step guides to performing procedures Clear algorithms included throughout to summarize the clinical decision making process. Detailed coverage of two specific procedures: endosonography and ERCP that provides an ideal resource for trainee and established endoscopists. Outstanding full color illustrations incorporated throughout. Provides an accurate visual guide to the endoscopic approaches and techniques under discussion World class team of international expert contributing authors from Europe and North America. Therapeutic options and preferred methods of treatment are

drawn from all over the world and not just the US. Endosonography and ERCP Radiofrequency Ablation for early Barrett's neoplasia Advanced imaging techniques: confocal endomicroscopy, autofluorescence, narrow band imaging, magnification endoscopy. Endoscopic mucosal resection techniques Small bowel endoscopy – capsule and enteroscopy Endoscopy and obesity

Low Temperature Electronics and Low Temperature Cofired Ceramic Based Electronic Dvices Electrochemical Society. Meeting 2004
Confocal Microscopy for Biologists Alan R. Hibbs 2004-04-30 There has been a great upsurge in interest in light microscopy in recent years due to the advent of a number of significant advances in microscopy, one of the most important of which is confocal microscopy. Confocal microscopy has now become an important research tool, with a large number of new fluorescent dyes becoming available in the past few years, for probing your pet structure or molecule within fixed or living cell or tissue sampies. Many of the people interested in using confocal microscopy to further their research do not have a background in microscopy or even cell biology and so not only do they find considerable difficulty in obtaining satisfactory results with a confocal microscope, but they may be mislead by how data is being presented. This book is intended to teach you the basic concepts ofmicroscopy, fluorescence, digital imaging and the principles of confocal microscopy so that you may take full advantage ofthe excellent

confocal microscopes now available. This book is also an excellent reference source for information related to confocal microscopy for both beginners and the more advanced users. For example, do you need to know the optimal pinhole size for a 63x 1. 4 NA lens? Do you need to know the fluorescence emission spectrum of Alexa 568? Access to the wealth of practical information in this book is made easier by using both the detailed index and the extensive glossary.

QuickTime Toolkit Volume Two Tim Monroe 2004-07-21 "Buried inside QuickTime are a host of powerful tools for creating, delivering, and playing digital media. The official QuickTime documentation explains 'what' each API function does. But knowing what each function does isn't enough to allow a developer to take full advantage of QuickTime. QuickTime Toolkit fills in the gap—providing plenty of practical examples of 'how' to use QuickTime to perform all kinds of useful tasks. More importantly, [this book] goes beyond 'how' and into 'why' —providing readers with a deeper understanding of QuickTime and how to benefit from using it in their own products." —Peter Hoddie, cofounder of Kinoma and former QuickTime architect QuickTime Toolkit, Volume Two continues the step-by-step investigation of programming QuickTime, the elegant and powerful media engine used by many of Apple's industry-leading services and products (such as the iTunes music store, iMovie, and Final Cut Pro) and also used by a large number of third-

party applications. This second collection of articles from the author's highly regarded column in MacTech Magazine builds upon the discussion of playback techniques and media types presented in the first volume to cover advanced types of QuickTime media data, including video effects, Flash tracks, and skins. It shows how to capture audio and video data, broadcast that data to remote computers, play movies full screen, and load movies asynchronously. QuickTime Toolkit Volume Two also shows how to integrate Carbon events into your Macintosh application and how to work with Macintosh resources in your Windows application. Part of the official QuickTime Developer Series, publishing the finest books on QuickTime in cooperation with Apple. Written by one of Apple's premier media engineers skilled in revealing QuickTime's sophisticated technology to programmers Offers many undocumented insider tips for making applications that work well in both Mac OS and Windows

iOS Development with Flash Julian Dolce 2011-05-09

Build and Upgrade Your Own PC Ian Sinclair 2002-07-24 Ian Sinclair's Build Your Own books have established themselves as authoritative and highly practical guides for home PC users and advanced hobbyists alike. All aspects of building and upgrading a PC are covered, making this the book the computer retailers don't want you to read! By getting to grips with the world of PC hardware you can avoid the built-in obsolescence that seems to be part and parcel of the fast moving world of PCs, and escape

the need to buy a new PC every year. You can also have a PC that keeps pace with the ever increasing demands that new software applications place on your system. The new edition of this book is based round building and upgrading to the latest systems such as Pentium 4 or AMD Athlon motherboards running Windows 2000 / ME. As well as guiding you round the inside of your PC base unit Ian Sinclair also covers monitors, printers, video capture, DVD drives, USB and parallel port accessories.... By reading this book PC owners will get to grips with the world of PC hardware and can avoid the built-in obsolescence that seems to be part and parcel of the fast moving world of PCs, and escape the need to buy a new PC every year. The new edition of this book is based round building and upgrading to the latest systems such as Pentium 4 or AMD Athlon motherboards running Windows 2000 / ME. As well as guiding users around the inside of their PC base unit. The book also covers monitors, printers, video capture, DVD drives, USB and parallel port accessories, and much more. According to a New York Times article it is estimated that between 2000 and 2007, 500 million computers will become obsolete. The National Safety Council estimates that by 2004 315 million PCs will be obsolete. Two points that highlight how most people are unaware how simple the process of upgrading their own PC is. The third edition has been updated throughout with new and expanded sections including: • Sound capture and editing • Video capture from analog and digital camcorders, and TV /

video • New fast motherboards, including RAID and other types with up to eight IDE devices controlled • Very fast processors in the range 1.5 to 2.0+ GHz • Cooling and fan-noise problems • Using large hard drives (60 Gb and more) • The new USB-2 standard * Covers all aspects of building and upgrading a PC, making this the book the computer retailers don't want you to read * Guides PC owners to create the PC you really want, not just the off-the shelf package offered by manufacturers * Helps you create a PC that keeps pace with the ever increasing demands that new software applications place on their system

High-Performance Windows Store Apps
Brian Rasmussen 2014-05-09 Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book instead zeroes in on the essentials of planning for great performance and provides a solid starting point for building fast apps. This concise, performance-focused guide: Provides an introduction to the Windows platform from a performance point of view Describes how to set performance goals, establish tests to track performance, and covers tools to instrument code and analyze performance Explains why common techniques such as micro benchmarks and ad hoc testing often fall short in verifying performance Focuses on managed C#/XAML apps Although tools and techniques also apply to Visual Basic/XAML apps, all code examples use C# HTML5/JavaScript and C++/XAML are not covered

Adobe Premiere 6.0 Adobe Creative Team 2001 Provides instruction for editing digital video or film using Adobe Premiere, discussing basic editing principles, digital video editing, transitions, audio, creating a title, superimposing, motion, and clips.

Photographer's Guide to the Canon Powershot S100 Alexander White 2011-12 This book, a complete guide to the operation and features of the Canon PowerShot S100 digital camera, is a follow-up to the author's earlier guides to advanced compact digital cameras. The new book explains all operations, features, menus, and controls of the PowerShot S100 camera in clear language, providing guidance not only about how to accomplish things with the camera, but when and why to use certain features. The book does not assume any specialized knowledge by the reader, but clearly explains topics such as autofocus, manual focus, depth of field, aperture priority, shutter priority, HDR (High Dynamic Range) photography, white balance, ISO, and macro photography. The book gives details about how to take advantage of the camera's varied array of "Scene" and "Creative Filters" shooting settings. The guide's more than 200 photographs, almost all in full color, provide illustrations of the camera's controls and menus, and also include examples of the various types of photographs that can be taken using the many creative settings of the camera, including the Creative Filters settings, which let the photographer alter the color

processing and other aspects of images; various menu options such as i-Contrast and digital zoom; and the camera's strong set of features for continuous shooting. In addition, the book goes beyond the realm of everyday photography, providing introductions to more advanced topics such as infrared photography, street photography, and creating 3D (three-dimensional) images that can be viewed with conventional red and blue 3D glasses. The book also includes a full discussion of the video recording abilities of the PowerShot S100, which can record high-definition (HD) video with stereo sound and can take "Super Slow Motion" movies that slow down action by a factor of eight. In three appendices, the book provides information about accessories available for the camera, including cases, filter adapters, and external flash units; sets forth a list of useful web sites and other resources for further information; and includes a section with helpful "quick tips" that give particular insights into how to take advantage of the camera's features in the most efficient ways possible. The book includes a detailed Table of Contents and a full Index, so the reader can quickly find needed information about any particular feature or aspect of the camera.

Premiere 6.5 Fundamentals Dennis Chominsky 2003 This is the distilled, expert guide to Premiere 6.0 and everything the graphics professional needs to know for creating enhanced digital videos with Premiere 6.0. Chominsky provides useful tips,

checklists and case studies.
Handbook of Biological Confocal Microscopy James Pawley 2010-08-04 Once the second edition was safely off to the printer, the 110 larger world of micro-CT and micro-MRI and the smaller world authors breathed a sigh of relief and relaxed, secure in the belief revealed by the scanning and transmission electron microscopes. that they would "never have to do that again. " That lasted for 10 To round out the story we even have a chapter on what PowerPoint years. When we ?nally awoke, it seemed that a lot had happened. does to the results, and the annotated bibliography has been In particular, people were trying to use the Handbook as a text- updated and extended. book even though it lacked the practical chapters needed. There

As with the previous editions, the editor enjoyed a tremendous had been tremendous progress in lasers and ?ber-optics and in our amount of good will and cooperation from the 124 authors understanding of the mechanisms underlying photobleaching and involved. Both I, and the light microscopy community in general, phototoxicity. It was time for a new book. I contacted "the usual owe them all a great debt of gratitude. On a more personal note, I suspects" and almost all agreed as long as the deadline was still a would like to thank Kathy Lyons and her associates at Springer for year away.

Beginning 3D Game Development with Unity 4 Sue Blackman 2013-09-20 Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with

programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable

scripts and art assets with which to build future games.

PC Mag 1991-03-12 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.