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Bureaux d'études- 1991 <p>Livres de France- 2005</p> <p>Monitoring with Prometheus-James Turnbull 2018-06-12 Learn how to implement metrics-centric monitoring with Prometheus. This introductory book teaches you how to use Prometheus to monitor hosts, applications, and services. We cover installation, basic monitoring, service discovery, alerting, log monitoring, scaling, and visualization. Includes introducing you to monitoring basics, methodologies and approaches. Learn how to monitor in a metric-centric world including building dynamic thresholds, basic anomaly detection, monitoring aggregation, and federation. We'll look at how to apply modern patterns like Google's Four Golden Signals, the USE method, and the RED method. We cover monitoring Kubernetes, Docker containers, databases, and we look at instrumenting applications and integrating logging. We focus on the particular challenges of monitoring highly dynamic, transitory environments and new architectures like microservices. We focus on monitoring in the Cloud, including looking at service discovery and monitoring for Cloud platforms.</p> <p>Qui est qui en France- 2013</p> <p>Kivy Cookbook-Hugo Solis 2015-08-21 Enhance your skills in developing multi-touch applications with Kivy About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi-touch events Step-by-step recipes that provide deeper understanding of the Kivy 1.9.0 framework Build and use your own events, widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi-touch applications. Prior experience with Kivy is not required, although familiarity with Python is expected. What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to control widgets, touches, the mouse, the keyboard, and animations Recognize touch shapes and detecting multi-tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects, multi-touch in iOS and multi-touch in Android In Detail Kivy is an open-source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps. It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy. Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events. Then, you will understand how to use the basics, buttons, labels and text inputs and manipulate the widget tree. Next, you will be able to work with manipulating instructions, create an atlas and layouts. Moving on, you will learn packing for Windows and packing for iOS, and use TestDrive. By the end of the book, you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms. Style and approach This is an easy-to-follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi-touch applications with Kivy. All the code used in each recipe is explained in detail.</p> <p>Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book (2015 Release)Jan Kabili 2015-12-20 This official Adobe tutorial shows photographers and photography students how to use Adobe Lightroom and Photoshop CC together to get results and efficiencies they could never achieve with either product alone. Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book® begins by presenting a quick, hands-on overview of Lightroom's powerful cataloging functions, perfect for readers who've used a different photo organization tool (or none at all). Next, Jan Kabili introduces a simple, well-proven Lightroom-Photoshop workflow. Building on these fundamentals, she guides readers through a series of practical projects that start in Lightroom and move to Photoshop to use its powerful, exclusive tools. You'll walk through fixing common photo problems such as blur caused by camera shake; bringing out important details; adding creative effects with adjustment layers; layering images to create composites; adding text or 3D objects; performing precise photo retouching, and much more. Classroom in a Book, the best-selling series of hands-on software training workbooks, helps students learn the features of Adobe software quickly and easily. It offers what no other book or training program does: official training from Adobe Systems Incorporated, developed with the support of Adobe product experts. Online companion files include all the assets readers need to complete each chapter's projects, as well as eBook updates when Adobe releases new features for Creative Cloud customers. New to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. As with all Classroom in a Book products, Instructor Notes are available for teachers to download. Check out the ad in the back of the book for details on becoming an Adobe Creative Cloud Photography plan member for up to 20% off your first year!</p> <p>Design for 3D Printing-Samuel N. Bernier 2015-10-01 France's Le FabShop has extensive experience testing 3D printers and creating digital models for them. From an articulated Makey Robot to a posable elephant model, Samuel N. Bernier and the rest of Le FabShop's team have created some of the most-printed designs in the 3D printing world. This book uses their work to teach you how to get professional results out of a desktop 3D printer without needing to be trained in design. Through a series of tutorials and case studies, this book gives you the techniques to turn a product idea into a 3D model and a prototype. Focusing on free design software and affordable technologies, the exercises in this book are the perfect boost to any beginner looking to start designing for 3D printing. Designing for the tool and finding a good tool to fit the design--these are at the core of the product designer's job, and these are the tools this book will help you master. Foreword by Carl Bass, Autodesk's CEO, a passionate and prolific Maker. In Design For 3D Printing, you'll: Learn the different 3D printing technologies Choose the best desktop 3D printer Discover free 3D modeling software Become familiar with 3D scanning solutions Find out how to go from a bad to a good 3D source file, one that's ready-to-print</p> <p>Notes on a Cellar-book-George Sainsbury 1921</p> <p>Maritime English 2009-International Maritime Organization 2009-10-31</p> <p>Game Design Theory-Keith Burgun 2012-08-13 Despite the proliferation of video games in the twenty-first century, the theory of game design is largely underdeveloped, leaving designers on their own to understand what games really are. Helping you produce better games, Game Design Theory: A New Philosophy for Understanding Games presents a bold new path for analyzing and designing games. The author offers a radical yet reasoned way of thinking about games and provides a holistic solution to understanding the difference between games and other types of interactive systems. He clearly details the definitions, concepts, and methods that form the fundamentals of this philosophy. He also uses the philosophy to analyze the history of games and modern trends as well as to design games. Providing a robust, useful philosophy for game design, this book gives you real answers about what games are and how they work. Through this paradigm, you will be better equipped to create fun games.</p> <p>Blender Quick Start Guide-Allan Brito 2018-09-28 Learn the new Blender 2.8 user interface and make 3D models Key Features Find your way round the new user interface and tools of Blender 2.8 Create materials, apply textures and render scenes Use the new cutting-edge real-time render Eevee in your projects Book Description Blender is open source 3D creation software. With a long history and an enthusiastic community of users, it is the ideal choice for almost any kind of work with 3D modeling or animation. However, for new users, its power and flexibility can sometimes be daunting, and that's when you need this book! The book starts by showing you round the all-new Blender 2.8 user interface. You'll look at the most commonly-used options and tools, such as navigating in 3D and selecting objects. You will then use and manipulate one of the most important windows of the interface, the 3D View. You'll learn how to use essential tools for working with 3D modeling. To give your models the feel of real-world objects, you'll learn how to create materials and set up surfaces. You'll see how to use Physically-Based Rendering (PBR), which allows you to craft realistic surfaces such as wood, stone, and metal. You will also work with Eevee, a new real-time render engine in Blender. You will see how to add motion to objects, making use of Blender's impressive 3D animation features. Finally, you'll learn how to create scenes and organize them for rendering, and later add titles and effects using built-in Blender tools. By the end of the book, you will be able to use Blender 2.8 new UI, Create 3D Models with textures, Animations, and Render them in real-time using Eevee. What you will learn Manipulate and visualize your 3D objects in Blender Use polygon modeling tools such as extrude, loop cut, and more Apply precision modeling tools like snapping and the 3D Cursor Render a scene using the real-time engine Eevee Create materials for Eevee and Cycles Render a scene with the Eevee real-time engine Use PBR textures to craft realistic surfaces such as wood with the Shader Editor Add motion and animation using keyframes Create animation loops using curves and modifiers Who this book is for This book is for anyone interested in taking their steps with Blender. If you're an experienced 3D artists or hobbyist, this book will help you with its features.</p> <p>Mastering AutoCAD 2019 and AutoCAD LT 2019-George Omura 2018-05-30 The world's favorite guide to everything AutoCAD and AutoCAD LT—updated for 2019! Mastering AutoCAD 2019 and AutoCAD LT 2019 is the world's all-time best-selling guide to the world's most popular drafting software. Packed with tips, tricks, techniques, and tutorials, this guide covers every inch of AutoCAD and AutoCAD LT—including certification. This new edition has been fully updated to align with the software's 2019 update, featuring the same expert instruction augmented by videos of crucial techniques. Step-by-step walk-throughs, concise explanations, specific examples and plenty of hands-on projects help you learn essential AutoCAD skills by working directly with the necessary tools—giving you a skill set that translates directly to on-the-job use. AutoCAD is the dominant design and drafting software for 2D and 3D technical drawings, while AutoCAD LT is the more affordable version often used by students and hobbyists. Professional designers need complete command of the software's tools and functions, but a deeper exploration of more complex capabilities can help even hobbyists produce work at a higher level of technical proficiency. This book is your ultimate guide to AutoCAD and AutoCAD LT, whether you're seeking certification or just looking to draw. Get acquainted with the workspace and basic drafting tools Gain greater control of your drawings with hatches, fields, lists, dynamic blocks, and curves Explore the 3D modeling and imaging tools that bring your drawing to life Customize AutoCAD to the way you work, integrate it with other software, and more As certification preparation material, this book is Autodesk-endorsed; as a self-study guide to AutoCAD and AutoCAD LT mastery, this book is the gold-standard, having led over a half million people on the journey to better design. If you're ready to learn quickly so you can get down to work, Mastering AutoCAD 2019 and AutoCAD LT 2019 is your ideal resource.</p> <p>Mastering Mechanical Desktop Release 3-Ron K. C. Cheng 2000 Cheng's MECHANICAL DESKTOP® R3, SURFACE, PARAMETRIC, AND ASSEMBLY MODELING, covers the four design tools of Mechanical Desktop® using a step-by-step approach to give readers proficiency in using Mechanical Desktop® R3.The author uses examples from a variety of applications, which show how Mechanical Desktop® is used to design actual products. Careful attention to pedagogical devices such as chapter objectives, aims and overviews at the beginning of each chapter, as well as chapter summaries and exercises makes Cheng's step-by-step method simple to use in introductory Engineering/Design courses in universities, community colleges and technical institutes.Cheng's book also complements introductory AutoCAD® texts such as Cheng's Mastering AutoCAD® R14 (Brooks/Cole Thomson Learning 2000) and is a comprehensive reference for people using Mechanical Desktop on a daily basis.</p> <p>Atlas of Human Anatomy-Frank Henry Netter 2003 CD-ROM contains all the illustrations from Frank H. Netter's Atlas of human anatomy, 3rd ed., 2003, as well as exam questions.</p> <p>Prometheus: Up & Running-Brian Brazil 2018-07-09 Get up to speed with Prometheus, the metrics-based monitoring system used by tens of thousands of organizations in production. This practical guide provides application developers, sysadmins, and DevOps practitioners with a hands-on introduction to the most important aspects of Prometheus, including dashboarding and alerting, direct code instrumentation, and metric collection from third-party systems with exporters. This open source system has gained popularity over the past few years for good reason. With its simple yet powerful data model and query language, Prometheus does one thing, and it does it well. Author and Prometheus developer Brian Brazil guides you through Prometheus setup, the Node exporter, and the Alertmanager, then demonstrates how to use them for application and infrastructure monitoring. Know where and how much to apply instrumentation to your application code Identify metrics with labels using unique key-value pairs Get an introduction to Grafana, a popular tool for building dashboards Learn how to use the Node Exporter to monitor your infrastructure Use service discovery to provide different views of your machines and services Use Prometheus with Kubernetes and examine exporters you can use with containers Convert data from other monitoring systems into the Prometheus format</p> <p>The Angel's Call-Guillaume Musso 2013-05 When they accidentally swap smartphones at an airport, Madeline Green and Jonathan Lempereur are total strangers. By the time they realize what's happened, they're on opposite sides of the Atlantic, and have begun to learn rather more about each other. Mild curiosity turns to obsession as their mobiles reveal secrets from their past lives: Jonathan was once a world-famous chef whose glittering career collapsed overnight; Madelin abandoned her police career in the wake of a harrowing case, to become a Parisian flirt.</p> <p>Shaping the Future of ICT-Ibrahim M. M. El Emary 2017-09-19 The International Conference on Communications, Management, and Information Technology (ICCMIT'16) provides a discussion forum for scientists, engineers, educators and students about the latest discoveries and realizations in the foundations, theory, models and applications of systems inspired on nature, using computational intelligence methodologies, as well as in emerging areas related to the three tracks of the conference: Communication Engineering, Knowledge, and Information Technology. The best 25 papers to be included in the book will be carefully reviewed and selected from numerous submissions, then revised and expanded to provide deeper insight into trends shaping future ICT.</p> <p>Hands-On Mobile and Embedded Development with Qt 5-Lorn Potter 2019-04-30 Explore Qt framework and APIs for building cross-platform applications for mobile devices, embedded systems, and IoT Key Features Build cross-platform applications and deploy them across mobile and connected devices Design 2D and 3D UIs for embedded systems using Yocto and Qt Creator Build machine to machine automation solution using QtSensors, QtMQTT, and QtWebSockets Book Description Qt is a world-class framework, helping you to develop rich graphical user interfaces (GUIs) and multi-platform applications that run on all major desktop platforms and most mobile or embedded platforms. The framework helps you connect the dots across platforms and between online and physical experience. This book will help you leverage the fully-featured Qt framework and its modular cross-platform library classes and intuitive APIs to develop applications for mobile, IoT, and industrial embedded systems. Considerations such as screen size, device orientation changes, and small memory will be discussed. We will focus on various core aspects of embedded and mobile systems, such as connectivity, networking, and sensors; there is no IoT without sensors. You will learn how to quickly design a flexible, fast, and responsive UI that looks great. Going further, you will implement different elements in a matter of minutes and synchronize the UI elements with the 3D assets with high precision. You will learn how to create high-performance embedded systems with 3D/2D user interfaces, and deploy and test on your target hardware. The book will explore several new features, including Qt for WebAssembly. At the end of this book, you will learn about creating a full software stack for embedded Linux systems using Yocto and Boot to Qt for Device Creation. What you will learn Explore the latest features of Qt, such as preview for Qt for Python and Qt for WebAssembly Create fluid UIs with a dynamic layout for different sized screens Deploy embedded applications on Linux systems using Yocto Design Qt APIs for building applications for embedded and mobile devices Utilize connectivity for networked and machine automated applications Discover effective techniques to apply graphical effects using Qt Quick apps Who this book is for The book is ideal for mobile developers, embedded systems engineers and enthusiasts who are interested in building cross-platform applications with Qt. Prior knowledge of C++ is required.</p> <p>Word 2016 For Dummies-Dan Gookin 2015-09-30 The bestselling beginner's guide to Microsoft Word Written by the author of the first-ever For Dummies book, Dan Gookin, this new edition of Word For Dummies quickly and painlessly gets you up to speed on mastering the world's number-one word processing software. In a friendly, human, and often irreverent manner, it focuses on the needs of the beginning Word user, offering clear and simple guidance on everything you need to know about Microsoft Word 2016, minus the chin-scratching tech jargon. Whether you've used older versions of this popular program or have never processed a single word, this hands-on guide will get you going with the latest installment of Microsoft Word. In no time, you'll begin editing, formatting, proofing, and dressing up your Word documents like a pro. Plus, you'll get easy-to-follow guidance on mastering more advanced skills, like formatting multiple page elements, developing styles, building distinctive templates, and adding creative flair to your documents with images and tables. Covers the new and improved features found in the latest version of the software, Word 2016 Shows you how to master a word processor's seven basic tasks Explains why you can't always trust the spell checker Offers little-known keyboard shortcuts If you're new to Word and want to spend more time on your actual work than figuring out how to make it work for you, this new edition of Word 2016 For Dummies has you covered.</p> <p>Votre journal de 90 Jours vers le succès-Louise Mercier 2014-12-29 Votre journal de 90 jours vers le succès, est un agenda perpétuel créé pour les gens qui sont sérieux au sujet de l'obtention de résultats. C'est un 5 en 1: un journal, un agenda, un planifi cateur, un outil de prospection et une aide pour prioriser les choses importantes à faire. Un agenda pour les gens d'affaires, créateurs, entrepreneurs, étudiants, athlètes et tous ceux qui sont axés sur les résultats. Avec ce Journal de la réussite, vous serez en mesure d'établir une méthodologie gagnante pour atteindre le succès. Planifiez votre année, votre trimestre, votre mois, votre semaine et votre journée et concentrez vous de façon à maintenir votre attention sur l'essentiel pour atteindre vos objectifs et vos rêves. En plus de vos rendez-vous, écrivez vos objectifs quotidiens ainsi que les activités pour les atteindre, ensuite enregistrez vos réussites, vos leçons et modifi cations et bien plus encore ... En appliquant les directives de base dans ce journal à tous les jours, vous constaterez indéniablement votre propre réussite. Ce journal a été inspiré par les enseignements de John Assaraf, Brian Tracy et Robin Sharma et par les lectures de Jack Canfield et Napoléon Hill.</p> <p>IFLA cataloguing principles-International Federation of Library Associations and Institutions 2009 Presents the history, controversy, and negotiations that have resulted in worldwide agreement on a set of principles which underlie the cataloguing practices for the digital age.</p> <p>Learning PySpark-Tomasz Drabas 2017-02-27 Build data-intensive applications locally and deploy at scale using the combined powers of Python and Spark 2.0 About This Book Learn why and how you can efficiently use Python to process data and build machine learning models in Apache Spark 2.0 Develop and deploy efficient, scalable real-time Spark solutions Take your understanding of using Spark with Python to the next level with this jump start guide Who This Book Is For If you are a Python developer who wants to learn about the Apache Spark 2.0 ecosystem, this book is for you. A firm understanding of Python is expected to get the best out of the book. Familiarity with Spark would be useful, but is not mandatory. What You Will Learn Learn about Apache Spark and the Spark 2.0 architecture Build and interact with Spark DataFrames using Spark SQL Learn how to solve graph and deep learning problems using GraphFrames and TensorFrames</p>

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respectively Read, transform, and understand data and use it to train machine learning models Build machine learning models with MLlib and ML Learn how to submit your applications programmatically using spark-submit Deploy locally built applications to a cluster In Detail Apache Spark is an open source framework for efficient cluster computing with a strong interface for data parallelism and fault tolerance. This book will show you how to leverage the power of Python and put it to use in the Spark ecosystem. You will start by getting a firm understanding of the Spark 2.0 architecture and how to set up a Python environment for Spark. You will get familiar with the modules available in PySpark. You will learn how to abstract data with RDDs and DataFrames and understand the streaming capabilities of PySpark. Also, you will get a thorough overview of machine learning capabilities of PySpark using ML and MLlib, graph processing using GraphFrames, and polyglot persistence using Blaze. Finally, you will learn how to deploy your applications to the cloud using the spark-submit command. By the end of this book, you will have established a firm understanding of the Spark Python API and how it can be used to build data-intensive applications. Style and approach This book takes a very comprehensive, step-by-step approach so you understand how the Spark ecosystem can be used with Python to develop efficient, scalable solutions.

Every chapter is standalone and written in a very easy-to-understand manner, with a focus on both the hows and the whys of each concept.
Excel 2016 All-in-One For Dummies-Greg Harvey 2015-10-30 Your one-stop guide to all things Excel 2016 Excel 2016 All-in-One For Dummies, the most comprehensive Excel reference on the market, is completely updated to reflect Microsoft's changes in the popular spreadsheet tool. It offers you everything you need to grasp basic Excel functions, such as creating and editing worksheets, setting up formulas, importing data, performing statistical functions, editing macros with Visual Basic—and beyond. In no time, your Excel skills will go from 'meh' to excellent. Written by expert Greg Harvey, who has sold more than 4.5 million copies of his previous books combined and has taught and trained extensively in Microsoft Excel, this all-encompassing guide offers everything you need to get started with Excel. From generating pivot tables and performing financial functions to performing error trapping and building and running macros—and everything in between—this hands-on, friendly guide makes working with Excel easier than ever before. Serves as the ideal reference for solving common questions and Excel pain points quickly and easily Helps to increase productivity and efficiency when working in Excel Fully updated for the new version of Excel Covers basic and more advanced Excel topics If working in Excel occasionally makes you want to scream, this will be the dog-eared, dust-free reference you'll turn to again and again.
AutoCAD Civil 3D 2016 Essentials-Eric Chappell 2015-05-18 Start designing today with this hands-on beginner's guide to AutoCAD Civil 3D 2016 AutoCAD Civil 3D 2016 Essentials gets you quickly up to speed with the features and functions of this industry-leading civil engineering software. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that help you quickly become productive as you master the fundamental aspects of AutoCAD Civil 3D design. Each chapter opens with a quick discussion of concepts and learning goals, and then briskly moves into tutorial mode with screen shots that illustrate each step of the process. The emphasis is on skills rather than tools, and the clear delineation between "why" and "how" makes this guide ideal for quick reference. The companion website provides starting and ending files for each exercise, so you can jump in at any point and compare your work with the pros. Centered around the real-world task of designing a residential subdivision, these exercises get you up to speed with the program's functionality, while also providing the only Autodesk-endorsed preparation for the AutoCAD Civil 3D certification exam. Master the AutoCAD Civil 3D 2016 interface and basic tasks Model terrain using imported field survey data Analyze boundaries, pipe networks, surfaces, and terrain Estimate quantities and create construction documentation If you're ready to acquire this must-have skillset, AutoCAD Civil 3D 2016 Essentials will get you up to speed quickly and easily.

Mastering LibGDX Game Development-Patrick Hoey 2015-11-26 Leverage the power of LibGDX to create a fully functional, customizable RPG game for your own commercial title About This Book Learn game architecture and design patterns with concrete examples using proper software engineering principles Save time and money with this handy reference guide for future game development with LibGDX Design and develop a fully functional RPG video game from scratch with a hands on, step-by-step approach using LibGDX Who This Book Is For If you are an intermediate-level game developer who wants to create an RPG video game but found the creation process overwhelming, either by lack of tutorials or by getting lost in a sea of game-related technologies, engines, or frameworks, then this book is for you. This book assumes familiarity with Java and some basic knowledge of LibGDX. What You Will Learn Develop characters with stat attributes, player movement, animation, physics, and collision detection Create interactive NPC characters with speech windows and build immersion via dialog trees Build inventory management system UIs with drag and drop items to sell, buy, and equip Design a quest system to expand out the content of your game Form interesting enemies with battle mechanics and spawn points Devise scripted cutscenes to add an element of story and drama Develop save and load game profiles Create special effects to give the game extra "juiciness" and polish, and help build the atmosphere In Detail LibGDX is a Java-based framework developed with a heavy emphasis on performance, and includes cross-platform support out of the box (Windows, OS X, Linux, iOS, Android, and HTML5) as well as providing all the low-level functionality so that you can focus on developing your game and not battling with the platform. LibGDX also has an engaged and responsive community, active maintenance, and is available for free without a prohibitive license. Starting from the beginning, this book will take you through the entire development process of creating an RPG video game using LibGDX. First, this book will introduce you to the features specific to RPG games, as well as an overview of game architecture. Then, you will create map locations, develop character movement, add animation, integrate collision detection, and develop a portal system. Next, you will learn and develop a HUD and other UI components, as well as an inventory management system. You will then develop NPC interactions including dialog trees, shopkeepers, and quest givers. After this, you will design and create battle features for fighting enemies, as well as event triggers for world events. Finally, you will add the final polish with sound, music, and lighting effects. By the end of this book, you will have learned and applied core components from the LibGDX framework, as well as have a finished game to use as a springboard for customization and story development for your own commercial video game. Style and approach This book walks you through the concepts and implementation of developing a complete RPG game, unfolding chapter by chapter and building upon previous concepts. Each chapter can be used as an individual reference with diagrams to explain core concepts with concrete example code explained in detail. Tank Girl-Alan C. Martin 2016-05-18 Fresh off the back of their latest acclaimed chapter comes this shiny new Tank Girl tale from series creator, Alan Martin and artist extraordinaire, Brett Parsons! Expect a healthy dose of delirium and plenty of ball-crunching action in this high-octane crossovery skirmish that asks the question: is this world really big enough for two Tank Girls?! Strap yourself in, folks: It's gonna be one helluva ride!
Advanced Maya Texturing and Lighting-Lee Lanier 2015-04-03 Level up your skills with powerful texturing and lighting techniques Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realisticdetail to your models. This new edition is up-to-date with thelatest Maya Texturing, lighting, and rendering features, includingan exploration of the Node Editor, new Maya utility nodes andexpanded coverage of mental ray shaders, and render settings. Theproven tutorials are culled from real-world experience and refinedto give you the ultimate in practical skills. You'll learn workflowtips and tricks, the construction of custom shading networks, andthe application of time-saving tools that bring your project fromconcept to reality. The companion website features severalgigabytes of Maya scene files, texture bitmaps, and QuickTimemovies that support the exercises in the book, giving youeverything you need to advance your animation skillset. This book helps you take your rendering skills to the next levelwith the advanced tools and techniques that take animation fromgood to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texturemapping Work with node networks, raytracing, and globalillumination Try new approaches to rendering using Maya Software and mentalray If you're ready to take a big step forward and fine-tune yourstyle, Advanced Maya Texturing and Lighting, Third Editionis the practical, hands-on guide you need.

Maya Character Creation-Chris Maraffi 2003-09-11 A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3, and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation: Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

The Indie Game Developer Handbook-Richard Hill-Whittall 2015-02-11 The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studies and industry professionals grant an first-hand look into the world of indie game development Digital Modeling-William Vaughan 2011-12-27 Professional modeling is the foundation of every aspect of the 3D production pipeline and is essential to the success of any 3D computer graphics project. [digital] Modeling is unlike any other modeling book you've seen—it gets to the core of what it takes to create efficient production-ready models and demystifies the process of producing realistic and jaw-dropping graphics. Taking a software-neutral approach, it teaches you the essential skills and concepts that you can apply to modeling in any industry 3D software, such as 3ds Max, LightWave 3D, Maya, Modo, Silo, XSI, ZBrush and other leading programs. Modelers, animators, texture artists, and technical directors can all benefit from the valuable information covered in this jam-packed guide containing years of industry knowledge. Simply put, if you work in 3D, you must have this book. In this inspiring and informative guide to modeling, industry veteran William Vaughan teaches you how to: Master modeling techniques to produce professional results in any 3D application Use the tools of a professional digital modeler Control your models polygon-count as well as polygon-flow Create both organic and hard surface models Understand a modeler's role in a production environment Gain the knowledge to land a job in the industry as a digital modeler Model using specific tools such as LightWave and 3ds Max in over 6 hours of video training in the accompanying downloadable lesson files (see below for details) And much more! All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Adobe InDesign CS4 Classroom in a Book-Adobe Creative Team 2010-04-16 The fastest, easiest, most comprehensive way to learn Adobe InDesign CS4 Adobe InDesign CS4 Classroom in a Book contains 14 lessons. The book covers the basics of learning page layout with Adobe InDesign and provides countless tips and techniques to help you become more productive with the program. Explore typography and color, and learn more about creating tables and using styles. You can follow the book from start to finish or choose only those lessons that interest you. Create layouts for magazines, newsletters, and brochures. Learn how to make Adobe PDF files and rich interactive documents. Prepare files for high-resolution printing and the Web. "Adobe InDesign Classroom in a Book is the best way to learn hands-on with real-world examples. You'll gain exposure to good print design as well as efficient workflow techniques." —Michael Witherell, Adobe Certified Expert, Publishing, Training, and Consulting 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 incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Docker Cookbook-Sébastien Goasguen 2015-11-04 Whether you're deploying applications on-premise or in the cloud, this cookbook is for developers, operators, and IT professionals who need practical solutions for using Docker. The recipes in this book will help developers go from zero knowledge to distributed applications packaged and deployed within a couple of chapters. IT professionals will be able to use this cookbook to solve everyday problems, as well as create, run, share, and deploy Docker images quickly. Operators will learn and understand what developers are excited about and start to adopt the tools that will change the way they work.–

Photoshop for Lightroom Users-Scott Kelby 2018-12-10 Adobe Photoshop Lightroom is truly an awesome program, and the primary editing tool for so many photographers today. But, at some point, you realize that there are things you need to do to your images that Lightroom just can't do. It could be anything from pro-level portrait retouching, to blending two or more images together, to incredible special effects, to removing distracting things in your image, to adding beautiful type to your images, and, well...there are just lots of incredible things you could do...if you just knew Photoshop. Adobe Photoshop is...well...it's Photoshop—this huge, amazing, Swiss Army knife of a program with 70+ tools, and more than a hundred filters. So, compared to Lightroom it seems really complicated, and it could be, but you've got a secret weapon: Scott Kelby. He's the same guy who wrote the world's #1 best-selling book on Lightroom, he's Editor and Publisher of Photoshop User magazine and Lightroom Magazine, and he's here to teach you just the most important, most useful parts of Photoshop—just the stuff that Lightroom can't already do. Once you learn these techniques (all covered in this short, quick, easy-to-use, plain-English guide), it opens a whole new world of productivity and creativity. Here's what you'll learn: Scott tells you flat-out which tools to use, which techniques work best, which ones to avoid, and why. You only really need about 20% of what Photoshop can do, and that 20% is all covered right in this book. The most important layer techniques, and learning layers is like being handed the keys to the candy store—this is where the fun begins, and you'll be amazed at what you'll be able to do, so quickly and easily. Scott's favorite (and most useful) portrait retouching techniques; his favorite special effects for landscape, travel, and people photos; plus which filters are awesome (and which ones waste your time). Also, you'll learn how to mask hair and create super-realistic composites (you'll be amazed when you learn how easy this is), plus how to take advantage of all the latest Photoshop technology, how to leverage the latest features (so you're doing things the easy way), and a bunch of today's most popular techniques (the same commercial looks you're seeing in hot demand), so you'll be using Photoshop like a shark in no time. If you've been saying to yourself, "Ya know, I really should learn Photoshop," you're holding the absolute best book to get you there, coming from the guy who literally wrote the book on Lightroom. He knows how to help you make the most of using these two powerful tools together to take your images (and your fun) to the next level. You are going to love being a Photoshop shark! mySAP ERP For Dummies-Andreas Vogel 2011-02-25 SAP is the world's leading provider of ERP software and services, with worldwide revenue in 2004 of \$9.7 billion and a 57 percent market share among major business application providers; it is one of the world's largest software companies overall ERP is a flexible, open technology platform that helps businesses run more efficiently (and profitably) by providing integrated management of key operations and supply chains Written for IT professionals who find it hard to get through SAP's complex documentation, our book demonstrates how ERP can cut costs, provides a clear overview of how the ESA (enterprise service architecture) model affects ERP, and shows how to implement the new ERP in the real world Topics covered include reducing the cost of an existing IT backbone, using the new ERP to address a company's "pain points" and challenges, and proving the value of ERP through ROI (return on investment) and TCO (total cost of ownership) studies

Left Hemisphere-Razmig Keucheyan 2013-07-02 As the crisis of capitalism unfolds, the need for alternatives is felt ever more intensely. The struggle between radical movements and the forces of reaction will be merciless. A crucial battlefield, where the outcome of the crisis will in part be decided, is that of theory. Over the last twenty-five years, radical intellectuals across the world have produced important and innovative ideas. The endeavour to transform the world without falling into the catastrophic traps of the past has been a common element uniting these new approaches. This book – aimed at both the general reader and the specialist – offers the first global cartography of the expanding intellectual field of critical contemporary thought. More than thirty authors and intellectual currents of every continent are presented in a clear and succinct manner. A history of critical thought in the twentieth and twenty-first centuries is also provided, helping situate current thinkers in a broader historical and sociological perspective.

Le Corbusier-Jean-Louis Cohen 2013 This volume examines Le Corbusier's relationship with the topographies of five continents, in essays by thirty of the foremost scholars of his work and with contemporary photographs by Richard Pare. Twelve Years a Slave-Solomon Northup 2014-03-08 Now a major motion picture nominated for nine Academy Awards. Narrative of Solomon Northup, a Citizen of New-York, Kidnappd in Washington City in 1841, and Rescued in 1853. Twelve Years a Slave by Solomon Northup is a memoir of a black man who was born free in New York state but kidnapped, sold into slavery and kept in bondage for 12 years in Louisiana before the American Civil War. He provided details of slave markets in Washington, DC, as well as describing at length cotton cultivation on major plantations in Louisiana.

Mastering Emacs-Mickey Petersen 2015-05-26

Mastering Office 365 Administration-Thomas Carpe 2018-05-22 Leverage Office 365 to increase your organization's efficiency Key Features Perform common to advanced-level management and administrative tasks for your organization with Office 365 Become an Office 365 generalist who can work with the entire stack—not just specific products An advanced-level guide that will teach you to implement enterprise-level services into your organization, no matter the size of the business Book Description In today's world, every organization aims to migrate to the cloud in order to become more efficient by making full use of the latest technologies. Office 365 is your one-stop solution to making your organization reliable, scalable, and fast. This book will start with an overview of Office 365 components, and help you learn how to use the administration portal, and perform basic administration. It then goes on to cover common management tasks, such as managing users, admin roles, groups, securing Office 365, and enforcing compliance. In the next set of chapters, you will learn about topics including managing Skype for Business Online, Yammer, OneDrive for Business, and Microsoft Teams. In the final section of the book, you will learn how to carry out reporting and monitor Office 365 service health. By the end of this book, you will be able to implement enterprise-level services with Office 365 based on your organization's needs. What you will learn Understand the vast Office 365 feature set Understand how workloads and applications interact and integrate with each other Connect PowerShell to various Office 365 services and perform tasks Manage Skype for Business

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Online Get support and monitor Office 365 service health Manage and administer identities and groups efficiently Who this book is for This book targets architects, sys admins, engineers, and administrators who are working with Office 365 and are responsible for configuring, implementing, and managing Office 365 in their organization. A prior knowledge of Office 365 and Exchange servers is mandatory.
Word 2007 For Dummies-Dan Gookin 2011-02-10 Dan Gookin's For Dummies guides to Word have consistently led the pack, selling more than 1.7 million copies in previous editions The author's irreverent sense of humor and crystal-clear prose

make getting up to speed on Word a snap Thoroughly updated to cover Word's new interface, new file format options, and new collaboration and connectivity features An essential resource for everyone who wants to hit the ground running with Word 2007 and make the most of all the new features