

## Free Anim8or Tutor Nocread

Current middleware solutions, e.g., application servers and Web services, are very complex software products that are hard to tame because of intricacies of distributed systems. Their functionalities have mostly been developed and managed with the help of administration tools and corresponding configuration files, recently in XML. Though this constitutes flexibility for developing and administrating a distributed application, the conceptual model underlying the different configurations is only implicit. To remedy such problems, Semantic Management of Middleware contributes an ontology-based approach to support the development and administration of middleware-based applications. The ontology is an explicit conceptual model with formal logic-based semantics. Its descriptions may therefore be queried, may foresight required actions, or may be checked to avoid inconsistent system configurations. This book builds a rigorous approach towards giving the declarative descriptions of components and services a well-defined meaning by specifying ontological foundations and by showing how such foundations may be realized in practical, up-and-running systems.

If you're looking for a gift to help with goals for or are searching for a great tool to improve your life, you'll love the Weekly Goal Planner Habit Tracker Journal. Size: 6" x 9" - 121

Pages

Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Illustrator concepts and displaying professionally designed projects.

June O'Sullivan explores the concept of leadership, particularly with regards to leading Early Years centres. In line with government initiatives, there is growing pressure within the early years sector to create staff who can lead different types of childcare and family settings in order to address two main government targets. Firstly, reducing poverty among families with small children and secondly, increasing educational opportunities for children from disadvantaged backgrounds in order to give them a better start in life. Many say that for this to happen we need people who can lead an effective team of capable, professional colleagues. This is no easy task in the modern Early Years market. O'Sullivan acknowledges the problems and provides ideas and suggestions to address the issues facing leaders so that they are supported to lead us into a future where we can all help make a big difference for a long time.

Facing the Wild

Open Source 3D Modeling, Animation, and Game Design

Ruby on Rails

Semantic Management of Middleware

A Hands-On Guide to Creating 3D Animated Characters

High-Quality and Real-Time Rendering with DXR and Other APIs

If you want to give yourself a Web presence without spending a lot of time or money, a blog is your answer and this is your guide. Blogs (Web logs) are short, diary-like entries on a Web site that has a chronological, journal format. Fun or informative, but not formal, blogs are easy to set up, maintain, and update. You can share your personal, stream-of-consciousness musings or your expertise on any subject ranging from your family vacation to world peace. This guide helps beginners (even technophobes) get started fast, with the essential info on: The elements of blogs, such as entries, sidebars, categories, comments, and index pages The different types of hosting services, from free to fee and from "turn key" services that are easy-to-use to DIY programs Details on two popular, free "social community" hosted Web services that are ideal for casual bloggers—MSN Spaces and Yahoo! 360 The scoop on Blogger, a popular free hosted service that has some community tools like the social networks, but is basically blog-intensive DIY blogging, covering three of the most powerful and flexible blog programs—Movable Type, WordPress, and Radio Userland Hooking into RSS feeds to distribute your blog entries beyond your site Choosing a newsreader Ways to raise the visibility of your blog and make money from blogging Complete with step-by-step instructions and lots of screen shots, this guide walks you through everything from setting up your blog and posting your first entry to adding photos, audio, and more. It includes the URLs of lots of sample sites to see to give you an idea of blog possibilities. In addition to the essential how-to, it fills you in on: The blogosphere, blog culture and etiquette, snarks, macrologues, and more Moblogs that let you post entries remotely using your portable computer, PDA, or cell phone Buying a domain through a registrar such as Network Solutions, Register.com, or Go Daddy MP3 blogs, vlogs (videoblogs), photoblogging, audioblogging, podcasting, and more You know you have something to say, whether it's heavy stuff or just your thought for the day. Make your opinions known. With Blogging For Dummies, you'll soon be blogging with the best of 'em.

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV: Appendixes A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources

Amanda's ordinary day has her riding to school with a Tyrannosaurus rex, talking after lunch with an alien, sailing a pirate ship at the school library, and riding home on an elephant.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

Use Traditional Drawing Techniques to Produce Stunning CGI Animation

Modeling, Rendering, and Animation

Undated Weekly Tracker - Get Your Life Organized and Productive Hassle Free

Twilight of Empire

Character Animation in 3D

War at the Edge of the World

*The anim8or tutor book, it has been has written for people of all ages who wish to learn the art of 3d modeling and animation. No previous knowledge of 3d software is required. Anim8or is a free compact program with several tools which would normally be expected in high-end, paid software. Anim8or is a very easy package to learn compared to 3ds Max, Blender and Maya. Once you have learned anim8or it will be a lot easier for you to master expensive high end 3d applications. Anim8or does not require costly graphics cards/computers and is ideal for laptops and small low end computers. I have used it while traveling, the modeling application is superb and you can export your models to other 3d programs. Anim8or is a 3d software package for modeling, texturing, animating and rendering 3d scenes. Model and animate 3D characters, creatures or environments and apply textures & materials. Visualize 3D buildings, vehicles and any product design that you can invent. If you're working in the entertainment industry, a basic knowledge of 3D is almost expected and this book sets out to teach you to create 3d animation, 2d rendered animation and cut out animation movies. This book also teaches you to integrate 3d objects and animated characters with video/mobile film footage using 100% free easy to use software. Create movies, adverts, documentaries, models for 3d printing, gaming characters. Anim8or is ideal for graphics novels/ web comic illustration. Anim8or is a fast, powerful and free modeling/animation tool. The anim8or tutor book is the ideal introduction for new users with a desire for graphic design and movie making. This book will help you bring your dreams to life.*

*A hands-on introduction to programming with Visual Basic for DOS, including a disk containing all the program code covered. This book takes a painless approach that first-time users will find reassuring--a quick-start, step-by-step tutorial on object-oriented programming; dozens of easy-to-follow sample programs; helpful icons highlighting special tips and warnings; and a rich supply of screen images. This book covers real-time shading systems, their design and how they work. Procedural shading, long valued for off-line rendering and production animation is now possible on interactive graphics hardware. These developments are important for areas such as game development, product design, and scientific visualization, among others. The authors include examples of techniques for achieving common effects efficiently in a real-time shading language ranging from full procedural shading on advanced specialized hardware to limited, yet surprisingly flexible shading on unextended OpenGL, to modern PC graphics accelerators.*

*What do wild animals mean to humans? Will they survive both rampant habitat loss and extinction caused by human encroachment and, as ecotourists, our enthusiasm for them? With ecotourism now the fastest growing segment of tourism, and encounters with wild animals - be it swimming with dolphins, going on safari or bird watching - ever more popular, these are critical questions. Yet until now little has been known about why people crave encounters with wild animals and the meaning for the ecotourism industry, conservation efforts and society at large. Facing the Wild is the first serious empirical examination of why people seek out animals in their natural environment, what the desire for this experience tells us about the meanings of animals, nature, authenticity and wilderness in contemporary industrialized societies, and whether visitors change their environmental perspectives and behaviour, as the custodians of wildlife parks would like them to. The book explores the contradictions and ambivalence that so many people experience in the presence of 'wild nature' - in loving it we may diminish it and in the act of wanting to see it we may destroy it. Ultimately the book makes a case for 'respectful stewardship' of a 'hybrid nature' and provides insight for both practitioners and ecotourists alike.*

Java Gaming & Graphics Programming

Learning Blender

Beginning Blender

Leadership Skills in the Early Years

Programming in Objective-C 2.0

PRovides a basic understanding of American crime problems and historical perspectives. Units include the study of crime, types of crimes, criminology, and the criminal justice system.

Each chapter of 3D Animation for the Raw Beginner Using Maya introduces critical aspects of the 3D animation process and presents clear and concise tutorials that link key concepts to practical Autodesk® Maya® techniques. Providing a principles-based, yet pragmatic, approach to 3D animation, this first-of-its-kind book: Describes the process for creating animated projects in a nonmathematical fashion Explains why—and not just how—to apply Maya techniques in the real world Includes access to a dedicated Web site, http://3dbybuzz.com, featuring useful videos, lessons, and updates 3D Animation for the Raw Beginner Using Maya is an ideal academic textbook as well as a superlative do-it-yourself training manual. When employed as a text, it frees the instructor from the painstaking task of developing step-by-step examples to present Maya ’ s complex interface and basic capabilities. When used for individual study, aspiring animators revel in the book ’ s easy-to-follow, hands-on learning style. Make 3D Animation for the Raw Beginner Using Maya your book of choice for understanding the essential theory and practice of 3D animation.

Improve your animation by fully understanding the key 2d skills before using a computer!

The Academy Award-winning artist behind Who Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

The Mask of Command

Law Enforcement II

3D Animation Essentials

Adobe PageMaker 6.5

Animating with Blender

Anim8or Tutor Book

Get up to speed on formoZ—the 3D modeling program of choice for architects and designers—with this first-of-its-kind, task-simplifying guide. Drawing on her several years of experience teaching formoZ workshops, author Lachmi Khemlani lets you bypass classroom instruction and lengthy software manuals, taking you step-by-step through the building blocks of formoZ. With an easy-to-follow workshop format that ’ s tailor-made for both engineers and intermediate users, this all-in-one resource shows you how to create a variety of 2D and 3D objects; transform objects by various means to achieve desired configurations; derive 3D objects from 2D shapes in a number of ways; conceptualize dimension and scale, and work at multiple topological levels; personalize the formoZ work environment by creating customized colors, layers, reference planes, views, and symbol libraries; achieve realistic lighting and rendering effects with multiple light types, radiosity-based rendering, texture mapping, and decals; and much more. Into 3D With formoZ : includes a detailed appendix that introduces users to the drafting module, which helps in converting 3D models to 2D prints. There ’ s also 400 how-to graphics, 32 pages of full-color illustrations, and a companion CD-ROM packed with full formoZ files for study and practice, plus a working demo of formoZ, release 3.0. It all adds up to the clearest, most complete look at formoZ you can get.

This journal sub-line is a forum both for stimulating and disseminating cutting-edge material on the full spectrum of edutainment genres including game-based learning and VR-based education. It covers technical aspects from graphics and AI to systems design.

The truce between Constantine, emperor in Rome, and Licinius, emperor of the east, has failed and Aurelius Castus is in the frontline once more. He is ordered to take command of the military forces of one of the western provinces now forming the domain of Constantine's teenage son, Caesar. But trouble looms on every side, both at home in his difficult marriage and on the battlefield, where he must decide once and for all whose side he is on. Will he back the pro-Christian emperors Constantine and Crispus? Or lead an insurrection against them, back to the old gods and the old ways?

Following the defeat of his rival Licinius in AD324, the Emperor Constantine has reigned for twelve years over a united Roman world. Under his patronage, Christianity continues to gain in strength and influence, while followers of the older religions increasingly feel that the traditional ways of Rome are dying away. But the emperor himself is getting old, and facing new challenges. In the east, Shapur II, the young and vigorous King of Persia, disputes Constantine's claim of protection over the Christians living within his domains. In Armenia, a state allied to Rome, the king has converted to the new faith, adding fuel to the simmering fires of Persian resentment. Now, as Constantine reaches the thirtieth anniversary of his rule, the ancestral enmity between the two great powers threatens once again to break into open war.

Ecotourism, Conservation and Animal Encounters

Adobe Illustrator 9.0

Blogging For Dummies

Twilight of Empire III

Battle For Rome

James Clyde and the Diamonds of Orchestra

This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for:Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

From the author who " wraps mystery, action, myth, and deceit into one page turner of a book " (Nerd Reactor) comes Battle for Rome. War is on the horizon for the Roman Empire, and only Maxentius, tyrant of Rome, stands between the emperor Constantine and supreme power in the west. Aurelius Castus is now a tribune in Constantine ’ s army. But this great honor brings new challenges, and Castus is tormented by suspicions that his young wife has been unfaithful. As Constantine becomes increasingly devoted to Christianity, he is forced to ask himself whether he is following the wrong man. The approaching war will decide the fate of the empire, but Castus ’ s own battle will carry him much further—into the shadowy realms of treachery at the heart of Rome itself.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Newest Blender Techniques for Creating Amazing 3D Characters: From Design and Modeling to Video Compositing Now fully updated for Blender 2.78b and beyond, Learning Blender, Second Edition, walks you through every step of creating an outstanding 3D animated character with Blender, and then compositing it in a real video using a professional workflow. This edition covers the powerful new selection and modeling tools, as well as high-efficiency improvements related to other parts of the project such as texture painting, shading, rigging, rendering, and

compositing. Still the only Blender tutorial to take you from preproduction to final result, this guide is perfect for both novices and those moving from other software to Blender (open source and free software). Author Oliver Villar provides full-color, hands-on chapters that cover every aspect of character creation: design, modeling, unwrapping, texturing, shading, rigging, animation, and rendering. He also walks you through integrating your animated character into a real-world video, using professional camera tracking, lighting, and compositing techniques. The rich companion website (blendtuts.com/learning-blender-files) will help you quickly master even the most complex techniques with bonus contents like video tutorials. By the time you're done, you'll be ready to create outstanding characters for all media—and you'll have up-to-date skills for any 3D project, whether it involves characters or not. Learn Blender's updated user interface, navigation, and selection techniques. Create your first scene with Blender and the Blender Render and Cycles render engines. Organize an efficient, step-by-step pipeline to streamline workflow in any project. Master modeling, unwrapping, and texturing. Bring your character to life with materials and shading. Create your character's skeleton and make it walk. Use Camera Tracking to mix 3D objects into a real-world video. Transform a raw rendered scene into the final result using Blender's compositing nodes. Register your product at [informat.com/register](http://informat.com/register) for convenient access to downloads, updates, and corrections as they become available.

Guide to Graphics Software Tools

Into 3D with Form Z

Ray Tracing Gems

Triumph in Dust

3D Animation for the Raw Beginner Using Autodesk Maya 2e

Oculus Rift in Action

Ruim geïllustreerd overzicht van de geschiedenis van kinderboekillustraties in Groot-Brittannië vanaf de Middeleeuwen tot heden.

A new world of creative possibilities is opened by Blender, the most popular and powerful open source 3D and animation tool. Blender is not just free software; it is also an important professional tool used in animated shorts, television commercials, and shows, as well as in production for films like Spiderman 2. Lance Flavell's Beginning Blender will give you the skills to start shaping new worlds and virtual characters, and perhaps lead you down a new professional path. Beginning Blender covers the Blender 2.5 release in-depth. The book starts with the creation of simple figures using basic modeling and sculpting. It then teaches you how to bridge from modeling to animation, and from scene setup to texture creation and rendering, lighting, rigging, and ultimately, full animation. You will create and mix your own movie scenes, and you will even learn the basics of games logic and how to deal with games physics. Whether you are new to modeling, animation, and game design, or whether you are simply new to Blender, this book will show you everything you need to know to get your 3D projects underway.

Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

3D Animation for the Raw Beginner Using Autodesk Maya is a hands-on academic textbook as well as a do-it-yourself training manual for the individual animator. This second edition has been completely rewritten to take into account updates to Autodesk Maya, including Autodesk's renderer, Arnold. It contains entirely new examples and tutorial lessons. All 612 images are in full color. The book directs the reader to the parts of Maya that must be mastered in order to create complete 3D projects, and thus it simplifies the process of taking on Maya's vast and intricate interface, while giving the reader a firm foundation on which to build future knowledge of Maya. It also presents brief examples of other popular 3D applications and rendering engines. This principles-based, yet pragmatic book: Introduces the basic steps of the 3D modeling, materials, animation, lighting, and rendering processes. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a webpage for the book: <https://buzzking.com/AnimationTextbook/AnimationTextbook.html>. On this webpage are videos that cover many of the lessons in the book, as well as video tutorials that present bonus material not included in the book. Frees instructors from the painstaking task of developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, tutorial-based learning style ideal for individual study by aspiring animators and do-it-yourselfers. Roger "Buzz" King is a Professor Emeritus at the University of Colorado at Boulder, where he teaches 3D Animation for the Computer Science Department and the Alliance for Technology, Learning, and Society (ATLAS), an institute dedicated to the application of technology to the arts. Buzz is an independent 3D animator who serves on the board of directors of a 3D animation startup. Buzz has a B.A. in Mathematics from Occidental College, an M.S. and Ph.D. in Computer Science from the University of Southern California, and an M.Div. from the Iliff School of Theology. Key Features Introduces critical aspects of the 3D animation process. Presents clear and concise tutorials that link key concepts to practical techniques. Includes access to a dedicated Web site, <http://3dbybuzz.com>, featuring useful videos, lessons, and updates. Frees instructors from developing step-by-step examples to present Maya's complex interface and basic capabilities. Boasts an easy-to-follow, hands-on learning style ideal for individual study by aspiring animators and do-it-yourselfers.

Learn Rails by Example

Real-Time Shading

A History of Children's Book Illustration

Such is Life in the Navy - The Story of Rear Admiral Herbert V. Wiley - Airship Commander, Battleship Captain

The Animator's Survival Kit

A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators

The 2nd edition of this integrated guide explains and lists readily available graphics software tools and their applications, while also serving as a shortcut to graphics theory and programming. It grounds readers in fundamental concepts and helps them use visualization, modeling, simulation, and virtual reality to complement and improve their work.

Such is Life in the Navy tells the story of Herbert Victor Wiley. Born in Missouri in the late 1800's, this man lived an accomplished life, both as a naval officer and as a father. His boyhood in small Midwestern towns builds the character that will exemplify Wiley in his personal and professional life. Intelligent, pragmatic, courageous, calm... all of these attributes serve him well. He is fearless in taking to the air and builds a reputation as the consummate airship officer and a leading expert in the field. At the outbreak of World War II he calmly and bravely directs a squadron of destroyers against Japanese forces. Later, as captain, he guides his battleship USS West Virginia through fierce combat in the Pacific. He wins accolades for his leadership, perseverance, and achievement. Wiley handles deep personal loss with the same courage and stoicism he brings to his job. He is the doting father of three who must balance the needs of his family with service to his country.

Sculpt digital masterpieces like a modern Michelangelo

Blender has become one of the most popular 3D and animation tools on the market, with over 2 million users, and it is free! Animating with Blender is the definitive resource for creating short animation projects from scratch, the ideal platform for experimenting with animation. Blender expert and author Roland Hess walks you through the entire process of creating a short animation, from writing to storyboarding and blocking, through character creation, animation and rendering.

The Narrative Art of Children's Picture Books

3D Art Essentials

Just Another Ordinary Day

Philosophical Roleplayer Habit Tracker Journal

Introducing Character Animation with Blender

Mudbox 2013 Cookbook

Anim8or Tutor Book

*As an infant, James Clyde was deposited at a children's home by his wounded, blood-soaked grandfather. As a result, he grows up under a cloud of mystery. Eleven years later when he hears about his strange past, he vows to uncover the truth. But before he can, his grandfather hands him a magical and mysterious diamond of Orchestra. With the aid of his friends, Ben and Mary Forester, James must protect the diamond from evil forces. Soon, however, their lives are in grave danger. They are being hunted by a sinister man dressed in black and his blood-thirsty army. Outnumbered, James finds he must use the power of the diamond to escape their clutches - or become another victim of their murderous quest. So begins a journey that will transport them to an alternative world where they must confront the mysterious man in black for a final, winner-takes-all battle... James Clyde and the Diamonds of Orchestra will appeal to children aged 12-15 that are fans of fantasy fiction. Colm is inspired by a number of authors, including J. K. Rowling, C. S. Lewis, Brian Keane and Charles Dickens. James Clyde and the Diamonds of Orchestra won the Bronze award in the 9-12 year-old category of the Wishing Shelf Independent Book Awards 2012.*

*The tutorial reviews the desktop publishing program's features and demonstrates the production of flyers, letterhead, guidebooks, newsletters, catalogs, and Web pages*

*Summary Oculus Rift in Action introduces the powerful Oculus Rift headset and teaches you how to integrate its many features into 3D games and other virtual reality experiences. You'll start by understanding the capabilities of the Rift hardware. Then you'll follow interesting and instantly-relevant examples that walk you through programming real applications using the Oculus SDK. Examples are provided for both using the Oculus C API directly and for using Unity, a popular development and 3D graphics engine, with the Oculus Unity integration package. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Virtual reality has long been the domain of researchers and developers with access to specialized hardware and proprietary tools. With the appearance of the Oculus Rift VR headset, the game has changed. Using standard programming tools and the intuitive Oculus SDKs, you can deliver powerful immersive games, simulations, and other virtual experiences that finally nail the feeling of being in the middle of the action. Oculus Rift in Action teaches you how to create 3D games and other virtual reality experiences for the Oculus Rift. You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics engine. Along the way, you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences. Experience with C++, C#, or another OO language is assumed. What's Inside Creating immersive VR Integrating the Rift with the Unity 3D SDK Implementing the mathematics of 3D Avoiding motion-sickness triggers About the Authors Brad Davis is an active VR developer who maintains a great set of example Rift applications on Github. Karen Bryla is a freelance developer and writer. Alex Benton is a lecturer in 3D graphics at the University of Cambridge and a software engineer at Google. Table of Contents PART 1 GETTING STARTED Meet the Oculus Rift PART 2 USING THE OCULUS C API Creating your first Rift interactions Pulling data out of the Rift: working with the head tracker Sending output to the Rift: working with the display Putting it all together: integrating head tracking and 3D rendering Performance and quality PART 3 USING UNITY Unity: creating applications that run on the Rift Unity: tailoring your application for the Rift PART 4 THE VR USER EXPERIENCE UI design for VR Reducing motion sickness and discomfort PART 5 ADVANCED RIFT*

*INTEGRATIONS Using the Rift with Java and Python Case study: a VR shader editor Augmenting virtual reality*

*Multiplayer Game Programming*

*3D Animation for the Raw Beginner Using Maya*

*Making a difference*

*How to Create Short Animations from Start to Finish*

*Words about Pictures*

*Transactions on Edutainment V*

Once a soldier in an elite legion from the Danube, newly promoted centurion Aurelius Castus now finds himself stuck in Britain's provincial backwater. But when the king of the Picts, the savages beyond Hadrian's Wall, dies under mysterious circumstances, Castus is selected to command the bodyguard of a Roman envoy sent to negotiate with the barbarians. What starts as a simple diplomatic mission ends in bloody tragedy, and soon Castus and his men are fighting for their lives—and it isn't long before the legionnaire discovers that nothing about his doomed mission was ever what it seemed. The first book in Ian James Ross's Twilight of Empire series, War at the Edge of the World is an exciting debut from an author as gifted at telling a story as he is at bringing the Late Roman Empire to life.

Use Michael Hartl's Acclaimed Video Lessons and Best-Selling Book Side by Side to Master Rails Fast! LiveLessons™ DVD with 18+ hours of video instruction—a \$150 value. Michael Hartl's Ruby on Rails™ 3 Tutorial, the #1 hands-on guide to Rails web programming—a \$40 value. A \$190 value, this package delivers instant skills, answers, and solutions from 18+ hours of video LiveLessons (a \$150 value)...plus deeper insights from Ruby on Rails™ 3 Tutorial, the #1 Rails development guide (a \$40 value). About the LiveLessons DVD These focused video lessons help you learn crucial new skills fast—and put them to work immediately! Watch top Rails developer Michael Hartl guide you through building a complete application using today's best practices for MVC and REST design, layout, Ruby coding, security, testing, deployment, and more. Just place the DVD video in your computer's DVD drive, and master Rails the easy way.

A pioneering study of a unique narrative form, Words about Pictures examines the special qualities of picture books--books intended to educate or tell stories to young children. Drawing from a number of aesthetic and literary sources, Perry Nodelman explores the ways in which the interplay of the verbal and visual aspects of picture books conveys more narrative information and stimulation than either medium could achieve alone. Moving from "baby" books, alphabet books, and word books to such well-known children's picture books as Nancy Ekholm Burkert's Snow White and the Seven Dwarfs, Gerald McDermott's Arrow to the Sun, Maurice Sendak's Where the Wild Things Are, and Chris Van Allsburg's The Garden of Abdul Gasazi, Nodelman reveals how picture-book narrative is affected by the exclusively visual information of picture-book design and illustration as well as by the relationships between pictures and their complementary texts.

Killer Game Programming in Java

Visual Basic for DOS