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KEY=PROBLEM - AMY STEVENS

Are Your Lights On?

How to Figure Out what the Problem Really is

Dorset House **A Practical Guide for Everyone Involved in Product and Systems Development The fledgling problem solver invariably rushes in with solutions before taking time to define the problem being solved. Even experienced solvers, when subjected to social pressure, yield to this demand for haste. When they do, many solutions are found, but not necessarily to the problem at hand. Whether you are a novice or a veteran, this powerful little book will make you a more effective problem solver. Anyone involved in product and systems development will appreciate this practical illustrated guide, which was first published in 1982 and has since become a cult classic. Offering such insights as "A problem is a difference between things as desired and things as perceived, " and "In spite of appearances, people seldom know what they want until you give them what they ask for, " authors Don Gause and Jerry Weinberg provide an entertaining look at ways to improve one's thinking power. The book playfully instructs the reader first to identify the problem, second to determine the problem's owner, third to identify where the problem came from, and fourth to determine whether or not to solve it. Delightfully illustrated with 55 line drawings, the book conveys a message that will change the way you think about projects and problems.**

Are Your Lights On?

A Treatise on the Definition of Diverse Problems

LIGHTWAVE V9 LIGHTING (W/CD)

Jones & Bartlett Learning **Companion CD included with 30-day demo of LightWave v9! The process of creating accurate and pleasing lighting in CG environments demands both an understanding of the fundamentals of light and knowledge of the available tools. LightWave v9 Lighting addresses these issues in a practical guide that shows you how to achieve your lighting goals using the latest version of LightWave 3D. With this book discover the tools and features of LightWave v9 that can improve your lighting; understand lighting concepts including color, shadow, intent, and style; explore a number of tutorials that demonstrate specific lighting setups; learn how to enhance your lighting with volumetrics,**

lens flares, projection images, and radiosity; find out how the proper lighting can turn a good shot into a great shot.

XNA 3.0 Game Programming Recipes

A Problem-Solution Approach

Apress **Join the game development revolution today! XNA 3.0 greatly simplifies the development of your own games, lowering the barrier for programmers to get into game development. In XNA, you can start coding your games from the very start, a true revelation compared to other game programming environments. XNA doesn't sacrifice power for this ease of use—it is built entirely on DirectX technology. Completely updated for XNA 3.0, expert Riemer Grootjans brings together a selection of the hottest recipes in XNA programming for the Xbox 360, PC, and Zune. Advanced XNA programmers, experienced coders new to game development, and even complete beginners will find XNA 3.0 Game Programming Recipes an invaluable companion whether building games for fun or as commercial products.**

Langford's Starting Photography

The Guide to Great Images with Digital Or Film

Taylor & Francis **Originally written by leading photography writer and lecturer Langford, this authoritative classic has been updated for todays photographers by lecturer and bestselling author Andrews. A new chapter on digital workflow has been included and even more information added regarding digital photography, covering capture, edit, enhance, and print.**

Digital Macro and Close-Up Photography For Dummies

John Wiley & Sons **Master macro techniques and capture brilliant up-closephotos Macro photography uses specialty lenses and advanced digitalcameras to capture stunning up-close images. This book helps youunderstand the nuances of macro techniques so you can take uniqueand remarkable close-up digital photos. Equipment recommendations,helpful tips, and coverage of specialized elements that areexclusive to macro photography all aim to make you more savvy andcomfortable with macro and close-up techniques. In addition, theeasy-to-follow steps and suggested exercises go a long way to makeyou more familiar with your camera's capabilities so that you cantake fantastic photos. Introduces the techniques of macro photography and explores howto capture stunning close-up digital photos Reviews using macro lenses, extension tubes, reversing rings,and other camera equipment and accessories Shares tips for exposure and lighting techniques in the macroformat Addresses depth of field, working distance, and framing whenshooting Covers where to find subjects to shoot and setting up yourmacro studio With full-color examples and technique comparisons, this fun andfriendly book presents step-by-step guidance for taking yourclose-up photography skills to the next level.**

Contemporary Dance Lighting

The Poetry and the Nitty-Gritty

CRC Press **Contemporary Dance Lighting: The Poetry and the Nitty-Gritty dynamically guides students toward aesthetically, creatively, and skillfully becoming lighting designers for dance in the 21st century. The book is organized in three parts, covering everything from the aesthetic considerations of lighting for dance to the tools and technology designers use to create compelling artistry. Part I, "Beginnings" establishes context, explaining the structure of the book and illuminating the history of contemporary dance and lighting. Part II, "The Poetry" elaborates on the key artistic and aesthetic elements of contemporary dance lighting: visual narrative; controllable functions and qualities of light; use of space,**

color, and time; importance and intricacies of collaboration; and continual effects and evolution of technology. Part III, "The Nitty-Gritty" steers students through the technical knowledge and skills necessary to design lighting, including understanding your tools and positioning instruments; creating layered light plots; organizing extensive paperwork; and archiving. The dance Artifice, choreographed by Jerry Pearson, is sequentially explored throughout the book to convey key concepts. "Further Reflections" conclude each chapter, written by a diverse group of renowned professionals, inviting young designers directly into the world of lighting design. This textbook is for use in Lighting Design and Design for Dance Lighting courses at the university level, along with professional training programs.

Food Styling and Photography For Dummies

John Wiley & Sons Discover how to style and photograph food like the pros Whether you're taking shots for a foodie blog, advertisements,packaging, menus, or cookbooks, Food Styling & PhotographyFor Dummies shows you how to take the next step in your passionfor food and photography. This attractive, informative, and funguide to the fundamentals of food styling provides information onthe tools and techniques used by some of the most successfulindustry professionals. Food Styling & Photography For Dummies provides youwith the fundamentals of food styling and gives you the insidescoop on the tools and techniques used by some of the mostsuccessful industry professionals. Shows you how to translate taste, aroma, and appeal throughcolor, texture, and portion Includes techniques such as extreme close-ups, selective focus,and unique angles to create dramatic effect Detailed coverage on lighting and composition Tips for choosing the proper equipment and mastering the use ofcamera settings, lenses, and post-production software Advice for creating a professional personality and getting yourfood photography business off the ground Whether you're an amateur or professional food photographer,Food Styling & Photography For Dummies is a fun andinformative guide to photographing and arranging culinary subjectmatter.

Grammar of the Shot

CRC Press Tell effective visual stories by utilizing the "grammar of film and video with this elegant, modular reference. See what you absolutely need to know to put together your own film or video, shot by shot. Whether you're just learning how to frame a shot or simply looking for a refresher, Grammar of the Shot gives you a toolkit to help you build a successful visual story that flows smoothly. Understand the basic building blocks essential for successful shot lighting, screen direction, 3D elements, camera movement, and many general practices that make for richer, multi-layered visuals. Expand your visual vocabulary and help jumpstart your career in film and video. Get ample examples and further instruction on the new companion website. Designed as an easy-to-use reference, Grammar of the Shot presents each topic succinctly with clear photographs and diagrams illustrating the key concepts. Simple and easy to use, Grammar of the Shot is a staple of any filmmaker's library.

Introducing Maya 2011

John Wiley & Sons A practical, step-by-step guide to Maya 2011 Four previous editions can't be wrong: this book is the perfect introduction to 3D and Maya. Learn to build and animate your own digital models and scenes with step-by-step instruction and fun and practical examples, while you draw inspiration from the striking examples included from talented Maya users. You'll create a simple animation of the planets in the solar system, learn to model a human hand and a decorative box—among other projects—and master all essential tools. Provides a thorough, step-by-step introduction to Maya 2011 Explains the core concepts of CG and working in 3D Covers modeling, rigging, HDRI lighting, mental ray rendering, and more Provides project files on CD and walks you through the creation of several projects; the CD also includes images, movies, and scene files Includes a color insert with pages of striking examples from talented Maya beginners Build your Maya and animation skills from the ground up with this practical, thorough guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. For Instructors: Teaching supplements are available for this title.

Science of Goal Formulation

CRC Press This work contains the proceedings of a meeting held by 18 American and Soviet scholars on the state of cybernetics and systems theory in their two countries. American interest focused on the observation of systems, whilst Soviet interest focused on mathematical modelling.

The Photographic News

A Weekly Record of the Progress of Photography

Software Configuration Management Patterns

Effective Teamwork, Practical Integration

Addison-Wesley Professional **This volume examines proven software configuration management strategies to allow professionals to deliver quality software systems with the least amount of wasted effort. It is designed to help managers build and foster a development environment focused on producing optimal teamwork.**

The Domestic World

Alphabetical list of words with descriptions of how they pertain to society and domestic pursuits of the day.

Canon EOS 70D

From Snapshots to Great Shots

Peachpit Press **The successor to Canon's popular, now-three-year-old EOS 60D "prosumer" DSLR, the Canon 70D is a powerful camera intended for advanced amateurs to professionals who want to jump into photography with the control and capabilities of a DSLR–but without the high price. There's the manual, of course, as well as competing books, and while they all explain, often in 400+ pages, what the camera can do, none of them shows exactly how to use the camera to create great images! This book has one goal: to teach Canon EOS 70D owners how to make great shots using their camera. Starting with the top ten things you need to know about the 70D–charging your battery, setting your ISO, reviewing your photos, and more–professional photographer and author Nicole S. Young then carefully guides you through the modes of the camera, offering practical advice on choosing your settings, expert shooting tips, and end-of-chapter "challenges" to get you up and running with your 70D. The 70D is slated for availability in late September 2013. Features include: - 20.2 Megapixel CMOS sensor - ISO 100—12,800 (expandable to 25,600) for shooting from bright to dim light. - A 19-point all cross-type autofocus system - A 7 frames-per-second continuous shooting capability - In-camera features like HDR, HDR Backlight Control, Multiple Exposure, Handheld Night Scene, and Creative Filters - A 3-inch Clear View LCD monitor - And much more!**

Unity Game Development Cookbook

Essentials for Every Game

O'Reilly Media **Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step**

in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

Mastering Autodesk Revit Architecture 2016

Autodesk Official Press

John Wiley & Sons **The Autodesk-endorsed guide to real-world Revit Architecture mastery Mastering Autodesk Revit Architecture 2016 provides focused discussions, detailed exercises, and compelling, real-world examples to help you get the most out of the Revit Architecture 2016 software. Information is organized to reflect the way you learn and implement Revit, featuring real-world workflows, in-depth explanations, and practical tutorials that help you understand Revit and BIM concepts so you can quickly start accomplishing vital tasks. The thorough coverage makes this book an ideal study guide for those preparing for Autodesk's certification exam. The companion website features before-and-after tutorials, additional advanced content, and video on crucial techniques to help you quickly master important tasks. This comprehensive guide walks you through the software to help you begin designing quickly. Understand basic BIM concepts and the Revit interface Explore templates, work-sharing, and project management workflows Learn modeling, massing, and visualization techniques for other industries Work with complex structures, annotation, detailing, and much more To master what is quickly becoming an essential industry tool, Mastering Revit Architecture 2016 is your ultimate practical companion.**

Unity Game Development in 24 Hours, Sams Teach Yourself

Sams Publishing **In just 24 sessions of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 4 game engine at the heart of Temple Run and many other sizzling-hot mobile games! You'll learn everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Unity 4 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… Create and work with game objects, Unity's fundamental building blocks Work efficiently with Unity's graphical asset pipeline Apply shaders and textures to any 3D object Sculpt stunning game worlds with Unity's terrain and environmental toolsets Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable, reusable game objects with prefabs Implement easy, intuitive game user interfaces Create amazing effects with Unity's new Shuriken particle system Leverage the full power of Unity's new Mecanim animation system Integrate ambient 2D/3D audio into your games Use mobile device accelerometers and multi-touch displays Modify a desktop game for mobile platforms Apply the "finishing touches" and deploy your game**

Television Production

CRC Press **Television Production offers you a very practical guide to professional TV and video production techniques. You will find straightforward description and explanations of the equipment you will use, and discover the best ways to use it. You will also learn how to anticipate and quickly overcome typical everyday problems. You will explore in detail all the major features of television production, learning the secrets of top-grade camerawork, persuasive lighting techniques, effective sound treatment, as well as the subtle processes of scenic design and the art of video editing. Successful program-making is about communication and persuasion. It is not merely a matter of knowing which buttons to press, but how to influence and persuade your audience, hold their attention, develop their interest, and arouse their emotions. This book tells you how to do all this - and much more. The fourteenth edition has been completely revamped: * New: Coauthor Jim Owens brings his wealth of teaching and international broadcasting experience * New: In brilliant full color for the first time, hundreds of new photos and illustrations demonstrate the techniques presented in the book * New: Thoroughly overhauled with the latest developments in tools and technology * New: Focus on the latest equipment, delivery methods, and convergence of digital technology**

Real-Time 3D Rendering with DirectX and HLSL

A Practical Guide to Graphics Programming

Addison-Wesley Professional **Get Started Quickly with DirectX 3D Programming: No 3D Experience Needed This step-by-step text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support libraries. Next, you'll discover shader authoring with HLSL. You'll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You'll write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you'll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You'll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you'll create a flexible effect and material system to integrate your shaders. Finally, you'll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You'll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models. You don't need any experience with 3D graphics or the associated math: Everything's taught hands-on, and all graphics-specific code is fully explained. Coverage includes • The Direct3D API and graphics pipeline • A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library • Free and low-cost tools for authoring, debugging, and profiling shaders • Extensive treatment of HLSL shader authoring • Development of a C++ rendering engine • Cameras, 3D models, materials, and lighting • Post-processing effects • Device input, component-based architecture, and software services • Shadow mapping, depth maps, and projective texture mapping • Skeletal animation • Geometry and tessellation shaders • Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine architecture**

A Portable Cyclopaedia; Or, Compendious Dictionary of Artis and Sciences, Including the Latest Discoveries. By C.T. Watkins, A.M

Exploring Color Photography Fifth Edition

From Film to Pixels

Taylor & Francis **The classic book on color photography is back in print and completely revamped for a digital photography audience! Learn from step-by-step instruction, illustrative charts, and unbelievably inspirational imagery in this guide meant just for color photographers. World renowned artists give you insight as to "how they did that" and the author provides challenging assignments to help you take photography to a new level. With aesthetic and technical instruction like no other, this book truly is the bible for color photographers. Be sure to visit the companion website, featuring portfolios and commentary by contemporary artists: www.exploringcolorphotography.com**

eBay?Photos That Sell

Taking Great Product Shots for eBay and Beyond

John Wiley & Sons **"I've been an admirer of Dan Gookin since he wrote DOS For Dummies and spawned the For Dummies phenomenon. He takes things to a new level with this amazing and much needed book on practical product photography. Use his advice and you'll simply make more money. Highly recommended." —John C. Dvorak, columnist, PC Magazine**

Anyone can sell their stuff online. The challenge is to do it better than the competition and get the best possible results, every time. If you're attempting to sell your guitar on eBay, a photo of Aunt Pearl June strumming it in the backyard isn't likely to cut it. Does that mean you need to hire a professional photographer or invest in expensive equipment? Not if you follow the ingenious advice in this book! eBay Photos That Sell teaches home-spun entrepreneurs how to create professional-quality product photos using a standard digital camera and a few handy tricks and inexpensive techniques. With page after page of inspiring examples and expert insights, you'll figure out how to capture everything from hats to wineglasses to MP3 players. You'll understand what makes one photo better than another and discover how to create images that viewers connect with--ones that evoke the "I must have this" feeling. Ultimately, it will help you attract customers and make sales, without investing a lot of time or money. Inside, you'll learn how to: Follow the basic rules for taking crisp, well-lit shots that outshine the competition Set up shots quickly in your home or office Create props and accessories from inexpensive items found at home or the local hardware store Know how and when to use your camera's features, bells, and whistles to your advantage Take the time to set up your photograph properly so you don't have to fix things later Use photo-editing software to make final adjustments Learn to size and format your photos effectively for the Web Know when a simple black background is the best way to make your image pop Build a safe and organized place to store your pictures so you can easily find them

The Complete Guide to Food Photography

Rocky Nook, Inc.
The must-have guidebook for creating great food photographs!

The Complete Guide to Food Photography is a visually stunning, eminently useful, and comprehensive resource for creating fantastic food photographs. In this book, professional food photographer Lauren Short teaches you her entire image-making process, as she covers lighting, composition, styling, storytelling, editing, and processing great food photographs.
In the first part of the book, Lauren covers the core concepts, where you'll learn:

   • How to work with both natural and artificial light (as well as modifiers)

   • The tools, guides, and rules of composition for food photography

   • Techniques, tips, and tricks for styling your food so it looks its best

   • How to build a story with the use of backgrounds, props, and other supporting elements

   • Processing, retouching, and compositing techniques to finish your image

Additionally, Lauren explains the *why* behind her creative decisions. By understanding her decision-making process and walking through her problem-solving techniques, you'll become better equipped to make informed creative decisions so you can excel at food photography, no matter what scenarios you encounter.

In the second part of the book, Lauren walks you through multiple case studies of complete, start-to-finish shoots so that you can see every aspect of her image-making process and understand how it all comes together. Each case study also includes a link to a full video for each shoot so that you can easily follow along.

Filled with beautiful imagery as well as behind-the-scenes photos and helpful diagrams, *The Complete Guide to Food Photography* is a must-have for any food photographer looking to create images that stand out from the crowd.

IMovie 3 for Mac OS X

Peachpit Press **Discusses how to select and use a digital camcorder, how to ensure quality composition and coverage, how to adjust lighting and audio, how to edit images and audio, and how to display movies.**

Making a Game Demo

From Concept to Demo Gold

Wordware Publishing, Inc. **Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo.Discover how the use of documentation can help you organize the game design process; understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking.The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more!**

Painting Boats and Harbors

Courier Corporation **Artists who love the sea will treasure this illustrated guide with advice on technique, color, and composition. Ballinger shows how to paint seaworthy vessels, calm and stormy waters, sea birds, the sky, and more. 8-page color insert.**

Television Production Handbook, 12th

Cengage Learning **In the field-defining text TELEVISION PRODUCTION HANDBOOK, author Herbert Zettl emphasizes how production proceeds in the digital age-from idea to image-and how it moves through the three major phases, from preproduction to production to postproduction. In this context, Zettl describes the necessary tools, considers what they can and cannot do, and explains how they are used to ensure maximum efficiency and effectiveness. This edition features the latest digital equipment and production techniques, including including stereo 3D, 3D camcorders, 4K and 8K digital cinema cameras, portable switchers, LED lighting instruments, and digital lighting control systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.**

Minor Works

A Hydroponic Herb Garden-indoor

Lulu.com **This book will show you how to build and use a flood and drain hydroponic garden. Using the English System of measurement a complete set of plans with 68 CAD drawings. Written instructions and comments, with 11 CAD figures will guide you in building and using the Herb Garden. The parts list has 43 items. Most are from your local stores with one or two items ordered over the Internet. The Herb Garden's over all dimensions are 5'-6" tall, 6'-8" long and 2' wide. Place near a drain and tap water source such as a sink. Use common hand tools to build it. The energy used is less than a 200 watt light bulb. High quality fluorescent plant light tubes that help produce low light plants like dill, parsley and leafy green plants up to 16" tall. Using fertilizer crystals that dissolve in tap water makes a very inexpensive nutrient solution. The plants grow well in the same temperature that you are comfortable with.**

Feature and Narrative Storytelling for Multimedia Journalists

CRC Press **Feature and Narrative Storytelling for Multimedia Journalists is the first text that truly focuses on the multimedia and documentary production techniques required by professional journalists. Video and audio production methods are covered in rich detail, but more importantly, various storytelling techniques are explored in depth. Likewise, author Duy Linh Tu tackles the latest topics in multimedia storytelling, including mobile reporting, producing, and publishing, while also offering best practices for using social**

media to help promote finished products. Whether you're a student, a professional seeking new techniques, or simply looking to update your skills for the new digital newsroom, this book will provide you with the information and tools you need to succeed as a professional journalist. Integrated: The lessons in this book deftly combine traditional media production principles with storytelling craft. It is written with the perspective of modern professional journalists in mind. Practical: While rich with theory, this text is based on the real-world work of the author and several of his colleagues. It features Q&As with some of the best editors and video producers from top publications, including NPR, Vice, and Detroit Free Press, as well as profiles of leading video news organizations such as Frontline, Mediastorm, and Seattle Times. Proven: The author uses pedagogy from the world-renowned Columbia Journalism School as well as case studies from his own award-winning work. Interactive: The text is exercise- and drill-based, and the companion website provides multimedia examples and lesson files, as well as tutorials, case studies, and video interviews.

The Sunday Magazine

An Introduction to General Systems Thinking

Dorset House Publishing Company, Incorporated **For more than twenty-five years, An Introduction to General Systems Thinking has been hailed as an innovative introduction to systems theory, with applications in computer science and beyond. Used in university courses and professional seminars all over the world, the text has proven its ability to open minds and sharpen thinking.Originally published in 1975 and reprinted more than twenty times over a quarter century-and now available for the first time from Dorset House Publishing-the text uses clear writing and basic algebraic principles to explore new approaches to projects, products, organizations, and virtually any kind of system.Scientists, engineers, organization leaders, managers, doctors, students, and thinkers of all disciplines can use this book to dispel the mental fog that clouds problem-solving. As author Gerald M. Weinberg writes in the new Preface to the Silver Anniversary Edition, "I haven't changed my conviction that most people don't think nearly as well as they could had they been taught some principles of thinking."Now an award-winning author of nearly forty books spanning the entire software development life cycle-including The Psychology of Computer Programming: Silver Anniversary Edition and Exploring Requirements (with Donald C. Gause)-Weinberg had already acquired extensive experience as a programmer, manager, university professor, and consultant when this book was originally published.With helpful illustrations, numerous end-of-chapter exercises, and an appendix on a mathematical notation used in problem-solving, An Introduction to General Systems Thinking may be your most powerful tool in working with problems, systems, and solutions.**

The Nautical Magazine

A Journal of Papers on Subjects Connected with Maritime Affairs

Software Product Assurance

Techniques for Reducing Software Risk

Elsevier Publishing Company **Motivation; Learning The vocabulary; The elements of software product assurance; Establishing and maintaining control; Knowing about discrepancies in software products; Bookkeeping; Can Product assurance really work ?**

The Engineer

Skin

The Complete Guide to Digitally Lighting, Photographing, and Retouching Faces and Bodies

John Wiley & Sons **Revised and thoroughly updated, this practical guide to photographing people is better than ever! What is the color of skin? You may think you know, until you enter the world of digital photography and try to reproduce what you see. Differences in software, lighting, computer calibration—everything has an impact on color. And that's all before you get into differences between people in terms of skin types, ethnicities, age, gender, and more! Hollywood-based photo-illustrator Lee Varis guides you step-by-step through the maze. This new edition covers the very newest trends and techniques in photographing, lighting, and editing skin—and offers plenty of tips, examples, and valuable advice from the author's own professional experience in the field. Shows you how to digitally capture all skin types: male, female, young, old, different skin tones and ethnicities, with makeup or without, wrinkled, tattooed, and more Covers a wealth of topics in addition to photo editing, such as how to obtain model releases and compose shots, how to shoot groups, and how to create promotional headshots Incorporates the latest on working with Photoshop and Lightroom Showcases exceptional work from a variety of photographers and artists If you're photographing people, you'll want this valuable and unique guide on your shelf.**

Linux Smart Homes For Dummies

John Wiley & Sons **A Linux smart home is about controlling and monitoring devices and information around your home using a standard personal computer, Linux, and its vast array of open source tools. You don't have to be a master programmer to create one. If you like to tinker with Linux, Linux Smart Homes For Dummies will guide you through cool home automation projects that are as much fun to work on as they are to use. Home automation used to be limited to turning on lights and appliances, and maybe controlling your thermostat and lawn sprinkler, from your computer. While you still might not be able to create all the Jetsons' toys, today you can also Build a wireless network Create and set up a weather station Automate your TV and sound system Spy on your pets when you're not home Set up an answering system that knows what to do with calls Increase your home's security If you know how to use Linux and a few basic development tools — Perl, the BASH shell, development libraries, and the GNU C compiler—Linux Smart Homes For Dummies will help you do all these tricks and more. For example, you can Discover the best sources for Linux-based home automation devices Set up a wireless network, create a wireless access point, build a bridge between wired and wireless networks, and route your own network traffic Build a personal video recorder with MythTV that will record to DVD, or set up a wireless streaming music system Create a smart phone system that takes messages and forwards them to your fax, modem, or answering machine Build a weather station that notifies you of severe weather alerts Control and secure your home automation network, and even check on your house when you're away The bonus CD-ROM includes all kinds of cool open source software for your home automation projects. Linux Smart Homes For Dummies even includes lists of cool gadgets to check out and great ways to automate those boring household chores. A smart home's a happy home!**

CINEMA 4D

The Artist's Project Sourcebook

CRC Press **Make the creative leap to 3D. Realize your artistic vision with this treasure chest of instructional projects. Get the essential concepts and techniques without drowning in the technical complexities. This new edition is an artist's sourcebook for the visionary in you that wants to master 3D-and have fun in the process. It serves as a complete guide for the creative use of CINEMA 4D R10 and all of its modules. This new edition features an engaging full-color presentation of short, playful projects show you how to put this powerful toolset to work. You will master R10's improved workflow, scene management, enhanced animation timeline and searchable object manager, as well as its: * MOCCA 3 system, including Joints, Skin Objects, the Weight Tool, the Morph Tool, Visual Selector and Clothilde * MoGraph module for motion graphics, type manipulation and the animation of multiple**

forms * Bodypaint 3D for applying 2D drawing and painting skills to 3D models * Advanced modeling tools such as the Brush tool * Interface with third-party applications including Z-Brush, and Adobe's Creative Suite You also get inventive quick starts for other modules including Hair, Sketch and Toon, Advanced Render, Dynamics and Thinking Particles. The companion DVD is bursting to the brim with project source files, extra projects, tutorial movies, guest artist tutorials, inspirational galleries and unique C4D Teacher Files (C4D scenes with embedded step-by-step instruction).

Light Garden