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An Introduction to Astronomical Photometry Using CCDs - W. Romanishin 2014-08-08
An Introduction to Astronomical Photometry Using CCDsBy W. Romanishin
Electricity and Magnetism - Benjamin Crowell 2000

The Physics of Hockey - Alain Haché 2002-11-22
A professor of physics introduces readers to the science behind the sport of hockey, revealing the thermodynamics and mechanics of the game. (Sports & Recreation)
Essentials of Polymer Science and Engineering - Paul C. Painter 2008
"Written by two of the best-known scientists in the field, Paul C. Painter and Michael M. Coleman, this unique text helps students, as well as professionals in industry, understand the science, and appreciate the history, of polymers. Composed in a witty and accessible style, the book presents a comprehensive account of polymer chemistry and related engineering concepts, highly illustrated with worked problems and hundreds of clearly explained formulas. In contrast to other books, 'Essentials' adds historical information about polymer science and scientists and shows how laboratory discoveries led to the development of modern plastics."--DEStech Publications web-site.
Expert F# 4.0 - Don Syme 2015-12-31
Learn from F#'s inventor to become an expert in the latest version of this powerful programming language so you can seamlessly integrate functional, imperative, object-oriented, and query programming style flexibly and elegantly to solve any programming problem. Expert F# 4.0 will help you achieve unrivaled levels of programmer productivity and program clarity across multiple platforms including Windows, Linux, Android, OSX, and iOS as well as HTML5 and GPUs. F# 4.0 is a mature, open source, cross-platform, functional-first programming language which empowers users and organizations to tackle complex computing problems with simple, maintainable, and robust code. Expert F# 4.0 is: A comprehensive guide to the latest version of F# by the inventor of the language A treasury of F# techniques for practical problem-solving An in-depth case book of F# applications and F# 4.0 concepts, syntax, and features Written by F#'s inventor and two major F# community members, Expert F# 4.0 is a comprehensive and in-depth guide to the language and its use. Designed to help others become experts, the book quickly yet carefully describes the paradigms supported by F# language, and then shows how to use F# elegantly for a practical web, data, parallel and analytical programming tasks. The world's experts in F# show you how to program in F# the way they do!
ASVAB For Dummies - Jennifer Lawler 2003-01-31
If you want to get into the military, you have to take the Armed Services Vocational Battery (ASVAB). Anyone eligible for military service can take the ASVAB, so you can also use the ASVAB for other purposes, such as finding out what you're good at, in case you want to attend vocational school or college. In addition, you can also use the test to help you better understand your skills, for when you enter the job market. And the best thing is, it absolutely free. And while the ASVAB may not be rocket science, it can be very tricky and you don't want to tackle it without some help. With this book as your guide, you'll quickly gain the knowledge and confidence you need to pass the ASVAB with flying colors. Written by a professional test-prep coach and a retired military man, it arms you with: A comprehensive review of all test subjects Practice problems to sharpen your skills Three complete sample tests Guidance on which tests are important to your military career Study techniques that will give you a competitive edged Tips on how to compute yours scores Information on the scores required for specific military jobs ASVAB For Dummies provides in-depth coverage of all ten ASVAB subsets. You get clear easy-to-understand reviews of all the basic concepts, formulas, and skills you need to answer every type of question in every subset. And you get dozens of mini-tests and practice problems

that help you understand what areas you're strong in and which ones still need work. In not time, you'll: Pump up your vocabulary and reading comprehension skills and ace the verbal subsets Bone up on arithmetic procedures and mathematics concepts—and wrack up the points Get into gear with basic mechanical, auto shop, and electronics knowledge and cruise through the tests Quickly review basic science principles and score like a rocket scientists! ASVAB For Dummies is your complete tactical guide to improving your scores—on the double.
Handbook of Emerging Communications Technologies - Rafael Osso 2018-10-08
Communication technologies change the way we live our lives-the ways we communicate and share information, the news, and our entertainment. The new millennium promises to bring some of the most volatile activity in the history of communications, as we continue to be bombarded by new standards and technologies. The near frenzy of corporate mergers and acquisitions accelerates technological development and can provide hints of what is to come. With the rapid appearance of new protocols, standards, and tools, it becomes increasingly difficult -and increasingly important-for communications professionals to remain up-to-date on new and emerging technologies. The Handbook of Emerging Communications Technologies: The Next Decade fills this gap. Until now, information on many of its topics, such as Multiprotocol over ATM, IP Multicasting, and RSVP, existed only as fragmented articles on the Internet or as complex feature specifications. In this landmark volume, 18 leading authorities each tackle one of the cutting edge technologies destined to shape the future. Each chapter Describes a technology and any standards on which it is based Discusses its impact on the communications field Forecasts its future direction Developed primarily for telecommunications specialists network managers, developers, and analysts, the Handbook of Emerging Communications Technologies: The Next Decade, offers the opportunity to acquire a deeper understanding of future technologies necessary to remaining current, and serves as a valuable reference guide for corporate executives, planners, and information managers-anyone seeking general knowledge about where the communications industry is heading.
Head First Physics - Heather Lang 2008-09-24
Wouldn't it be great if there were a physics book that showed you how things work instead of telling you how? Finally, with Head First Physics, there is. This comprehensive book takes the stress out of learning mechanics and practical physics by providing a fun and engaging experience, especially for students who "just don't get it." Head First Physics offers a format that's rich in visuals and full of activities, including pictures, illustrations, puzzles, stories, and quizzes -- a mixed-media style proven to stimulate learning and retention. One look will convince you: This isn't mere theory, this is physics brought to life through real-world scenarios, simple experiments, and hypothetical projects. Head First Physics is perfect for anyone who's intrigued by how things work in the natural world. You'll quickly discover that physics isn't a dry subject. It's all about the world we live in, encompassing everything from falling objects and speeding cars, to conservation of energy and gravity and weightlessness, and orbital behavior. This book: Helps you think like a physicist so you can understand why things really work the way they do Gives you relevant examples so you can fully grasp the principles before moving on to more complex concepts Designed to be used as a supplement study guide for the College Board's Advanced Placement Physics B Exam Introduces principles for the purpose of solving real-world problems, not memorization Teaches you how to measure, observe, calculate -- and yes -- how to do the math Covers scientific notation, SI units, vectors, motion, momentum conservation, Newton's Laws, energy conservation, weight and mass, gravitation and orbits, circular motion and simple harmonic motion, and much more If "Myth Busters" and other TV programs make you curious about our

physical world -- or if you're a student forced to take a physics course -- now you can pursue the subject without the dread of boredom or the fear that it will be over your head. Head First Physics comes to rescue with an innovative, engaging, and inspirational way to learn physics!

Learning 2D Game Development with Unity - Matthew Johnson 2014-12-12

The Unity Engine Tutorial for Any Game Creator ¿ Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. ¿ With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. ¿ This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. ¿ Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. ¿ Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play ¿

Give Me Liberty! An American History - Eric Foner 2016-09-15
Give Me Liberty! is the #1 book in the U.S. history survey course because it works in the classroom. A single-author text by a leader in the field, Give Me Liberty! delivers an authoritative, accessible, concise, and integrated American history. Updated with powerful new scholarship on borderlands and the West, the Fifth Edition brings new interactive History Skills Tutorials and Norton InQuizitive for History, the award-winning adaptive quizzing tool.

Seidel's Guide to Physical Examination - E-Book - Jane W. Ball 2017-12-21
Seidel's Guide to Physical Examination 9th Edition offers a uniquely interprofessional, patient-centered, lifespan approach to physical examination and health assessment. This new edition features an increased focus on patient safety, clinical reasoning, and evidence-based practice, along with an emphasis on the development of good communication skills and effective hands-on examination techniques. Each core chapter is organized into four sections – Anatomy and Physiology, Review of Related History, Examination and Findings, and Abnormalities – with lifespan content integrated into each area. Written by an author team comprised of advance practice nurses and physicians with specialties in the care of adults, older adults, and children, this one-of-a-kind textbook addresses health assessment and physical examination for a wide variety of disciplines. UNIQUE! Interprofessional, interdisciplinary approach, written by two advanced practice nurses and three physicians, with expertise in both pediatric and adult-geriatric health. UPDATED! Infectious outbreak content addresses the growing problem of global infectious disease outbreaks such as Zika and Ebola and the need for infection precautions. UNIQUE! Cross-references to Dains et al:Advanced Health Assessment & Clinical Diagnosis in Primary Care help you take "the next step" in your clinical reasoning abilities and provides a more seamless user experience. UNIQUE! Compassionate, patient-centered approach emphasizes developing good communication skills, use of effective hands-on examination techniques, and reliance on clinical reasoning and clinical decision-making. Integrated lifespan content includes separate sections in each chapter on Infants and Children, Adolescents, Pregnant Women, and Older Adults. NEW! Emphasis on clinical reasoning provides insights and clinical expertise to

help you develop clinical judgment skills. NEW! Enhanced emphasis on patient safety and healthcare quality, particularly as it relates to sports participation. NEW! Content on documentation has been updated with a stronger focus on electronic charting (EHR/EMR). NEW! Enhanced social inclusiveness and patient-centeredness incorporates LGBTQ patients and providers, with special a emphasis on cultural competency, history-taking, and special considerations for examination of the breasts, female and male genitalia, reproductive health, thyroid, and anus/rectum/prostate. NEW! Telemedicine, virtual consults, and video interpreters content added to the Growth, Measurement, and Nutrition chapter. NEW! Improved readability with a clear, straightforward, and easy-to-understand writing style. NEW! Updated drawing, and photographs enhance visual appeal and clarify anatomical content and exam techniques.

Exploiting Software: How To Break Code - Greg Hoglund 2004-09

Daily Language Review Grade 5 - Evan-Moor Educational Publishers 1998-03
This book includes Monday to Friday lessons for each day of a 36-week school year and short daily lessons. The Monday to Thursday lessons include two sentences to edit, including corrections in punctuation, capitalization, spelling, grammar, and vocabulary and three items practicing a variety of language and reading skills. Friday practice cycles through five formats: language usage, identifying and correcting mistakes, combining sentences, choosing reference materials and figurative speech (similes, metaphors). The pages are reproducible and the book includes a skills list and answer keys.

Sams Teach Yourself Unity Game Development in 24 Hours - Mike Geig 2014
A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Cognitive Load Theory - John Sweller 2011-04-07
Over the last 25 years, cognitive load theory has become one of the world's leading theories of instructional design. It is heavily researched by many educational and psychological researchers and is familiar to most practicing instructional designers, especially designers using computer and related technologies. The theory can be divided into two aspects that closely inter-relate and influence each other: human cognitive architecture and the instructional designs and prescriptions that flow from that architecture. The cognitive architecture is based on biological evolution. The resulting description of human cognitive architecture is novel and accordingly, the instructional designs that flow from the architecture also are novel. All instructional procedures are routinely tested using randomized, controlled experiments. Roughly 1/3 of the book will be devoted to cognitive architecture and its evolutionary base with 2/3 devoted to the instructional implications that follow, including technology-based instruction. Researchers, teachers and instructional designers need the book because of the explosion of interest in cognitive load theory over the last few years. The theory is represented in countless journal articles but a detailed, modern overview presenting the theory and its implications in one location is not available.

Querying Graphs - Angela Bonifati 2018-10-01
Graph data modeling and querying arises in many practical application domains such as social and biological networks where the primary focus is on concepts and their relationships and the rich patterns in these complex webs of interconnectivity. In this book, we present a concise unified view on the basic challenges which arise over the complete life cycle of formulating and processing queries on graph databases. To that purpose, we present all major concepts relevant to this life cycle, formulated in terms of a common and unifying ground: the property graph data model—the pre-dominant data model adopted by modern graph database systems. We aim especially to give a coherent and in-depth perspective on current graph querying and an outlook for future developments. Our presentation is self-contained, covering the relevant topics from: graph data models, graph query languages and graph query specification, graph constraints, and graph query processing. We conclude by indicating major open research challenges towards the next generation of graph data management systems.

Introducing 3ds Max 9 - Dariush Derakhshani 2011-01-11

Video game and feature-film artists have used 3ds Max to create Halo 2, King Kong, Myst V, and more. Now you can harness this popular animation software with the clear, step-by-step instructions in this easy-to-follow guide. This book breaks down the complexities of 3D modeling, texturing, animating, and visual effects. Clear-cut explanations, tutorials, and hands-on projects help build your skills and a special color insert includes real-world examples from talented 3ds Max beginners. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Unity for Absolute Beginners - Sue Blackman 2014-06-23
Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible, while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.

Classic Game Design - Franz Lanzinger 2019-06-14
You too can learn to design and develop classic arcade video games like Pong, Pac-Man, Space Invaders, and Scramble. Collision detection, extra lives, power ups, and countless other essential design elements were invented by the mostly anonymous designers at the early pioneering companies that produced these great games. In this book you'll go step by step, using modern, free software tools such as Unity to create five games in the classic style, inspired by retro favorites like: Pong, Breakout, Space Invaders, Scramble, and Pac-Man. All the source code, art, and sound sources for the projects are available on the companion files. You'll discover the fun of making your own games, putting in your own color graphics, adjusting the scoring, coding the AI, and creating the sound effects. You'll gain a deep understanding of the roots of modern video game design: the classics of the '70s and '80s. Features: Uses Unity, C#, Blender, GIMP, and Audacity to make five fun classic games 4-color throughout with companion files that include source code, art, and full projects (also available for downloading from the publisher by emailing proof of purchase to info@merclearning.com) Includes historical anecdotes direct from one of the fabled Atari coin-op programmers Detailed step-by-step instructions, dozens of exercises, and rules of classic game design Contains unique insights on applying classic game design concepts to modern games.

Developing 2D Games with Unity - Jared Halpern 2018-11-28
Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, XBox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way.

What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn.Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs.Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Elementary Differential Equations - William E. Boyce 2017-08-14
With Wiley's Enhanced E-Text, you get all the benefits of a downloadable, reflowable eBook with added resources to make your study time more effective, including: • Embedded & searchable equations, figures & tables • Math XML • Index with linked pages numbers for easy reference • Redrawn full color figures to allow for easier identification Elementary Differential Equations, 11th Edition is written from the viewpoint of the applied mathematician, whose interest in differential equations may sometimes be quite theoretical, sometimes intensely practical, and often somewhere in between. The authors have sought to combine a sound and accurate (but not abstract) exposition of the elementary theory of differential equations with considerable material on methods of solution, analysis, and approximation that have proved useful in a wide variety of applications. While the general structure of the book remains unchanged, some notable changes have been made to improve the clarity and readability of basic material about differential equations and their applications. In addition to expanded explanations, the 11th edition includes new problems, updated figures and examples to help motivate students. The program is primarily intended for undergraduate students of mathematics, science, or engineering, who typically take a course on differential equations during their first or second year of study. The main prerequisite for engaging with the program is a working knowledge of calculus, gained from a normal two] or three] semester course sequence or its equivalent. Some familiarity with matrices will also be helpful in the chapters on systems of differential equations.

PoC or GTFO - Manul Laphroaig 2017-10-31
This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC||GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features more than 80 technical essays from numerous famous hackers, authors of classics like "Reliable Code Execution on a Tamagotchi," "ELFs are Dorky, Elves are Cool," "Burning a Phone," "Forget Not the Humble Timing Attack," and "A Sermon on Hacker Privilege." Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text.

Beginning 3D Game Development with Unity - Sue Blackman 2011-08-18
Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also

have an assortment of reusable scripts and art assets with which to build future games.

Farming Simulator Modding For Dummies - Jason van Gumster 2014-08-18
Learn the basics of 3D modeling for the popular Farming Simulator game Do you want to get started with creating your own vehicles, maps, landscapes, and tools that you can use in the game and share with the Farming Simulator community? Then this is the resource for you! With the help of Jason van Gumster, you'll get up and running on everything you need to master 3D modeling and simulation—and have fun while doing it! Inside, you'll find out how to create and edit maps, start using the material panel, customize your mods by adding texture, use the correct file-naming conventions, test your mod in single and multiplayer modes, get a grip on using Vehicle XML, and so much more. There's no denying that Farming Simulator players love modding—and now there's a trusted, friendly resource to help you take your modding skills to the next level and get even more out of your game. Written in plain English and packed with tons of step-by-step explanations, Farming Simulator Modding For Dummies is a great way to learn the ropes of 3D modeling with the tools available to you in the game. In no time, you'll be wowing your fellow gamesters—and yourself—with custom, kick-butt mods. So what are you waiting for? Includes an easy-to-follow introduction to using the GIANTS 3D modeling tools Explains how to export models to Blender, Maya, 3DS Max, or FBX Provides tips for using the correct image format for textures Details how to use Photoshop and Audacity to create custom mods for Farming Simulator Whether you're one of the legions of rabid fans of the popular Farming Simulator game or just someone who wants to learn the basics of 3D modeling and animation, you'll find everything you need in this handy guide.

Godot Engine Game Development in 24 Hours, Sams Teach Yourself - Ariel Manzur 2018-03-13
In just 24 sessions of one hour or less, this guide will help you create great 2D and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributorwalk you through building three complete games, offering advanced techniques you won't find anywhere else. 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 Godot engine programming tasks and techniques Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts, solutions, and problems to avoid Learn how to... · Install Godot, create projects, and use the visual editor · Master the scene system, and organize games with Scene Trees · Create 2D graphics, 3D graphics, and animations · Use basic and advanced scripting to perform many game tasks · Process player input from any source · Control game flow, configurations, and resources · Maximize realism with Godot's physics and particle systems · Make the most of 3D shaders, materials, lighting, and shadows · Control effects and post-processing · Build richer, more sophisticated game universes with viewports · Develop networked games, from concepts to communication and input · Export games to the devices you've targeted · Integrate native code, third-party APIs, and engine extensions (bonus chapter)

New Media - Leah A. Lievrouw 2009

Computational Complexity - Sanjeev Arora 2009-04-20
New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

Mastering the Art of Unreal Engine 4 - Blueprints - Ryan Shah 2014-06-15
Mastering the Art of Unreal Engine 4 - Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using this book, you'll be creating various small projects completely in blueprint. From this book, you'll be equipped with the know-how you'll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you'll also learn the secrets behind getting the most out of the beast of an engine.

Sams Teach Yourself Roblox Game Development in 24 Hours - 2020

Turning the World Inside Out - Robert Ehrlich 1988
Here is a collection of physics demonstrations costing very little to produce. Yet illustrating key concepts in amazingly simple and playful ways, Intended for instructors, students, and curious lay readers, these demonstration make use of easily accessible, everyday items.

IB Chemistry Course Book - Sergey Bylikin 2014-01
The most comprehensive match to the new 2014 Chemistry syllabus, this completely revised edition gives you unrivalled support for the new concept-based approach, the Nature of science. The only DP Chemistry resource that includes support directly from the IB, focused exam practice, TOK links and real-life applications drive achievement.

Unity Game Development in 24 Hours, Sams Teach Yourself - Ben Tristem 2015-11-16
In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you 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 game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

Magnetohydrodynamic Modeling of the Solar Corona and Heliosphere - Xueshang Feng 2019-08-01
The book covers intimately all the topics necessary for the development of a robust magnetohydrodynamic (MHD) code within the framework of the cell-centered finite volume method (FVM) and its applications in space weather study. First, it presents a brief review of existing MHD models in studying solar corona and the heliosphere. Then it introduces the cell-centered FVM in three-dimensional computational domain. Finally, the book presents some applications of FVM to the MHD codes on spherical coordinates in various research fields of space weather, focusing on the development of the 3D Solar-InterPlanetary space-time Conservation Element and Solution Element (SIP-CESE) MHD model and its applications to space weather studies in various aspects. The book is written for senior undergraduates, graduate students, lecturers, engineers and researchers in solar-terrestrial physics, space weather theory, modeling, and prediction, computational fluid dynamics, and MHD simulations. It helps readers to fully understand and implement a robust and versatile MHD code based on the cell-centered FVM.

Musical Instrument Design - Bart Hopkin 1996-01-01
This is an encyclopedic, large-format book containing hundreds of illustrations. While not geared toward making conventional instruments, Musical Instrument Design provides all the information that anyone (amateur or professional) should ever need to construct an amazingly wide variety of percussion, string, and wind instruments. Includes many designs along with parts lists and detailed construction instructions.

How to Accelerate Your Internet - Rob Flickenger 2006-10-01

Arduino Projects For Dummies - Brock Craft 2013-06-05
Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

Exploring Digital Design - Ina Wagner 2010-08-12

Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of the book Exploring Digital Design is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestøl, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practioners will also find the book useful. Overall, Exploring Digital Design provides an excellent introduction to, and resource for, research into digital design.

Linear Algebra: A Modern Introduction - David Poole 2014-03-19
David Poole's innovative LINEAR ALGEBRA: A MODERN INTRODUCTION, 4e emphasizes a vectors approach and better prepares students to make the transition from computational to theoretical mathematics. Balancing theory and applications, the book is written in a conversational style and combines a traditional presentation with a focus on student-centered learning. Theoretical, computational, and applied topics are presented in a flexible yet integrated way. Stressing geometric understanding before computational techniques, vectors and vector geometry are introduced early to help students visualize concepts and develop mathematical maturity for abstract thinking. Additionally, the book includes ample applications drawn from a variety of disciplines, which reinforce the fact that linear algebra is a valuable tool for modeling real-life problems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Advanced Information Systems Engineering Workshops - Xavier Franch 2013-06-20
This book constitutes the thoroughly refereed proceedings of eight international workshops held in Valencia, Spain, in conjunction with the 25th International Conference on Advanced Information Systems Engineering, CAiSE 2013, in June 2013. The 36 full and 12 short papers have undertaken a high-quality and selective acceptance policy, resulting in acceptance rates of up to 50% for full research papers. The eight workshops were Approaches for Enterprise Engineering Research (AppEER), International Workshop on BUSiness/IT ALignment and Interoperability (BUSITAL), International Workshop on Cognitive Aspects of Information Systems Engineering (COGNISE), Workshop on Human-Centric Information Systems (HC-IS), Next Generation Enterprise and Business Innovation Systems (NGEBIS), International Workshop on Ontologies and Conceptual Modeling (OntoCom), International Workshop on Variability Support in Information Systems (VarIS), International Workshop on Information Systems Security Engineering (WISSE).

Learn Unity for 2D Game Development - Alan Thorn 2013-10-25
2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices.