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Media & Culture

From Tim Weiner, winner of the Pulitzer Prize and the National Book Award, an urgent and gripping account of the 75-year battle between the US and Russia that led to the election and impeachment of an American

president. With vivid storytelling and riveting insider accounts, Weiner traces the roots of political warfare – the conflict America and Russia have waged with espionage, sabotage, diplomacy and disinformation – from 1945 until 2020. America won the cold war, but Russia is winning today. Vladimir Putin helped to put his chosen candidate in the White House with a covert campaign that continues to this moment. Putin’s Russia has revived Soviet-era intelligence operations gaining ever more potent information from—and influence over—the American people and government. Yet the US has put little power into its defense. This has put American democracy in peril. Weiner takes us behind closed doors, illuminating Russian and American intelligence operations and their consequences. To get to the heart of what is at stake and find potential solutions, he examines long-running 20th century CIA operations, the global political machinations of the Soviet KGB around the world, the erosion of American political warfare after the Cold War, and how 21st century Russia has kept the cold war alive. *The Folly and the Glory* is an urgent call to our leaders and citizens to understand the nature of political warfare – and to change course before it’s too late.

The Proudful Soul's Guide to Humility

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.

Calibre Manual

"It's raining outside, and Blue has planned a special scavenger hunt for all her friends to follow! Where will Blue's scavenger hunt lead? Find out in this interactive story."--P. [4] of cover.

A Source Book in Classical Analysis

Augmented reality (AR) is one of today's most fascinating and future-oriented areas of computer science and technology. By overlaying computer-generated information on views of the real world, AR amplifies human perception and cognition in

remarkable new ways. Do you like the virtual first-down line in football games on TV? That's AR. And AR apps are rapidly coming to billions of smartphones, too. Working in AR requires knowledge from diverse disciplines, including computer vision, computer graphics, and human-computer interaction (HCI). *Augmented Reality: Principles and Practice* integrates all this knowledge into a single-source reference, presenting the most significant AR work with scrupulous accuracy. Dieter Schmalstieg, a pioneer of both AR foundation and application, is drawing from his two decades of AR experience to clearly present the field. Together with mobile AR pioneer and research colleague Tobias Höllerer, the authors address all aspects of the field, illuminating AR from both technical and HCI perspectives. The authors review AR's technical foundations, including display and tracking technologies, show how AR emerges from the symbiosis of computer vision and computer graphics, introduce AR-specific visualization and 3D interaction techniques, and showcase applications from diverse industries. They conclude with an outlook on trends and emerging technologies, including practical pointers for beginning practitioners. This book is an indispensable resource for everyone interested in AR, including software and app developers, engineers, students and instructors, researchers, and hobbyists. For use in educational environments, the authors will provide a companion website containing slides, code examples, and other source materials.

The Folly and the Glory

Game Physics Cookbook

This book constitutes the refereed proceedings of the Second International Conference on Serious Games Development and Applications, SGDA 2011, held in Lisbon, Portugal in September 2011. The 13 revised full papers presented were carefully reviewed and selected for publication. Among the topics addressed are virtual reality, computer assisted learning, computer graphics, tutoring systems, e-learning, e-culture, and guiding systems.

Beginning Blender

Discover over 100 easy-to-follow recipes to help you implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques,

including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-

read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

Tower Crane Stability

Thom Magister's first adult paper doll book offers four hot paper dudes who enjoy wearing leather, denim, uniforms, and fetish gear. Each dude has seven different outfits, including cop, cowboy, and military styles, plus bondage accessories and more to convey a particular look. That adds up to almost 50 different fantasies you can explore with their help!

Mastering Mobile Forensics

An understanding of the developments in classical analysis during the nineteenth century is vital to a full appreciation of the history of twentieth-century mathematical thought. It was during the nineteenth century that the diverse mathematical formulae of the eighteenth century were systematized and the properties of functions of real and complex variables clearly distinguished; and it was then that the calculus matured into the rigorous discipline of today, becoming in the process a dominant influence on mathematics and mathematical physics. This Source Book, a sequel to D. J. Struik's Source Book in Mathematics, 1200-1800, draws together more than eighty selections from the writings of the most influential mathematicians of the period. Thirteen chapters, each with an introduction by the editor, highlight the major developments in mathematical thinking over the century. All material is in English,

and great care has been taken to maintain a high standard of accuracy both in translation and in transcription. Of particular value to historians and philosophers of science, the Source Book should serve as a vital reference to anyone seeking to understand the roots of twentieth-century mathematical thought.

The Twenty-First-Century Media Industry

This book provides for the first time a general overview of research activities related to location and map-based services. These activities have emerged over the last years, especially around issues of positioning, spatial modelling, cartographic communication as well as in the fields of ubiquitous cartography, geo-pervasive services, user-centered modelling and geo-wiki activities. The innovative and contemporary character of these topics has led to a great variety of interdisciplinary contributions, from academia to business, from computer science to geodesy. Topics cover an enormous range with heterogeneous relationships to the main book issues. Whilst contemporary cartography aims at looking at new and efficient ways for communicating spatial information the development and availability of technologies like mobile networking, mobile devices or short-range sensors lead to interesting new possibilities for achieving this aim. By trying to make use of available technologies, cartography and a variety of related disciplines look specifically at user-centered and context-aware system development, as well as new forms of supporting wayfinding and navigation systems. Contributions are provided in five

main sections and they cover all of these aspects and give a picture of the new and expanding field of Location Based Services and TeleCartography. Georg Gartner, Vienna, Austria William Cartwright, Melbourne, Australia Michael Peterson, Omaha, USA
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Black Enterprise

Tower cranes are a vital element in the construction process. There are around 1500 cranes in the UK and at any time around 1000 are in use. This document is intended to promote the safe design of foundations for, and use of, tower cranes through an improved understanding of temporary works design and health and safety issues.

The 48 Laws of Power

The art of negotiation—from one of the country's

most eminent practitioners and the Chair of the Harvard Law School's Program on Negotiation. One of the country's most eminent practitioners of the art and science of negotiation offers practical advice for the most challenging conflicts—when you are facing an adversary you don't trust, who may harm you, or who you may even feel is evil. This lively, informative, emotionally compelling book identifies the tools one needs to make wise decisions about life's most challenging conflicts.

Http Programming Recipes

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

Augmented Reality

Trouble just won't leave Shelby Hart alone. She's in her greenhouse, minding her own business, when the next thing she knows she's lying on the ground looking up. Someone tried to poison her. Right after she vowed not to snoop into murders anymore. But this killer isn't like the others. This one is a friend with a dark past. A past interwoven with the death of Shelby's father five years ago. Come along as Shelby and her quirky group of friends and relatives work to outrace a killer and find justice.

Ancient Egyptian Geography

With hundreds of thousands of mobile applications available today, your app has to capture users immediately. This book provides practical techniques to help you catch—and keep—their attention. You'll learn core principles for designing effective user interfaces, along with a set of common patterns for interaction design on all types of mobile devices. Mobile design specialists Steven Hooper and Eric Berkman have collected and researched 76 best practices for everything from composing pages and displaying information to the use of screens, lights, and sensors. Each pattern includes a discussion of the design problem and solution, along with variations, interaction and presentation details, and antipatterns. Compose pages so that information is easy to locate and manipulate Provide labels and visual cues appropriate for your app's users Use information control widgets to help users quickly access details Take advantage of gestures and other sensors Apply specialized methods to prevent errors and the loss of user-entered data Enable users to easily make selections, enter text, and manipulate controls Use screens, lights, haptics, and sounds to communicate your message and increase user satisfaction "Designing Mobile Interfaces is another stellar addition to O'Reilly's essential interface books. Every mobile designer will want to have this thorough book on their shelf for reference." —Dan Saffer, Author of Designing Gestural Interfaces

Location Based Services and

TeleCartography

Android Hacker's Handbook

This textbook is appropriate for use in graduate-level curricula in analog-to-digital conversion, as well as for practicing engineers in need of a state-of-the-art reference on data converters. It discusses various analog-to-digital conversion principles, including sampling, quantization, reference generation, nyquist architectures and sigma-delta modulation. This book presents an overview of the state of the art in this field and focuses on issues of optimizing accuracy and speed, while reducing the power level. This new, third edition emphasizes novel calibration concepts, the specific requirements of new systems, the consequences of 22-nm technology and the need for a more statistical approach to accuracy. Pedagogical enhancements to this edition include additional, new exercises, solved examples to introduce all key, new concepts and warnings, remarks and hints, from a practitioner's perspective, wherever appropriate. Considerable background information and practical tips, from designing a PCB, to lay-out aspects, to trade-offs on system level, complement the discussion of basic principles, making this book a valuable reference for the experienced engineer.

Digital Enterprise and Information Systems

This volume contains a unique selection of chapters

covering a wealth of contemporary topics in this ubiquitous and diverse system of cell signaling. It offers much more than the accessibility and authority of a primary text book, exploring topics ranging from the fundamental aspects of calcium signaling to its varied clinical implications. It presents comprehensive discussion of cutting-edge research alongside detailed analysis of critical issues, at the same time as setting out testable hypotheses that point the way to future scientific endeavors. The contributions feature material on theoretical and methodological topics as well as related subjects including mathematical modeling and simulations. They examine calcium signaling in a host of contexts, from mammalian cells to bacteria, fruit fly and zebrafish. With much of interest to newcomers to the field as well as seasoned experts, this new publication is both wide-ranging and authoritative. The chapter "Calcium Signaling: From Basic to Bedside" is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Analog-to-Digital Conversion

Blue's Best Rainy Day

If you feel empty and your faith has run dry, don't panic you're not alone. Some of the greatest heroes of the Bible had the same experience. They saw their faith dwindle to almost nothing. They found themselves questioning beliefs that once seemed unshakable. The great news is that God gives free

refills. The same Jesus who spoke with the sinful woman at the well, restored by walking on the water, calmed his disciples' fears during a storm, demonstrated love by washing dirty feet, and forgave one caught in adultery is ready to meet you today. And when you bring your cup nack to him, he's more than able to tip it off.

CompTIA Strata Study Guide Authorized Courseware

You Call Him Dr. Jones, Doll!: Extensive walkthrough for every adventure and tight situation in all three movies, including Free Play Mode! X Never, Ever Marks the Spot: Detailed area maps get you to your objectives as well as reveal the locations of artifact, parcels, and more! Dr. Jones, the Eminent Archeologist: Complete information on all characters' strengths and weaknesses, plus their unique weapons and abilities. Give Me the Whip!: Tips on how to unlock hidden characters, levels, and other goodies. Bonus Content: Concept Art Section! Guide covers Xbox 360, PS3, Nintendo Wii, PS2, PSP, and PC! Free Preview includes: The Lost Temple: Area 1 walkthrough, basics, and characters. Guide Update includes: Free Achievements, Parcels and Character/Item Codes!

Free Refill

This volume constitutes the refereed proceedings of the International Conference on Digital Enterprise and Information Systems, held in London during July 20 -

22, 2011. The 70 revised full papers presented were carefully reviewed and selected. They are organized in topical sections on cryptography and data protection, embedded systems and software, information technology management, e-business applications and software, critical computing and storage, distributed and parallel applications, digital management products, image processing, digital enterprises, XML-based languages, digital libraries, and data mining.

Designing Mobile Interfaces

Separation Process Principles with Applications Using Process Simulator, 4th Edition is the most comprehensive and up-to-date treatment of the major separation operations in the chemical industry. The 4th edition focuses on using process simulators to design separation processes and prepares readers for professional practice. Completely rewritten to enhance clarity, this fourth edition provides engineers with a strong understanding of the field. With the help of an additional co-author, the text presents new information on bioseparations throughout the chapters. A new chapter on mechanical separations covers settling, filtration and centrifugation including mechanical separations in biotechnology and cell lysis. Boxes help highlight fundamental equations. Numerous new examples and exercises are integrated throughout as well.

Calcium Signaling

This book is about the development of the planets. Not only how they positioned themselves over time and how they affected each other but also how people once had outposts on some of them. This isn't a fairy tale but some of the evidence provided here is not typically provided to everyone simply because it doesn't go along with what many people WANT to believe. If you are one of them, don't read this book.

Beginning PhoneGap

HTTP is the foundational protocol for exchanging information across the World Wide Web. With HTTP, you'll learn all about something you use on a daily basis, perhaps without realizing what goes on behind the scenes. You'll quickly learn about resources, requests and responses, safe and unsafe methods, connections, cookies, security, and so much more. Equipped with the information in this book, you'll be able to write better web apps and services, and debug them when something goes wrong. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

In Their Shoes

Develop the capacity to dig deeper into mobile device data acquisition About This Book A mastering guide to help you overcome the roadblocks you face when dealing with mobile forensics Excel at the art of extracting data, recovering deleted data, bypassing screen locks, and much more Get best practices to how to collect and analyze mobile device data and accurately document your investigations Who This Book Is For The book is for mobile forensics professionals who have experience in handling forensic tools and methods. This book is designed for skilled digital forensic examiners, mobile forensic investigators, and law enforcement officers. What You Will Learn Understand the mobile forensics process model and get guidelines on mobile device forensics Acquire in-depth knowledge about smartphone acquisition and acquisition methods Gain a solid understanding of the architecture of operating systems, file formats, and mobile phone internal memory Explore the topics of of mobile security, data leak, and evidence recovery Dive into advanced topics such as GPS analysis, file carving, encryption, encoding, unpacking, and decompiling mobile application processes In Detail Mobile forensics presents a real challenge to the forensic community due to the fast and unstoppable changes in technology. This book aims to provide the forensic community an in-depth insight into mobile forensic techniques when it comes to deal with recent smartphones operating systems Starting with a brief overview of forensic strategies and investigation procedures, you will understand the concepts of file carving, GPS analysis, and string analyzing. You will

also see the difference between encryption, encoding, and hashing methods and get to grips with the fundamentals of reverse code engineering. Next, the book will walk you through the iOS, Android and Windows Phone architectures and filesystem, followed by showing you various forensic approaches and data gathering techniques. You will also explore advanced forensic techniques and find out how to deal with third-applications using case studies. The book will help you master data acquisition on Windows Phone 8. By the end of this book, you will be acquainted with best practices and the different models used in mobile forensics. Style and approach The book is a comprehensive guide that will help the IT forensics community to go more in-depth into the investigation process and mobile devices take-over.

Learning from Museums

A number of high stakes conflicts — over net neutrality, streaming music, copyrights, the shifting fortunes of various media outlets, and divisive politics — continue to unfold over YouTube, Twitter, TV screens, and other mediated feeds. The speed at which these stories are consumed means that understanding the complex connections between the media and our culture is more important than ever. The new tenth edition of *Media & Culture* starts with the digital world students know and then goes further, focusing on what these constant changes mean to them. As always, *Media & Culture* brings together industry expertise, media history, and current trends for an exhilarating look at the media right now.

Through new infographics, cross-reference pages, and a new digital jobs feature, this edition offers the most contemporary and compelling examinations yet of how the media industries connect, interlock, and converge.

Service Oriented Mapping 2012

Offers detailed instruction in photographic skills, including selecting a digital camera, using point-and-shoot and other film cameras, making better prints, scanning and archiving, digital editing, and conceiving projects.

Deadly Greenhouse Gases

Passage after passage in Scripture makes this truth clear. The proud find the door closed to his inner sanctum, but those who demonstrate humility are welcomed there again and again.

The Ultimate Field Guide to Photography

1. Why statistics? 1; 2. Pattern out of chaos 4; 3. How to make error behave 7; 4. Is there a difference? 17; 5. Is there a relationship? 33; 6. The best-laid plans 48; 7. What does it all mean? 68; 8. The more things change, the more they are the same 84; Glossary of terms 91; Bibliography 100; Key to use of tables 101; Tables 104; Index 115.

Practical Statistics for Chemical Research

Amoral, cunning, ruthless, and instructive, this multi-million-copy New York Times bestseller is the definitive manual for anyone interested in gaining, observing, or defending against ultimate control – from the author of *The Laws of Human Nature*. In the book that *People* magazine proclaimed “beguiling” and “fascinating,” Robert Greene and Joost Elffers have distilled three thousand years of the history of power into 48 essential laws by drawing from the philosophies of Machiavelli, Sun Tzu, and Carl Von Clausewitz and also from the lives of figures ranging from Henry Kissinger to P.T. Barnum. Some laws teach the need for prudence (“Law 1: Never Outshine the Master”), others teach the value of confidence (“Law 28: Enter Action with Boldness”), and many recommend absolute self-preservation (“Law 15: Crush Your Enemy Totally”). Every law, though, has one thing in common: an interest in total domination. In a bold and arresting two-color package, *The 48 Laws of Power* is ideal whether your aim is conquest, self-defense, or simply to understand the rules of the game.

Lego Indiana Jones

An authoritative guide that prepares you for the Strata exam The CompTIA Strata certification relates to computer systems maintenance and is often the stepping stone for progression to CompTIA A+ certification. This study guide offers complete, authoritative coverage of the Strata exam objectives in clear and concise language. With this resource, you'll find all you need to know in order to succeed in

the exam. Along with gaining preventative maintenance skills, you will also develop the tools to complete troubleshooting and resolve common issues. Addresses the five key parts of the CompTIA Strata certification Offers thorough coverage of the Strata exam in a clear and concise manner Prepares you for troubleshooting and resolving common user issues Features practical examples, exam highlights, and review questions to enhance your learning experience CompTIA Strata Study Guide is essential reading if you are preparing to take the Strata certification exam.

Bargaining with the Devil

Calibre is an ebook library manager. It can view, convert and catalog ebooks in most of the major ebook formats. It can also talk to many ebook reader devices. It can go out to the Internet and fetch metadata for your books. It can download newspapers and convert them into ebooks for convenient reading. It is cross platform, running on Linux, Windows and OS X.

Serious Games Development and Applications

An array of careers are presented through a realistic examination of the work involved by professional women in their chosen occupations, including stories from actor Maura Tierney, editor Susan Schultz, and television series creator Shonda Rhimes.

Leathermen Paper Dudes

The Nile River was crucial to the growth of Egyptian civilization. Maps help illustrate the contrast between river and desert, and engaging text explains how geography influenced Egypt's settlement and migration patterns and even its religion. This book addresses people's relationship to their environment, a key social-studies concept.

Instructions on Wiring (Wire Obstacles)

The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis Covers Android application building blocks

and security as well as debugging and auditing Android apps Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security.

The ChemSep Book

The Twenty-First-Century Media Industry: Economic and Managerial Implications in the Age of New Media examines the role that new media technologies are having on the traditional media industry from a media management perspective. Consumer behaviors and consumer expectations are being shaped by new media technologies. They now expect information on-demand and on-the-go as well as at their finger-tips via the Internet. In order to stay relevant, traditional media managers and practitioners are adapting to these consumer demands and expectations by developing new business models and new business philosophies to stay competitive. The contributors to this volume explore the business strategies being implemented by some media industries such as newspapers and the recording industry who are struggling to not only remain competitive and profitable, but also to survive. The Twenty-First-Century Media Industry provides an intriguing examination of how traditional media industries are adapting to new media technologies and evolving in the twenty-first century.

Separation Process Principles with Applications Using Process Simulators, 4th Edition

Create cross-platform mobile apps without having to learn a new language! PhoneGap is an open source solution, ideal for web developers wanting to build cross-platform mobile apps without having to learn a new language. Using HTML, CSS, and Javascript, PhoneGap allows you to jump into the mobile world and develop apps for iPhone, Android, and the BlackBerry. Walks you through installing the development software Covers the basics of each of PhoneGap's functional units Introduces various projects you can build with the framework Discusses using HTML, CSS, JavaScript Explores the features accelerometer and compass Examines media, storage and files, camera, contacts, geolocation, and more Within Beginning PhoneGap, each new chapter builds on the lessons taught in the previous so that by the end of the book, you can have mobile apps up and running! "NOTE: Several significant changes to the PhoneGap software occurred shortly after this book was published. The author has written extra pages to address these and other changes. You can download the updates to this book from the book's support page on the Wrox website."

Evolution of the Planets

All about Pigging

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