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Flash MX Studio takes your raw Flash talent and multiplies its potency by focusing it on real-world web design situations. In the heady days of the late 1990s, designers were trying their hand at anything and everything they could lay their hands on. Now the marketplace is seriously focused, and serious Flash designers have to know exactly what they're doing and why. These days, it's all about functionality over experimentation, justification over style. It's all about maturity. The design must fit the job specs, and this book shows the reader how to fulfill these requirements and more. This book examines all the avenues open to professional or aspiring professional Flash MX designers. It takes a look at advanced uses of the new MX features, such as components and the Drawing API, and gives guidance on building whole new structures for animation, Dynamic Content, PHP, ColdFusion MX, XML, video, audio and audiovisual formats. Never before has so much power been so accessible to the web designer. This book is designed to put that power in your hands. Flash MX Studio has been broken into four sections to address the most common needs for the Flash designer. First off, Jamie McDonald provides five chapters on site presentation and the principles of web design. These opening chapters take a look at how to create slick, professional-level sites, involving Flash MX's new drawing and motion capabilities and interactive techniques. The second section concentrates on ActionScript. Flash's resident coding environment is crucial to master, and taps into Flash's great strength—intuitive and interactive applications. Keith Peters and Todd Yard have buddied up on this section, and examine some of the most advanced ActionScript techniques around. Be warned—this section is not for the faint-hearted! Section three takes a

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look at Flash MX's greatly improved visual, audio and audiovisual capabilities. Its three chapters, written by Jez Turner and Alex White, concentrate on building a single site aimed at displaying rich media content. The final section is devoted to expounding a few myths about dynamic content using Flash. Its four chapters talk about general practice, before focusing in on specific areas, including introductions to PHP and XML, together with a look at Macromedia's brand new ColdFusion MX.

Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks.

In his best-selling book *Creative Photoshop*, award-winning artist Derek Lea has already shown the digital art world how to create stunning, sophisticated works of art using Photoshop. Now, he goes one step further in this all-new book to demonstrate his unique methods for

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using Photoshop in conjunction with other software packages. Derek's first-class images will inspire you to think creatively about the ways in which you can use Photoshop alongside other popular programs such as Illustrator and Poser to take your own art to the next level. In addition to invaluable advice on how to create static works of art, Derek's also included plenty of material on creating motion-oriented art using Photoshop with programs like Flash and After Effects. Whether you are a digital artist, illustrator, cartoonist, graphic artist, designer, or serious hobbyist working for print or the web, this fantastic new book will open your eyes to a whole new world of digital art that's never before been uncovered. Challenge yourself and discover the more artistic aspects of these programs with one of the world's best teachers by your side. Be sure to visit www.beyondphotoshopthebook.com for more information including all of the sample images from the book to work with, a reader forum, and more.

If you already know your way around Photoshop and Painter and want to use these amazing programs to take your skills further, this book is for you! Much more than a simple "how-to" guide, Susan Ruddick Bloom takes you on a full-fledged journey of the imagination and shows you how to create incredible works of fine art. Supplemented by the work of 20+ world renowned artists in addition to Sue's own masterpieces, you'll learn how to create watercolors, black and white pencil sketches, texture collages, stunning realistic and fantastical collages, and so much more, all from your original photographs. If you are eager to dive into the world of digital art but need a refresher on the basics, flip to Sue's essential techniques chapter to brush up on your Photoshop and Painter skills, and you'll be on your way in no time. Whether you're a novice or an established digital artist, you'll find more creative ideas in this book than you could ever imagine. Fully updated for new versions of Painter and Photoshop and including

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brand new work from contemporary artists, Digital Collage and Painting provides all the inspiration you need to bring your artistic vision to light.

"A sumptuous, beautiful collection of cyborgs, sushi, and monsters—this book is a feast for the eyes and a phosphorescent display of creativity. Other than watching an octopus make love to a rainbow, I can't think of anything I'd rather stare at than this book." – Matthew Inman, creator of The Oatmeal It's adorable, explosive and has more chibis than an Akibahara game store. Welcome to the whimsical world of Cute Grit, the digitally rendered pop art debut by video game developer and artist Enfu. Comprised of over 1,000 illustrations, this fantastical collection explores the intersections between video games, art and the Asian American experience through the lens of Enfu's wild, east-meets-west style. Re-discover your favorite game villains, cartoon characters, icons and cityscapes in a digital universe where Enfu unites the loveable, the warped, and the fantastic in a world both foreign and familiar, sweet and surly, gritty and cute. Ken "Enfu" Taya enjoys his day job in the video game industry as a developer for titles such as Halo 3 (XBO 360) and Scribblenauts Unmasked (WiiU, PC, 3DS). His commissioned illustrations and murals can be seen in stores and restaurants across the Pacific Northwest, and his popular bilingual comic, I Fart Rainbow, enjoys success in print and digital media outlets. Other Enfu collaborative projects include Enfu Snaps hats, Bombsheller leggings, and customized t-shirts. His first indie game, Matchfu, is set to release in late 2014. Ken Taya lives in Bellevue, Washington, with his wife and

daughter.

DMC Color Chart for Diamond Painting Art. Chart 1 - DMC by numbers with colors, names, codes, and columns to glue leftover beads. (5d and 3d drills) Chart 2 - DMC by numbers with numbers and colors. Chart 3 - DMC by shades with numbers and colors. Chart 4 - DMC by numbers with colors, names, codes, and columns to glue leftover beads, with the beautiful background design. This book has all the colors and numbers you need to keep track of your inventory. You get several charts, sorted by numbers or shades, to match colors and codes easily as required. Pages are single-sided, so you can cut off, use them separately, and share with friends. Features: Suitable for kids and adults. Professionally bound so the pages won't fall out after a few weeks of use. Please, treat these charts as a guide only. The colors may vary slightly in reality because there are many drills manufacturers. It's a perfect gift idea for every diamond painting lovers. Don't delay. Buy now, and enjoy your diamond painting journey! Features 24 colors, their characteristics, and combinations that look fabulous in quilts. The idea of holding this workshop on "The Jllilky Way" arose at the conference dinner of a meeting on "Regions of Recent Star Formation" held at Penticton in June 1981. Leo Blitz (now at the University of Maryland) and I decided that there was a need, and agreed that we would organize one in Vancouver in the Spring of 1982. The purpose of the workshop was to have an intensive exchange of ideas between some of the most active workers in the field regarding the recent work which has been significantly

changing our concepts of the Milky Way. To achieve this we limited the number of participants, and planned the program so that there was ample time for discussion. The meeting appeared to work very well, both scientifically and socially, and this volume contains 50 of the 55 papers that were presented. The discussion was very lengthy, but since the papers were written up after the meeting many of the points raised have been in the publications, and it seems pointless to reproduce it incorporated here. Leo and I would like to thank the many people who helped to make the meeting a success: at UBC) and Frank J. Kerr (Provost of MPSE C.V. Finnegan (Dean of Science at the University of Maryland) who welcomed the participants on behalf of the sponsoring Universities. Bart Bok who opened the scientific proceedings, and Maarten Schmidt who gave the closing summary.

More and more people aspire to build their dream home - this practical handbook provides valuable, stage-by-stage advice on turning those dreams into reality.

This textbook will familiarize students in economics and business, as well as practitioners, with the basic principles, techniques, and applications of applied statistics, statistical testing, and multivariate data analysis. Drawing on practical examples from the business world, it demonstrates the methods of univariate, bivariate, and multivariate statistical analysis. The textbook covers a range of topics, from data collection and scaling to the presentation and simple univariate analysis of quantitative data, while also providing advanced analytical procedures for assessing multivariate relationships. Accordingly, it addresses all topics typically covered in university courses on statistics and advanced applied data analysis. In

addition, it does not limit itself to presenting applied methods, but also discusses the related use of Excel, SPSS, and Stata.

Includes the Proceedings of the New Zealand Geography Conference.

There has already been 6 issues of our magazine dedicated to military aircraft, and we are now seen as one of the best aircraft magazines worldwide. Under the editorship of Daniel Zamarbide and his team of collaborators, in this edition we will take you directly back to the The Battle of Britain. The magazine contains artwork from Romain Hugault, and many detailed articles of the highest quality, with clear photography.

Adobe Premiere is the world's most popular digital video editing application.

Covering the latest release of this top-selling technology, this lavishly illustrated guide contains step-by-step explanations of techniques to help users on all levels quickly create amazing video effects.

Beginning Ubuntu Linux: From Novice to Professional, Third Edition is the update to the best-selling first book introducing Ubuntu Linux. Adapted from Keir Thomas' best-selling "Beginning SUSE Linux: From Novice to Professional" (Apress, 2005), Keir sets out to guide readers through the most commonly desired yet confusing concepts and tasks confronted by new Linux users.

Purposely focused on end users to satisfy the growing interest in migrating away from windows to the increasingly mature Linux desktop platform, Beginning Ubuntu Linux serves as a guide to a rapid and transparent familiarization of those

features most treasured by general and power desktop users alike.

Color PlayEasy Steps to Imaginative Color in QuiltsC&T Publishing Inc

If ever there was a real pilot's aeroplane it was the Hunter, an outstanding multi-purpose aircraft which excelled in the roles of interceptor fighter, ground attack, reconnaissance, research vehicle and two-seater trainer, not to mention its dramatic displays in formation aerobatic performances. The Hawker Hunter is one of the world's greatest aircraft. For decades pilots have enthused about it, extolling the virtues of its smooth, aerodynamic lines, 4 x 30mm cannon, Rolls-Royce Avon engine, and its outstandingly honest handling characteristics combined with a lively performance. Who can ever forget the glory days of the unforgettable aerobatic displays with the Black Knights, Black Arrows and Blue Diamonds? This book vividly recalls operations in Europe with Fighter Command and 2nd TAF, and in Cyprus, the Middle East and the Far East, where Hunters in the ground-attack role operated against rebels in Aden and Malaysia respectively. The Hunter was undoubtedly a classic thoroughbred of its time from the stables of one of the finest fighter manufacturers in the world. Here, we read the details of it's fascinating story, told from the perspective of the men who actually flew this outstanding aircraft through history.

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