

Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

Explains how to access and create MySQL databases through PHP scripting, including authentication, network connectivity, session management, and content customization.

Bestselling author Bill Ball covers installing and configuring SuSE as well as general use and troubleshooting issues. CD-ROM includes SuSE version 6.2, which covers kernel 2.2.0 as well as a copy of Partition Magic and Boot Magic.

In just 21 days, users can go to beginner or intermediate to the capability level of performing more advanced system administrator functions. The book covers the workshop configuration for all major flavors of UNIX and fills the void other books leave by being too narrowly focused.

Complemented by a variety of suggested real-world applications, a introductory guide to Photoshop 6 utilizes screenshots and instructional captions to explain how to utilize such features as paths, masks, layers, filters, and Web Graphics to create a variety of interesting visual effects. Original. (Beginner)

Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours provides a greater understanding of and appreciation for Linux, and a working knowledge of each application in the office suite.

Newcomers will learn how to quickly maximize their

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

use and enjoyment of Corel's full-featured office suite for Linux.

"...the best graphics, easy-to-understand wording, and methodological approach. I appreciate the brevity and clarity..." - Deborah DiStasios

Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

This book teaches the reader everything he/she needs to know in order to use FreeBSD to its full potential. It will show individuals how to use the same FreeBSD power that Yahoo!, the Internet Movie Database, and many other high profile Internet sites depend on. Whether someone needs an enterprise class server, a small business server, or a dependable workstation, this book can be a very economical and powerful solution to your needs.

PHP et MySQL sont des technologies open-source idéales pour développer rapidement des applications web faisant appel à des bases de données. Cet ouvrage complet expose avec clarté et exhaustivité comment combiner ces deux outils pour produire des sites web dynamiques, de leur expression la plus simple à des sites de commerce électronique sécurisés et complexes. Il présente en détail le langage PHP, montre comment mettre en place et utiliser une base de données MySQL, puis explique comment utiliser PHP pour interagir avec la base de données et le serveur web. Les auteurs vous guident dans la réalisation d'applications réelles et

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

pratiques, que vous pourrez ensuite déployer telles quelles ou personnaliser selon vos besoins. Vous apprendrez à résoudre des tâches classiques comme l'authentification des utilisateurs, la construction d'un panier virtuel, la production dynamique de documents PDF et d'images, l'envoi et la gestion du courrier électronique, la connexion aux services web avec XML et le développement d'applications web 2.0 avec Ajax. Soigneusement mis à jour et révisé pour cette 4e édition, cet ouvrage couvre les nouveautés de PHP 5 jusqu'à sa version 5.3 et les fonctionnalités introduites par MySQL 5.1.

This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.

In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4. Using a straightforward, step-by-step approach, you'll gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You'll learn to use the Android SDK and open source software to design and build fast, highly playable games for the newest Android smartphones and tablets. 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

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at <http://www.jharbour.com> includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight—The Lost Colony (<http://www.starflightgame.com>). Learn how to... Install and configure the free development tools, including the Android 4 SDK, Java Development Kit, and Eclipse (or NetBeans) Use the Android graphics system to bring your game characters to life Load and manage bitmaps, and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer, gyroscope, compass, light detector, and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object-oriented programming techniques using inheritance and

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability

Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

Navigation 18 Using Mouse Actions to Modify Text
Display 19 Implementing CSS3 Transforms, Transitions,
and Animations PART IV: Advanced Web Site
Functionality and Management 20 Creating Print-
Friendly Web Pages 21 Understanding Dynamic Web
Sites and HTML5 Applications 22 Working with Web-
Based Forms 23 Organizing and Managing a Web Site
24 Helping People Find Your Web Pages

Learn how to deploy TCP/IP networks with this proven format for getting up to speed quickly with a new technology. Readers will understand the essentials of TCP/IP and how to implement them on a multi-vendor network, from the basics of Open Systems and Protocols to more advanced topics like application integration. As valuable to intermediate users as it is to advanced users, this guide offers the most efficient way for professionals to learn how to build custom databases using scripts, templates, and more. It combines a highly visual approach with step-by-step instructions, concise explanations of database techniques, and task-based learning.

This book covers all the most important topics for the reader who wants to get Red Hat Linux up and running and to become productive with the operating system as quickly as possible. The book covers topics such as installing, setting up, and negotiating the new desktop environment.

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

Rather than simply running down a list of GIMP's capabilities, this tutorial actually teaches graphic art techniques and Web

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

media creation using GIMP. The CD-ROM contains the latest GIMP release and the GIMP Toolkit, GTK+.

PHP 7 MySQL web PHP MySQL web PHP MySQL web PHP Internet web PHP MySQL PHP

Web?email ? PHP?5.6 MySQL # GOTOP Information Inc. Provides lessons on using Movable Type to build, administer, and maintain a Web site.

A guide for intermediate to advanced users offers expert advice on maximizing the Linux programming environment. Join an estimated 85% of the U.S. Linux market in using Red Hat's Linux distributions by learning it from a Fedora authority. Sams Teach Yourself Red Hat Fedora 4 All in One is a starter kit that will help you install, configure, and use Red Hat's Fedora 4 distribution and desktop applications. The easy-to-understand, step-by-step instructions will also show you how to: Use the OpenOffice.org productivity suite and other leading applications. Troubleshoot hardware issues and install new components. Set up a small Linux-based network to share files and resources. Also included is a DVD, which will provide you with the complete Fedora Core Linux distribution, OpenOffice.org desktop suite, and the leading applications for e-mail, Web browsing, and graphics. Find out how you can safely and reliably use Linux and Linux-based applications to accomplish your day-to-day work in the office and at home with Sams Teach Yourself Red Hat Fedora 4 All in One.

A guide to the Mandrake distribution of the open-source operating system covers installation, configuration, graphical

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

user interfaces, and accompanying applications

Preparing to use staroffice. Creating documents with starWrite. Creating spreadsheets starcalc. Working with presentations. Using internet and scheduling features in starOffice.

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.

Consisting of 24 one-hour lessons, this book teaches the reader how to quickly and easily write graphical programs for both X Windows-based systems, such as Linux and Microsoft Windows. Six sections guide the reader through the basic to advanced functions and shows how to apply that knowledge to make a Qt programming language.

In Full Color! In just 24 sessions of one hour or less, learn how to make your own animations, games, simulations, and interactive stories with MIT Media Lab's amazingly easy Scratch 2.0! Using this book's straightforward, step-by-step approach, you'll walk through everything from joining the global Scratch community to adding audio/video and sensing the outside environment. You'll learn to write reliable, efficient code and take advantage of millions of Scratch programs shared online. Every hands-on lesson builds upon what you've already learned, fully preparing you to create inspired projects of your own! Step-by-step instructions carefully walk you through the most common Scratch 2.0 programming tasks. Quizzes at the end of each chapter help you test your knowledge. Challenges give you the opportunity to extend upon what you've learned in each chapter and flex your new-found programming skills. 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 your first project Master basic features including the Stage, Backdrops, Sprites, and Costumes Make

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

things happen with Motion blocks Add sophisticated logic without complicated coding Use audio and video you capture with a webcam or microphone Include your own drawings in your projects Sense what your game's players are doing and interact with them Write programs that respond to outside changes such as temperature and touch Test your projects to find and fix problems Document and publish projects so others can help you improve them "Remix" projects with online Scratch code and content Create games with multiple game screens and button controls Master skills you can use with even the most powerful programming languages Who Should Read This Book Brand new to programming: Welcome! You don't need any prior experience with programming in order to gain value from this book.

Considering a career change: Perhaps you are a K-12, junior college, or university student who has perhaps a bit of past programming experience, and you are pondering a full-time career as a software developer. Learning Scratch serves as an excellent diagnostic to gauge your aptitude and interest in the subject matter. Just tinkering: Maybe you are a technology buff who always wondered what work went into developing a software project. You have no real career aspirations in programming--you just enjoy tinkering and having fun. If you find that you don't belong in any of the previous three classifications, then don't worry about it. Set your sights on learning as much as you can and, above all else, having fun, and you'll be fine!

GIMP for Absolute Beginners gives us an easy way to use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features. **The print version of this book is black & white, but the ebook version is in color on color-enabled devices. **

A guide to converting a Windows system to Linux covers such topics as connecting to the Internet, using a digital camera, burning CDs, creating documents and spreadsheets, and playing Linux games.

"Linux Hardware Handbook" provides guidance to individuals on making purchasing and installation decisions concerning hardware for Linux computers. It provides general guidance and information on what types of products are known to work well at the time of writing.

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Have you always wanted to do the things the pro's are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned! Everything will be shown in easy to

Online Library Teach Yourself Gimp In 24 Hours

Sams Teach Yourself In 24 Hours

follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing "plug-in" suite, used by professional photographers. The Google Nik Collection and its integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white plugin on the market, and you will learn how to sharpen images and remove noise. We will look at making vignettes, and HDR photography. We will look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called "frequency separation", and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and it's direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands.

The Pruitts zoom in on the most useful techniques of Paint Shop Pro and teach how to polish those techniques by touching up photos, sprucing up colors in images, and creating composites. A 16-page Color Studio illustrates color-related tasks and gives results of projects readers can create. In diesem Buch finden Sie alles zur Webprogrammierung mit PHP 5.3 MySQL 5.1 vom schnellen Einstieg in Skriptsprache und Datenbank bis zu komplexen Webanwendungen wie Webmail-Clients, Online-Shops und Content Management Systemen. Wenn Sie bereits über gründliche HTML-Kenntnisse verfügen, werden Sie dank der leicht verständlichen Erklärungen schnell Ihre eigenen PHP MySQL-Projekte umsetzen. Als fortgeschrittener Anwender werden Sie viele praxisnahe Lösungen aus diesem Buch in Ihren eigenen Projekten nutzen. Und dank seiner Umfassendheit können Sie dieses Buch immer wieder als Nachschlagewerk heranziehen.

Covers installation of SuSE Linux 6.2, system management, configuration, network security, Internet connections, backup,

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

file storage, managing peripherals, and Linux productivity clients

SAMS Teach Yourself GIMP in 24 HoursSams

The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook

Online Library Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

file.

A guide to the operating system covers manipulating and modifying user accounts, security, troubleshooting, and solutions to undocumented problems

[Copyright: 268491dba3d92a0c783e4b274b32d017](https://www.amazon.com/Teach-Yourself-GIMP-24-Hours/dp/0130359570)