The Black Art Of Multiplatform Game Programming

Television Brandcasting examines U. S. television's utility as a medium for branded storytelling. It investigates the current and historical role that television content, promotion, and hybrids of the two have played in disseminating brand messaging and influencing consumer decision-making. Juxtaposing the current period of transition with that of the 1950s-1960s, Jennifer Gillan outlines how in each era new technologies unsettled entrenched business models, an emergent viewing platform threatened to undermine an established one, and content providers worried over the behavior of once-dependable audiences. The anxieties led to storytelling, promotion, and advertising experiments, including the Disneyland series, embedded rock music videos in Ozzie & Harriet, credit sequence brand integration, Modern Family's parent company promotion episodes, second screen initiatives, and social TV experiments. Offering contemporary and classic examples from the American Broadcasting Company, Disney Channel, ABC Family, and Showtime, alongside series such as Bewitched, Leave it to Beaver, Laverne & Shirley, and Pretty Little Liars, individual chapters focus on brandcasting at the level of the television series, network schedule, "Blu-ray/DVD/Digital" combo pack, the promotional short, the cause marketing campaign, and across social media. In this follow-up to her successful previous book, Television and New Media: Must-Click TV, Gillan provides vital insights into television's role in the expansion of a brand-centric

U.S. culture.

This volume of Who's Who in Research series offers a useful guide for current researchers in Intellect's subject area of Visual Arts. The directory holds the names, institutions, biographies and current research interests of hundreds of leading international academics as well as references to the researchers' principal articles in Intellect journals.

The long-awaited new edition of the landmark text defining art therapy Art therapists use the creative process and the issues that surface during art therapy to help their clients increase insight and judgment, cope with stress, work through traumatic experiences, increase cognitive abilities, have better relationships with family and friends, and simply enjoy the life-affirming pleasures of the creative experience. In this highly anticipated revision of the definitive text on art therapy, author and pioneer art therapist Dr. Harriet Wadeson examines the clinical considerations, education, history, and application of art therapy treatment programs for an array of presenting problems. Reflecting current DSM updates since the first edition's publication, the Second Edition has been completely updated, with nine new chapters on trauma, crisis, multicultural considerations, community art therapy, and more. Illustrated with over 150 works of art from clients as well as the author's own personal artwork, and packaged with a companion CD-ROM, which includes more than 100 full-color versions of the illustrations in the book, Art Psychotherapy, Second Edition is a comprehensive guide

to the theory and practice of art therapy. Written by one of the most established experts in the field, this book will be informative for practicing art therapists, other mental health practitioners looking to incorporate art therapy into their mental health practice, students in these disciplines, and those interested in entering the art therapy profession. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Bluecoat is a unique and much-loved Liverpool institution, its oldest city centre building. This book tells the fascinating story of its transformation from charity school to contemporary arts centre, the UK's first. Its early 18th century origins shed light on the religious and maritime mercantile environment of the growing port, whose merchants supported the school. Echoes from then are revealed in themes explored by artists in the 20th century, including slavery and colonial legacies. The predominant focus is on an inclusive building for the arts, starting with colourful bohemian society, the Sandon, who established an artistic colony in 1907, hosting significant exhibitions by the Post-Impressionists and many leading modern British artists. Bluecoat Society of Arts emerged as the building's custodians, paving the way for the arts centre which, despite financial struggles and wartime bomb damage, survived and continues to play a prominent role in Liverpool's and the UK's culture. Bluecoat is described as where 'village hall meets the avant-garde'. In its rich story, Picasso, Stravinsky, Yoko Ono, Captain Beefheart, Simon Rattle and the inspirational Fanny Calder are just some of

the names encountered, as key strands, including music, visual art, performance and the building's tenants, are traced.

The BBC America series Orphan Black (2013-2017) won acclaim for its compelling writing, resonant themes and innovative special effects. And for the bravura acting of Tatiana Maslany, who plays an ever-growing number of clones drawn into an increasingly dangerous world of cutting-edge science, corporate espionage, military secrets and religious fanaticism. Heir to pioneering shows centered on strong female characters, such as Buffy the Vampire Slayer, Dollhouse, Lost and Xena: Warrior Princess, Orphan Black models the current Golden Age of serial-form storytelling, with themes of identity, bodily autonomy, gender and sexuality playing against corporate greed and its co-opting of science. This collection of new essays analyzes the diverse clone characters and the series, covering topics including motherhood, surveillance culture, mythology, eugenics, and special effects, as well as the science behind cloning.

Writing Historical Fiction: A Writers' & Artists' Companion is an invaluable companion for a writer working in this challenging and popular literary genre, whether your period is Ancient Rome or World War II. PART 1 includes reflections on the genre and provides a short history of historical fiction. PART 2 contains guest contributions from Margaret Atwood, Ian Beck, Madison Smartt Bell, Ronan Bennett, Vanora Bennett, Tracy Chevalier, Lindsay Clarke, Elizabeth Cook, Anne Doughty, Sarah Dunant, Michel Faber, Margaret George, Philippa Gregory, Katharine McMahon, Valerio Massimo

Manfredi, Hilary Mantel, Alan Massie, Ian Mortimer, Kate Mosse, Charles Palliser, Orhan Pamuk, Edward Rutherfurd, Manda Scott, Adam Thorpe, Stella Tillyard, Rose Tremain, Alison Weir and Louisa Young. PART 3 offers practical exercises and advice on such topics as research, plots and characters, mastering authentic but accessible dialogue and navigating the world of agents and publishers.

This book presents a collection of interrelated research advances in the field of technological entrepreneurship from the perspective of competition in emerging markets. Featuring contributions by scholars from different fields of interest, it provides a mix of theoretical developments, insights and research methods used to uncover the unexplored aspects of competitiveness in emerging markets in an age characterized by disruptive technologies.

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of

production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game

Deploying your game to players' devices

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Many stars from China, Japan and Korea are the most popular and instantly recognizable in the world. East Asian Film Stars brings together some of the world's leading cinema scholars to offer their insights into the work of regional and transnational screen legends, contemporary superstars and mysterious cult personas.

This fascinating book uncovers the history behind urban legends and explains how the contemporary iterations of familiar fictional tales provide a window into the modern concerns—and digital advancements—of our society. • Extended examples of the literature and references to contemporary legends • Relevant, insightful comments from seasoned authors in the genre • A comprehensive overview of recent available research • A list of Internet sites that debunk or confirm urban legends

This volume contains the proceedings of the 6th International Symposium on Ambient Intelligence (ISAmI 2015), held in Salamanca, Spain on June 3th-5th at the University of Salamanca. After a careful review, 27 papers from 10 different countries were selected to be presented in ISAmI 2015 at the conference and published in the proceedings. ISAmI has been running annually and aiming to bring together researchers from various disciplines that constitute the scientific field of Ambient Intelligence to present and discuss the latest results, new ideas, projects and lessons

learned, namely in terms of software and applications and aims to bring together researchers from various disciplines that are interested in all aspects of this area. Ambient Intelligence is a recent paradigm emerging from Artificial Intelligence, where computers are used as proactive tools assisting people with their day-to-day activities, making everyone's life more comfortable. Another main concern of AmI originates from the human computer interaction domain and focuses on offering ways to interact with systems in a more natural way by means user friendly interfaces. This field is evolving quickly as can be witnessed by the emerging natural language and gesture based types of interaction.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

In this book, the reader will find a set of papers divided into two sections. The first section presents different proposals focused on the human-machine interaction development process. The second section is devoted to different aspects of interaction, with a special emphasis on the physical interaction.

A guide that examines the history and current state of 2.5D printing and explores the relationship between two and three dimensions 2.5D Printing: Bridging the Gap Between 2D and 3D Applications examines the relationship between two- and three-dimensional printing and explores the current ideas, methods, and applications. It

provides insights about the diversity of our material culture and heritage and how this knowledge can be used to design and develop new methods for texture printing. The authors review the evolving research and interest in working towards developing methods to: capture, measure and model the surface qualities of 3D and 2D objects, represent the appearance of surface, material and textural qualities, and print or reproduce the material and textural qualities. The text reflects information on the topic from a broad range of fields including science, technology, art, design, conservation, perception, and computer modelling. 2.5D Printing: Bridging the Gap Between 2D and 3D Applications provides a survey of traditional methods of capturing 2.5D through painting and sculpture, and how the human perception is able to judge and compare differences. This important text: Bridges the gap between the technical and perceptual domains of 2D and 3D printing Discusses perceptual texture, color, illusion, and visual impact to offer a unique perspective Explores how to print a convincing rendering of texture that integrates the synthesis of texture in fine art paintings, with digital deposition printing Describes contemporary methods for capturing surface qualities and methods for modelling and measuring, and ways that it is currently being used Considers the impact of 2.5D for future technologies 2.5D Printing is a hands-on guide that provides visual inspiration, comparisons between traditional and digital technologies, case studies, and a wealth of references to the world of texture printing. Please visit the companion website at: www.wiley.com/go/bridging2d3d .

www.wiley.com/go/bridging2d3d

How can we qualify slowness in cinema? What is the relationship between a cinema of slowness and a wider socio-cultural "slow movement"? A body of films that shares a propensity toward slowness has emerged in many parts of the world over the past two decades. This is the first book to examine the concept of cinematic slowness and address this fascinating phenomenon in contemporary film culture. Providing a critical investigation into questions of temporality, materiality, and aesthetics, and examining concepts of authorship, cinephilia, and nostalgia, Song Hwee Lim offers insight into cinematic slowness through the films of the Malaysian-born, Taiwan-based director Tsai Ming-liang. Through detailed analysis of aspects of stillness and silence in cinema, Lim delineates the strategies by which slowness in film can be constructed. By drawing on writings on cinephilia and the films of directors such as Abbas Kiarostami, Hou Hsiao-hsien, and Nuri Bilge Ceylan, he makes a passionate case for a slow cinema that calls for renewed attention to the image and to the experience of time in film. Tsai Ming-liang and a Cinema of Slowness will speak to readers with an interest in art cinema, queer studies, East Asian culture, and the question of time. In an age of unrelenting acceleration of pace both in film and in life, this book invites us to pause and listen, to linger and look, and, above all, to take things slowly.

With a complete, approachable presentation, CRITICAL THINKING: THE ART OF ARGUMENT, 2nd Edition, is an accessible yet rigorous introduction to critical thinking. The text

emphasizes immediate application of critical thinking in everyday life and helps students apply the skills they are studying. The relevance of these skills is shown throughout the text by highlighting the advantages of basing one's decisions on a thoughtful understanding of arguments and presenting the overarching commonalities across arguments. With its conversational writing style and carefully selected examples, the book employs a consistent and unified treatment of logical form and an innovative semiformal method of standardizing arguments that illustrates the concept of logical form while maintaining a visible connection to ordinary speech. Without sacrificing accuracy or detail, the authors clearly present the material, with appropriate study tools and exercises that emphasize application rather than memorization. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Transmedia Marketing: From Film and TV to Games and Digital Media skillfully guides media makers and media marketers through the rapidly changing world of entertainment and media marketing. Its groundbreaking transmedia approach integrates storytelling and marketing content creation across multiple media platforms – harnessing the power of audience to shape and promote your story. Through success stories, full color examples of effective marketing techniques in action, and insight from top entertainment professionals, Transmedia Marketing covers the fundamentals of a sound 21st century marketing and content plan. You'll master the strategy behind conducting research, identifying target audiences, setting goals, and branding your project. And, you'll learn first-hand how to execute your plan's publicity, events, advertising, trailers, digital and interactive content, and social media. Transmedia Marketing enlivens these concepts with: Hundreds of vibrant examples from across media platforms –

The Hunger Games, Prometheus, The Dark Knight, Bachelorette, The Lord of the Rings, Despicable Me 2, Food, Inc., Breaking Bad, House of Cards, Downton Abbey, Game of Thrones, Top Chef, Pokémon, BioShock Infinite, Minecraft, Outlast, Titanfall, LEGO Marvel Super Heroes, Halo 4, Lonelygirl15, Annoying Orange Real-world advice from 45 leading industry writers, directors, producers, composers, distributors, marketers, publicists, critics, journalists, attorneys, and executives from markets, festivals, awards, and guilds Powerful in-depth case studies showcasing successful approaches – A.I. Artificial Intelligence, Mad Men, Lizzie Bennet Diaries, Here Comes Honey Boo Boo, and Martin Scorsese Presents the Blues Extensive Web content at www.transmediamarketing.com featuring a primer on transmedia platforms – film, broadcast, print, games, digital media, and experiential media; expanded case studies; sample marketing plans and materials; and exclusive interviews With Transmedia Marketing, you'll be fully versed in the art of marketing film, TV, games, and digital media and primed to write and achieve the winning plan for your next media project.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

This book is Open Access under a CC BY licence. The LNCS 11427 and 11428 proceedings set constitutes the proceedings of the 25th International Conference on Tools and Algorithms for the Construction and Analysis of Systems, TACAS 2019, which took place in Prague, Czech Republic, in April 2019, held as part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2019. The total of 42 full and 8 short tool demo papers presented

in these volumes was carefully reviewed and selected from 164 submissions. The papers are organized in topical sections as follows: Part I: SAT and SMT, SAT solving and theorem proving; verification and analysis; model checking; tool demo; and machine learning. Part II: concurrent and distributed systems; monitoring and runtime verification; hybrid and stochastic systems; synthesis; symbolic verification; and safety and fault-tolerant systems.
Gormley breaks new ground in explaining why an epidemic of cruise missile proliferation, long forecasted by analysts, has only recently begun to occur. Mixing detailed analysis with policy prescription, this work offers new insight into the contagion's consequences and recommendations for adjusting policy to mitigate its effects.
Have you ever thought about what will happen when you die? Will anything? Cast into nothingness, black oblivion? What if something does happen when you pass? Don't always assume that if there is afterlife that it's always a good thing...Based on a true story. Follow the main character Shawn down his path of death, and experience what real hell is like.
The Black Art of Multiplatform Game ProgrammingCourse Technology
What We Made presents a series of fifteen conversations in which contemporary artists who create activist, participatory work discuss the cooperative process. Colleagues from fields including architecture, art history, urban planning, and new media join the conversations.
This go-to reference work surveys the current state of knowledge in the field of metal soap-related degradation phenomena in art works. It contains detailed descriptions and images of the different phenomena and addresses the practical aspects of soap formation, preventive conservation, and treatment. The occurrence of metal soaps is

one of the defining issues in the conservation of painted surfaces, and one that presently leaves innumerable open questions. It is estimated that around 70% of paintings in museum collections are affected by some form of metal soap-related degradation. In recent years, significant advances have been made in the detection and characterization of these compounds through interdisciplinary approaches including conventional spectroscopy and microscopy as well as emerging synchrotron-based techniques. This book for the first time captures a panoramic overview of the state of knowledge of metal soaps related to both scientific analysis and implications for conservation and treatment. It also critically examines open questions. The book is accessible to audiences with varied backgrounds (e.g. conservators, students of conservation science) while simultaneously presenting the technical details indispensable for academics and researchers active in this field.

THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming--anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and

optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

How black and Latino youth learn, create, and collaborate online The Digital Edge examines how the digital and social-media lives of low-income youth, especially youth of color, have evolved amidst rapid social and technological change. While notions of the digital divide between the "technology rich" and the "technology poor" have largely focused on access to new media technologies, the contours of the digital divide have grown increasingly complex. Analyzing data from a year?long ethnographic study at Freeway High School, the authors investigate how the digital media ecologies and practices of black and Latino youth have adapted as a result of the wider diffusion of the internet all around us--in homes, at school, and in the palm of our hands. Their eager adoption of different technologies forge new possibilities for learning and creating that recognize the collective power of youth: peer networks, inventive uses of technology, and impassioned interests that are remaking the digital world. Relying on nearly three hundred in-depth interviews with students, teachers, and parents, and hundreds of hours of observation in technology classes and after school programs, The Digital Edge carefully documents some of the emergent challenges for creating a more equitable digital and educational future. Focusing on the complex interactions between race, class, gender, geography and social inequality, the book explores the educational

perils and possibilities of the expansion of digital media into the lives and learning environments of low-income youth. Ultimately, the book addresses how schools can support the ability of students to develop the social, technological, and educational skills required to navigate twenty-first century life. Relying on nearly three hundred in-depth interviews with students, teachers, and parents, and hundreds of hours of observation in technology classes and after school programs, The Digital Edge carefully documents some of the emergent challenges for creating a more equitable digital and educational future. Focusing on the complex interactions between race, class, gender, geography and social inequality, the book explores the educational perils and possibilities of the expansion of digital media into the lives and learning environments of low-income youth. Ultimately, the book addresses how schools can support the ability of students to develop the social, technological, and educational skills required to navigate twenty-first century life.

The history of documentary has been one of adaptation and change, as documentarists have harnessed the affordances of emerging technology. In the last decade interactive documentaries (i-docs) have become established as a new field of practice within non-fiction storytelling. Their various incarnations are now a focus at leading film festivals (IDFA DocLab, Tribeca Storyscapes, Sheffield DocFest), major international awards have been won, and they are increasingly the subject of academic study. This anthology looks at the creative practices, purposes and ethics that lie behind these

emergent forms. Expert contributions, case studies and interviews with major figures in the field address the production processes that lie behind interactive documentary, as well as the political, cultural and geographic contexts in which they are emerging and the media ecology that supports them. Taking a broad view of interactive documentary as any work which engages with 'the real' by employing digital interactive technology, this volume addresses a range of platforms and environments, from web-docs and virtual reality to mobile media and live performance. It thus explores the challenges that face interactive documentary practitioners and scholars, and proposes new ways of producing and engaging with interactive factual content.

To Create is a collection of illuminating interviews with an eclectic set of black artists—including Harry Belafonte, Method Man, Nikki Giovanni, Edwidge Danticat, Edward P. Jones, Booker T. Mattison, and more—as conducted by the writer, entrepreneur, educator, and consultant Felicia Pride. This is an honest, inspiring series of conversations in which Pride and her fellow artists talk openly about the challenges and rewards of working creatively across a multitude of platforms. Over the course of dozens of frank discussions with writers, activists, and media creators, Pride elicits sincere firsthand perspectives on the struggle to find—or to create, if it's not there—a niche for one's voice in the media landscape. The personable and fluid interview style allows the artists to follow their threads of dialogue to unique, intimate revelations. The interviews transition smoothly between similar themes, touching on the do-it-yourself

mentality of creating; practical musings on media careers; as well as theoretical discussions on art, legacy, and community. Additionally, many of the artists, musicians, and authors discuss finding career longevity through a multi-platform approach, the connection between the personal and political in art, and the ongoing conflict between art and commerce. This is one of the most candid and diversified interview collections within the African-American community, but it is also a stirring look into what it means to be a creator.

Transmedia storytelling is defined as a process where integral elements of fiction get dispersed systematically across multiple delivery channels to create a unified and coordinated entertainment experience. This process and its narrative models have had an increasing influence on the academic world in addressing both theoretical and practical dimensions of transmedia storytelling. The Handbook of Research on Transmedia Storytelling and Narrative Strategies is a critical scholarly resource that explores the connections between consumers of media content and information parts that come from multimedia platforms, as well as the concepts of narration and narrative styles. Featuring coverage on a wide range of topics such as augmented reality, digital society, and marketing strategies, this book explores narration as a method of relating to consumers. This book is ideal for advertising professionals, creative directors, academicians, scriptwriters, researchers, and upper-level graduate students seeking current research on narrative marketing strategies.

For any programmer or team struggling with builds and maintenance, this book can save dozens of errors and hours of effort. It shows you how to structure a large project and keep your files and builds under control over many releases and platforms. The building blocks are simple: common-sense strategies, public-domain tools that you can obtain on a variety of systems, and special utilities developed by the author. On two diskettes provided with the book, Jameson offers a complete system for managing directories, makefile templates, and source code revisions. Both free software and tools developed by the author are included. The tools and ideas offered here are efficient enough to be used by one person working on a PC, but powerful enough to support entire teams of developers. They've been tested in practice on projects from 50 to 100,000 lines of code. And complete, documented source code is included, in case you need to modify or extend the tools. In short, this book is an inexpensive, "one-stop-shopping" solution for code management problems. It can help you improve your personal software development process and can make it very easy for you to reuse and update shared code files. Topics covered in this book include: Multi-platform directory structures for isolating and controlling platform dependent code. Automatic makefile generating tools to promote uniform, portable makefiles on your projects and to save you time. File sharing tools that make it easy to share the latest versions of files among multiple developers and software products, automatically. Since the sharing tools log all sharing operations, they can easily help you answer programming questions, such as,

"Where did this file come from, and which programs will be affected if I modify it?" RCSDO, a tool that performs version control operations on entire trees of files at a time. (RCS v5.5 is included, too.) The source code provided runs on at least these 15 platforms: AIX, Amiga, Apollo Domain, Dell PC Unix (SVR4), HP-UX, Irix4, Linux, MS-DOS (Borland), MS-DOS (Microsoft), OS/2, NetBSD, NeXT, Solaris 1 (SunOS 413), Solaris 2, and Ultrix. The RCS v5.5 software has been specially modified for DOS-Unix network use and is known to run on MS-DOS (Borland), MS-DOS (Microsoft), and Solaris 1.0 (SunOS 413). The diskettes also contain precompiled binaries for MSDOS. Here is a sample of the tools included on the diskettes: cmi: copy a shared file from its public location to the directory where it can be used for builds cmx: copy a shared file from its source directory to a public location where other developers can get it makenode: make a directory structure to hold a product's source files in the form that the other tools can work with newmakes: generate makefiles throughout a product's directory structure rcsdo: do common activities on a group of RCS files in bulk twalker: generate a batch script that can traverse all files of a particular type in a directory tree In the slums of near-future Brazil, a young orphan street fighter with the peculiar gift of foresight must hone his skills and unify warring crime lords against a powerful dictator that seeks to engineer the eradication of the lower class.

Little magazines have often showcased the best new writing in America. They have historically served a dual function of representing the avant-garde of literary expression

while also helping many emerging writers become established authors. Although changing technology and increasingly harsh financial realities now seem to threaten them even to the brink of extinction, the full story of the little magazine over the past thirty years is far more complicated. In this collection, Ian Morris and Joanne Diaz gather the reflections of twenty-three prominent editors of little magazines from this period on how they have innovated, sometimes thrived, sometimes (reluctantly) folded, but mainly persevered in the service of their founding literary ideals. Other topics covered include the role of the little magazine in promoting the workand concernsof minority and women writers; the place of universities in supporting and shaping little magazines; and the online and offline future of little magazine publication."
This book analyzes various digital transformation processes in journalism and news media. By investigating how these processes stimulate innovation, the authors identify new business and communication models, as well as digital strategies for a new environment of global information flows. The book will help journalists and practitioners working in news media to identify best practices and discover new types of information flows in a rapidly changing news media landscape.
BLACK ENTERPRISE is the ultimate source for wealth creation for African American professionals, entrepreneurs and corporate executives. Every month, BLACK ENTERPRISE delivers timely, useful information on careers, small business and personal finance.

Artists' oil paints have become increasingly complex and diverse in the 20th Century, applied by artists in a variety of ways. This has led to a number of issues that pose increasing difficulties to conservators and collection keepers. A deeper knowledge of the artists' intent as well as processes associated with material changes in paintings is important to conservation, which is almost always a compromise between material preservation and aesthetics. This volume represents 46 peer-reviewed papers presented at the Conference of Modern Oil Paints held in Amsterdam in 2018. The book contains a compilation of articles on oil paints and paintings in the 20th Century, partly presenting the outcome of the European JPI project 'Cleaning of Modern Oil Paints'. It is also a follow-up on 'Issues in Contemporary Oil Paint' (Springer, 2014). The chapters cover a range of themes and topics such as: patents and paint manufacturing in the 20th Century; characterization of modern-contemporary oil paints and paint surfaces; artists' materials and techniques; the artists' voice and influence on perception of curators, conservators and scientists; model studies on paint degradation and long term stability; approaches to conservation of oil paintings; practical surface treatment and display. The book will help conservators and curators recognise problems and interpret visual changes on paintings, which in turn give a more solid basis for decisions on the treatment of these paintings.

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