The Manga To Physics Manga To

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Every day, millions of people carry a sophisticated camera in their pocket—their iPhone. Many people use their iPhones to take snapshots, but few realize the power of their phone's camera. (After all, it only has one button).The iPhone Photography Bookshows you how to harness the full potential of your iPhone's camera. This richly illustrated, 4-color book teaches you how to manipulate and publish images straight from your iPhone, without the hassle of memory cards, connection cables, or complex desktop photo editing tools. Author Allan Hoffman begins by explaining fundamentals of great iPhone photography, and how to use the essential iPhone editing apps. You'll learn tips and tricks for composition, focusing, lighting, and the other unique challenges of the iPhone. You'll also learn how to instantly share photos on Flickr and create your own photoblog. Those looking to get the most out of their iPhone's camera, and make remarkable photos with iPhone apps, just need to openThe iPhone Photography Book.

Brings together widely scattered theoretical and laboratory rock physics relations critical for modelling and interpretation of geophysical data.

Megumi is an all-star athlete, but she's a failure when it comes to physics class. And she can't concentrate on her tennis matches when she's worried about the questions she missed on the big test! Luckily for her, she befriends Ryota, a patient physics geek who uses real-world examples to help her understand classical mechanics—and improve her tennis game in the process! In The Manga Guide to Physics, you'll follow alongside Megumi as she learns about the physics of everyday objects like roller skates, slingshots, braking cars, and tennis serves. In no time, you'll master tough concepts like momentum and impulse, parabolic motion, and the relationship between force, mass, and acceleration. You'll also learn how to: –Apply Newton's three laws of motion to real-life problems –Determine how objects will move after a collision –Draw vector diagrams and simplify complex problems using trigonometry –Calculate how an object's kinetic energy changes as its potential energy increases If you're mystified by the basics of physics or you just need a refresher, The Manga Guide to Physics will get you up to speed in a lively, quirky, and practical way.

Like a lot of people, Miu has had trouble learning regression analysis. But with new motivation—in the form of a handsome but shy customer—and the help of her brilliant café coworker Risa, she’s determined to master it. Follow along with Miu and Risa in The Manga Guide to Regression Analysis as they calculate the effect of temperature on iced tea orders, predict bakery revenues, and work out the probability of cake sales with simple, multiple, and logistic regression analysis. You’ll get a refresher in basic concepts like matrix equations, inverse functions, logarithms, and differentiation before diving into the hard stuff. Learn how to: –Calculate the regression equation –Check the accuracy of your equation with the correlation coefficient –Perform hypothesis tests and analysis of variance, and calculate confidence intervals –Make predictions using odds ratios and prediction intervals –Verify the validity of your analysis with diagnostic checks –Perform chi-squared tests and F-tests to check the goodness of fit Whether you’re learning regression analysis for the first time or have just never managed to get your head around it, The Manga Guide to Regression Analysis makes mastering this tricky technique straightforward and fun.

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Defines and illustrates the usage of hundreds of words borrowed from Japanese and now used in English-language publications.

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Here is the essential guide for librarians and teachers who want to develop a quality, curriculum-based graphic novel collection—and use its power to engage and inform middle and high school students. * Photos of school libraries, classrooms, and students * Model template lesson plans by subject area * A list of recommended resources, such as professional books, websites and blogs * A glossary of common graphic novel terms * Bibliographies of quality classic and contemporary graphic novel titles for libraries and classrooms, broken down into middle school and high school curricular areas

Provides information on using the latest Ubuntu release, covering such topics as installation, customizing the GNOME panel, installing applications, using printers and scanners, connecting to the Internet, using multimedia, and security.

Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the 'animetic machine' encourages a specific approach to thinking about technology.

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Almost right from the introduction of baseball to Japan the sport was regarded as qualitatively different from the original American model. This vision of Japanese baseball associates the sport with steadfast devotion (magokoro) and the values of the samurai class in the code of Bushid?, in which greatness is achieved through hard work under the tutelage of a selfless master. In Contesting the Myths of Samurai Baseball Keaveney analyzes the persistent appeal of such mythologizing, arguing that the sport has been serving as a repository for traditional values, to which the Japanese have returned time and again in epochs of uncertainty and change. Baseball and modern culture emerged and developed side by side in Japan, giving cultural representations of this national pastime special insights into Japanese values and their contortions from the late nineteenth century to the present day. Keaveney explains the origins of the cultural construct “Samurai baseball” and reflects on the recurrences of these essentialist discourses at critical

junctures in Japan’s modern history. Since the early modern period, writers, filmmakers, and manga artists have alternately affirmed and debunked these popular myths of baseball. This study presents an overview of these cultural products, beginning with Masaoka Shiki’s pioneering baseball writings, then moves on to the long history of baseball films and the venerable tradition of baseball fiction, and finally considers the substantial body of baseball manga and anime. Perhaps what is most striking is the continuous relevance of baseball and its values as a point of cultural reference for the Japanese people; their engagement with baseball is a genuine national love affair. “A fascinating study of samurai baseball and the culture it represents viewed through historical and contemporary literature, poetry, manga, and movies. An important, original work that is full of insights. Christopher Keaveney has put enormous effort into researching this book and he is to be congratulated. I learned a lot by reading it.” —Robert Whiting, author of You Gotta Have Wa and The Meaning of Ichiro “Keaveney’s book offers a nuanced introduction to the Japanese model of samurai baseball along with an analysis of many of the works that treat the guiding principles of that model. A fresh look at Japan’s national pastime.” —Bobby Valentine, former MLB player and manager and former manager of the Chiba Lotte Marines of Nippon Professional Baseball “Christopher Keaveney effortlessly combines a thorough knowledge of Japanese baseball—its players, managers, fans—with the cultural productions surrounding it. The result is a nostalgic trip through history and an edifying survey of literature, film, and manga.” —David Desser, professor emeritus, University of Illinois at Urbana-Champaign

Movie is considered to be an important art form; films entertain, educate, enlighten and inspire audiences. Film is a term that encompasses motion pictures as individual projects, as well as — in metonymy — the field in general. The origin of the name comes from the fact that photographic film (also called filmstock) has historically been the primary medium for recording and displaying motion pictures. Many other terms exist — motion pictures (or just pictures or "picture"), the silver screen, photoplays, the cinema, picture shows, flicks — and commonly movies.

"College Physics is written for a one-year course in introductory physics."--Preface.

Join Kanna, Kanta, Yamane, and Gloria in The Manga Guide to the Universe as they explore our solar system, the Milky Way, and faraway galaxies in search of the universe’s greatest mysteries: dark matter, cosmic expansion, and the Big Bang itself. As you rocket across the night sky, you’ll become acquainted with modern astronomy and astrophysics, as well as the classical discoveries and theories on which they’re built. You’ll even learn why some scientists believe finding extraterrestrial life is inevitable! You’ll also learn about: –Discoveries made by Copernicus, Galileo, Kepler, Hubble, and other seminal astronomers –Theories of the universe’s origins, evolution, and geometry –The ways you can measure and observe heavenly bodies with different telescopes, and how astronomers calculate distances in space –Stellar classifications and how the temperature, size, and magnitude of a star are related –Cosmic background radiation, what the WMAP satellite discovered, and scientists’ predictions for the future of the universe So dust off your flight suit and take a fantastic voyage through the cosmos in The Manga Guide to the Universe.

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