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Using Your PC Mastering Windows XP Home Edition How to Do Everything with Windows XP Digital Media DV CAM Digital Camera Design Guide The Winn L. Rosch Multimedia Bible Mastering Autodesk Maya 2014 Sad Macs, Bombs, and Other Disasters Killer PC utilities How to Do Everything with Your iMac 3D Madness! Lighting Dimensions Stereoscopic Displays and Applications Shoot Like a Pro! Taking Your iPad 2 to the Max The Shutterfly Guide to Great Digital Photos How to Do Everything with Your Digital Camera, Fourth Edition Multimedia & CD-ROMs for Dummies Popular Science The Unauthorized Guide to Windows Millennium Windows 95 Game Developer's Guide Using the Game SDK The Whole Mac Medical Imaging International Society for Photogrammetry and Remote Sensing, XVIIth Congress : International Archives of Photogrammetry and Remote Sensing Rendering Techniques '96 Infrared Technology and Applications Using AutoCAD Programming Games for Beginners Taking Your iPod touch to the Max Computing Fundamentals PC Mag HP IT Essentials PC FAQs Red Hat Linux Secrets Discover What's Online Web by Design Peter Norton's Introduction to Computers High Performance Windows Graphics Programming Engineering, Construction, and Operations in Challenging Environments Developing Multimedia Applications Under OS/2?

Using Your PC

Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than Mastering Autodesk Maya 2104.

Mastering Windows XP Home Edition

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Discover the power of Windows XP to turn digital content into CDs, create movies, archive old albums and cassettes on CD, and much more! Windows XP guru Curt Simmons patiently explains everything from Digital PowerToys to a radio tuner, alarm clock, digital photography, a juke box, and tools such as Media Player, Movie Maker, and more.

How to Do Everything with Windows XP Digital Media

The only authorized textbook for the Cisco Networking Academy Program. IT Essentials I: PC Hardware and Software Companion Guide, Second Edition is the Cisco approved textbook that supports version 3.x of the web-based course in the Cisco Networking Academy Program. The goal of IT Essentials I is to lay a foundation of the basic information required to assemble a computer and troubleshoot problems that occur. You learn how to properly install, configure, upgrade, troubleshoot, and repair PC hardware and software. The topics covered in this guide help prepare you to pass the CompTIA A+ certification exam to become a certified computer service technician and pursue a future career in IT technology or simply be equipped with the knowledge of how a computer works. Use this Companion Guide as a portable desk reference to access the information for study and review at any time! Chapter objectives provide references to the concepts covered in each chapter, and an extensive glossary lists key terms and their definitions. In addition, review questions at the end of each chapter track progress

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and aid studying. This book also provides information on the careers available to an IT professional, detailing career paths, including related fields, degree fields, and the fields where certification is necessary. Throughout this book are references to worksheet and lab activities found in IT Essentials I: PC Hardware and Software Lab Companion. This lab companion provides you with ample opportunities for hands-on practice and thought-provoking review questions. Companion Titles for IT Essentials I: IT Essentials I: PC Hardware and Software Lab Companion Second Edition ISBN: 1-58713-138-2 IT Essentials I: PC Hardware and Software Engineering Journal and Workbook Second Edition ISBN: 1-58713-137-4 Companion CD-ROM This companion CD-ROM contains more than 800 comprehensive exam questions to review for the A+ and Server+ certification exams, 15 interactive e-Lab activities, 14 high-resolution PhotoZooms, and 28 video vignettes covering hardware and software installation. This book is part of the Cisco Networking Academy Program Series from Cisco Press. The products in this series support and complement the Cisco Networking Academy Program.

DVCAM

Discusses choosing a service provider, protecting against viruses and hackers, using a browser, and meeting people online

Digital Camera Design Guide

This user-friendly text is for anyone who wants to learn more about Sony DVCAM, to determine what equipment to use, how various models compare, and how to use each of them. This book is an overview of the DVCAM format and its equipment: camcorders, tape, VTRs, editing systems, and accessories.

The Winn L. Rosch Multimedia Bible

Not just for owners of Compaq systems, this unique offering is geared toward the millions of new computer owners who demand instant help as they install and explore their machines. The ultimate answer book, it covers plugging everything in, fixing choppy video, installing multimedia upgrades, getting speakers to speak, going on-line and much more.

Mastering Autodesk Maya 2014

An introduction to the most advanced and powerful techniques for creating fast, high-impact graphics in the Windows environment provides coverage of such topics as optimization, true-color display modes, and key framing, with a host of ready-to-run optimized graphics programs on the accompanying CD-ROM. Original.

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(Intermediate).

Sad Macs, Bombs, and Other Disasters

Killer PC utilities

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.

How to Do Everything with Your iMac

A comprehensive book/disk guide to PC troubleshooting and repair. Killer PC Utilities covers hardware configuration and diagnosis information, turbocharging your PC, and data recovery. The book also includes a comprehensive reference section that covers all the bundled software. Two 3 1/2" disks.

3D Madness!

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Here's a simple solution for learning how to get the most out of your digital camera, how to take better photos, and what to do with your images once they've been captured. Written by an award-winning photographer, *How to Do Everything with Your Digital Camera, Fourth Edition* is just the book you need! Loaded with clear explanations and step-by-step details, the book explains the different components of a variety of digital cameras and how to use them. Coverage includes flash and lighting tips, action and outdoor photography, various image-editing packages, and finally, organizing, storing, sharing, and printing digital images. The new edition of this best-seller has been updated to include details on removable storage devices and the latest utilities and photo-sharing facilities.

Lighting Dimensions

This book provides the reader with hints and tips on photograph enhancement and image manipulation techniques using a variety of software packages.

Stereoscopic Displays and Applications

A complete how-to guide for writing computer games with Visual Basic! This book/disk set provides imaginative programmers with all the tools they'll need to create entertaining computer games for fun and profit. -- Includes algorithms for

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image manipulation and sound generation -- Disk includes source code and executable code for both games featured in the book

Shoot Like a Pro!

Helps users quickly learn AutoCAD fundamentals. Concentrates on teaching drawing, editing, viewing, and plotting drawings with AutoCAD. Plus, the text covers 3-D and solids modeling.

Taking Your iPad 2 to the Max

Here is a fully updated version of the best-seller that launched our extremely successful How to Do Everything series. This friendly, solutions-oriented book is filled with step-by-step examples for using your iMac and offers coverage of Mac OS X as well as the latest versions of iTools, iMovie, QuickTime, AppleWorks, Palm Desktop, Quicken, and much more.

The Shutterfly Guide to Great Digital Photos

Describes the components of "holistic Web design," including HTML, graphics, typography, and multimedia tools to create an effective Web site

How to Do Everything with Your Digital Camera, Fourth Edition

iPad 2: It looks different. It acts different. It connects to the world, yet it is as personal as a well-worn book. And now it has two cameras! Taking Your iPad 2 to the Max is written so that anyone can quickly get up to speed on Apple's latest hit. As bloggers at The Unofficial Apple Weblog (TUAW.com), the authors have the happy privilege of working with Apple products every day, and they'll guide you through all of the perks of being an iPad 2 owner. This book takes you from selecting and buying an iPad, to connecting it to the Internet, to using the incredible power of the iPad and all its apps to enhance your life. Whether you're using your iPad to surf the Internet, admire family photos, listen to music, watch movies, create or edit movies, or read a book, this book will help guide you. Discover how your iPad 2 can be a virtual shopping mall, opening the door to purchases of music, books, videos, and movies. This book will help you organize your daily life through the use of Calendar, Notes, and Contacts, communicate with friends and colleagues with Mail, and find your way with Maps. You'll also learn how get the most out of your iPad's two cameras. Taking Your iPad 2 to the Max introduces the essentials of using your iPad 2 for recreation, travel, and work—and includes the basics of Apple's iWork suite for iPad. Learn to create business or personal documents with Pages, make professional presentations with Keynote, and keep data and finances under control with Numbers.

Multimedia & CD-ROMs for Dummies

"Peter Norton's Introduction to Computers 5th Edition" is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an Overview of computers, input methods and output devices, processing data, storage devices, operating systems, software, networking, Internet resources, and graphics.

Popular Science

Multimedia Presentation Manager/2 or MMPM/2 is OS/2's integrated multimedia application platform. Developing Multimedia Applications Under OS/2 offers tips and techniques, complete with sample programs, for integrating multimedia into your existing applications and developing new ones. It also covers lists of hardware supported under OS/2 Warp, how to program the Media Control Interface (MCI), I/O procedures, how to access individual track headers, audio playback, record, MIDI, and DIVE, the Digital Video Device Interface, how to capture Digital Video, MMPM/2 Window Controls updated and corrected reference on the API and Command Set, and step-by-step instructions for putting together a sample multimedia application with all code on disk.

The Unauthorized Guide to Windows Millennium

Windows 95 Game Developer's Guide Using the Game SDK

Bestselling author Andy Rathbone combines his knowledge of computers, music, MIDI, games, Windows and OS/2 as he explains what multimedia is and what it can do for you. Rathbone covers how to choose, install, and use CD-ROM drives; setting up a simple MIDI studio; how to make a movie on your PC; plus ten cheap ways to try out multimedia.

The Whole Mac

Medical Imaging

An introduction to digital photography explains how to take professional-quality photographs with a digital camera.

International Society for Photogrammetry and Remote Sensing, XVIIth Congress : International Archives of

Photogrammetry and Remote Sensing

A troubleshooting guide for Macintosh users, covering Mac OS 9 and the G4s, explains how to cope with frozen systems, error messages, and extension conflicts

Rendering Techniques '96

Infrared Technology and Applications

This mid-range concepts text is important for courses with equal emphasis on computer concepts and hands-on learning. It is composed of chapters 1-10 of the Introduction to Computers text.

Using AutoCAD

An essential companion for multimedia enthusiasts, this handbook offers the layman an understanding of all relevant hardware, software, authoring, and distribution issues. Rosch covers it all in a user-friendly, hands-on exploratory fashion. The CD includes a demo version of some of the multimedia software and development tools covered in the book, as well as other utilities.

Programming Games for Beginners

27 contributions treat the state of the art in Monte Carlo and Finite Element methods for radiosity and radiance. Further special topics dealt with are the use of image maps to capture light throughout space, complexity, volumetric stochastic descriptions, innovative approaches to sampling and approximation, and system architecture. The Rendering Workshop proceedings are an obligatory piece of literature for all scientists working in the rendering field, but they are also very valuable for the practitioner involved in the implementation of state of the art rendering system certainly influencing the scientific progress in this field.

Taking Your iPod touch to the Max

Computing Fundamentals

Applies a task-oriented approach to solving OS problems, providing additional sections on improving the performance of hardware and peripherals and selecting the best software for specific needs. Original. (All Users).

PC Mag

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Windows XP Home Edition is Microsoft's operating system for home users. This text provides information on essential tasks, with visual step-by-step guidance which should allow readers to master tasks from copying files to setting up an Internet firewall.

HP IT Essentials

The user-friendly reference for computer success!

PC FAQs

3D Madness! takes advantage of the growing interest in this area of computer graphics. 3D Madness! includes lots of tips, tricks, and traps as well as a Top 100 Graphics Techniques featured in the text and referenced in a jump table on the inside front cover. The CD-ROM is filled with 3D software. The disk contains a subset of the material on the CD-ROM.

Red Hat Linux Secrets

The author of Visual C++ Developer's Guide offers expert tips, little-known facts, and insight on the LINUX operating system, from installing the kernel to setting up

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LINUX as a Web server to developing add-ons. Original. (Intermediate).

Discover What's Online

Unleash your iPhone and take it to the limit using secret tips and techniques from gadget hacker Erica Sadun. Fast and fun to read, *Taking Your iPod touch 4 to the Max* is fully updated to show you how get the most out of Apple's OS 4. You'll find all the best undocumented tricks as well as the most efficient and enjoyable introduction to the iPhone available. Starting with an introduction to iPod touch 4 basics, you'll quickly move on to discover the iPod touch's hidden potential, like how to connect to a TV, get contract-free VOIP, and hack OS 4 so it will run apps on your iPod touch. From e-mail and surfing the Web, to using iTunes, iBooks, games, photos, ripping DVDs and getting free VOIP with Skype or Jajah—you'll find it all in this book. You'll even learn tips on where to get the best and cheapest iPod touch accessories. Get ready to take your iPod touch to the max!

Web by Design

Peter Norton's Introduction to Computers

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Focuses on all of the components within the Microsoft Windows 95 Game SDK as well as general Windows applications development, discussing such topics as DIB Theory, DirectDraw, animation, DirectSound, DirectInput, and DirectPlay. Original. (Advanced).

High Performance Windows Graphics Programming

Demonstrates the operating system's newest features while offering detailed documentation on dual booting, customizing components, the Windows Registry, maximizing memory, system maintenance, security, and Web integration.

Engineering, Construction, and Operations in Challenging Environments

LEARN THE ESSENTIALS OF GREAT PHOTOGRAPHY, MASTER IMAGE EDITING AND GET PROFESSIONAL - QUALITY PRINTS, SHARE YOUR PHOTOS WITH FRIENDS AND FAMILY.

Developing Multimedia Applications Under OS/2?

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