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**Adobe Audition CC Classroom in a Book** *Adobe Press* The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 15 lessons (and one bonus lesson on [www.peachpit.com](http://www.peachpit.com)) that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the unique code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-bystep instructions, and the project files forthe students.” Barbara Binder, Adobe Certified Instructor Rocky Mountain Training Flash CS6: The Missing Manual "O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this

complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With *Flash CS6: The Missing Manual*, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. *Photoshop CS6: The Missing Manual "O'Reilly Media, Inc."* Photoshop CS6 is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop a breeze 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 advice you can use every day. The important stuff you need to know: Learn your way around. Get a guided tour of Photoshop's beautiful new workspace. Unlock the magic. Discover the most practical ways to use layers, channels, masks, paths, and other tools. Fine-tune your images. Learn techniques for cropping, retouching, and combining photos. Play with color. Drain, change, and add color; and create gorgeous black-and-whites and duotones. Be artistic. Create original illustrations and paintings, use text and filters effectively, and edit video clips. Share your work. Produce great-looking images for print and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks. *Photoshop CC: The Missing Manual "O'Reilly Media, Inc."* 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. *Photoshop CS5: The Missing Manual "O'Reilly Media, Inc."* Photoshop CS5 is

more amazing than ever, but it can be overwhelming if you're just getting started. This book makes learning Photoshop a breeze by explaining things in a conversational, friendly style -- with no technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical advice you can use every day. Learn your way around. Get a guided tour of Photoshop's efficient new workspace Unlock the power. Learn the best ways to use layers, channels, masks, paths, and more Bring images to life. Discover how to effectively retouch, resize, and recolor your photos Be artistic. Create beautiful illustrations and paintings, and use text effectively Share your work. Produce great-looking photos for print and the Web Work smarter and faster. Automate common chores and install plug-ins for complex tasks Get bonus online content. Find more great material on the Missing CD page Written with the clarity, humor, and objective scrutiny, Photoshop CS5: The Missing Manual is the friendly, thorough resource you need. The Adobe Photoshop Lightroom 4 Book for Digital Photographers *Peachpit Press* Since Lightroom first launched, Scott Kelby's The Adobe Photoshop Lightroom Book for Digital Photographers has been the world's #1 best-selling Lightroom book (it has been translated into a dozen different languages), and in this latest version for Lightroom 4, Scott uses his same award-winning, step-by-step, plain-English style and layout to make learning Lightroom easy and fun. Scott doesn't just show you which sliders do what (every Lightroom book will do that). Instead, by using the following three simple, yet brilliant, techniques that make it just an incredible learning tool, this book shows you how to create your own photography workflow using Lightroom: Throughout the book, Scott shares his own personal settings and studio-tested techniques. Each year he trains thousands of Lightroom users at his "Lightroom Live!" tour and through that he's learned what really works, what doesn't, and he tells you flat out which techniques work best, which to avoid, and why. The entire book is laid out in a real workflow order with everything step by step, so you can begin using Lightroom like a pro from the start. What really sets this book apart is the last chapter. This is where Scott dramatically answers his #1 most-asked Lightroom question, which is: "Exactly what order am I supposed to do things in, and where does Photoshop fit in?" You'll see Scott's entire start-to-finish Lightroom 4 workflow and learn how to incorporate it into your own workflow. Scott knows first-hand the challenges today's digital photographers are facing, and what they want to learn next to make their workflow faster, easier, and more fun. He has incorporated all of that into this major update for Lightroom 4. It's the first and only book to bring the whole process together in such a clear, concise, and visual way. Plus, the book includes a special chapter on integrating Adobe Photoshop seamlessly into your workflow, and you'll also learn some of Scott's latest Photoshop portrait retouching techniques and special effects, which take this book to a whole new level. There is no faster, more straight-to-the-point, or more fun way to learn Lightroom than with this groundbreaking book. Adobe Master Class

**Advanced Compositing in Photoshop: Bringing the Impossible to Reality with Bret Malley** *Adobe Press* In Bret Malley's world, a father is suspended in the air among his baby's collection of toys . . . a big-box store and parking lot can be transformed into a scene of reclaimed nature . . . and an ordinary person can sculpt fire with his bare hands. And in **Adobe Master Class: Advanced Compositing in Photoshop**, Bret shares the techniques he uses to elevate an image from the everyday to the extraordinary, showing you how to make seemingly impossible scenarios come to life. Starting with an overview of the Adobe Photoshop interface that focuses on the hidden tools you need to know to create stunning composite imagery, this fun yet informative guide walks through all the necessary stages—from the first planning sketches to the final finishing touches—of making all kinds of unique creations. Beyond the orientation of tools, layers, adjustments and more, Bret uses step-by-step tutorials to break down a wide variety of his Photoshop artworks. Additional detailed project walkthroughs offer tips on everything from creating a superhuman to compositing an epic fantasy landscape. And interviews and spreads featuring various established and emerging artists provide a range of inspirational imagery, creative insight, and professional know-how. • Features an engaging, writing style that makes learning advanced Photoshop techniques fun • Provides detailed, step-by-step examples, walking through complex compositing projects from start to finish • Includes “Visual Masters” spreads that highlight beautiful and innovative work by current digital artists to inspire you to bring what's in your imagination—the wildly impossible—to reality • Includes access to downloadable resource files so you can work through the projects along with the author

**Bret Malley** is an award-winning digital artist and full-time college instructor living in Portland, Oregon, with his wife, Erin, and new baby boy, Kellen. He has an MFA in Computer Art from Syracuse University and teaches photography, design, and Adobe Photoshop to university and college students of all levels and backgrounds. As a computer artist, he is crazy about digital tools and art-making of all kinds, and especially enjoys working in Photoshop, his ultimate favorite of all applications.

**Color Management for Photographers Hands on Techniques for Photoshop Users** *Taylor & Francis* A guide to color management using Adobe Photoshop. **Digital Restoration from Start to Finish** How to repair old and damaged photographs *Taylor & Francis* **Digital Restoration: Start to Finish** 2nd edition guides you step-by-step through the entire process of restoring old photographs and repairing new ones using Adobe Photoshop, plug-ins, Picture Window, and now Elements. Nothing is left out, from choosing the right hardware and software and getting the photographs into the computer, to getting the finished photo out of the computer and preserving it for posterity. With this book you will learn how to: ? scan faded and damaged prints and films ? improve snapshots with the Shadow/Highlight adjustment ? correct uneven exposure and do dodging and burning-in with Curves adjustment layers ? scan and recover nearly blank photograph ? fix color with Curves and Hue/Saturation adjustment layers ? fix skin

tones with airbrush layers ? hand-tint a photograph easily with masked layers ? fix color with plug-ins ? clean up dust and scratches ? repair small and large cracks with masks and filter ? eliminate tarnish and silvered-out spots from a photograph ? minimize unwanted print surface textures ? erase mildew spots ? eliminate the dots from newspaper photographs ? increase sharpness and fine detail in a photograph \* **NEW Workflow Diagram** \* **NEW DODGE/BURN WITH SOFT LIGHT LAYER** \* **NEW Photoshop Elements and plug ins Embedded Systems Architecture A Comprehensive Guide for Engineers and Programmers** *Newnes* Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website **Adobe Illustrator CS6 Classroom in a Book** *Peachpit Press* A guide to Adobe Illustrator CS6 covers such topics as creating and managing documents, drawing, coloring artwork, working with typography and images, and preparing graphics for the Web. **The Photoshop Book for Digital Photographers** *New Riders* Finally, a Photoshop book that is written expressly for professional photographers and hi-end serious amateurs that doesn't talk about F-stops, exposures, and how to frame a shot (you know all that stuff already--if you don't I hate to say it, but this isn't for you). This new book, from Photoshop User magazine editor and bestselling author Scott Kelby, starts at the moment your digital camera photos come into Photoshop, and he shows you the Photoshop pros techniques for managing, correcting, retouching and outputting your photos to knock your client's socks off, and turn you into a

Photoshop production wizard. This book is absolutely ideal for traditional photographers who are making the jump to digital photography, and Scott's casual, step-by-step, plain-English style makes even the most complex Photoshop techniques seem so easy and accessible. It's the type of book that makes you smile and think "Ahhhh, so that's how they do it" and then immediately you realize "Hey, I can do this!" The entire book is graphically rich, in full color cover-to-cover, and best of all it's packed with real-world project-based tutorials that will take you through the process of sizing your images with the proper resolution (and the secret to doing so without losing image quality), how to deal with High ISO noise, blue channel noise, and other common plagues introduced by digital cameras; you'll learn how the pros color correct their photos for output on everything from inkjet printers to printing presses, and the secrets to getting perfect fleshtones no matter where it's output. You'll learn the sharpening techniques today's top digital photographers use, and how the leading retoucher's perform "digital plastic surgery" in Photoshop, plus professional facial retouching techniques using Photoshop 7.0's amazing new tools. Plus, you'll also learn how to manage your photos, "digital dodging and burning" tricks, dealing with common problems, making client presentations within Photoshop and on the Web, and the inside tips on how to work faster and more efficiently than you ever thought possible. If you're serious about digital photography and Photoshop, this is book you've been waiting for.

*Eye-Tracking Cambridge University Press* A broad and inclusive guide that makes eye-tracking understandable, accessible and achievable for language researchers.

*Photoshop CS4 Bible John Wiley & Sons*

*TCP/IP Illustrated, Volume 1 The Protocols Addison-Wesley* "For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable." —Vint Cerf, Internet pioneer

*TCP/IP Illustrated, Volume 1, Second Edition*, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable

transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

Trade School 2009-2019 Trade School was a non-traditional learning space where students bartered with teachers. Anyone could teach a class. Students signed up for classes by agreeing to bring a barter item that the teacher requested. From 2009-2019, Trade School became an international network of local, self-organized chapters that reached over 22,000 people globally. Each chapter coordinated the exchange of knowledge for barter items and services.

**Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book (2015 Release)** This official Adobe tutorial shows photographers and photography students how to use Adobe Lightroom and Photoshop CC together to get results and efficiencies they could never achieve with either product alone. **Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book®** begins by presenting a quick, hands-on overview of Lightroom's powerful cataloging functions, perfect for readers who've used a different photo organization tool (or none at all!). Next, Jan Kabili introduces a simple, well-proven Lightroom-Photoshop workflow. Building on these fundamentals, she guides readers through a series of practical projects that start in Lightroom and move to Photoshop to use its powerful, exclusive tools. You'll walk through fixing common photo problems such as blur caused by camera shake; bringing out important details; adding creative effects with adjustment layers; layering images to create composites; adding text or 3D objects; performing precise photo retouching, and much more. Classroom in a Book, the best-selling series of hands-on software training workbooks, helps students learn the features of Adobe software quickly and easily. It offers what no other book or training program does: official training from Adobe Systems Incorporated, developed with the support of Adobe product experts. Online companion files include all the assets readers need to complete each chapter's projects, as well as eBook updates when Adobe releases new features for Creative Cloud customers. New to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. As with all Classroom in a Book products, Instructor Notes are available for teachers to download. Check out the ad in the back of the book for details on becoming an Adobe Creative Cloud Photography plan member for up to 20% off you first year!

**Adobe Creative Cloud All-in-One For Dummies** *John Wiley & Sons* Fly higher in your Creative Cloud Adobe Creative Cloud makes the most popular tools used by designers, photographers, and other creative professionals accessible in a single place. **Adobe Creative Cloud All-in-One For Dummies** is the ultimate one-stop reference guide for

how to use them all. Whatever gets your creative juices flowing, you'll find the in-depth guidance required to deliver the results you want, from polishing-up photos and images to creating illustrations and designs. And once your assets are just how you want them, you can pick up best practices for managing and publishing via the amazing Adobe Bridge. Written by pro designers for those getting started with this powerful set of tools, this book gives you an overview of Creative Cloud and step-by-step coverage of the major applications—InDesign, Illustrator, Photoshop, Acrobat Pro, and Adobe XD, and Adobe Bridge—in seven mini-books that take you from the basics to more advanced topics. You'll also discover how to get your work noticed by building personal galleries and displaying your creative wares. Find the essentials on the top tools in Adobe Creative Cloud Build and enhance your design skills Protect your documents with Acrobat Pro Get the most out of each program with insider tips Whatever your skill level and project needs, you'll find the essentials you need to demystify these complex programs and the knowledge to make your work shine even more brightly through the Cloud! Foundations of Digital Art and Design with the Adobe Creative Cloud *New Riders* Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision. Photo Editing Made Easy *Which? Books* A guide for those who want to find out how to edit their photos digitally to get the best results, featuring step-by-step tutorials on topics including resizing and cropping pictures, removing red-eye, and restoring old photos and slides. Digital Epigraphy Linux Network Administrator's Guide "O'Reilly Media, Inc." This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration). Adobe Photoshop CS6 Digital Classroom *John Wiley & Sons* A complete training package on the newest version of Photoshop! The Digital Classroom series combines a

full-color book with a full-featured DVD, resulting in a complete training package written by expert instructors. Photoshop is the industry standard for image editing, and this guide gets photographers, commercial designers, web developers, fine artists, and serious hobbyists up to speed on the newest version. It includes 13 self-paced lessons that allow you to progress at your own speed, with complete lesson files and tutorials on the DVD. Topics include Camera RAW, masks and layers, retouching, and much more. A self-paced way to learn the newest version of Photoshop, the essential image-editing software used by professional photographers, web developers, and graphic designers Features full-color, step-by-step instructions in the book plus additional tutorials and lesson files on the DVD Developed by a team of Adobe Certified Instructors and Photoshop experts who have created many of the official training titles for Adobe Systems Covers Adobe Bridge, Camera RAW, masks and layers, painting and retouching, and selections and layers, taking you through basic and intermediate-level topics Photoshop CS6 Digital Classroom is like having your own personal tutor teaching you the newest version of Photoshop. Note: DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase. QuickBooks 2016 The Missing Manual *O'Reilly Media* Offers step-by-step instructions on basic bookkeeping and accounting, and how and when to use specific QuickBooks features. Includes how to set up accounts, track billable time and examine budgets. HTML5 Advertising *Apress* Web advertising is changing. What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign process on your own terms? HTML5 Advertising will educate you on the whole digital advertising process from start to finish, and help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. HTML5 Advertising equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you like it or not, so why not jump in early and head down the path of building the future.

**Adobe Premiere 6.0** *Adobe Press* Provides instruction for editing digital video or film using Adobe Premiere, discussing basic editing principles, digital video editing, transitions, audio, creating a title, superimposing, motion, and clips. **HCI International 2014 - Posters' Extended Abstracts International Conference**, HCI International 2014, Heraklion, Crete, June 22-27, 2014. **Proceedings, Part I** *Springer* This is the first of a two-volume set (CCIS 434 and CCIS 435) that constitutes the extended abstracts of the posters presented during the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, and consisting of 14 thematic conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The extended abstracts were carefully reviewed and selected for inclusion in this two-volume set. This volume contains posters' extended abstracts addressing the following major topics: design methods, techniques and knowledge; the design of everyday things; interacting with information and knowledge; cognitive, perceptual and emotional issues in HCI; multimodal and natural interaction; algorithms and machine learning methods in HCI; virtual and augmented environments. **Flash CS5.5: The Missing Manual** "O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. **Project SAVE Social Vulnerability & Assessment Framework** *Royal Danish Defence College* **FreeBSD Handbook** *Walnut Creek CDRom* The FreeBSD Handbook is a comprehensive FreeBSD tutorial and reference. It covers installation, day-to-day use of FreeBSD, and much more, such as the Ports collection, creating a custom kernel, security topics, the X Window System, how to use FreeBSD's Linux binary compatibility, and how to upgrade your system from source using the 'make world' command, to name a few. **Adobe Photoshop CS6 for Photographers** A professional image

editor's guide to the creative use of Photoshop for the Macintosh and PC *CRC Press* **Renowned Photographer and Photoshop hall-of-famer, Martin Evening returns with his comprehensive guide to Photoshop. This acclaimed work covers everything from the core aspects of working in Photoshop to advanced techniques for refined workflows and professional results. Using concise advice, clear instruction and real world examples, this essential guide will give you the skills, regardless of your experience, to create professional quality results. A robust accompanying website features sample images, tutorial videos, bonus chapters and a plethora of extra resources. Quite simply, this is the essential reference for photographers of all levels using Photoshop. Color and Colorimetry. Multidisciplinary Contributions Real World Adobe Illustrator CS5** *Pearson Education* **Real World Adobe Illustrator CS5 is the definitive reference to Adobe's industry-standard vector graphics software. With an easy, engaging style, author and past Illustrator product manager Mordy Golding takes readers through all of the features of the program, explaining not only how to use the multitude of features but also why and when to use them. This edition has been thoroughly updated for Illustrator CS5 and includes techniques on using the new perspective tools to draw, move, scale or duplicate objects in perspective. This edition also covers the refinements to Illustrator's drawing tools, such as its Stroke panel and brushes, including the new Bristle Brush for painting, as well as the Shape Builder tool, which makes it easier to merge, break apart, or modify objects. The multiple artboards that were introduced in CS4 are easier to manage in CS5, with a full Artboards panel. Along with tips, sidebars, and expert commentary, there are also numerous 4-color illustrations and screen shots from contributing artists included to offer readers the most complete coverage on this extraordinary application. Designers from all fields--illustrators, animators, package designers, graphic designers, web designers, and more--will find Real World Adobe Illustrator CS5 their one-stop guide to creating powerful designs in Illustrator. Adobe Premiere Pro CS6 Classroom in a Book** *Adobe Press* **"Contains 19 lessons. The book covers the basics of learning Adobe Premiere Pro CS6 and provides countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you"--Back cover. Pipsqueaks, Slowpokes, and Stinkers Celebrating Animal Underdogs** *Peachtree* **Underdogs, unite! Celebrated nonfiction author Melissa Stewart offers young readers a funny, informative look at some animal "underdogs" that have amazing means of survival. Pee-ew! Should the stinky, skunklike zorilla take a bath? And should the slowpoke Galápagos tortoise get a move on? Everyone knows "cool" animals like elephants and cheetahs, but you should meet these lesser-known creatures that have amazing, creative means of survival! Written with a lively, playful voice, this book introduces young readers to a variety of animal "underdogs" and explains how characteristics that might seem like weaknesses are critical for finding food and staying safe in an eat-or-be-eaten world. Along with her**

engaging animal facts, Stewart weaves in a gentle message of understanding and celebrating differences. Stephanie Laberis's bright, humorous, and scientifically accurate illustrations add to the fun. **Macromedia Flash 8 for Windows and Macintosh Visual QuickStart Guide** *Peachpit Press* An improved script editor (with a visual interface), a revamped library interface, a new Undo feature, powerful run-time effects, breakthrough motion-graphics capabilities—these are just a few of the reasons Web designers are raving about the newest version of their favorite Web tool, Macromedia Flash 8. Whether you're a beginning user looking for a good introduction to the topic or a veteran user seeking a convenient update reference, you'll find what you need in this task-based guide. Using simple step-by-step instructions, straightforward language, loads of screen shots, and a plethora of readily accessible examples, author Katherine Ulrich shows you how to create engaging interactive content for the Web with Flash Basic 8 and Flash Professional 8. From basic vector graphics to animation with motion tweening and beyond, this inexpensive, easy-to-use guide promises to get you up to speed fast on the most important application in your design toolbox—Macromedia Flash 8. **Adobe Creative Suite** *Sams Publishing* Presents a guide to Photoshop CS, Illustrator CS, InDesign CS, GoLive CS, Acrobat 6.0, ImageReady CS, and Version Cue. **TCP/IP Illustrated** *Addison-Wesley Professional* **TCP/IP Illustrated, Volume 1, Second Edition**, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. **The Photoshop Workbook Professional Retouching and Compositing Tips, Tricks, and Techniques** *Peachpit Press* **The Photoshop Workbook: Professional Retouching and Compositing Tips, Tricks, and Techniques** reveals the creative skills that photographer and retoucher Glyn Dewis uses for his global clients. In this guide you will learn not only his step-by-step Photoshop techniques, but how and when to apply them so that you, too, can take your images to a whole new level. Glyn starts by covering the individual Photoshop skills that are the essential building blocks of his process: • Mastering selections and cutouts with the Pen tool and other important tools • Dodging and burning, adding textures, transforming a location, and using the “power of gray” for composites • Applying lighting effects such as spotlights, beams, realistic shadows, reflections, and street lighting to images • Creating special effects, including snow and debris, and turning day into night using a nondestructive workflow It's one thing to learn the techniques, but to master them you need to understand when to apply them and in what order. In the second part of the book, Glyn brings everything together with his real-world

projects. He covers six complete, start-to-finish projects—including all the images for you to download and follow along—that show you how to apply the techniques to a variety of scenarios, including character portraits, themed composites, and a landscape. **Designing the iPhone User Experience A User-Centered Approach to Sketching and Prototyping iPhone Apps** *Pearson Education* "In her book **Designing the iPhone User Experience**, Suzanne Ginsburg takes a fresh look at cutting-edge, user-centered design from the perspective of designing mobile user experiences for the iPhone. Her book brings together everything you need to know to design great products for mobile contexts." —Pabini Gabriel-Petit, UX Strategy & Design Consultant and Publisher and Editor in Chief of UXmatters "It's about time! Suzanne Ginsburg takes the best of User-Centered Design (UCD) principles and tweaks them with a dash of mobile and a lot of hints about what it means to implement the Apple Human Interface Guidelines for iPhone. Your idea for an iPhone app has much better chances of being accepted by iPhone owners (and by the iTunes watchdogs guarding entry to the App Store) if you follow even half of the suggestions in this book." —Nancy Frishberg, Ph.D., User Experience Strategist and past Chair of BayCHI Given the fiercely competitive state of the iPhone app landscape, it has become increasingly challenging for app designers and developers to differentiate their apps. The days are long gone when it was possible to crank out an app over the weekend and refine it after receiving a few not so flattering user reviews. Users now have choices -- lots of them. If your app is difficult to use or doesn't meet their needs, finding another one is just a tap away. To illustrate, consider the ever-growing field of Twitter clients. There are hundreds of variations in the App Store but only a handful stand out from the pack (such as Tweetie or Twitterific). For most apps, it boils down to one thing: the user experience. The same is true for countless other categories within the App Store; well-designed apps are more likely to attract and retain users. Of course there are other critical aspects of iPhone app development: the coding, the marketing, the customer support. All of the elements must come together. **Designing the iPhone User Experience** will help you tackle the user experience part of the iPhone challenge. Three key themes will be reinforced throughout the book: Know thy user, the Design Lifecycle, and Attention to Detail: Know Thy User Millions of people depend on iPhone apps to get them to work, find their next meal, and stay in touch with family and friends. Professionals of all kinds also rely on iPhone apps: doctors look up drug interactions; photographers fine-tune lighting; cyclists find the best routes. To truly understand how your apps can fit into their lives, designers and developers must learn how users do things today, what's important to them, and what needs have not been met. Part II, Introduction to User Research, will introduce a variety of user research methods. The Design Lifecycle Award-winning designs rarely happen overnight; they usually only occur after many rigorous design cycles. To illustrate this point, consider USA TODAY's iPhone application, which went through at least seven iterations for the article view in their app. These kinds

of iterations should happen before you launch your app, since it will save valuable time and money, not to mention the headaches a bad design could create for your user. More importantly, you may only have one chance to impress your users -- you do not want to sell them half-baked ideas. Part III, **Developing your App Concept**, will explain how to iteratively design and test your app concepts. **Attention to Detail** Most professionals know that attention to detail is important, but hundreds of apps fail to incorporate even the most basic design principles. This lack of attention is not merely an aesthetic issue (which is important) it also affects the way apps function. For example, a news article without proper alignment will be difficult to read, and a poorly rendered icon will be challenging to interpret. Apps with a razor sharp attention to detail will stand out because their apps will look good and perform well. Part IV, **Refining your App Concept**, will show you how to make to your app shine, from visual design and branding to accessibility and localization. Mastering these three areas will help set your app apart from the crowd. You may not have an award-winning app over night. But knowing your users, iterative design, and attention to detail are important first steps.