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Direct Action

An Ethnography

AK Press *A radical anthropologist studies the global justice movement.*

The Strange Case of Origami Yoda (Origami Yoda #1)

Abrams *In this funny, uncannily wise portrait of the dynamics of a sixth-grade class and of the greatness that sometimes comes in unlikely packages, Dwight, a loser, talks to his classmates via an origami finger puppet of Yoda. If that weren't strange enough, the puppet is uncannily wise and prescient. Origami Yoda predicts the date of a pop quiz, guesses who stole the classroom Shakespeare bust, and saves a classmate from popularity-crushing embarrassment with some well-timed advice. Dwight's classmate Tommy wonders how Yoda can be so smart when Dwight himself is so clueless. With contributions from his puzzled classmates, Tommy assembles this first case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, and hailed by School Library Journal as "honest, funny, and immensely entertaining." F&P Level: T F&P Genre: RF*

Remix Theory: The Aesthetics of Sampling

Birkhäuser *Sampling and remixing are now common in art, music and new media. Assessing their aesthetic qualities by focusing on technical advances in 1970s and 80s music, and later in art and media, the author argues that 'Remix' punches above its deemed cultural weight.*

Dark Ecology

For a Logic of Future Coexistence

Columbia University Press *Timothy Morton argues that ecological awareness in the present Anthropocene era takes the form of a strange loop or Möbius strip, twisted to have only one side. Deckard travels this oedipal path in Blade Runner (1982) when he learns that he might be the enemy he has been ordered to pursue. Ecological awareness takes this shape because ecological phenomena have a loop form that is also fundamental to the structure of how things are. The logistics of agricultural society resulted in global warming and hardwired dangerous ideas about life-forms into the human mind. Dark ecology puts us in an uncanny position of radical self-knowledge, illuminating our place in the biosphere and our belonging to a species in a sense that is far less obvious than we like to think. Morton explores the logical foundations of the ecological crisis, which is suffused with melancholy and negativity of coexistence yet evolving, as we explore its loop form, into something playful, anarchic, and comedic. His work is a skilled fusion of humanities and scientific scholarship, incorporating the theories and findings of philosophy, anthropology, literature, ecology, biology, and physics. Morton hopes to reestablish our ties to nonhuman beings and to help us rediscover the playfulness and joy that can brighten the dark, strange loop we traverse.*

Art2-D2's Guide to Folding and Doodling

An Origami Yoda Activity Book

Amulet Books *Stick figures to the dark side only lead! To doodle like a Jedi you must learn! With this companion to the blockbuster bestselling Origami Yoda series, beloved author Tom Angleberger--with the help of the kids from McQuarrie Middle School--presents young Padawans with dozens of activities from the Star Wars universe. Padawans can learn how to fold R2-D2 and C-3PO, draw Jabba, and even build a fully functioning ChapStick rocket! Other Force-mastering activities include: "Kellen's Guide to Cool Letters," "Mike's Complete Rules and Tips for Pencil Pod-Racing," "Rhondella's Tips for Photographing Origami," and much more! With Tom Angleberger's goofy sense of humor and accessible art style, Art2-D2's Guide to Folding and Doodling is sure to satisfy and inspire the millions of Origami Yoda and Star Wars fans. May the doodles be with you! Includes 16-page color insert with 10 pages of colored pull-out origami paper; instructions to make Yoda, Darth, C-3PO, Admiral Ackbar, and R2-D2; a section on photographing your origami creations, and two Star Wars backdrops to photograph them against. This is the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, showcasing his proven knack for authentically capturing the intrigues, fads, and dramas of middle school in "a satisfying tale of friendship and just resistance to authority" (Kirkus Reviews, starred review). Praise for Art2-D2's Guide to Folding and Doodling "Once again, Angleberger's humor, which presents itself in the text through characters from the series, in both human and origami form, connects with middle-grade readers. 'Art2' and the other 'Origami Yoda' books are the ultimate example of the by-a-fan/for-the-fans format, which succeeds if executed properly. This did he." --Florida Times-Union "Excellent activity-book offshoot of Angleberger's bestselling Origami Yoda series... The banter and tongue-and-cheek humor of the previous books is present, along with encouragement." --Publishers Weekly "The presentation's offbeat attitude, ingenuity, and wit, many libraries will want to stock this high interest book..." --Booklist "Fans (and nonfans, if there are any) of the "Origami Yoda" series (Abrams) and website will find new opportunities aplenty for foolery in this spinoff compendium of progressively challenging hands-on instructions for drawing, folding, and goofing around with (mostly) Star Wars characters." --School Library Journal*

The Star Wars Heresies

Interpreting the Themes, Symbols and Philosophies of Episodes I, II and III

McFarland *Despite the insatiable public appetite for all things Star Wars, the more analytical side of the saga is all too often ignored. This book offers a new way of seeing George Lucas' space opera—particularly the prequel trilogy, a series never given a fair chance because of constant comparisons to the iconic originals. In the classic style of Joseph Campbell, the trilogy is viewed through the lens of myth and metaphor, revealing a body of work not only worthy of scholarly study but perhaps destined to find therein its home. A wide variety of philosophical and mythological themes are presented and*

expounded upon, drawing from a rich source of scholars, thinkers, writers, and poets from East and West alike. Heretical or not, the Star Wars prequels are a surprisingly rich source of insight into the saga—as well as the human drama—as a whole.

Propagation of Sound in Porous Media

Modelling Sound Absorbing Materials

Springer Science & Business Media *This book has grown out of the research activities of the author in the fields of sound propagation in porous media and modelling of acoustic materials. It is assumed that the reader has a background of advanced calculus, including an introduction to differential equations, complex variables and matrix algebra. A prior exposure to theory of elasticity would be advantageous. Chapters 1-3 deal with sound propagation of plane waves in solids and fluids, and the topics of acoustic impedance and reflection coefficient are given a large emphasis. The topic of flow resistivity is presented in Chapter 2. Chapter 4 deals with sound propagation in porous materials having cylindrical pores. The topics of effective density, and of tortuosity, are presented. The thermal exchanges between the frame and the fluid, and the behaviour of the bulk modulus of the fluid, are described in this simple context. Chapter 5 is concerned with sound propagation in other porous materials, and the recent notions of characteristic dimensions, which describe thermal exchanges and the viscous forces at high frequencies, are introduced. In Chapter 6, the case of porous media having an elastic frame is considered in the context of Biot theory, where new topics described in Chapter 5 have been included.*

Make: Analog Synthesizers

Make Electronic Sounds the Synth-DIY Way

Maker Media, Inc. *Dive hands-on into the tools, techniques, and information for making your own analog synthesizer. If you're a musician or a hobbyist with experience in building electronic projects from kits or schematics, this do-it-yourself guide will walk you through the parts and schematics you need, and how to tailor them for your needs. Author Ray Wilson shares his decades of experience in synth-DIY, including the popular Music From Outer Space (MFOS) website and analog synth community. At the end of the book, you'll apply everything you've learned by building an analog synthesizer, using the MFOS Noise Toaster kit. You'll also learn what it takes to create synth-DIY electronic music studio. Get started in the fun and engaging hobby of synth-DIY without delay. With this book, you'll learn: The differences between analog and digital synthesizers Analog synthesizer building blocks, including VCOs, VCFs, VCAs, and LFOs How to tool up for synth-DIY, including electronic instruments and suggestions for home-made equipment Foundational circuits for amplification, biasing, and signal mixing How to work with the MFOS Noise Toaster kit Setting up a synth-DIY electronic music studio on a budget*

Reinventing Cinema

Movies in the Age of Media Convergence

Rutgers University Press *For over a century, movies have played an important role in our lives, entertaining us, often provoking conversation and debate. Now, with the rise of digital cinema, audiences often encounter movies outside the theater and even outside the home. Traditional distribution models are challenged by new media entrepreneurs and independent film makers, usergenerated video, film blogs, mashups, downloads, and other expanding networks. Reinventing Cinema examines film culture at the turn of this century, at the precise moment when digital media are altering our historical relationship with the movies. Spanning multiple disciplines, Chuck Tryon addresses the interaction between production, distribution, and reception of films, television, and other new and emerging media.Through close readings of trade publications, DVD extras, public lectures by new media leaders, movie blogs, and YouTube videos, Tryon navigates the shift to digital cinema and examines how it is altering film and popular culture.*

Star Wars The Blueprints

Epic Ink *Star Wars: The Blueprints gives an all-access pass into the Lucasfilm Archives to unveil the original technical drawings of the galaxy far, far away. With more than 250 blueprints, 500 photographs and illustrations, and ten stunning gatefolds, this deluxe volume reveals the work of the engineers, designers, and artists who dreamed up the look and feel of the Star Wars universe. Bestselling author J. W. Rinzler explores the complex process of envisioning and creating the Star Wars films throughout this collection. Witness first-hand the technical expertise and jaw-dropping detail involved in every part of the process, from concept sketches to final scenes. Star Wars: The Blueprints showcases the transformation of careful technical drawings to now-iconic sets—the rebel blockade runner, the Millennium Falcon, the bridge of General Grievous's flagship, Jabba the Hutt's throne room, and many others. Meticulously researched and packed with gorgeous artwork and little-known details, Star Wars: The Blueprints tells the story of the brilliant minds and technical prowess that brought this extraordinary epic to life.*

Foundations of Qualitative Research

Interpretive and Critical Approaches

SAGE *Foundations of Qualitative Research introduces key theoretical and epistemological concepts replete with historical and current real-world examples. Author Jerry W. Willis provides an invaluable resource to guide the critical and qualitative inquiry process written in an accessible and non-intimidating style that brings these otherwise difficult concepts to life.*

The Sound Effects Bible

How to Create and Record Hollywood Style Sound Effects

Offers user-friendly knowledge and stimulating exercises to help compose story, develop characters and create emotion through skillful creation of the sound track.

FORTRAN 90 for Scientists and Engineers

Elsevier *The introduction of the Fortran 90 standard is the first significant change in the Fortran language in over 20 years. this book is designed for anyone wanting to learn Fortran for the first time or or a programmer who needs to upgrade from Fortran 77 to Fortran 90. Employing a practical, problem-based approach this book provides a comprehensive introduction to the language. More experienced programmers will find it a useful update to the new standard and will benefit from the emphasis on science and engineering applications.*

Web Data Management

Cambridge University Press *The Internet and World Wide Web have revolutionized access to information. Users now store information across multiple platforms from personal computers to smartphones and websites. As a consequence, data management concepts, methods and techniques are increasingly focused on distribution concerns. Now that information largely resides in the network, so do the tools that process this information. This book explains the foundations of XML with a focus on data distribution. It covers the many facets of distributed data management on the Web, such as description logics, that are already emerging in today's data integration applications and herald tomorrow's semantic Web. It also introduces the machinery used to manipulate the unprecedented amount of data collected on the Web. Several 'Putting into Practice' chapters describe detailed practical applications of the technologies and techniques. The book will serve as an introduction to the new, global, information systems for Web professionals and master's level courses.*

Better Game Characters by Design

A Psychological Approach

CRC Press *Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. Better Game Characters by Design gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.*

Matlab

An Introduction With Applications

Createspace Independent Publishing Platform *In MATLAB, Learn the essential skills needed to use the flexible MATLAB system. You will be able to apply the highly modular system towards the purposes you need by harnessing the power of its different toolboxes. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.*

Basic Engineering Circuit Analysis

The Field

The Quest for the Secret Force of the Universe

HarperCollins UK *Lynne McTaggart follows the life and work of disparate physicists who seem to be on the verge of bringing about the same type of revolution that occurred exactly a century ago when quantum theory changed the face of physics forever.*

Lasers

Fundamentals and Applications

Springer Science & Business Media *Ever since their invention in 1960, lasers have assumed tremendous importance in the fields of science, engineering and technology because of their use both in basic research and in various technological applications. Lasers: Theory and Applications 2nd Edition will provide a coherent presentation of the basic physics behind the working of the laser along with some of their most important applications. Numerical examples are scattered throughout the book for helping the student gain a better appreciation of the concepts and problems at the end of each chapter and provides the student a better understanding of the basics and help in applying the concepts to practical situations. This book serves as a text in a course on lasers and their applications for students majoring in various disciplines such as Physics, Chemistry and Electrical Engineering.*

The Game Audio Tutorial

A Practical Guide to Creating and Implementing Sound and Music for Interactive Games

Taylor & Francis *Design and implement video game sound from beginning to end with this hands-on course in game audio. Music and sound effects speak to players on a deep level, and this book will show you how to design and implement powerful, interactive sound that measurably improves gameplay. If you are a sound designer or composer and want to do more than just create audio elements and hand them over to someone else for insertion into the game, this book is for you. You'll understand the game development process and implement vital audio experiences-not just create music loops or one-off sound effects. The Game Audio Tutorial isn't just a book-you also get a powerful website (www.thegameaudiotutorial.com)*

Star Wars

Princess Leia

Marvel Entertainment

Effective Computation in Physics

Field Guide to Research with Python

"O'Reilly Media, Inc." *More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures*

Video Production

Putting Theory into Practice

Red Globe Press *It's tempting to skip over theory when you want to get on with the practice of video production. But understanding theory can actually give you the confidence to make good practical decisions and to produce higher-quality videos and films. This no-nonsense, straight-talking book helps you to grasp key theoretical ideas and shows how to use them in your filming projects. Exploring issues and ideas that will inform and enhance your work, Video Production builds skills and understanding from the very basics. The book is split into two halves, carefully building a foundation of theoretical knowledge before steering readers through a variety of production briefs. In particular, the book: • Clearly introduces the essentials of film, media and communication theory • Looks at a variety of film genres, from the drama short to magazine programmes • Pays close attention to the different demands of pre-production, production and post-production • Gives handy hints, tips and advice that show how to avoid common mistakes and pitfalls • Links with a companion website that offers resources such as examples of successful student projects, downloadable templates and career advice. Written by experts in an easy-to-follow, clear and comprehensive way, this book can be read cover to cover, or dipped into at crucial moments. Video Production is the ultimate guide for all students and novice film-makers.*

How to Create a Mind

The Secret of Human Thought Revealed

Prelude Books *'Ray Kurzweil is the best person I know at predicting the future of artificial intelligence.' Bill Gates In How to Create a Mind, Ray Kurzweil offers a provocative exploration of the most important project in human-machine civilisation: reverse engineering the brain to understand precisely how it works and using that knowledge to create even more intelligent machines. Kurzweil explores how the brain functions, how the mind emerges from the brain, and the implications of vastly increasing the powers of our intelligence in addressing the world's problems. He thoughtfully examines emotional and moral intelligence and the origins of consciousness and envisions the radical - arguably inevitable - future of our merging with the intelligent technology we are creating.*

Star Wars Crochet

Have you ever wanted to cuddle Chewbacca or hug Yoda? The Star Wars Crochet book comes with step-by-step instructions, complete with photos. Possible projects could include: Wicket the Ewok, Chewbacca, Stormtrooper, Darth Vader, Luke Skywalker, Princess Leia, Han Solo Yoda, C-3PO, R2-D2, Jabba the Hutt, Boba Fett.

Artificial Intelligence for a Better Future

An Ecosystem Perspective on the Ethics of AI and Emerging Digital Technologies

Springer Nature *This open access book proposes a novel approach to Artificial Intelligence (AI) ethics. AI offers many advantages: better and faster medical diagnoses, improved business processes and efficiency, and the automation of boring work. But undesirable and ethically problematic consequences are possible too: biases and discrimination, breaches of privacy and security, and societal distortions such as unemployment, economic exploitation and weakened democratic processes. There is even a prospect, ultimately, of super-intelligent machines replacing humans. The key question, then, is: how can we benefit from AI while addressing its ethical problems? This book presents an innovative answer to the question by presenting a different perspective on AI and its ethical consequences. Instead of looking at individual AI techniques, applications or ethical issues, we can understand AI as a system of ecosystems, consisting of numerous interdependent technologies, applications and stakeholders. Developing this idea, the book explores how AI ecosystems can be shaped to foster human flourishing. Drawing on rich empirical insights and detailed conceptual analysis, it suggests practical measures to ensure that AI is used to make the world a better place.*

Dramatica

A New Theory of Story

Screenplay Systems Incorporated *Dramatica: A New Theory of Story is the definitive guide to the most profoundly original and complete paradigm of story since Aristotle wrote Poetics. This book is chock-full of stunning solutions to vexing story structure and development problems that have mystified and tormented writers for ages. An absolute must read for any writer who wants to elevate the quality of their written work.*

The World Is Open

How Web Technology Is Revolutionizing Education

John Wiley & Sons *Discover the dramatic changes that are affecting all learners Web-based technology has opened up education around the world to the point where anyone can learn anything from anyone else at any time. To help educators and others understand what's possible, Curt Bonk employs his groundbreaking "WE-ALL-LEARN" model to outline ten key technology and learning trends, demonstrating how technology has transformed educational opportunities for learners of every age in every corner of the globe. The book is filled with inspiring stories of ordinary learners as well as interviews with technology and education leaders that reveal the power of this new way of learning. Captures the global nature of open education from those who are creating and using new learning technologies Includes a new Preface and Postscript with the latest updates A free companion web site provides additional stories and information Using the dynamic "WE-ALL-LEARN" model, learners, educators, executives, administrators, instructors, and parents can discover how to tap into the power of Web technology and unleash a world of information.*

Resonate

Present Visual Stories that Transform Audiences

John Wiley & Sons *Reveals the underlying story form of all great presentations that will not only create impact, but will move people to action Presentations are meant to inform, inspire, and persuade audiences. So why then do so many audiences leave feeling like they've wasted their time? All too often, presentations don't resonate with the audience and move them to transformative action. Just as the author's first book helped presenters become visual communicators, Resonate helps you make a strong connection with your audience and lead them to purposeful action. The author's approach is simple: building a presentation today is a bit like writing a documentary. Using this approach, you'll convey your content with passion, persuasion, and impact. Author has a proven track record, including having created the slides in Al Gore's Oscar-winning An Inconvenient Truth Focuses on content development methodologies that are not only fundamental but will move people to action Upends the usual paradigm by making the audience the hero and the presenter the mentor Shows how to use story techniques of conflict and resolution Presentations don't have to be boring ordeals. You can make them fun, exciting, and full of meaning. Leave your audiences energized and ready to take action with Resonate.*

The Mystery of the Rebellious Robot

Random House Books for Young Readers *Luke Skywalker and his companions are puzzled by the sudden bizarre behavior of their robots and the malfunction of their machines.*

The Secret of the Fortune Wookiee (Origami Yoda #3)

Abrams *With Dwight attending Tippett Academy this semester, the kids of McQuarrie Middle School are on their own—no Origami Yoda to give advice and help them navigate the treacherous waters of middle school. Then Sara gets a gift she says is from Dwight—a paper fortune-teller in the form of Chewbacca. It's a Fortune Wookiee, and it seems to give advice that's just as good as Yoda's—even if, in the hands of the girls, it seems too preoccupied with romance. In the meantime, Dwight is fitting in a little too well at Tippett. Has the unimaginable happened? Has Dwight become normal? It's up to his old friends at McQuarrie to remind their kooky friend that it's in his weirdness that his greatness lies. This is the third case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, showcasing his proven knack for authentically capturing the intrigues, fads, and dramas of middle school in "a satisfying tale of friendship and just resistance to authority" (Kirkus Reviews, starred review). Praise for The Secret of the Fortune Wookieehas crafted a worthy follow-up to his break STARRED REVIEW "Angleberger's third in the series continues the fun. A chorus of spot-on middle school voices and plenty of laughs are wrapped around this tale of friendship and seasoned with Star Wars references." —Kirkus Reviews, starred review "Tom Angleberger offers a hilarious third book in his best-selling series starring origami Star Wars characters. Angleberger's grasp of middle-school emotions, humor and behavior is spot-on, and parents who want to get a sense of what it's like be a preteen these days might consider reading this book. But you'll likely have to pry it out of your young reader's hands first." —Scripps Howard News Service Award 2013 ReadKiddoRead Kiddos - FINALIST*

The Deep Learning Revolution

MIT Press *How deep learning—from Google Translate to driverless cars to personal cognitive assistants—is changing our lives and transforming every sector of the economy. The deep learning revolution has brought us driverless cars, the greatly improved Google Translate, fluent conversations with Siri and Alexa, and enormous profits from automated trading on the New York Stock Exchange. Deep learning networks can play poker better than professional poker players and defeat a world champion at Go. In this book, Terry Sejnowski explains how deep learning went from being an arcane academic field to a disruptive technology in the information economy. Sejnowski played an important role in the founding of deep learning, as one of a small group of researchers in the 1980s who challenged the prevailing logic-and-symbol based version of AI. The new version of AI Sejnowski and others developed, which became deep learning, is fueled instead by data. Deep networks learn from data in the same way that babies experience the world, starting with fresh eyes and gradually acquiring the skills needed to navigate novel environments. Learning algorithms extract information from raw data; information can be used to create knowledge; knowledge underlies understanding; understanding leads to wisdom. Someday a driverless car will know the road better than you do and drive with more skill; a deep learning network will diagnose your illness; a personal cognitive assistant will augment your puny human brain. It took nature many millions of years to evolve human intelligence; AI is on a trajectory measured in decades. Sejnowski prepares us for a deep learning future.*

Star Wars and the History of Transmedia Storytelling

Transmedia *Star Wars has reached more than three generations of casual and hardcore fans alike, and as a result many of the producers of franchised Star Wars texts (films, television, comics, novels, games, and more) over the past four decades have been fans-turned-creators. Yet despite its dominant cultural and industrial positions, Star Wars has rarely been the topic of sustained critical work. Star Wars and the History of Transmedia Storytelling offers a corrective to this oversight by curating essays from a wide range of interdisciplinary scholars in order to bring Star Wars and its transmedia narratives more fully into the fold of media and cultural studies. The collection places Star Wars at the center of those studies' projects by examining video games, novels and novelizations, comics, advertising practices, television shows, franchising models, aesthetic and economic decisions, fandom and cultural responses, and other aspects of Star Wars and its world-building in their multiple contexts of production, distribution, and reception. In emphasizing that Star Wars is both a media franchise and a transmedia storyworld, Star Wars and the History of Transmedia Storytelling demonstrates the ways in which transmedia storytelling and the industrial logic of media franchising have developed in concert over the past four decades, as multinational corporations have become the central means for subsidizing, profiting from, and selling modes of immersive storyworlds to global audiences. By taking this dual approach, the book focuses on the interconnected nature of corporate production, fan consumption, and transmedia world-building. As such, this collection grapples with the historical, cultural, aesthetic, and political-economic implications of the relationship between media franchising and transmedia storytelling as they are seen at work in the world's most profitable transmedia franchise.*

The Engineers' Manual

Franklin Classics Trade Press *This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.*

Star Wars Origami

36 Amazing Paper-folding Projects from a Galaxy Far, Far Away....

Workman Publishing Kids love origami—and what could be cooler than transforming a piece of paper into Boba Fett, Princess Leia, Yoda, or R2-D2? And not just any paper, but custom-designed paper illustrated with art from the movies. Star Wars® Origami marries the fun of paper folding with the obsession of Star Wars. Like The Joy of Origami and Origami on the Go, this book puts an original spin on an ancient art. And like Star Wars® Scanimation® and Star Wars® Fandex®, it's a fresh take on Star Wars mania. Chris Alexander is a master folder and founder of the popular website StarWarsOrigami.com, and here are 36 models, clearly explained, that range in difficulty from Youngling (easy) to Padawan (medium), Jedi Knight (difficult), and Jedi Master (tricky!). A front section introduces origami definitions and basic folds. Bound in the back is the book's unique folding paper, two sheets for each figure. Illustrated with original art, it makes each creation—the essential lightsabers, the Death Star, and much more—true to the movies. Star Wars Origami includes a foreword by Tom Angleberger, author of the New York Times bestsellers The Strange Case of Origami Yoda and Darth Paper Strikes Back, and is scheduled to be published at the same time as Angleberger's upcoming book, The Secret of the Fortune Wookiee.

Basic Mathematics with Applications

Schaum's Outline Series

How to Write a Movie in 21 Days (Revised Edition)

The Inner Movie Method

Harper Paperbacks In this classic bestselling screenwriting guide, author and film consultant Viki King takes readers through the action and adventure of their own life to get the movie in their hearts onto the page. For writers, often their story burns in them, wanting to get it out. In How to Write a Movie in 21 Days, film consultant Viki King will help screenwriters go from blank page to completed manuscript through a series of clever and simple questions, ingenious writing exercises, and easy, effective new skills. Viki King's Inner Movie Method is a specific step-by-step process designed to get the story in your heart onto the page. This method doesn't just show how to craft a classic three-act story but also delves into how to clarify the idea you don't quite have yet, how to tell if your idea is really a movie, and how to stop getting ready and start. Once you know what to write, the Inner Movie Method will show you how to write it. This ultimate scriptwriting survival guide also addresses common issues such as: how to pay the rent while paying your dues, what to say to your spouse when you can't come to bed, and how to keep going when you think you can't. How to Write a Movie in 21 Days, first published in 1987, has been translated in many languages around the world and has become an industry-standard guide for filmmakers both in Hollywood and internationally. For accomplished screenwriters honing their craft, as well as those who never before brought their ideas to paper, How to Write a Movie in 21 Days is an indispensable guide. And Viki King's upbeat, friendly style is like having a first-rate writing partner every step of the way.

The Star Wars Craft Book

Lucas Books Offers full-color illustrations and step-by-step instructions for out-of-this-world crafts featuring characters, locales and objects from the Star Wars universe, including a felt Yoda doll, an R2-D2 knit wool cap, Dagobah terrariums, Hoth snow globe, broken-action-figure Christmas wreath, a Chanukah "droidel," a Chewbacca tissue-box cozy and much more. Original. 50,000 first printing.

Solfege Teaching Guide

Createspace Independent Publishing Platform Intended audience: Everyone - musical and non-musical - especially prospective parents. The solfege methodology taught at The French School of Music in Plainfield, NJ over a 90 year period is a surprisingly approachable system for understanding music involving singing on-pitch, sightreading, conducting time, ear training, and music dictation. The combination of solfege lessons and efficient piano practice methods empowered many French School alumni from around the 1970s to perform in Carnegie Recital Hall as children, attend conservatories, develop a lifelong love for music, and have successful music careers. Many alumni excelled in non-music related careers as well because these methods enabled students to develop a deep understanding of what constitutes excellence. If this was just about learning solfege, this book wouldn't be needed. This is also a metaphor about life - about learning how to learn, identify and solve problems, be efficient, become a leader and influencer, and coach future generations to do the same.

Humans Need Not Apply

A Guide to Wealth & Work in the Age of Artificial Intelligence

Yale University Press An "intriguing, insightful" look at how algorithms and robots could lead to social unrest—and how to avoid it (The Economist, Books of the Year). After decades of effort, researchers are finally cracking the code on artificial intelligence. Society stands on the cusp of unprecedented change, driven by advances in robotics, machine learning, and perception powering systems that rival or exceed human capabilities. Driverless cars, robotic helpers, and intelligent agents that promote our interests have the potential to usher in a new age of affluence and leisure—but as AI expert and Silicon Valley entrepreneur Jerry Kaplan warns, the transition may be protracted and brutal unless we address the two great scourges of the modern developed world: volatile labor markets and income inequality. In Humans Need Not Apply, he proposes innovative, free-market adjustments to our economic system and social policies to avoid an extended period of social turmoil. His timely and accessible analysis of the promises and perils of AI is a must-read for business leaders and policy makers on both sides of the aisle. "A reminder that AI systems don't need red laser eyes to be dangerous."—Times Higher Education Supplement "Kaplan...sidesteps the usual arguments of techno-optimism and dystopia, preferring to go for pragmatic solutions to a shrinking pool of jobs."—Financial Times