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Batteries in a Portable World-Isidor Buchmann 2011

Learning Pixelmator-Mark Stagi 2013-04-16 A fast paced, example driven approach to learning Pixelmator."Learning Pixelmator" is great for photographers of any level who are looking to learn to take advantage of Pixelmator to edit images. Without any prior knowledge of image editing software needed, we will start with the basics and move onto more advanced image editing techniques. No matter what your current artistic level is, this book will give you the power to unleash the artist within!

Palm Programming in Basic-Jon Kilburn 2002-01-31 Palm Programming in Basic provides a foundation upon which programmers can develop applications for the Palm OS with very little knowledge of the OS itself. It is a comprehensive reference that gets professional programmers up to speed on AppForge, NS Basic, and CASL. The author, Jon Kilburn, shares his vast experience as a developer of dozens of applications for Palm OS in presenting the Palm programming strategies contained in this book. Kilburn clearly explains how to structure programs for Palm devices and how to develop conduits for passing information between PC desktops and Palm devices, and reviews the conduit tools available to developers. Palm Programming in Basic also includes a guide to developing Web Clipping applications, an overview of Palm utilities that all programmers can use, and an appendix on performing data compression.

Noelle's Christmas Crush-Angela Darling 2013-10-01 'Tis the season for tidings of romance—Crush style! Noelle's birthday is on Christmas. And her crush, Noel, was born on Christmas Eve. If that's not romantic fate, what is? In addition to being incredibly cute, Noel is just about the nicest boy Noelle has ever met. But it seems like Noel is friendly to everyone. Noelle isn't sure if his goodwill toward her is simply holiday spirit...or maybe something more?

Gone Gull-Donna Andrews 2017-08-01 Andrews soars into summer with a crafty new Meg Langslow mystery. Gone Gull brings readers yet another knee-slapping adventure filled with New York Times bestselling author Donna Andrews' cast of wacky characters. Meg is spending the summer at the Biscuit Mountain Craft Center, helping her grandmother Cordelia run the studios. But someone is committing acts of vandalism, threatening to ruin the newly-opened center's reputation. Is it the work of a rival center? Have the developers who want to build a resort atop Biscuit Mountain found a new tactic to pressure Cordelia into selling? Or is the real target Meg's grandfather, who points out that any number of environmentally irresponsible people and organizations could have it in for him? While Meg is trying to track down the vandal, her grandfather is more interested in locating a rare gull. Their missions collide when a body is found in one of the classrooms. Can Meg identify the vandal and the murderer in time to save the center's name—while helping her grandfather track down and rescue his beloved gulls?

The Healthy Kitchen-Andrew Weil 2003 Presents more than 150 recipes for a range of healthful dishes, in a cookbook that features information on the art of healthy eating.

Unity 3D Game Development by Example-Ryan Henson Creighton 2010-09-24 Beginner game developers are wonderfully optimistic, passionate, and ambitious. But that ambition is often dangerous! Too often, budding indie developers and hobbyists bite off more than they can chew. Some of the most popular games in recent memory - Doodle Jump, Paper Toss, and Canabalt, to name a few - have been fun, simple games that have delighted players and delivered big profits to their creators. This is the perfect climate for new game developers to succeed by creating simple games with Unity 3D, starting today. This book starts you off on the right foot, emphasizing small, simple game ideas and playable projects that you can actually finish. The complexity of the games increases gradually as we progress through the chapters. The chosen examples help you learn a wide variety of game development techniques. With this understanding of Unity 3D and bite-sized bits of programming, you can make your own mark on the game industry by finishing fun, simple games. This book shows you how to build crucial game elements that you can reuse and re-skin in many different games, using the phenomenal (and free!) Unity 3D game engine. It initiates you into indie game culture by teaching you how to make your own small, simple games using Unity3D and some gentle, easy-to-understand code. It will help you turn a rudimentary keep-up game into a madcap race through hospital hallways to rush a still-beating heart to the transplant ward, program a complete 2D game using Unity's User Interface controls, put a dramatic love story spin on a simple catch game, and turn that around into a classic space shooter with spectacular explosions and "pew" sounds! By the time you're finished, you'll have learned to develop a number of important pieces to create your own games that focus in on that small, singular piece of joy that makes games fun. This book shoots straight for the heart of fun, simple game design and keeps shooting until you have all the pieces you need to assemble your own great games.

The Essential Theatre-Oscar G. Brockett 2016-01-01 Noted as one of the most comprehensive, authoritative surveys of the theatre in academia, THE ESSENTIAL THEATRE, 11th Edition, engages readers and gets them excited about theatre. Drawing from the expertise of the authors as dedicated teachers, published scholars, and practicing artists, this text is ideal for an introductory theatre course. It's vibrant and numerous representations of current and classic performances encourage students to become active theatergoers and fans. The Eleventh Edition includes an all-new chapter devoted to musical theatre, while the thoroughly revised chapter on acting covers the diversity of contemporary approaches. The text also includes numerous new photos, new Then and Now boxes, and expanded use of dates to provide context for artists' major works. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Unity 3D Game Development by Example Beginner's Guide-Ryan Henson Creighton 2011-04-15 The book is suitable for anybody who wants to create games in Unity. You don't need a programming background. If you love playing games and want to try your hand at creating them, this book is the place to start.

The Essential Theatre, Enhanced-Oscar G. Brockett 2013-03-29 Whether you are a theatre major looking forward to a career in the arts, or a non major interested in an overview to help you better appreciate theatre as an audience member, THE ESSENTIAL THEATRE Enhanced 10E is a welcome and helpful resource. Written by highly respected theatre historians, the text has earned its reputation as one of the most comprehensive, authoritative surveys of the theatre. Its vibrant treatment of theatre practice--past and present--catalogs the origins of theatre through postmodernism and performance art. THE ESSENTIAL THEATRE will encourage you and get you excited about becoming an active theatergoer, while providing the insight and understanding that will enrich your theatre experience throughout your life. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Girls Who Rocked the World-Michelle Roehm McCann 2012-10-30 Tells the stories of forty-six girls who were younger than twenty years of age when they changed the history of the world through amazing accomplishments.

Shattered Sky-Neal Shusterman 2013-05-07 Inhabitants of a planet taken over by a terrifying power flee their world, planning to conquer a new one, and only five powerful teenagers, possessed by shards of a shattered star, stand between them and Earth.

Palm Organizers-Jeff Carlson 2004 A visual tutorial to Palm OS-based devices covers set-up, customization, data entry, scheduling, applications, and troubleshooting.

Abnormal Child Psychology-Eric J. Mash 2001-08

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