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The ArcGIS Imagery Book

New View, New Vision

ESRI Press **A conceptual introduction and practical primer to the application of imagery and remote sensing data in GIS (geographic information systems).**

Strategies for Effective Balanced Literacy

Teacher Created Materials **This easy-to-follow guide is filled with practical approaches to help teachers transition towards a balanced literacy framework. Designed for both newer and veteran teachers alike, this straightforward book offers simple techniques and concrete strategies to nurture classroom reading and writing skills through Shared/Guided/Independent Reading and Writing activities. This resource gives teachers in-depth lessons plans that take the away guesswork out of what is needed the Language Arts classroom implementing the Balanced Literacy approach.**

Joomla! 2.5 Beginner's Guide

Packt Publishing Ltd **Written with a fast-paced but friendly and engaging approach, this Packt Beginner's guide is designed to be placed alongside the computer as your guide and mentor. Step-by-step tutorials are bolstered by explanations of the reasoning behind what you are doing. You will quickly pick up the necessary skills, tips, and tricks for building a successful Joomla! website. This book is written for beginners to website design. By the end of the book you will have built a complete custom content managed website, and be ready to build any kind of website.**

Spring MVC: Beginner's Guide

Packt Publishing Ltd **Unleash the power of the latest Spring MVC 4.x to develop a complete application About This Book Work through carefully crafted exercises with detailed explanations for each step will help you understand the concepts with ease You will gain a clear understanding of the end-to-end request/response life cycle, and each logical component's responsibility This book is packed with tips and tricks that demonstrate industry best practices on developing a Spring-MVC-based application Who This Book Is For The book is for Java developers who want to exploit Spring MVC and its features to build web applications. Some familiarity with basic servlet programming concepts would be a plus, but is not a prerequisite. What You Will Learn Familiarize yourself with the anatomy of the Spring 4.X development environment Understand web application architecture and the Spring MVC request flow Integrate bean validation and custom validation Use error handling and exception resolving Get to grips with REST-based web service development and Ajax Test your web application In Detail Spring MVC helps you build flexible and loosely coupled web applications. The Spring MVC Framework is architected and designed in such a way that every piece of logic and functionality is highly configurable. Also, Spring can integrate effortlessly with other popular web frameworks such as Struts, WebWork, Java Server Faces, and Tapestry. The book progressively teaches you to configure the Spring development environment, architecture, controllers, libraries, and more before moving on to developing a full web application. It begins with an introduction to the Spring development environment and architecture so you're familiar with the know-hows. From here, we move on to controllers, views, validations, Spring Tag libraries, and more. Finally, we integrate it all together to develop a web application. You'll also get to grips with testing applications for reliability. Style and approach This book takes a pragmatic step-by-step approach to web application development using Spring MVC, with informative screenshots and concise explanation.**

Autodesk 3ds Max 2020: A Comprehensive Guide, 20th

Edition

Autodesk 3ds Max 2020: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2020 and then gradually progresses to cover the advanced 3D models and animations. In this book, one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users. Additionally, in this edition, the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier. Salient Features: Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2020 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling * Chapter 16: Systems, Hierarchy, and Kinematics * Chapter 17: Particle Systems and Space Warps-I * Chapter 18: Particle Systems and Space Warps-II * Project 1: Creating a Diner Index (*For free download)

Autodesk 3ds Max 2019: A Comprehensive Guide, 19th Edition

Autodesk 3ds Max 2019: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2019 and then gradually progresses to cover the advanced 3D models and animations. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The book will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises. Salient Features: Consists of 18 chapters, 1 project, and 1 student project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2019 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling Chapter 16: Systems, Hierarchy, and Kinematics Chapter 17: Particle Systems and Space Warps-I Chapter 18: Particle Systems and Space Warps-II Project 1: Creating a Diner Student Project Index Free Teaching and Learning Resources Technical support by contacting 'techsupport@cadcim.com'. Max files used in tutorials, exercises, and illustrations. Customizable PowerPoint presentations of all chapters*. Instructor Guide with solution to all review questions and instructions to create the models for exercises*. Additional learning resources at 'https://3dsmaxexperts.blogspot.com' and 'youtube.com/cadcimtech'. (* For faculty only)

Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition

Autodesk 3ds Max 2018: A Comprehensive Guide aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2018 and then gradually progresses to cover the advanced 3D models and animations. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity, thus helping you create stunning 3D models and animations. The book will help the learners transform their imagination into reality with ease. Also, it takes the users across a wide spectrum of animations through progressive examples, numerous illustrations, and ample exercises. Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling,

texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: NURBS Modeling Chapter 11: Compound Objects Chapter 12: Modifiers Chapter 13: Lights and Cameras Chapter 14: Animation Basics Chapter 15: Systems, Hierarchy, and Kinematics Chapter 16: Rigid Body Dynamics and Helpers Chapter 17: Particle Systems and Space Warps-I (For free download) Chapter 18: Particle Systems and Space Warps-II (For free download) Project 1: Creating a Diner Index

The Lawyer's Guide to Adobe Acrobat

American Bar Association **Adobe PDF lets legal professionals capture and view information—from any application, on any computer system— and share it with anyone around the world. Whether transactional or litigation oriented, this book will help any law practice run smarter by showing how lawyers can use the latest version of Acrobat to work with digital documents.**

Absolute Beginner's Guide to Photoshop Elements 2

Que Publishing **New to Photoshop Elements? Learn everything you need to know to make your pictures perfect with Absolute Beginner's Guide to Adobe Photoshop Elements 2. The book covers all aspects of the software (including the new features "borrowed" from the new Photoshop 7), offering you quick and easy explanations on controlling the software for the results you want. Photoshop Elements provides easy access to powerful editing tools and connects users to online output services as well as options for Web and print output. Absolute Beginner's Guide to Adobe Photoshop Elements 2 shows the beginning user how to maximize all these features and more!**

Document Creation Guide for MicroStrategy 9.2.1m

MicroStrategy

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition

CADCIM Technologies **Pixologic ZBrush 2020: A Comprehensive Guide covers all features of ZBrush 2020 in a simple, lucid, and comprehensive manner. It gives in-depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh, NanoMesh, ZRemesher, ZModeler, NanoMesh, and KeyShot renderer. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. In this edition, the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight. Moreover, new sculpting brushes like XTractor and HistoryRecall have been covered. Additionally, the concepts like Array, ZPlugin, and FiberMesh are explained with the help of step by step instructions. Salient Features Consists of 12 chapters & 1 project that are organized in a pedagogical sequence. Covers all aspects such as modeling, texturing, lighting, & animation in ZBrush. Tutorial approach to explain the concepts and usage of tools. First page of every chapter summarizes the topics that are covered in the chapter. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test & Review Questions at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index**

Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition

CADCIM Technologies **Pixologic ZBrush 4R8: A Comprehensive Guide book covers all features of ZBrush 4R8 in a simple, lucid, and comprehensive manner. It gives in-depth details of the concepts and explains the usage and functions of ZBrush such as DynaMesh, NanoMesh, ZRemesher, ZModeler, NanoMesh, and KeyShot renderer. In this edition, new features such as Gizmo 3D and the Live Boolean mode, which is used to generate boolean results, have been explained. This book will unleash your creativity and transform your imagination into reality, thus helping you create realistic 3D models. This book caters to the needs of both the novice and advanced users of ZBrush 4R8 and is ideally suited for learning at your convenience and at your pace. Salient Features: Consists of 12 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The**

author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that will be covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring ZBrush Interface Chapter 2: Sculpting Brushes Chapter 3: Introduction to Digital Sculpting Chapter 4: SubTools and FiberMesh Chapter 5: ZSpheres Chapter 6: DynaMesh, NanoMesh, and ZRemesher Chapter 7: ShadowBox Chapter 8: Materials in ZBrush Chapter 9: Texturing in ZBrush Chapter 10: UV Master Chapter 11: Lighting Chapter 12: Rendering Project 1: Cartoon Character Modeling Index

Unity 4.x Game Development by Example Beginner's Guide

Packt Publishing Ltd **This is a practical and light-hearted guide to get to grips with creating your first games, with easy-to-follow, step-by-step tutorials using the award winning Unity engine. If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development, then this is the book for you. Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine, as will anyone who has never handled the Unity engine before.**

The Lawyers Guide to Adobe Acrobat

American Bar Association **Now including information about Acrobat version 7.0 as well as 6.0, thisbook takes lawyers through the processes of working with PDFdocuments, allowing them to communicate like never before. They'lllearn how to create, control, and more securely deliver intelligent, content-rich documents that can be opened by anyone using AdobeReader. More and more court systems require electronic filing, and thisis the definitive guide to the standard for those filing systems**

Google Cloud Certified Professional Cloud Developer Exam Guide

Modernize your applications using cloud-native services and best practices

Packt Publishing Ltd **Discover how Google Cloud services can help you to reduce operational tasks and focus on delivering business value with your applications Key FeaturesDesign, develop, and deploy end-to-end cloud-native applications using Google Cloud servicesPrepare for the GCP developer exam with the help of a fictitious business case and a Q&A sectionGet hands-on with implementing code examples of different GCP services in your applicationsBook Description Google Cloud Platform is one of the three major cloud providers in the industry, exhibiting great leadership in application modernization and data management. This book provides a comprehensive introduction for those who are new to cloud development and shows you how to use the tools to create cloud-native applications by integrating the technologies used by Google. The book starts by taking you through the basic programming concepts and security fundamentals necessary for developing in Google Cloud. You'll then discover best practices for developing and deploying applications in the cloud using different components offered by Google Cloud Platform such as Cloud Functions, Google App Engine, Cloud Run, and other GCP technologies. As you advance, you'll learn the basics of cloud storage and choosing the best options for storing different kinds of data as well as understand what site reliability engineers do. In the last part, you'll work on a sample case study of Hip Local, a community application designed to facilitate communication between people nearby, created by the Google Cloud team. By the end of this guide, you'll have learned how to design, develop, and deploy an end-to-end application on the Google Cloud Platform. What you will learnGet to grips with the fundamentals of Google Cloud Platform developmentDiscover security best practices for applications in the cloudFind ways to create and modernize legacy applicationsUnderstand how to manage data and databases in Google CloudExplore best practices for site reliability engineering, monitoring, logging, and debuggingBecome well-versed with the practical implementation of GCP with the help of a case studyWho this book is for This book is for cloud engineers or developers working or starting to work on Google Cloud Platform and looking to take advantage of cloud-native applications. You'll also find this book useful if you are preparing for the GCP developer exam.**

Inkscape Beginner's Guide

Packt Publishing Ltd **Create attractive layout designs, logos, brochures, icons, and more using the Inkscape vector graphics editor with this book and ebook.**

Azure PowerShell Quick Start Guide

Deploy and manage Azure virtual machines with ease

Packt Publishing Ltd **Leverage PowerShell to perform many day-to-day tasks in Microsoft Azure Key FeaturesDeploy and manage Azure virtual machines with PowerShell commands.Get to grips with core concept of Azure PowerShell such as working with images and disks, custom script extension, high availability and more.Leverage hands-on projects to successfully apply what you learned through the course of this book.Book Description As an IT professional, it is important to keep up with cloud technologies and learn to manage those technologies. PowerShell is a critical tool that must be learned in order to effectively and more easily manage many Azure resources. This book is designed to teach you to leverage PowerShell to enable you to perform many day-to-day tasks in Microsoft Azure. Taking you through the basic tasks of installing Azure PowerShell and connecting to Azure, you will learn to properly connect to an Azure tenant with PowerShell. Next, you will dive into tasks such as deploying virtual machines with PowerShell, resizing them, and managing their power states with PowerShell. Then, you will learn how to complete more complex Azure tasks with PowerShell, such as deploying virtual machines from custom images, creating images from existing virtual machines, and creating and managing of data disks. Later, you will learn how to snapshot virtual machines, how to encrypt virtual machines, and how to leverage load balancers to ensure high availability with PowerShell. By the end of this book, you will have developed dozens of PowerShell skills that are invaluable in the deployment and management of Azure virtual machines. What you will learnManage virtual machines with PowerShellResize a virtual machine with PowerShellCreate OS disk snapshots via PowerShellDeploy new virtual machines from snapshots via PowerShellProvision and attach data disks to a virtual machine via PowerShellLoad balance virtual machines with PowerShellManage virtual machines with custom script extensionsWho this book is for This book is intended for IT professionals who are responsible for managing Azure virtual machines. No prior PowerShell or Azure experience is needed.**

Drupal 8 Quick Start Guide

Get up and running with Drupal 8

Packt Publishing Ltd **Your step by step guide with easy to follow instructions for navigating Drupal 8 Key Features Build a great Drupal website easily How to structure, create and maintain different types of content Design roles for secure editing of your site Book Description Drupal is a powerful content management platform, flexible enough to accommodate almost any content requirements. This flexibility comes with a cost: complexity. Drupal 8 Quick Start Guide will clear your path from installation to a building usable site in minutes, and to a customized site in one sitting. You will begin with installation of Drupal and going through the main sections of the Drupal UI. Then, you will create a content type that describes its content, which simplifies the act of creating and editing the actual content later. You will learn about user roles, using real-world examples. This will help you to learn how to design roles, and how to assign appropriate permissions to them. Next, you will learn to use the WYSIWYG editor, configure it for other roles, navigate the various fields on the content creation form, and publish content. To begin to appreciate the flexibility and expandability of Drupal, you will make use of popular content-focused modules that extend Drupal's power. You will learn how to expand your market to other readers directly and through other sites by configuring content and UI translations and creating a View that provides an RSS feed. Finally, you will put everything together by customizing the home page for your new website. What you will learn Create and customize Drupal structures, such as menus, tags, and content categories Extend Drupal's capabilities with add-on modules Administer site users, their roles, and the actions to which they are granted access Understand user roles and permissions Create, edit, and publish content Use Views for custom content selection and display Expand your audience with custom RSS feeds Configure a home page with meaningful sections for a better UX Who this book is for This book is for content administrators, developers, site builders and administrators who are new to Drupal 8.**

Microsoft 365 Mobility and Security – Exam Guide MS-101

Explore threat management, governance, security, compliance, and device services in Microsoft 365

Packt Publishing Ltd **Get up to speed with planning, deploying, and managing Microsoft Office 365 services and gain the skills you need to pass the MS-101 exam Key FeaturesExplore everything from mobile device management and compliance,through to data governance and auditingGet to grips with using Azure advanced threat protection and Azure information protectionLearn effectively through exam-focused practice exercises and mock testsBook**

Description Exam MS-101: Microsoft 365 Mobility and Security is a part of the Microsoft 365 Certified: Enterprise Administrator Expert certification path designed to help users validate their skills in evaluating, planning, migrating, deploying, and managing Microsoft 365 services. This book will help you implement modern device services, apply Microsoft 365 security and threat management, and manage Microsoft 365 governance and compliance. Written in a succinct way, you'll explore chapter-wise self-assessment questions, exam tips, and mock exams with answers. You'll start by implementing mobile device management (MDM) and handling device compliance. You'll delve into threat detection and management, learning how to manage security reports and configure Microsoft 365 alerts. Later, you'll discover data loss prevention (DLP) tools to protect data as well as tools for configuring audit logs and policies. The book will also guide you through using Azure Information Protection (AIP) for deploying clients, applying policies, and configuring services and users to enhance data security. Finally, you'll cover best practices for configuring settings across your tenant to ensure compliance and security. By the end of this book, you'll have learned to work with Microsoft 365 services and covered the concepts and techniques you need to know to pass the MS-101 exam. What you will learnImplement modern device servicesDiscover tools for configuring audit logs and policiesPlan, deploy, and manage Microsoft 365 services such as MDM and DLPGet up to speed with configuring eDiscovery settings and features to enhance your organization's ability to mitigate and respond to issuesImplement Microsoft 365 security and threat managementExplore best practices for effectively configuring settingsWho this book is for This book is for IT professionals looking to pass the Microsoft 365 Mobility and Security certification exam. System administrators and network engineers interested in mobility, security, compliance, and supporting technologies will also benefit from this book. Some experience with Microsoft 365, Exchange servers, and PowerShell is necessary.

Rust Quick Start Guide

The easiest way to learn Rust programming

Packt Publishing Ltd **Get familiar with writing programs in the trending new systems programming language that brings together the powerful performance of low-level languages with the advanced features like thread safety in multi-threaded code Key FeaturesLearn the semantics of Rust, which can be significantly different from other programming languagesUnderstand clearly how to work with the Rust compiler which strictly enforces rules that may not be obviousExamples and insights beyond the Rust documentationBook Description Rust is an emerging programming language applicable to areas such as embedded programming, network programming, system programming, and web development. This book will take you from the basics of Rust to a point where your code compiles and does what you intend it to do! This book starts with an introduction to Rust and how to get set for programming, including the rustup and cargo tools for managing a Rust installation and development workflow. Then you'll learn about the fundamentals of structuring a Rust program, such as functions, mutability, data structures, implementing behavior for types, and many more. You will also learn about concepts that Rust handles differently from most other languages. After understanding the Basics of Rust programming, you will learn about the core ideas, such as variable ownership, scope, lifetime, and borrowing. After these key ideas, you will explore making decisions in Rust based on data types by learning about match and if let expressions. After that, you'll work with different data types in Rust, and learn about memory management and smart pointers. What you will learnInstall Rust and write your first program with itUnderstand ownership in RustHandle different data typesMake decisions by pattern matchingUse smart pointersUse generic types and type specializationWrite code that works with many data typesTap into the standard libraryWho this book is for This book is for people who are new to Rust, either as their first programming language or coming to it from somewhere else. Familiarity with computer programming in any other language will be helpful in getting the best out of this book.**

A Social Media Survival Guide

How to Use the Most Popular Platforms and Protect Your Privacy

Rowman & Littlefield Publishers **The every person's guide to social media... how to use it and what never to do. Are you trying to figure out how to safely use social media but finding yourself struggling? Here's a book specifically designed to help regular people figure out social media platforms. It begins with a chapter about social media basics: how they normally work, why people use them, and general safety tips. It is easy to get confused by the large number of options that are out there so this book breaks down each major network into its own chapter. Chapters are included for: Facebook Snapchat Pinterest LinkedIn Instagram YouTube Twitter Reddit, and Tumblr. Because each social media platform has its their own rules, benefits, and challenges, each chapter gives a summary of the platform and tells the reader why people use it. Next, each chapter has a glossary of terms to explain language and slang that are used. This will help people who are new to social media learn about terminology like subreddits, retweets, and more. If readers decide to use the platform (or already use it and want to learn more), each chapter guides users through a "how-to" of using each platform. This includes the basic functionality, setting up profiles, settings, and odd features that even current users may not know about. Privacy and safety are also covered, with a platform-specific section devoted to**

these important issues in each chapter. Two final chapters cover other notable social media platforms that readers might want to know about and archiving tips for saving social media posts and information. This book can help people new to social media, people joining new social media, and people who are already on but want to learn how to better manage and protect their accounts.

Librarian's Guide to Online Searching: Cultivating Database Skills for Research and Instruction, 4th Edition

Cultivating Database Skills for Research and Instruction

ABC-CLIO **This groundbreaking textbook and guide for library school students and librarians will help you—regardless of experience level or environment—learn the ins and outs of working with online databases, the best tactics for effective research online, and the methods for conveying these search skills to others. • Features discussions of databases by discipline, including social science, science, medicine, and humanities, covering both bibliographic and numerical databases • Provides readers with a toolkit of fundamental search skills to increase research effectiveness • Presents advice and techniques for both virtual and in-person teaching • Offers a companion website with additional information and exercises • Includes new "Additional Resources" sections for each database chapter, providing exposure to more database names and vendors, as well as a new section on discovery services**

GeoServer Beginner's Guide

Packt Publishing Ltd **Step-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy learning curve. You are a web developer with knowledge of server side scripting, and have experience with installing applications on the server. You have a desire to want more than Google maps, by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MsSQL or Oracle. If this is the case, this book is meant for you.**

Iclone 4.31 3D Animation Beginner's Guide

Packt Publishing Ltd **Reallusion's iClone is an animated movie making application that allows hobbyists, machinimators, home-based animators, and professionals to visualize their story or an idea by seeing it in action. Years ago, creating animations and single images would require a team of trained artists to accomplish. Now, iClone real time rending engine empowers its users to instantly view what is loaded into the 3D workspace or preview it as an animation, if you have the precise instructions. The iClone 3D Animation Beginner's Guide will walk you through the building and animating of a complete scene and several one-off projects. First we create a scene with sky, terrain , water, props and other assets. Then add two characters and manipulate their features and animate their movement. We will also use particles to create the effect of a realistic torch and animate cameras to give different views to the scene. Finally we will see how to quickly import images to enhance the scene with a mountain, barn, and water tank. It will cover some fun stuff such as playing with props, characters, and other scene assets. It will also demonstrate some advanced topics such as screen resolution, formats and codecs but mostly it will deal with doing hands on animation with precise instructions. Starting with a blank project using stock and downloadable assets you will learn to lay out and animate a scene and export that scene to both a single image and a movie. The main project will demonstrate many common and undocumented techniques, while each project introduces and examines tools and techniques for successful and fun animation of ideas or scripts. Each project of the book including the main project is designed to cover the aspects of 3D animation in a manner which anyone with basic computer skills can follow. You will discover the importance of lighting a scene including daytime scenes. The concept of the timeline and key frames will be covered in detail and other topics such as rendering (exporting), character modification and prop placement all have their own sections with step by step instructions followed by an explanation of what just happened. Good animation habits and project basics are stressed throughout the book interspersed with time saving tips and techniques gained from years of experience with iClone. When you have finished The iClone 3D Animation Beginner's Guide you will have a solid foundation in the basics of iClone by having animated a scene with multiple characters and props that involves dialog and interaction with other characters. You will have the knowledge to create new animation projects to hone your skills, tell your story, educate students or sell your product.**

WebGL Beginner's Guide

Packt Publishing Ltd **Become a master of 3D web programming in WebGL and JavaScript.**

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.**

Malware Forensics Field Guide for Linux Systems

Digital Forensics Field Guides

Newnes **Malware Forensics Field Guide for Linux Systems is a handy reference that shows students the essential tools needed to do computer forensics analysis at the crime scene. It is part of Syngress Digital Forensics Field Guides, a series of companions for any digital and computer forensic student, investigator or analyst. Each Guide is a toolkit, with checklists for specific tasks, case studies of difficult situations, and expert analyst tips that will aid in recovering data from digital media that will be used in criminal prosecution. This book collects data from all methods of electronic data storage and transfer devices, including computers, laptops, PDAs and the images, spreadsheets and other types of files stored on these devices. It is specific for Linux-based systems, where new malware is developed every day. The authors are world-renowned leaders in investigating and analyzing malicious code. Chapters cover malware incident response - volatile data collection and examination on a live Linux system; analysis of physical and process memory dumps for malware artifacts; post-mortem forensics - discovering and extracting malware and associated artifacts from Linux systems; legal considerations; file identification and profiling initial analysis of a suspect file on a Linux system; and analysis of a suspect program. This book will appeal to computer forensic investigators, analysts, and specialists. A compendium of on-the-job tasks and checklists Specific for Linux-based systems in which new malware is developed every day Authors are world-renowned leaders in investigating and analyzing malicious code**

Malware Forensics Field Guide for Windows Systems

Digital Forensics Field Guides

Elsevier **Malware Forensics Field Guide for Windows Systems is a handy reference that shows students the essential tools needed to do computer forensics analysis at the crime scene. It is part of Syngress Digital Forensics Field Guides, a series of companions for any digital and computer forensic student, investigator or analyst. Each Guide is a toolkit, with checklists for specific tasks, case studies of difficult situations, and expert analyst tips that will aid in recovering data from digital media that will be used in criminal prosecution. This book collects data from all methods of electronic data storage and transfer devices, including computers, laptops, PDAs and the images, spreadsheets and other types of files stored on these devices. It is specific for Windows-based systems, the largest running OS in the world. The authors are world-renowned leaders in investigating and analyzing malicious code. Chapters cover malware incident response - volatile data collection and examination on a live Windows system; analysis of physical and process memory dumps for malware artifacts; post-mortem forensics - discovering and extracting malware and associated artifacts from Windows systems; legal considerations; file identification and profiling initial analysis of a suspect file on a Windows system; and analysis of a suspect program. This field guide is intended for computer forensic investigators, analysts, and specialists. A condensed hand-held guide complete with on-the-job tasks and checklists Specific for Windows-based systems, the largest running OS in the world Authors are world-renowned leaders in investigating and analyzing malicious code**

Gatsby: The Definitive Guide

"O'Reilly Media, Inc." **Get the definitive guide on Gatsby, the JavaScript framework for building blazing fast websites and applications. Used by Nike, Costa Coffee, and other companies worldwide, Gatsby is emerging as one of the key technologies in the Jamstack (JavaScript, APIs, and markup) ecosystem. With this comprehensive guide, you'll learn how to architect, build, and deploy Gatsby sites independently or with CMSs, commerce systems, and other data sources. Author Preston So begins by showing you how to set up a Gatsby site from scratch. From there, youâ??ll learn ways to use Gatsbyâ??s declarative rendering and GraphQL API, build complex offline-enabled sites, and continuously deploy Gatsby sites on a variety of platforms, including Gatsby Cloud. Discover how Gatsby integrates with many data sources and plug-ins Set up, configure, and architect Gatsby sites using Gatsby's CLI, React, JSX, and GraphQL with high performance out of the box Build an independent Gatsby site based on Markdown and data- and content-driven Gatsby sites that integrate with CMSs and commerce platforms Deploy Gatsby sites with full CI/CD and test coverage on a variety of platforms, including Netlify, Vercel, and Gatsby Cloud**

Kali Linux Wireless Penetration Testing Beginner's Guide

Master wireless testing techniques to survey and attack wireless networks with Kali Linux, including the KRACK attack

Packt Publishing Ltd **Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition presents wireless pentesting from the ground up, and has been updated with the latest methodologies, including full coverage of the KRACK attack. About This Book Learn wireless penetration testing with Kali Linux Detect hidden wireless networks and discover their names Explore advanced Wi-Fi hacking techniques including rogue access point hosting and probe sniffing Develop your encryption cracking skills and gain an insight into the methods used by attackers and the underlying technologies that facilitate these attacks Who This Book Is For Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition is suitable for anyone who wants to learn more about pentesting and how to understand and defend against the latest wireless network attacks. What You Will Learn Understand the KRACK attack in full detail Create a wireless lab for your experiments Sniff out wireless packets, hidden networks, and SSIDs Capture and crack WPA-2 keys Sniff probe requests and track users through their SSID history Attack radius authentication systems Sniff wireless traffic and collect interesting data Decrypt encrypted traffic with stolen keys In Detail As wireless networks become ubiquitous in our lives, wireless penetration testing has become a key skill in the repertoire of the professional penetration tester. This has been highlighted again recently with the discovery of the KRACK attack which enables attackers to potentially break into Wi-Fi networks encrypted with WPA2. The Kali Linux security distribution comes with a myriad of tools used for networking attacks and detecting security loopholes. Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition has been updated to Kali Linux 2017.3 with the latest methodologies, including full coverage of the KRACK attack and how to defend against it. The book presents wireless pentesting from the ground up, introducing all elements of penetration testing with each new technology. You'll learn various wireless testing methodologies by example, from the basics of wireless routing and encryption through to detailed coverage of hacking methods and attacks such as the Hirte and Caffe Latte. Style and approach Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition is a practical, hands-on guide to modern wi-fi network hacking. It covers both the theory and practice of wireless pentesting, offering detailed, real-world coverage of the latest vulnerabilities and attacks.**

Deep Learning with PyTorch Quick Start Guide

Learn to train and deploy neural network models in Python

Packt Publishing Ltd **Introduction to deep learning and PyTorch by building a convolutional neural network and recurrent neural network for real-world use cases such as image classification, transfer learning, and natural language processing. Key FeaturesClear and concise explanationsGives important insights into deep learning modelsPractical demonstration of key conceptsBook Description PyTorch is extremely powerful and yet easy to learn. It provides advanced features, such as supporting multiprocessor, distributed, and parallel computation. This book is an excellent entry point for those wanting to explore deep learning with PyTorch to harness its power. This book will introduce you to the PyTorch deep learning library and teach you how to train deep learning models without any hassle. We will set up the deep learning environment using PyTorch, and then train and deploy different types of deep learning models, such as CNN, RNN, and autoencoders. You will learn how to optimize models by tuning hyperparameters and how to use PyTorch in multiprocessor and distributed environments. We will discuss long short-term memory network (LSTMs) and build a language model to predict text. By the end of this book, you will be familiar with PyTorch's capabilities and be able to utilize the library to train your neural networks with relative ease. What you will learnSet up the deep learning environment using the PyTorch libraryLearn to build a deep learning model for image classificationUse a convolutional neural network for transfer learningUnderstand to use PyTorch for natural language processingUse a recurrent neural network to classify textUnderstand how to optimize PyTorch in multiprocessor and distributed environmentsTrain, optimize, and deploy your neural networks for maximum accuracy and performanceLearn to deploy production-ready modelsWho this book is for Developers and Data Scientist familiar with Machine Learning but new to deep learning, or existing practitioners of deep learning who would like to use PyTorch to train their deep learning models will find this book to be useful. Having knowledge of Python programming will be an added advantage, while previous exposure to PyTorch is not needed.**

The Business Guide to Free Information Technology
Including Free/Libre Open Source Software

Lulu.com **The Guide summarizes computer software for over 30 business areas. The best software packages for each area are presented in plain English. This book answers the question of What is available. Anyone starting a business will quickly see how to capitalize on these in business. Anyone already in business learns what packages can be added to improve an existing business. Choose and area of interest such as accounting, time tracking, shared calendars, payroll, HR, POS, cash registers, online storefront, ERP, project management, messaging, groupware, email servers, document management, workflow, remote desktops, remote file access, VPN, customer management, sales, CRM, audio-visual, attorneys, physicians, spreadsheets, word processors, computer telephones, contact managers, presentations, spam control, web servers, database systems, web sites, blogs, forums, and others. The reader gains immediate knowledge of what software can be used in business.**

Panda3D 1.6 Game Engine Beginner's Guide

Packt Publishing Ltd **Create your own computer game with this 3D rendering and game development framework.**

Apache Spark Quick Start Guide

Quickly learn the art of writing efficient big data applications with Apache Spark

Packt Publishing Ltd **A practical guide for solving complex data processing challenges by applying the best optimizations techniques in Apache Spark. Key FeaturesLearn about the core concepts and the latest developments in Apache SparkMaster writing efficient big data applications with Spark's built-in modules for SQL, Streaming, Machine Learning and Graph analysisGet introduced to a variety of optimizations based on the actual experienceBook Description Apache Spark is a flexible framework that allows processing of batch and real-time data. Its unified engine has made it quite popular for big data use cases. This book will help you to get started with Apache Spark 2.0 and write big data applications for a variety of use cases. It will also introduce you to Apache Spark – one of the most popular Big Data processing frameworks. Although this book is intended to help you get started with Apache Spark, but it also focuses on explaining the core concepts. This practical guide provides a quick start to the Spark 2.0 architecture and its components. It teaches you how to set up Spark on your local machine. As we move ahead, you will be introduced to resilient distributed datasets (RDDs) and DataFrame APIs, and their corresponding transformations and actions. Then, we move on to the life cycle of a Spark application and learn about the techniques used to debug slow-running applications. You will also go through Spark's built-in modules for SQL, streaming, machine learning, and graph analysis. Finally, the book will lay out the best practices and optimization techniques that are key for writing efficient Spark applications. By the end of this book, you will have a sound fundamental understanding of the Apache Spark framework and you will be able to write and optimize Spark applications. What you will learnLearn core concepts such as RDDs, DataFrames, transformations, and moreSet up a Spark development environmentChoose the right APIs for your applicationsUnderstand Spark's architecture and the execution flow of a Spark applicationExplore built-in modules for SQL, streaming, ML, and graph analysisOptimize your Spark job for better performanceWho this book is for If you are a big data enthusiast and love processing huge amount of data, this book is for you. If you are data engineer and looking for the best optimization techniques for your Spark applications, then you will find this book helpful. This book also helps data scientists who want to implement their machine learning algorithms in Spark. You need to have a basic understanding of any one of the programming languages such as Scala, Python or Java.**

AWS Lambda Quick Start Guide

Learn how to build and deploy serverless applications on AWS

Packt Publishing Ltd **Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write, run, and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost-efficient systems A practical guide to developing serverless services and applications in Node.js, Java, Python, and C# Book Description AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers. This enables you to deploy applications and backend services that operate with no upfront cost. This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda. The book starts with the fundamental concepts of AWS Lambda, and then teaches you how to combine your applications with other AWS services, such as AmazonAPI Gateway and DynamoDB. This book will also give a quick**

walk through on how to use the Serverless Framework to build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity. Toward the end of the book, you will learn how to write, run, and test Lambda functions using Node.js, Java, Python, and C#. What you will learn Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful, serverless backend with DynamoDB Program AWS Lambda with Java, Python, and C# Program a lambda function with Node.js Who this book is for This book is primarily for IT architects and developers who want to build scalable systems and deploy serverless applications with AWS Lambda. No prior knowledge of AWS is necessary.

Dynamics 365 Business Central Development Quick Start Guide

Modern development techniques for Dynamics 365 Business Central

Packt Publishing Ltd **Understanding the new Microsoft Extension model for development Key Features Develop solutions for Dynamics 365 Business Central Orient yourself with the new Microsoft Extension model for development Learn modern ways to develop with Dynamics 365 Business Central Book Description Microsoft Dynamics 365 Business Central is the new SaaS ERP proposition from Microsoft. This latest version has many exciting features guaranteed to make your life easier. This book is an ideal guide to Dynamics 365 Business Central and will help you get started with implementing and designing solutions for real-world scenarios. This book will take you through the fundamental topics for implementing solutions based on Dynamics 365 Business Central (on-premise and SaaS). We'll see the core topics of the new development model (based on extensions) and we'll see how to create applications with the new Microsoft ERP proposition. The book begins by explaining the basics of Dynamics 365 Business Central and the Microsoft ERP proposition. We will then cover topics such as extensions, the new modern development model of Visual studio code, sandboxes, Docker, and many others. By the end of the book, you will have learned how to debug and compile extensions and to deploy them to the cloud and on-premise.You will also have learned how to create serverless business processes for Microsoft Dynamics 365 Business Central. What you will learn Develop solutions for Dynamics 365 Business Central Create a sandbox for extensions development (local or on cloud) Use Docker with Dynamics 365 Business Central Create extensions for Dynamics 365 Business Central Handle dependencies, translations and reporting Deploy extensions on-premise and to the cloud Create serverless processes with Dynamics 365 Business Central Understand source code management for AL Who this book is for This book is for Microsoft Dynamics 365 Business Central solution developers and architects that needs to implement solutions based on the Microsoft's ERP (on-premise and SaaS).**

Microsoft Power BI Quick Start Guide

Build dashboards and visualizations to make your data come to life

Packt Publishing Ltd **Bring your data to life with Power BI Key Features Get to grips with the fundamentals of Microsoft Power BI and its Business Intelligence capabilities Build accurate analytical models, reports and dashboards Get faster and more intuitive insights from your data using Microsoft Power BI Book Description Microsoft Power BI is a cloud-based service that helps you easily visualize and share insights using your organization's data.This book will get you started with business intelligence using the Power BI toolset, covering essential concepts such as installation,designing effective data models, as well as building basic dashboards and visualizations to make your data come to life You will learn how to get your data the way you want – connecting to data sources sources and how to clean your data with the Power BI Query Editor. You will next learn how to properly design your data model to make your data easier to work with.. You will next learn how to properly design your data model to navigate table relationships and build DAX formulas to make your data easier to work with. Visualizing your data is another key element of this book, and you will learn how to follow proper data visualization styles and enhanced digital storytelling techniques. By the end of this book, you will understand how to administer your organization's Power BI environment so deployment can be made seamless, data refreshes can run properly, and security can be fully implemented What you will learn Connect to data sources using both import and DirectQuery options Use the Query Editor to apply data transformations and data cleansing processes, including learning how to write M and R scripts Design optimized data models by designing relationships and DAX calculations Leverage built-in and custom visuals to design effective reports Use the Power BI Desktop and Power BI Service to implement Row Level Security on your model Administer a Power BI cloud tenant for your organization Deploy your Power BI Desktop files into the Power BI Report Server Who this book is for This book is for aspiring Business Intelligence professionals who want to get up and running with Microsoft Power BI. If you have a basic understanding of BI concepts and want to learn how to apply them using**

Microsoft Power BI, this book is for you.

The Transmedia Artist Guide to Making Artist Submissions

<u>Transmedia Artist</u> **Artists, this ebook contains tips and cover letters for you to use as guides for making your own art submissions, in any media, to art galleries, art museum curators, art consultants, art licensing agencies, interior design agencies, art magazine editors, art poster companies, book jacket publishers, potential art sponsors, multi-opportunity submissions, and more, to create opportunities and income streams to support your art practice.The purpose of this ebook is to save you time--not just on a daily basis, but to save you months and years of trial and error. The letter formats are tried and have brought results for artists. The sample letters here are based on actual letters that I wrote and used to obtain solo exhibitions, lucrative art licensing contracts, representation with top artist agencies, and representation by art consultants for lucrative Giclee print sales internationally.So why not get started using this e-book and send off submissions to art professionals on your prospect list? If you lack professional contacts,the ebook contains information for obtaining lists.Copyright Marie Kazalia 2011ebook: 87 pages**

Lua Quick Start Guide

The easiest way to learn Lua programming

<u>Packt Publishing Ltd</u> **The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and effciently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.**

Selenium WebDriver Quick Start Guide

Write clear, readable, and reliable tests with Selenium WebDriver 3

<u>Packt Publishing Ltd</u> **Get writing tests and learn to design your own testing framework with Selenium WebDriver API Key FeaturesLearn Selenium from the ground upDesign your own testing frameworkCreate reusable functionality in your frameworkBook Description Selenium WebDriver is a platform-independent API for automating the testing of both browser and mobile applications. It is also a core technology in many other browser automation tools, APIs, and frameworks. This book will guide you through the WebDriver APIs that are used in automation tests. Chapter by chapter, we will construct the building blocks of a page object model framework as you learn about the required Java and Selenium methods and terminology. The book starts with an introduction to the same-origin policy, cross-site scripting dangers, and the Document Object Model (DOM). Moving ahead, we'll learn about XPath, which allows us to select items on a page, and how to design a customized XPath. After that, we will be creating singleton patterns and drivers. Then you will learn about synchronization and handling pop-up windows. You will see how to create a factory for browsers and understand command design patterns applicable to this area. At the end of the book, we tie all this together by creating a framework and implementing multi-browser testing with Selenium Grid. What you will learnUnderstand what an XPath is and how to design a customized XPathLearn how to create a Maven project and buildCreate a Singleton driverGet to grips with Jenkins integrationCreate a factory for browsersImplement multi-**

browser testing with Selenium GridCreate a sample pop-up window and JavaScript alertReport using Extent ReportsWho this book is for This book is for software testers or developers.