

Vectorworks 101 Tips And Tricks

Explains how to create computer games using Java code, including realistic fantasy worlds with texture mapping, advanced imaging, and seamless mapping techniques

Singularly highlights landscape architectural elements with clear design principles! Designed to be used as a helpful resource by individuals beginning their careers, *Basic Elements of Landscape Architectural Design* presents the thoughts and key design theories fundamental to landscape architecture in simple words and illustrations. Still available from Waveland Press, this highly regarded sourcebook offers the vocabulary, significance, characteristics, potential uses, and design guidelines for landform, plant materials, buildings, pavement, site structures, and water in landscape architectural design. It will help your students overcome common mistakes and misconceptions typical in the early phases of their design career and will heighten their understanding and awareness of the major physical components of the outdoor environment.

One of the most beloved vector graphic softwares among Web Designers is Adobe Illustrator. But getting to know all of its tools and features can be time consuming. With this eBook we try to ease the learning process for you. You will get to learn how to create graphics, transform a sketch into a vector, combine analog and digital techniques, prepare artwork for screen printing and also learn useful typography tips, all focusing on Adobe Illustrator. **TABLE OF CONTENTS**
- Productive Web Design With. Adobe Illustrator? - Creating Graphs With Adobe Illustrator - Illustrators Live Trace: Sketch to Vector - Mixing Up Illustration: Combining Analog And Digital Techniques - Examples And Tips For Using Illustrators Warp Tools - Preparing Artwork for Screen Printing in Adobe Illustrator - Create a Cute Little Tiger in Illustrator - Useful Typography Tips For Adobe Illustrator

Design almost anything in 3D with SketchUp Whether you've dabbled in drawing in 3D or are interested in learning the basics of design, *SketchUp For Dummies* makes it fast and easy to learn the ropes of a powerful, user-friendly tool to bring your design ideas to life. From creating a basic 3D model to showing off your work via 3D print or animation, this all-access guide pulls back the curtain on using SketchUp to do anything from redesigning your house to mocking up the next great invention. With an emphasis on usability, SketchUp has found very wide success as a tool even non-designers can use to make basic drawings. And now, thanks to the insight and expert tips from former SketchUp product director Aidan Chopra and co-author Rebecca Huehls, this easy-to-follow guide makes it more accessible than ever! Create buildings and components Alter the appearance of your model Tour your designs via SketchUp Get quick tips on troubleshooting If you're a designer with sketchy computer modeling skills, *SketchUp For Dummies* is the trusted reference you'll turn to again and again.

"Ready or not, it's high time to make BIM a part of your practice, or at least your vocabulary, and this book has as much to offer beginners as it does seasoned users of building information modeling software." —Chicago Architect The first book devoted to the subject of how BIM affects individuals and organizations working within the ever-changing construction industry, *BIM and Integrated Design* discusses the implementation of building information modeling software as a cultural process with a focus on the technology's impact and transformative effect—both potentially disruptive and liberating—on the social, psychological, and practical aspects of the workplace. *BIM and Integrated Design* answers the questions that BIM poses to the firm that adopts it. Through thorough research and a series of case study interviews with industry leaders—and leaders in the making out from behind the monitor—*BIM and Integrated Design* helps you learn: Effective learning strategies for fully understanding BIM software and its use Key points about integrated design to help you promote the process to owners and your team How BIM changes not only the technology, process, and delivery but also the leadership playing field How to become a more effective leader no matter where you find yourself in the

organization or on the project team How the introduction of BIM into the workforce has significant education, recruitment, and training implications Covering all of the human issues brought about or exacerbated by the advent of BIM into the architecture workplace, profession, and industry, BIM and Integrated Design shows how to overcome real and perceived barriers to its use.

Vectorworks for Entertainment Design Using Vectorworks to Design and Document Scenery, Lighting, Rigging and Audio Visual Systems Routledge

Vectorworks for Entertainment Design is the first book in the industry tailored for the entertainment professional. This second edition has been extensively revised and updated, covering the most current details of the Vectorworks software for scenery, lighting, sound, and rigging. With a focused look at the production process from ideation to development to documentation required for proper execution, the book encourages readers to better create their own processes and workflows through exercises that build on one another. This new edition introduces Braceworks, SubDivision modeling, and scripting using the Marionette tool, and covers new tools such as Video Camera, Deform Tool, Camera Match, Schematic Views, and Object Styles. Fully illustrated with step-by-step instructions, this volume contains inspirational and aspirational work from Broadway, Concerts, Regional Theatre, Dance, and Experiential Entertainment. Exploring both the technical how-to and the art of design, this book provides Theatre and Lighting Designers with the tools to learn about the application and use it professionally. Vectorworks for Entertainment Design also includes access to downloadable resources such as exercise files and images to accompany projects discussed within the book. Whether you'd like to be an art director or already are one, this book contains valuable solutions that will help you get ahead. This comprehensive, thorough professional manual details the set-up of the art department and the day-to-day job duties: scouting for locations, research, executing the design concept, constructing scenery, and surviving production. You will not only learn how to do the job, but how to succeed and secure future jobs. Rounding out the text is an extensive collection of useful forms and checklists, along with interviews with prominent art directors, relevant real-life anecdotes, and blueprints, sketches, photographs, and stills from Hollywood sets.

This is the first of two volumes introducing structural and continuum mechanics in a comprehensive and consistent way. The current book presents all theoretical developments both in text and by means of an extensive set of figures. This same approach is used in the many examples, drawings and problems. Both formal and intuitive (engineering) arguments are used in parallel to derive the principles used, for instance in bending moment diagrams and shear force diagrams. A very important aspect of this book is the straightforward and consistent sign convention, based on the stress definitions of continuum mechanics. The book is suitable for self-education. Get Your Move On! In Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists, you'll learn how to successfully build moving mechanisms through non-technical explanations, examples, and do-it-yourself projects--from kinetic art installations to creative toys to energy-harvesting devices. Photographs, illustrations, screen shots, and images of 3D models are included for each project. This unique resource emphasizes using off-the-shelf components, readily available materials, and accessible fabrication techniques. Simple projects give you hands-on practice applying the skills covered in each chapter, and more complex projects at the end of the book incorporate topics from multiple chapters. Turn your imaginative ideas into reality with help from this practical, inventive guide. Discover how to: Find and select materials Fasten and join parts Measure force, friction, and torque Understand mechanical and

electrical power, work, and energy Create and control motion Work with bearings, couplers, gears, screws, and springs Combine simple machines for work and fun Projects include: Rube Goldberg breakfast machine Mousetrap powered car DIY motor with magnet wire Motor direction and speed control Designing and fabricating spur gears Animated creations in paper An interactive rotating platform Small vertical axis wind turbine SADbot: the seasonally affected drawing robot Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

In the past ten years there has been enormous progress in the development of eukaryotic viral vectors. In general, these vectors have been developed for one of three reasons: to achieve high levels of expression of a particular gene product (poxvirus, baculovirus, and adenovirus), to clone eukaryotic genes in combination with functional assays (Epstein-Barr virus), or for use as delivery vehicles for the stable introduction of foreign genes into mammalian cells (retroviruses, Epstein-Barr virus, and adeno-associated virus). Each vector has its strengths and weaknesses that are rooted in the sometimes bewildering strategies that the parent viruses use for propagation. No one of these vectors is appropriate for all of the problems that a molecular biology laboratory is likely to encounter, and few of us are knowledgeable in the molecular virology of all of these viruses. This volume represents an attempt by the authors to assemble a review of these vectors in one place and in a form useful to laboratories that do not necessarily have experience with eukaryotic viruses. Clearly, any virus can be modified to serve as a vector for some purposes, and it was not possible to include a description of all of these. In addition, one eukaryotic vector, SV40 (the first one developed), has been reviewed so widely that we saw no reason to include it here.

In the first edition of *A Practical Guide to Stage Lighting*, Steve Shelley cracked open his production book and showed how to prepare a lighting design and create the paperwork needed to mount a production. In the second edition, he pulled back the curtain and showed the methods and processes that go on before the light plot is finalized and ready to go into the shop, even dealing with cutting the plot in half. In this third edition, Shelley throws the door wide open and shows step-by-step how to construct every lighting system in the Hokey light plot. Combining his diacritical analysis, killer drafting, and analytic use of the Slinky Method and Slinky Calculations, he presents the Periodic Table of Fundamental Lighting Systems and shows the basic methods used to create multi-instrument lighting systems. Highlights include: -Over 100 new topics, including analysis and application of the three categories of collaboration; a detailed examination of production meetings and one-on-one meetings; and meeting checklists with management and the creative team. -Over 50 new illustrations, including Shelley's Periodic Table of Fundamental Lighting Systems; groundplans, sections, and front elevations that illustrate basic system wash configurations for each direction of light. -Analysis, calculation, and step-by-step technical construction of each lighting system in the Hokey light plot. -Explanation of a manufacturer's cut sheet, and how to apply basic formulas to determine the beam size, footcandles, and gel transmission for lighting instruments. -Updated process of pre-programming computer lighting consoles prior to the load-in. -Comprehensive overview of archiving paperwork and softcopy for a production.

Space planning involves much more than sketching a preliminary floor plan. A designer

must take a client's programming needs into account and must also consider how other factors such as building codes and environmental factors affect a spatial composition. *Space Planning Basics*, now in its Third Edition, offers a highly visual, step-by-step approach to developing preliminary floor plans for commercial spaces. The book provides tools for visualizing space and walks the designer through other considerations such as building code requirements and environmental control needs. Specific programming techniques covered include matrices, bubble diagrams, CAD templates, block plans, and more. New to this edition are coverage of the basics of stair design, an essential aspect for planning spaces.

Aimed at prospective and new students, this book gives a comprehensive introduction to the nature and practice of landscape architecture, the professional skills required and the latest developments. After discussing the history of the profession, the book explains the design process through principles such as hierarchy, human scale, unity, harmony, asymmetry, colour, form and texture. It looks at how design is represented through both drawing and modelling, and through digital techniques such as CAD and the use of GIS (Geographic Information Systems). This is followed by an examination of project management and landscape management techniques. Finally, the book explores educational and employment opportunities and the future of the profession in the context of climate change and sustainability. Illustrated with international examples of completed projects, *Landscape Architecture* provides an invaluable, one-stop resource for anyone considering studying or a career in this field.

The industry-standard guide to designing well-performing buildings *Architectural Detailing* systematically describes the principles by which good architectural details are designed. Principles are explained in brief, and backed by extensive illustrations that show you how to design details that will not leak water or air, will control the flow of heat and water vapor, will adjust to all kinds of movement, and will be easy to construct. This new third edition has been updated to conform to International Building Code 2012, and incorporates current knowledge about new material and construction technology.

Sustainable design issues are integrated where relevant, and the discussion includes reviews of recent built works that extract underlying principles that can be the basis for new patterns or the alteration and addition to existing patterns. Regulatory topics are primarily focused on the US, but touch on other jurisdictions and geographic settings to give you a well-rounded perspective of the art and science of architectural detailing. In guiding a design from idea to reality, architects design a set of details that show how a structure will be put together. Good details are correct, complete, and provide accurate information to a wide variety of users. By demonstrating the use of detail patterns, this book teaches you how to design a building that will perform as well as you intend.

Integrate appropriate detailing into your designs Learn the latest in materials, assemblies, and construction methods Incorporate sustainable design principles and current building codes Design buildings that perform well, age gracefully, and look great Architects understand that aesthetics are only a small fraction of good design, and that stability and functionality require a deep understanding of how things come together. *Architectural Detailing* helps you bring it all together with a well fleshed-out design that communicates accurately at all levels of the construction process.

Designing the outdoor environment is a complex process. Landscape architects must take into account various factors such as space, distance and movement. This volume

is a practical reference work for students as well as professionals. It provides all the key dimensions for vertical planning, vegetation and public spaces – everything one needs to design functional and use-specific landscapes.

Computer-aided design (CAD) is the dominant design and drawing tool used in architecture, and all students need to acquire basic skills in using it. This book explains the key CAD skills required to create plans, 3D models and perspectives. Detailed text and hundreds of screengrabs and visuals are used to demonstrate the various techniques and processes. 2D skills are shown using AutoCAD, SketchUp and Vectorworks, while 3D modelling and presentation techniques also include 3ds Max, Maya, Form-Z and Photoshop. The reader will learn how to simplify the software interface and tools in order to focus on the most common and useful tasks. This is an invaluable guide for all students of architecture.

Stagecraft Fundamentals Second Edition tackles every aspect of theatre production with Emmy Award-winning author Rita Kogler Carver's signature witty and engaging voice. The history of stagecraft, safety precautions, lighting, costumes, scenery, career planning tips, and more are discussed, illustrated by beautiful color examples that display step-by-step procedures and the finished product. This second edition offers even more in-demand information on stage management, drawing and drafting (both by hand and CAD), lighting fixtures, and special effects. Also new to this edition are current articles from Lighting and Sound America, brand new diagrams that illustrate hard-to-grasp concepts, and a plethora of information on European conversions, standards, and practices, making the skills you learn applicable to stage jobs on either side of the ocean! The accompanying website, www.stagecraftfundamentals.com is bursting with additional material such as an instructor's manual, exercises and study questions that coincide with chapters from the book, CAD drawings, color theory, manufacturing information, and so much more to help you along the way as you learn all about the world of theatre production! Praise for the Book: Beautifully written! The author has succeeded in relaying technical theatre information without being too technical and putting the reader to sleep. I read three sentences and instantly knew this book was for me and the way I teach. When I think back on the insufferable intro to tech theatre books I had to read, I feel cheated I didn't have this one as a student. I will be using this text in my class! -- Rob Napoli, Designer and Technical Director at Penn State University, Berks Campus This text has tempted me to return to teaching with a textbook for the first time in seven years. The language is both accessible and informal yet the text goes a long way in debunking some of the typical jargon that may alienate students just getting into the field, or trying it out for the first time. The illustrations (the text is full of them) coupled with the stories reinforce the fundamental information being conveyed. -- John Paul Devlin, Associate Professor of Theatre at Saint Michael's College What a great idea! Thank heavens someone is doing this for students at that impressionable age. That has been one of my mantras - education of teachers and students on the use of scenic materials. The teachers don't have enough time in college to learn and do everything they have to teach. Most get thrown into the theatre area by default and struggle with designing/building/painting the scenery. -- Jenny Knott, Rosco Stagecraft Fundamentals is beautifully illustrated throughout, and the profusion of color on every page gives this textbook the appearance of a coffee table book. The writing is clear and personal, which should be very appealing to students.

Rita Carver covers all aspects of theatre production from scenery, to lighting, to an actor's makeup. Her close ties to the New York theatre scene gives this book a special insight into the professional world, one that goes well beyond what is found in most college textbooks. -- John Holloway, Professor in the Theatre Department at the University of Kentucky and President of the International Association of Theatrical stage Employees (IATSE) Local 346. I can't thank you enough for Stagecraft Fundamentals. I have been teaching stagecraft since 1976 and you have saved me from the nightmare of writing a text to suit my class needs....After two semesters with your text, I have found that I had more time to develop the skills necessary within the classroom than before. The humor that you have infused in the book has enticed my students to read on. That alone makes this text invaluable. --Meta Lasch, Assistant Professor, West Liberty University

Written by an Emmy Award-winning designer Beautifully illustrate Over 80 recipes to master the most widely used penetration testing framework. Google SketchUp is the exciting free software package that makes 3D available to everybody. Whether you need to build 3D models for work, or you've just always wanted to explore 3D modeling, Google SketchUp was made for you. Still, it does take a bit of understanding to get started, so turn to Google SketchUp 7 For Dummies. In classic For Dummies tradition, Google SketchUp 7 For Dummies gets right to the point so you can start creating 3D models right away. You'll learn to: Set up SketchUp, learn about edges and faces, use inferences and guides, and build your first model Establish a basic end-to-end workflow for creating and sharing models Model non-boxy objects like terrain, characters, bottles, and spheres Add details like stairs, gutters, and eaves Spruce up your models with styles and shadows to add effects, make objects pop, and enhance realism Use the LayOut function to draw with vector tools, add text and callouts, and print your work Design buildings and objects, export your models to other design programs or to Google Earth, and explore 3D animation On the book's companion Web site, you'll also find a bonus chapter and videos demonstrating more about what you can do with Google SketchUp. Google SketchUp 7 For Dummies also shows you what SketchUp can and can't do, and offers tips for solving common problems. Add a new dimension to your work today!

"The BIM Handbook is an extensively researched and meticulously written book, showing evidence of years of work rather than something that has been quickly put together in the course of a few months. It brings together most of the current information about BIM, its history, as well as its potential future in one convenient place, and can serve as a handy reference book on BIM for anyone who is involved in the design, construction, and operation of buildings and needs to know about the technologies that support it. The need for such a book is indisputable, and it is terrific that Chuck Eastman and his team were able to step up to the plate and make it happen. Thanks to their efforts, anyone in the AEC industry looking for a deeper understanding of BIM now knows exactly where to look for it." —AECbytes book review, August 28, 2008 (www.aecbytes.com/review/2008/BIMHandbook.html)

DISCOVER BIM: A BETTER WAY TO BUILD BETTER BUILDINGS Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and

built. The BIM Handbook, Second Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Completely updated material covering the current practice and technology in this fast-moving field Expanded coverage of lean construction and its use of BIM, with special focus on Integrated Project Delivery throughout the book New insight on the ways BIM facilitates sustainable building New information on interoperability schemas and collaboration tools Six new case studies Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Second Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Over the past decade, progress in plant science and molecular technologies has grown considerably. This book focuses on plant biotechnology applications specializing in certain aspects of breeding and molecular marker-assisted selection processes, omic strategies, usage of bioinformatic tools, and nanotechnological improvements in agricultural sciences. Most farmers and breeders can no longer simply turn to the older strategies, and new instructions are needed to adapt their systems to achieve their production goals. The book covers new information on using metabolomics and nanotechnology in agriculture. In these circumstances, all new data and technology are very important in plant science. The topics in this book are practical and user-friendly. They allow practitioners, students, and academicians with specific background knowledge to feel confident about the principles presented on a new generation of molecular plant biotechnology applications.

This invaluable guide takes a step-by-step approach to the most common and popular theatre production practices and covers important issues related to the construction of wooden, fabric, plastic, and metal scenery used on the stage. This new edition of the Illustrated Theatre Production Guide uniquely shows you how to build scenery through detailed lessons and hundreds of drawings. The illustrations make this book like no other and offers solutions to problems that you face, from rigging and knot tying, to drapery folding and the most detailed information on metal framing available. Written for the community theatre worker who has to be a jack of all trades and the student who needs to learn the fundamentals, respected author John Holloway teaches in a way that covers the necessities but doesn't bog you down with heavy language and boring verbosity. New features in this book range from expanded information on metal framing and foam construction to brand new elements such as a chapter on stage management and an extremely helpful Website with videos -- meant to go along with the informative section on projects. These videos take you from the drawings and descriptions in the book to the video instructions that will help you learn visually. A must have for the theatre professional as a guide to refer back to over and over again.

The new student edition of the definitive reference on landscape architecture Landscape Architectural Graphic Standards, Student Edition is a condensed treatment of the authoritative Landscape Architectural Graphic Standards, Professional Edition.

Designed to give students the critical information they require, this is an essential reference for anyone studying landscape architecture and design. Formatted to

meet the serious student's needs, the content in this Student Edition reflects topics covered in accredited landscape architectural programs, making it an excellent choice for a required text in landscape architecture, landscape design, horticulture, architecture, and planning and urban design programs. Students will gain an understanding of all the critical material they need for the core classes required by all curriculums, including: * Construction documentation * Site planning * Professional practice * Site grading and earthwork * Construction principles * Water supply and management * Pavement and structures in the landscape * Parks and recreational spaces * Soils, asphalt, concrete, masonry, metals, wood, and recreational surfaces * Evaluating the environmental and human health impacts of materials Like Landscape Architectural Graphic Standards, this Student Edition provides essential specification and detailing information on the fundamentals of landscape architecture, including sustainable design principles, planting (including green roofs), stormwater management, and wetlands construction and evaluation. In addition, expert advice guides readers through important considerations such as material life cycle analysis, environmental impacts, site security, hazard control, environmental restoration and remediation, and accessibility. Visit the Companion web site: wiley.com/go/landscapearchitecturalgraphicstandards

Combine traditional techniques with modern media for more communicative renderings Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

Thoroughly updated for new breakthroughs in multimedia; The internationally bestselling Multimedia: Making it Work has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects.

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and

faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

'I love this book. Strong, clever, intelligent advice with soul.' Mary Portas 'A wonderful look at how to transform our homes to be more mindfully aligned with our true nature and a reflection of who we are.' Fearné Cotton 'A happy home is a fundamental building block of happiness, and Michelle's book is an essential, step-by-step guide to creating a home we love.' Arianna Huffington, Founder & CEO, Thrive Global 'A must-have read for anyone looking to improve not just their home but also their quality of life within it.' Matthew Williamson Be happier, healthier and more empowered with Michelle Ogundehin's step-by-step practical guide to creating a home that supports your well-being. Whether that home is owned or rented, small or large, and regardless of how much money you have, Happy Inside shows you how to harness its potential in pursuit of becoming your best self. If you want to feel calm, content, soothed or energized, you must begin with what surrounds you. This comprehensive guide covers everything from how to create more light and space to how to get a good night's sleep; the path to a perfect sofa and why a dining table is your most vital piece of furniture. Plus, how to decorate to promote joy; the importance of play (and circular side tables); your definitive capsule kitchen kit; and why your hallway is where it all starts. Combining Michelle's knowledge of Buddhist philosophy, mindfulness, colour psychology and good design, Happy Inside is your one-stop guide to living well. Welcome to the healthy home revolution!

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition

include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

The Basics of Hacking and Penetration Testing, Second Edition, serves as an introduction to the steps required to complete a penetration test or perform an ethical hack from beginning to end. The book teaches students how to properly utilize and interpret the results of the modern-day hacking tools required to complete a penetration test. It provides a simple and clean explanation of how to effectively utilize these tools, along with a four-step methodology for conducting a penetration test or hack, thus equipping students with the know-how required to jump start their careers and gain a better understanding of offensive security. Each chapter contains hands-on examples and exercises that are designed to teach learners how to interpret results and utilize those results in later phases. Tool coverage includes: Backtrack Linux, Google reconnaissance, MetaGooFil, dig, Nmap, Nessus, Metasploit, Fast Track Autopwn, Netcat, and Hacker Defender rootkit. This is complemented by PowerPoint slides for use in class. This book is an ideal resource for security consultants, beginning InfoSec professionals, and students. Each chapter contains hands-on examples and exercises that are designed to teach you how to interpret the results and utilize those results in later phases. Written by an author who works in the field as a Penetration Tester and who teaches Offensive Security, Penetration Testing, and Ethical Hacking, and Exploitation classes at Dakota State University. Utilizes the Kali Linux distribution and focuses on the seminal tools required to complete a penetration test.

The Craft and Art of Scenic Design: Strategies, Concepts, and Resources explores how to design stage scenery from a practical and conceptual perspective. Discussion of conceptualizing the design through script analysis and research is followed by a comprehensive overview of execution: collaboration with directors and other designers, working with spaces, developing an effective design process, and the aesthetics of stage design. This book features case studies, key words, tip boxes, definitions, and chapter exercises. Additionally, it provides advice on portfolio and career development, contracts, and working with a union.

NURBS (Non-uniform Rational B-Splines) are the computer graphics industry standard for curve and surface description. They are now incorporated into all standard computer-aided design and drafting programs (for instance, Autocad). They are also extensively used in all aspects of computer graphics including much of the modeling used for special effects in film and animation, consumer products, robot control, and automobile and aircraft design. So, the topic is particularly important at this time because NURBS are really at the peak of interest as applied to computer graphics and CAD of all kind.

The first book in the industry tailored specifically for the entertainment professional, Vectorworks for Entertainment Design covers the ins and outs of Vectorworks software for lighting, scenic, and sound design. With a detailed look at the design process, from idea to development, to the documentation necessary for execution, Vectorworks for Entertainment Design will encourage you to create your own process and workflow through exercises that build on one another. The text stresses the process of

developing an idea, visualizing it, and evolving it for presentation, documentation, or drafting. The author focuses on both the technical how-to and the art of design, giving you the tools you need to learn and then use the application professionally. Fully illustrated with step-by-step instructions, it contains inspirational work from Broadway, major regional companies, and non-theatrical, entertainment design.

Stage Lighting: The Fundamentals is written specifically for introductory stage lighting courses. The book begins with an examination of the nature of light, perception, and color, then leads into a conversation of stage lighting equipment and technicians. Lamps, luminaries, controls/dimming, and electricity form the basis of these chapters. The book also provides a detailed explanation and overview of the lighting design process for the theatre and several other traditional forms of entertainment. Finally, the book explores a variety of additional areas where lighting designers can find related future employment, such as concert and corporate lighting, themed design, architectural and landscape lighting, and computer animation. New for this edition: enlarged full-color illustrations, photographs, light plots and examples of lighting design; updated information on LED lighting and equipment; expanded discussion of the practical use of color as a designer; expanded discussion of psychological/perceptual effects of color; new discussion of color mixing through light sources that make use of additive mixing; expanded discussion of industry professions; expanded discussion and illustrations relating to photometrics; expanded discussion and examples of control protocols and new equipment; and updated designer profiles along with the addition of still more designer profiles.

Digital Media, Projection Design, and Technology for Theatre covers the foundational skills, best practices, and real-world considerations of integrating digital media and projections into theatre. The authors, professional designers and university professors of digital media in live performance, provide readers with a narrative overview of the professional field, including current industry standards and expectations for digital media/projection design, its related technologies and techniques. The book offers a practical taxonomy of what digital media is and how we create meaning through its use on the theatrical stage. The book outlines the digital media/projection designer's workflow into nine unique phases. From the very first steps of landing the job, to reading and analyzing the script and creating content, all the way through to opening night and archiving a design. Detailed analysis, tips, case studies, and best practices for crafting a practical schedule and budget, to rehearsing with digital media, working with actors and directors, to creating a unified design for the stage with lighting, set, sound, costumes, and props is discussed. The fundamentals of content creation, detailing the basic building blocks of creating and executing digital content within a design is offered in context of the most commonly used content creation methods, including: photography and still images, video, animation, real-time effects, generative art, data, and interactive digital media. Standard professional industry equipment, including media servers, projectors, projection surfaces, emissive displays, cameras, sensors, etc. is detailed. The book also offers a breakdown of all key related technical tasks, such as converging, warping, and blending projectors, to calculating surface brightness/luminance, screen size and throw distance, to using masks, warping content and projection mapping, making this a complete guide to digital media and projection design today. An eResource page offers sample assets and interviews that link to

current and relevant work of leading projection designers.

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

If you are interested in how control systems and computer networks are used in all areas of live entertainment, Control Systems for Live Entertainment is the industry standard reference. With a unique combined focus on computers, networking, art, and practice, this book offers an in-depth examination of control for lighting, lasers, sound, , stage machinery, animatronics, special effects, and pyrotechnics for concerts, theme parks, theatre, themed-retail, cruise ships, museums, special and other events. This new edition also includes:

- expanded emphasis on networking technology and practice
- complete coverage of important new protocols such as ACN and RDM
- completely revised and updated case studies
- a completely reorganized and revised structure

Drawing on his extensive experience in the field and classroom, author John Huntington clearly explains everything that goes on behind the scenes and inside the machines to bring bold visions to life in real-world settings. * Author's website is a live, updated resource for this audience - visited from control systems technicians in countries around the globe! * Systems formerly solo are now being networked together and audio and lighting techs need this knowledge * Loaded with realistic examples that readers love

A cross site scripting attack is a very specific type of attack on a web application. It is used by hackers to mimic real sites and fool people into providing personal data. XSS Attacks starts by defining the terms and laying out the ground work. It assumes that the reader is familiar with basic web programming (HTML) and JavaScript. First it discusses the concepts, methodology, and technology that makes XSS a valid concern. It then moves into the various types of XSS attacks, how they are implemented, used, and abused. After XSS is thoroughly explored, the next part provides examples of XSS malware and demonstrates real cases where XSS is a dangerous risk that exposes internet users to remote access, sensitive data theft, and monetary losses. Finally, the book closes by examining the ways developers can avoid XSS vulnerabilities in their web applications, and how users can avoid becoming a victim. The audience is web developers, security practitioners, and managers. XSS Vulnerabilities exist in 8 out of 10 Web sites The authors of this book are the undisputed industry leading authorities Contains independent, bleeding edge research, code listings and exploits that can not be found anywhere else

Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions

focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

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