

Ipad 3 Screen Resolution Specs

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Presents a collection of tips on digital photography and digital cameras, covering such topics as digital camera attachments, nighttime photography, using a flash, using Adobe Photoshop, and printing photographs.

Contains six mini-books that illustrate how to use the iPad for pleasure and work, covering topics such as iWork, e-mail, and business applications as well as recommendations for must-have apps.

Apple's third-generation iPad has a new, razor-sharp Retina display and a robust processor that will dazzle you with their looks and speed, but you won't get far without an owner's manual to all the tablet's features. This comprehensive guide shows you how to transfer media to your iPad, sync and shop wirelessly, tap into WiFi and 4G cellular networks, and use iTunes for media management. The important stuff you need to know: Build your media library. Fill your iPad with music, photos, movies, TV shows, games, eBooks, and more. Sync wirelessly. Keep your iPad's apps, media, and email messages current without cabling up. Capture stunning images. Take photos and HD video with the tablet's new 5 megapixel iSight camera. Get online. Connect via WiFi or the blazing-fast 4G LTE cellular network--and create a free Wi-Fi hotspot with Verizon's iPad. Take dictation. ?Speak? email messages and notes, and have the iPad type them up.

Looks at the native environment of the iPhone and describes how to build software for the device.

New Perspectives on Adobe Photoshop CS6, Comprehensive Adobe Dreamweaver CS6 Illustrated with Online Creative Cloud Updates

Beginner's Guide to Digital Painting in Procreate iLife (iLife '09 Edition)

Nineteen Eighty-Four Apple Training Series

Perform fast, easy and reliable cross-browser testing with practical demonstrations **KEY FEATURES** Access to Visual testing, Cypress Studio, GitHub Actions, and the Cypress Dashboard. Simple and practical illustrations on using Docker images, CI/CD pipelines and headless Cypress test runner. Examples and solutions on using Cucumber for cross-browser and cross-platform testing. **DESCRIPTION** "Web Testing with Cypress" teaches you to test web apps on any browser or platform with zero environment setup in a developer-friendly, end-to-end web testing environment. When you read this book, you'll be able to create, run and debug test automation scripts in Javascript without wasting any time. You will execute tests in real-time while you create your applications and begin troubleshooting. You will work on Cucumber + TDD/BDD integration, CI testing, Cypress Dashboard, GitHub Actions, and Cypress Docker Images. Advanced topics such as running sequential and parallel tests, load balancing, cross-platform testing and Cypress-Driven Development are also trained in this book. While you master in writing automated tests, you'll also learn about Cypress' time travel, real-time reloads, pictures and videos, network traffic control, and live debugging features. As you progress through the book, you'll learn about cutting-edge testing methodologies, such as test-driven development (TDD), sanity testing (SST), and left shift testing (LTST). It also includes case studies and easy demos for non-technical users to help them write scripts in simple language to undertake application testing. **WHAT YOU WILL LEARN**

Explore Cypress capabilities, including forms, elements, action fields, and Cypress Studio. Learn to write and run automated cross-browser and cross-platform tests. Execute Sequential and Parallel testing, Shift Left testing, and Sanity testing. Make use of GitHub Actions, Cypress Dashboard, Cucumber, and NodeJS. Write test code, run CI testing and record test results. **WHO THIS BOOK IS FOR** This book is for Test Automation Engineers, QA professionals, Web Developers, and anyone who wants to test their web apps from start to finish with automation. This book assumes no prior knowledge of Cypress or testing concepts. **TABLE OF CONTENTS**
1. Introduction to Cypress 2. Cypress vs. Selenium WebDriver 3. Write Your First Tests 4. Advanced Testing Techniques 5. Introducing CI/CD 6. Introduction to Cypress Dashboard 7. Integration of CI/CD into existing projects 8. Working with Tests as a Team 9. Cypress Driven Development (CDD) Approach 10. Tests for product managers using Cucumber

Two desperate parents must choose between saving their son who is struggling mentally and has torn everyone apart, or saving the rest of the family. Only one will prevail.

The definitive beginner's guide to digital painting gets an impressive cover-to-cover update, featuring all-new tutorials and stunning artwork from top industry professionals

Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT display applications. Focusing on the development

of new industry standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications, measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPDI (Flat Panel Display Interface), P&D (Plug and Display) and Intel's Digital Video Interface (DVI) Compares and contrasts current and future developments of television and computer industry standards Describes the major new display system applications (HDTV, notebook computer, cellphone, cockpit instrumentation etc) and illustrates how user needs have dictated technological requirements (eg power, size and bistability) Provides an accessible treatment of current and future display device development, including guidance on selecting devices gor particular applications Designed to meet the needs of professionals using and implementing display technologies and as a reference for those developing new display systems, this text is a valuable resource for display technology developers and system integrators, video graphics interface engineers and professionals. The comprehensive coverage of this leading edge topic makes it also of interest to postgraduate students in Computer Science and Electrical Engineering. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics

How to Create Art on an iPad

Web Testing with Cypress

R Markdown

Ipad Pro 2017: The Beginner ' s Guide

Personal Electronics and the Library

Compelling quotes on living, working, and playing creatively, from 100 prominent TED Conference speakers. The TED talks have become legendary for bringing the wisdom and experience of thought leaders to a worldwide audience. In 2006, they became accessible online, and have since been viewed more than a billion times. Great TED Talks: Creativity highlights the words of 100 TED Conference speakers and discusses how their ideas can be applied to your own life. Whether you're a full-time artist or someone who wants to boost their creative skills and creative thinking in areas from cooking to corporate leadership, the advice in this book will help you visualize and achieve your goals. Included in each section are URLs directing you to the TED website so you can watch the original videos in their entirety.

The authoritative guide to producing, directing, shooting, editing, and distributing your video or film. Whether you aspire to be a great filmmaker yourself or are looking for movie gifts, this comprehensive guide to filmmaking is the first step in turning a hobby into a career. Widely acknowledged as the "bible" of video and film production, and used in courses around the world, The Filmmaker's Handbook is now updated with the latest advances in HD and digital formats. For students and teachers, professionals and novices, this indispensable handbook covers all aspects of movie making. • Techniques for making dramatic features, documentaries, corporate, broadcast, and experimental videos and films • Shooting with DSLRs, video, film, and digital cinema cameras • In-depth coverage of lenses, lighting, sound recording, editing, and mixing • Understanding HDR, RAW, Log, 4K, UHD, and other formats • The business aspects of funding and producing your project • Getting your movie shown in theaters, on television, streaming services, and online

This is the updated and corrected edition of The iOS 5 Developer's Cookbook. The iOS 5 Developer's

Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more!

In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

Ambition will fuel him. Competition will drive him. But power has its price. It is the morning of the reaping that will kick off the tenth annual Hunger Games. In the Capitol, eighteen-year-old Coriolanus Snow is preparing for his one shot at glory as a mentor in the Games. The once-mighty house of Snow has fallen on hard times, its fate hanging on the slender chance that Coriolanus will be able to outcharm, outwit, and outmaneuver his fellow students to mentor the winning tribute. The odds are against him. He's been given the humiliating assignment of mentoring the female tribute from District 12, the lowest of the low. Their fates are now completely intertwined - every choice Coriolanus makes could lead to favor or failure, triumph or ruin. Inside the arena, it will be a fight to the death. Outside the arena, Coriolanus starts to feel for his doomed tribute . . . and must weigh his need to follow the rules against his desire to survive no matter what it takes.

CHFI Computer Hacking Forensic Investigator Certification All-in-One Exam Guide

IPad: The Missing Manual

The Cult of Mac

Build Your Routine, Find Your Focus, and Sharpen Your Creative Mind
Run End-to-End tests, Integration tests, Unit tests across web apps, browsers and cross-platforms (English Edition)
Core Concepts and Essential Recipes for iOS Programmers

The ultimate guide to WordPress, from the world's most popular resource for web designers and developers As one of the hottest tools on the web today for creating a blog, WordPress has evolved to be much more than just a blogging platform and has been pushed beyond its original purpose. With this new edition of a perennially popular WordPress resource, Smashing Magazine offers you the information you need so you can maximize the potential and power of WordPress. WordPress expert Thord Daniel Hedengren takes you beyond the basic blog to show you how to leverage the capabilities of WordPress to power advanced websites. Addresses new theming options, custom post types, custom headers, menus, background, and more Explains how to build beautiful and unique WordPress themes and creating amazing navigation Walks you through building plugins, integrating theme options, creating custom login forms and admin themes, and using the Loop to control content Zeroes in on building a WordPress project for SEO Highlights integrating WordPress with the social web Smashing WordPress, Third Edition teaches you how to make WordPress look any way you like--from a corporate site to a photography gallery and much, much more!

"micro: bit in Wonderland" is a coding and craft project book for the BBC micro: bit (microbit). The book guides beginners aged 9 and over through 12 projects inspired by "Alice's Adventures in Wonderland." The projects develop modern skills in creative and computational thinking, computer programming, making and electronic

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS6, COMPREHENSIVE offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Micro
Display Interfaces

The Ballad of Songbirds and Snakes (A Hunger Games Novel)
Write Native Objective-C Applications for the iPhone
Great TED Talks: Creativity

Advances in Usability and User Experience

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive

adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Learning has never been easier than with ADOBE DREAMWEAVER CS6 ILLUSTRATED. This reader-friendly book presents each skill on two facing pages, providing detailed instructions on the left-hand page and large, full-color screenshots on the right page. The visual format helps you intuitively grasp the concepts in the book and apply them to the classroom and workplace environment. Now, stay current with Adobe Dreamweaver Creative Cloud coverage available online through CengageBrain.com. The online Creative Cloud content updates are for the June 2013 release of Adobe Creative Cloud. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS5, COMPREHENSIVE offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Beginning Responsive Web Design with HTML5 and CSS3 is your step-by-step guide to learning how to embrace responsive design for all devices. You will learn how to develop your existing HTML, CSS, and JavaScript skills to make your sites work for the modern world. Web sites and apps are now accessed on a wide range of devices with varied sizes and dimensions, so ensuring your users have the best experience now means thinking responsive. In Beginning Responsive Web Design with HTML5 and CSS3 you will learn about all aspects of responsive development. You'll start with media queries, and fluid CSS3 layouts. You'll see how to use responsive frameworks such as Twitter Bootstrap, and how to use tools such as Grunt, Bower, Sass, and LESS to help save you time. You'll also learn how to use JavaScript to manage responsive states, manage your user's journey across screen sizes, and optimize your responsive site. By the end of the book you will be able to build new sites responsively, and update existing sites to be responsive. Every aspect of a responsive build will be covered. This book is perfect for developers who are looking to move into the future of responsive sites. Whether you have already dipped your toes into responsive development or are just getting started, Beginning Responsive Web Design with HTML5 and CSS3 will teach you the very best techniques to optimize your site and your user's experience.

Car Audio For Dummies

Proceedings of the AHFE 2017 International Conference on Usability and User Experience, July 17-21, 2017, The Westin Bonaventure Hotel, Los Angeles, California, USA

Beginner's Guide to Digital Painting in Photoshop 2nd Edition

Beyond the Blog

iPad All-in-One For Dummies

Basic Sensors in iOS

Describes the psyche of Macintosh fans and the subculture they have created.

An all-new exam guide for version 8 of the Computer Hacking Forensic Investigator (CHFI) exam from EC-Council Get complete coverage of all the material included on version 8 of the EC-Council's Computer Hacking Forensic Investigator exam from this comprehensive resource. Written by an expert information security professional and educator, this authoritative guide addresses the tools and techniques required to successfully conduct a computer forensic investigation. You'll find learning objectives at the beginning of each chapter, exam tips, practice exam questions, and in-depth explanations. Designed to help you pass this challenging exam, this definitive volume also serves as an essential on-the-job reference. CHFI

Computer Hacking Forensic Investigator Certification All-in-One Exam Guide covers all exam topics, including: Computer forensics investigation process Setting up a computer forensics lab First responder procedures Search and seizure laws Collecting and transporting digital evidence Understanding hard disks and file systems Recovering deleted files and partitions Windows forensics Forensics investigations using the AccessData Forensic Toolkit (FTK) and Guidance Software's EnCase Forensic Network, wireless, and mobile forensics Investigating web attacks Preparing investigative reports Becoming an expert witness Electronic content includes: 300 practice exam questions Test engine that provides full-length practice exams and customized quizzes by chapter or by exam domain

Covers iOS 6 on iPad 2, iPad 3rd and 4th generation, and iPad mini My iPad offers a full-color, fully illustrated, step by step resource for anyone using an iPad 2, iPad 3rd or 4th generation, or iPad mini running iOS 6. Each task is presented in easy to follow steps - each with corresponding visuals that are numbered to match the step they are referred by. Notes and sidebars offer additional insight into using the iPad without the need to search through paragraphs of text to find the information you need. Tasks are clearly titled to help you quickly and easily find things you want to accomplish. Everything you need to know (or didn't know was possible) is covered in this book. From setup and configuration to using apps like iBooks, Reminders, Calendar, Pages and Maps, each task is clearly illustrated and easy to follow. Learn how to use the iPad two cameras to take pictures and video and share them with friends or chat with them live. Learn how to: Connect your iPad to your Wi-Fi and 3G/4G LTE networks Use Siri to control your iPad or get information by speaking commands Use iCloud to keep everything current between all of your iOS devices (and even your Mac), including music, photos, emails, and more. Surf the Web, and send and receive email Download and install apps to make your iPad even more useful Use the new iBooks app features Record and edit video using iMovie for iPad Take photos, and then edit them using iPhoto for iPad Stream audio and video to Apple TV and other devices Manage your contacts, and then connect with others using Messaging Stay organized with the Calendar app Use FaceTime and Skype to stay connected with friends and family, or to conduct video conferences Use Pages and Numbers to create documents and spreadsheets Use Keynote to build and display presentations Provides information on the camera and photography functions of an iPad, covering such topics as adding pictures to an iPad, editing photographs, transferring photographs to a computer or the cloud, and shooting and editing movies.

The Filmmaker's Handbook

HTML5 Advertising

Gadgets and Gizmos

A Comprehensive Guide for the Digital Age: Fifth Edition
Beginning Responsive Web Design with HTML5 and CSS3

All-in-one, multi-platform game development

We live in the age of cell phones, iPads and netbooks, where gadgets are everywhere, and many people use one at nearly every waking moment. The newest gadgets don't often come cheap, and a poor investment can be costly for an institution like a library. In this issue of Library Technology Reports, eminent blogger and library technology expert Jason Griffey provides a comprehensive guide to the present and future of modern gadgets, and how they can fit in to any librarian's plan for a high-tech future. From e-readers to cameras and audio recorders to the iPad, Jason provides insight into what these devices can do, how much they cost, and how librarians can use them to enhance their facilities and service.

"Programming the accelerometer, gyroscope, camera, and magnetometer"--Cover.

Explains how to use the Macintosh video production programs to capture and edit digital videos, apply effects, create DVD menus, and burn DVDs.

"Nineteen Eighty-Four: A Novel", often published as "1984", is a dystopian social science fiction novel by English novelist George Orwell. It was published on 8 June 1949 by Secker & Warburg as Orwell's ninth and final book completed in his lifetime.

Thematically, "Nineteen Eighty-Four" centres on the consequences of totalitarianism, mass surveillance, and repressive regimentation of persons and behaviours within society. Orwell, himself a democratic socialist, modelled the authoritarian government in the novel after Stalinist Russia. More broadly, the novel examines the role of truth and facts within politics and the ways in which they are

manipulated. The story takes place in an imagined future, the year 1984, when much of the world has fallen victim to perpetual war, omnipresent government surveillance, historical negationism, and propaganda. Great Britain, known as Airstrip One, has become a province of a totalitarian superstate named Oceania that is ruled by the Party who employ the Thought Police to persecute individuality and independent thinking. Big Brother, the leader of the Party, enjoys an intense cult of personality despite the fact that he may not even exist. The protagonist, Winston Smith, is a diligent and skillful rank-and-file worker and Outer Party member who secretly hates the Party and dreams of rebellion. He enters into a forbidden relationship with a colleague, Julia, and starts to remember what life was like before the Party came to power.

Adobe CS6 Web Tools: Dreamweaver, Photoshop, and Flash Illustrated with Online Creative Cloud Updates

Bit in Wonderland: Coding & Craft with the BBC Micro:bit (microbit)

Manage Your Day-To-Day

IPAD 8TH GENERATION A Must-Have USER'S GUIDE

iPhone Open Application Development

No Matter The Price

Thinking about a knockout audio system for your car? Not sure what you need, want, or can afford? Car Audio For Dummies is a great place to find some answers! But wait — what if speakers that vibrate your floorboards don't turn you on? What if you're thinking more about hands-free phone access and a DVD player to entertain the kids? Surprise! Car Audio For Dummies can give you a hand there, too. Whether you want to feel as if your favorite band is performing right on top of your dashboard or you want to keep the soccer team entertained on the way to the tournament, this friendly guide can help. From planning your system and buying components to getting them installed and protecting your investment, you'll find plenty of wise advice. Get the scoop on: Figuring out what kind of equipment you need to do what you want Identifying good sound quality when you hear it Adding components to a factory system Choosing a video player, hands-free phone system, amplifiers, speakers, and more Finding a reliable installer (today's automotive electronics systems are so complex that you probably won't want to go it alone) Understanding warranties and returns Protecting and insuring your system Car Audio For Dummies is sort of like that knowledgeable friend you want to take along when you tackle a project like this. Sounds like a good idea, doesn't it?

It's all iPad, all the time - at home, at work, and on the go - updated for iOS 6! The iPad was an overnight sensation and now it's simply indispensable. Whether you use it for work, play, or everyday life, the new iPad is packed with even more features and power than ever. In this fun and practical guide, veteran For Dummies author Nancy C. Muir walks you through the latest features and functions, including what the new iOS6 software brings to the table. Go beyond the basics, get serious about using your iPad for all it's worth, and don't miss the ways to have fun with it as well. This book covers it all, and in full color! Covers the third-generation iPad, iPad 2 and original iPad and is fully updated for iOS 6 Packs six minibooks in one full-color guide: iPad Basics, Just for Fun, iPad on the Go, Getting Productive with iWork, Using iPad to Get Organized, and Must-Have iPad Apps Explores the latest iPad and iOS 6 features, including Siri, Passbook, FaceTime video calls over cellular, a brand new Maps app, Facebook integration, and more Walks you through enhanced functions, such as improved e-mail with a VIP inbox and new iCloud browsing tabs Shows you how to use iWork and other productivity apps to dress up your documents, create stellar spreadsheets, add pizzazz to your presentations, and maintain your schedule on the run Covers the best-of-the-best business, travel, educational, news, weather, and financial apps Your world is just a touch away with iPad and iPad All-in-One For Dummies, 5th Edition.

The iPad Pro 2017 is also known as the iPad Pro 2. It is said to be released in the second quarter of 2017 with a 10-inch screen, slightly larger than the iPad Pro released in late 2016. In addition, two other models are said to be released; one with a 7.9-inch screen and one with a 12.9-inch screen. The iPad Pro 2 has added new features such as voice and video calling, iMessages and special features for the disabled. It still supports the Apple Pencil stylus and has a powerful processing system.

Web advertising is changing. What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign process on your own terms? HTML5 Advertising will educate you on the whole digital advertising process from start to finish, and help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and

polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. HTML5 Advertising equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you like it or not, so why not jump in early and head down the path of building the future.

Popular Science

This Book Guides You with Step by Step to Master the 2020 iPad 8th Generation and Troubleshoot Common Problems with Screenshots

Beginning 3D Game Development with Unity

The Missing Manual

The Definitive Guide

Smashing WordPress

A guide to digital photography provides information on digital camera features and controls, taking successful photographs, choosing a photo management software, and printing and sharing photographs.

Teaching your students has never been easier than with ADOBE CS6 WEB TOOLS: DREAMWEAVER, FLASH, AND PHOTOSHOP ILLUSTRATED. This reader-friendly book presents each skill on two facing pages, providing detailed instructions on the left-hand page and large, full-color screenshots on the right page. The visual format helps students intuitively grasp the concepts in the book and apply them to the classroom and workplace environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.

In the only Apple-certified guide to iLife '09, the authors have you working miracles with iLife within the first few pages. Featuring footage and images from around the world, this book uses real-life material and practical lessons that you can apply immediately to your own projects. Focused lessons take you step by step through all aspects of iLife '09—everything from organizing and sharing your photo library to creating polished video and soundtracks. Along the way, you'll produce movies, photobooks, podcasts, websites, blogs, and custom DVDs. • Master the iLife suite of tools quickly through fun, real-world projects • Turn your photos into cards, picture books, calendars, or a web gallery • Add motion and music to a slideshow, then publish it online • Create a video with polished transitions, music, effects, and even greenscreen • Learn “Hollywood-style” techniques for making better videos • Build a soundtrack in GarageBand, and learn to score a simple movie • Create websites, blogs, podcasts, and DVD menus in a snap. The Apple Training Series is both a self-paced learning tool and the official curriculum of the Apple Training and Certification Program. To find out more about Apple Training, or to find an Authorized Training Center near you, go to www.apple.com/training. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: • If you are able to search the book, search for "Where are the lesson files?" • Go to the very last page of the book and scroll backwards. • You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. • Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Fundamentals and Standards

The iOS 5 Developer's Cookbook

Digital Photography Hacks

iPad All-in-One For Dummies

My iPad (Covers iOS 6 on iPad 2, iPad 3rd/4th generation, and iPad mini)

The Digital Photography Companion

Offers insights on ways to meet the challenges of the workplace by building a daily routine and finding focus amid chaos.

This book focuses on emerging issues in usability, interface design, human computer interaction and user experience, with a special emphasis on the research aimed at understanding human-interaction and usability issues with products, services and systems for improved experience. It covers modeling as well as innovative design concepts, with a special emphasis to user-centered design, and design for special populations, particularly the elderly. Virtual reality, digital environments, heuristic evaluation and feedback of devices' interfaces (visual and haptic) are also among the

topics covered in this book. Based on the AHFE 2017 Conference on Usability & User Experience, held on July 17-21, 2017, in Los Angeles, California, USA, the book describes new findings, research methods and user-centered evaluation approaches.

This is a comprehensive must-have manual with your iPad 8th Generation. It is very practical as it has screenshots accompanied each explanation in a step by step basis. Anyone could understand this book even if this is your first time of using or planning to use Apple iPadOS. Below are some of the topics treated in this book: Ipad 8th generation hardware/ Full specs Unboxing the Apple Ipad 8th Generation Setting up the iPad for the first time Quick Size and Screen Comparisons with iPad 6 and Apple Air 3 The Apple Pencil 11 Things You Didn't Know - Consider this before you buy! How to pair the Apple pencil with the Ipad 8th generation 3 Reasons Why You NEED the Apple Pencil What you can do with apple pencil on Ipad 8th Generation Smart Keyboard folio for the Ipad 8th gen And much more... Get your own copy now!

IMovie 6 & IDVD

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