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Learn R Programming in 24 Hours C++ Templates Complete Guide to Q Programming Language The Cg Tutorial Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide Microsoft Teams Tutorial Learn R Programming in 1 Day GarageBand Basics The Complete Guide to Digital Photography Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide Aws 3Ds Max 2008: A Complete Guide Canon A-1 35mm Film SLR Tutorial Walkthrough How To Use FL Studio Canon AT-1 35mm Film SLR Tutorial Walkthrough Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide Complete Guide to Computer Fundamentals The Complete Guide to Blender Graphics The Complete Guide to Blender Graphics, Second Edition Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Nikon F3 35mm Film SLR Tutorial Walkthrough Complete Guide to Test Automation Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition Complete Guide to JQuery Mobile User Interface Framework Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition Aws The Complete Guide to Embroidery: Detailed Tutorial and Instruction to Embroidery for Beginners Autodesk 3ds Max 2019: A Comprehensive Guide, 19th Edition "Python Mastery: A Complete Guide to Programming Excellence" Autodesk 3ds Max 2011: A Comprehensive guide Aws The Book of GIMP Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition The Complete Guide to FL Studio for Beginners Autodesk Maya 2020: A Comprehensive Guide, 12th Edition Tutorial Guide to AutoCAD 2014 The Complete Guide to iPhone 12 Mini LMMS Pixologic ZBrush 2022: A Comprehensive Guide, 8th Edition Pixologic ZBrush 2021: A Comprehensive Guide, 7th Edition

Learn R Programming in 24 Hours 2020-10-31

r is a programming language developed is widely used for statistical and graphical analysis it can execute advance machine learning algorithms including earning algorithm linear regression time series statistical inference r programming language is used by fortune 500 companies and tech bellwethers like uber google airbnb facebook apple r provides a data scientist tools and libraries dplyr to perform the 3 steps of analysis 1 extract 2 transform cleanse 3 analyze table of contents chapter 1 what is r programming language introduction basics chapter 2 how to download install r rstudio anaconda on mac or windows chapter 3 r data types arithmetic logical operators with example chapter 4 r matrix tutorial create print add column slice chapter 5 factor in r categorical continuous variables chapter 6 r data frame create append select subset chapter 7 list in r create select elements with example chapter 8 r sort a data frame using order chapter 9 r dplyr tutorial data manipulation join cleaning spread chapter 10 merge data frames in r full and partial match chapter 11 functions in r programming with example chapter 12 if else else if statement in r chapter 13 for loop in r with examples for list and matrix chapter 14 while loop in r with example chapter 15 apply lapply sapply tapply function in r with examples chapter 16 import data into r read csv excel spss stata sas files chapter 17 how to replace missing values na in r na omit na rm chapter 18 r exporting data to excel csv sas stata text file chapter 19 correlation in r pearson spearman with matrix example chapter 20 r aggregate function summarise group by example chapter 21 r select filter arrange pipeline with example chapter 22 scatter plot in r using ggplot2 with example chapter 23 how to make boxplot in r with example chapter 24 bar chart histogram in r with example chapter 25 t test in r one sample and paired with example chapter 26 r anova tutorial one way two way with examples chapter 27 r simple multiple linear and stepwise regression with example chapter 28 decision tree in r with example chapter 29 r random forest tutorial with example chapter 30 generalized linear model glm in r with example chapter 31 k means clustering in r with example chapter 32 r vs python what s the difference chapter 33 sas vs r what s the difference

C++ Templates 2002-11-12

templates are among the most powerful features of c but they are too often neglected misunderstood and misused c templates the complete guide provides software architects and engineers with a clear understanding of why when and how to use templates to build and maintain cleaner faster and smarter software more efficiently c templates begins with an insightful tutorial on basic concepts and language features the remainder of the book serves as a comprehensive reference focusing first on language details then on a wide range of coding techniques and finally on advanced applications for templates examples used throughout the book illustrate abstract concepts and demonstrate best practices readers learn the exact behaviors of templates how to avoid the pitfalls associated with templates idioms and techniques from the basic to the previously undocumented how to reuse source code without threatening performance or safety how to increase the efficiency of c programs how to produce more flexible and maintainable software this practical guide shows programmers how to exploit the full power of the template features in c the companion site at josuttis.com tplbook contains sample code and additional updates

Complete Guide to Q Programming Language 2020-06-18

have you always wanted to learn computer programming but are afraid it will be too difficult for you or perhaps you know other programming languages but are interested in learning q programming language fast this book is for you you no longer have to waste your money and time trying to learn q programming language from boring books that are 600 pages long expensive online courses or complicated q programming language tutorials that just leave you more confused and frustrated what this book offers q programming language using kdb database for beginners and professionals complex concepts are broken down into simple steps to ensure that you can easily master the q programming language even if you have never coded before carefully choose wedding programming sign in

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language examples using kdb databaseexamples are carefully chosen to illustrate all concepts in addition the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples careful selection of topicstopics are carefully selected to give you a broad exposure q programming language while not overwhelming you with information overload these topics include object oriented programming concepts error handling techniques file handling techniques and more such that you are always up to date with the latest advancement in the q programming language learn the q programming language fasthow is this book different the best way to learn q programming language is by doing this book includes unique examples at the end of the book that requires the application of all the concepts taught previously working through the examples will not only give you an immense sense of achievement it will also help you retain the knowledge and master the language what you ll learn table of contentschapter 1 introduction to kdb chapter 2 q programming languagechapter 3 q language tablechapter 4 q language functionschapter 5 q language querieschapter 6 q language inter process communicationchapter 7 q language attributeschapter 8 q language tables on diskchapter 9 conclusionabout the authorother books by moubachir madani fadoul and so much more finally you ll be guided through a hands on tutorial that requires the application of all the topics covered click the buy button now and download the book now to start learning q programming language learn it fast and learn it well this tutorial guide has been prepared for beginners and professionals to help them in understanding the basic concepts related to q programming language using kdb database the book tutorial gives you enough understanding on q programming language from where you can take yourself to a higher level of expertise

The Cg Tutorial 2003

cg is a complete programming environment for the fast creation of special effects and real time cinematic quality experiences on multiple platforms this text provides a guide to the cg graphics language

Kelly L. Murdock's Autodesk 3ds Max 2020 Complete Reference Guide 2019-08

kelly l murdock s autodesk 3ds max 2020 complete reference guide is a popular book among users new to 3ds max and is used extensively in schools around the globe the success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials the tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts the book also covers all aspects of the software making it a valuable reference for users of all levels the complete reference guide is the ultimate book on 3ds max and like autodesk s 3d animation software it just gets better and better with each release whether you re new to 3ds max or an experienced user you ll find everything you need in this complete resource the book kicks off with a getting started section so beginners can jump in and begin working with 3ds max right away experienced 3ds max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity maxscript and more over 150 tutorials complete with before and after files help users at all levels build real world skills what is autodesk 3ds max autodesk 3ds max is a popular 3d modeling animation rendering and compositing software widely used by game developers and graphic designers in the film and television industry what you ll learn discover all the new features and changes in 3ds max 2020 learn how to reference select clone group link and transform objects explore 3d modeling and how to apply materials and textures set impressive scenes with backgrounds cameras and lighting master smart techniques for rendering compositing and animating create characters add special effects and finish with dynamic animations such as hair and cloth get comfortable with key tools such as track view quicksilver mental ray space warps massfx and more who this book is for this comprehensive reference guide not only serves as a reference for experienced users but it also easily introduces beginners to this complex software packed with expert advice from popular author kelly murdock it begins with a getting started section to get you up and running then continues with more than 150 step by step tutorials in depth coverage of advanced features and plenty of tips and timesavers along the way section videos each section of the book has a corresponding video in each video author kelly murdock gives a brief overview of the contents of that section in the book and covers some of the basics from the chapters within that section

Microsoft Teams Tutorial 2021-07-12

as more of us are forced to work from home due to the coronavirus outbreak the need to find ways to do our jobs virtually has never been greater in the face of the isolation and social distancing now required we must find alternative ways to collaborate and communicate with other people both inside and outside our organizations a variety of tools are accessible that allow us to chat run audio and video calls and share files with others one tool that can help is microsoft teams this book will empower you to structure how your team communicates collaborates and coordinates in a way that will help you achieve your professional and personal goals learn your way around microsoft teams and set up the interface communicate via chat and video chat inside and outside your organization integrate teams with other office apps for seamless collaboration use teams to optimize and go virtual with your meetings learn additional tips and tricks to navigate your way in microsoft teams

Learn R Programming in 1 Day 2019-09-10

r is a programming language developed is widely used for statistical and graphical analysis it can execute advance machine learning algorithms including earning algorithm linear regression time series statistical inference r programming language is used by fortune 500 companies and tech bellwethers like uber google airbnb facebook apple r provides a data scientist tools and libraries dplyr to perform the 3 steps of analysis 1 extract 2 transform cleanse 3 analyze table of contents chapter 1 what is r programming language introduction basics chapter 2 how to download install r rstudio anaconda on mac or windows chapter 3 r data types arithmetic logical operators with example chapter 4 r matrix tutorial create print add column slice chapter 5 factor in r categorical continuous variables chapter 6 r data frame create append select subset chapter 7 list in r create select elements with example chapter 8 r sort a data frame using order chapter 9 r dplyr tutorial data manipulation join cleaning spread chapter 10 merge data frames in r full and partial match chapter 11 functions in r programming with example chapter 12 if else else if statement in r chapter 13 for loop in r with examples for list and matrix chapter 14 while loop in r with example chapter 15 apply lapply sapply tapply function in r with examples chapter 16 import data into r read csv excel spss stata sas files chapter 17 how to replace missing values na in r na omit na rm chapter 18 r exporting data to excel csv sas stata d104 file chapter 19 correlation in r pearson spearman with matrix example chapter 20 r aggregate function summarise group by example chapter 21 r select filter arrange pipeline with example chapter 22 scatter plot in r using ggplot2 with example chapter 23 how to make boxplot in r with example chapter 24 bar chart histogram in r with example chapter 25 t test in r one sample and paired with example chapter 26 r anova tutorial one way two way with examples chapter 27 r simple multiple linear and stepwise regression with example chapter 28 decision tree in r with example chapter 29 r random forest tutorial with example chapter 30 generalized linear model glm in r with example chapter 31 k means clustering in r with example chapter 32 r vs python what s the difference chapter 33 sas vs r what s the difference

GarageBand Basics 2021-09-26

produce your own sounds with garageband whether you want to record lyrics an instrument or a podcast garageband can help you achieve ultimate sound perfection garageband basics is a beginner friendly guide of all the basic knowledge you need to start using garageband presented in two parts you ll learn mac garageband via mini tutorials on each aspect of the user interface start learning garageband today because garageband basics offers tutorials guidelines shortcuts and advice for everything the program offers you get it now part 1 learn garageband step by step the exact steps to record your keyboard guitar and vocal tracks how to customize the key time signature and tempo with only a few clicks plug ins patches and downloadable libraries of high quality sound changes to note pitch length velocity and quantization importing media like midi files and film footage how to use audio regions to create the best possible arrangements expert level shortcut keys to speed up your sound production control and automation options to refining your mix in

chorus and base smart controls and effects like delay distortion and reverb amps and pedals that mimic popular electric or bass guitar sounds the lessons section where you can take classes in guitar and piano playing part 2 deep dive into everything you learned in part 1 take the skills you learn in part one and refine them discover how to use the software beyond its normal capabilities learn every feature the desktop or mobile application has to offer create your own arrangements possess all the tools you need to take on any project includes an in depth tutorial on how to record quality sounds for any project and much more limited time only get your copy of garageband basics today and you will also receive free sf nonfiction books new releases exclusive discount offers downloadable sample chapters bonus content and more start making phenomenal sounds right now because after reading this book you ll be amazed at all the things you can do get it now

The Complete Guide to Digital Photography 2008

an illustrated introduction to digital photography examining hardware such as cameras computers scanners and printers and the relationship between them looking at image editing software tools and techniques featuring step by step instructions for taking professional quality photographs and discussing special effects options

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide 2020-08

kelly l murdock s autodesk 3ds max 2021 complete reference guide is a popular book among users new to 3ds max and is used extensively in schools around the globe the success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials the tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts the book also covers all aspects of the software making it a valuable reference for users of all levels the complete reference guide is the ultimate book on 3ds max and like autodesk s 3d animation software it just gets better and better with each release whether you re new to 3ds max or an experienced user you ll find everything you need in this complete resource the book kicks off with a getting started section so beginners can jump in and begin working with 3ds max right away experienced 3ds max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity maxscript and more over 150 tutorials complete with before and after files help users at all levels build real world skills

Aws 2019-08-16

aws 2019 complete guide for beginner s amazon services tutorialunderstanding aws is something that a lot of us are trying to accomplish that is because aws is the future of businesses while many people still use external services in order to perform different aspects of their business aws is slowly taking the reins and it is building a lot of different benefits that will help you but what is so great about aws what can you do with it well read on to find out this book is a comprehensive guide for helping people better understand aws at the core and also what it can do for you you ll be able to use a lot of the different aspects of aws in order to help you build a better more reliable business some of the different aspects of aws that you can learn about include the following what it is why it matters how to start with aws some of the big data services including data storage and analytics that can be used by people different web and mobile development services that you can use to benefit from some coding services which will help you with building a better set of code and also code injection to make it easy some of the corporate services for team application and coordination some tips for building the best aws services key tips on how to do some of the focal actions that aws has to offer this is the guide to aws to help you better understand this type of service and why it matters in the long run and why amazon is growing even more so with this type of service you d be amazed at the difference that this makes and some of the cool aspects of this that you can utilize you ll be able to with this as well you create the best guest wedding guest sign in

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ll be able to craft some wonderful options and choices for yourself and for your business too every business whether big or small can benefit from aws and you may wonder just how easy it is to put all of this together this guide is made for users who are a bit new to the amazon ecosystem who may know some code but don t know how to fully integrate it and who have been curious about aws in the past but don t know how to get started with it this is for you and you ll be able to create a better more rewarding amazon experience with this and build your business with a very secure platform download your copy of aws by scrolling up and clicking buy now with 1 click button

3Ds Max 2008: A Complete Guide 2008-09

from renowned youtube photography educator david hancock this short and comprehensive guide details the canon a 1 35mm film slr operation this 10 000 word tutorial will help you understand why the camera works as it does while teaching you to use it to obtain the best photos from it this book describes how to use the camera and more importantly explains why the different functions benefit and improve your photography this book also describes known problems with the canon a 1 how to identify them and options to correct issues in this 60 minute read mr hancock covers the basic operating points such as changing batteries loading film mounting lenses and using a flash he also explains the reasons that each process works and provides tips and tricks for each task to help ensure that the photographer understands why each function is important whether you re a new film photographer a student a returning hobbyist or even if you ve never held a film camera before this manual will provide you the details and information that you need to know to effectively use the canon a 1

Canon A-1 35mm Film SLR Tutorial Walkthrough 2023-12-20

learning how to use fl studio effectively can be a real pain in the butt especially as a beginner you just don t have the right skills because you simply don t understand the essential fl studio basics introducing the musthave beginner s bundle for making music in fl studio get all the essential fl studio beginner s material in one epic bundle destroy your massive learning curve by taking the ultimate fl studio shortcut boost your essential fl studio skills as quickly as humanly possible only learn 10 but get an amazing 90 of the results what you will learn in the fl studio beginner s bundle get an ultimate overview so you can see the bigger workings of fl studio find out what to do and how to do it but also why to do it discover the powerful melody making strategies to become successful always make awesome melodies fast even without knowing music theory

How To Use FL Studio 2021-05-19

from renowned youtube photography educator david hancock this short and comprehensive guide details the canon at 1 35mm film slr s operation this 10 000 word tutorial will help you understand why the camera works as it does and teach you to use it to obtain the best photos from it this book describes how to use the camera and more importantly explains why the different functions benefit and improve your photography this book also describes known problems with the canon at 1 how to identify them and options to correct issues in this 60 minute read mr hancock covers the basic operating points such as changing batteries loading film mounting lenses and using a flash he also explains the reasons that each process works and provides tips and tricks for each task to help ensure that the photographer understands why each function is important whether you re a new film photographer a student a returning hobbyist or even if you ve never held a film camera before this manual will provide you the details and information that you need to know to effectively use the canon at 1

Canon AT-1 35mm Film SLR Tutorial Walkthrough 2024-03-19

kelly l murdock s autodesk 3ds max 2017 complete reference guide is a popular book among users new to 3ds max and is used extensively in schools around the globe the success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials the tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts the book also covers all aspects of the software making it a valuable reference for users of all levels the complete reference guide is the ultimate book on 3ds max and like autodesk s 3d animation software it just gets better and better with each release whether you re new to 3ds max or an experienced user you ll find everything you need in this complete resource the book kicks off with a getting started section so beginners can jump in and begin working with 3ds max right away experienced 3ds max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity maxscript and more over 150 tutorials complete with before and after files help users at all levels build real world skills

Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide 2016-08-25

paperback book detail s cover template left to right 8 5 x 11 book 215 90mm x 279 40mm 17 419 x 11 250 overall dimensions 442 44mm x 285 75mm 0 169 spine width 4 29mm black white 75 pages white paper description are you ready to embark on a journey into the fascinating world of computers look no further dive deep into the essential concepts of computer fundamentals with our comprehensive tutorial designed for beginners and enthusiasts alike in this guide you will uncover the foundational principles of computing from understanding hardware components such as cpu memory and storage devices to exploring software concepts like operating systems applications and programming languages step by step explanations coupled with illustrative diagrams make complex topics easily digestible ensuring that you grasp every concept with clarity and confidence whether you re a novice seeking to expand your knowledge or a student aiming to excel in your studies this tutorial provides a solid framework to build your understanding of computers from the ground up key topics covered unit 1 introduction to computer unit 2 input devices unit 3 output devices unit 4 internal external parts with computer cabinate unit 5 data storage unit 6 number system unit 7 languages operating system software packages unit 8 technologies and virus

Complete Guide to Computer Fundamentals 2024-02-07

blender is a free and open source graphics program for computer modeling and animation it contains all the tools necessary for creating models and scenes that may be made into still images or animated movies like its predecessors the third edition of the complete guide to blender graphics computer modeling and animation provides a single comprehensive up to date source for using blender it introduces the blender features with examples and diagrams referenced to the graphical user interface gui the arrangement of windows and panels containing the controls for operating the program in addition to revisions to match the most recent version of blender fresh examples have been added the contents have been organized into a building block fashion presenting basic subjects such as textures and lighting in the early chapters before explaining their roles in more complex techniques such as fluid and smoke simulation in later chapters the book also covers alterations that have been made to the gui and significantly expands discussions of advanced features enabling veteran and beginning users to take advantage of the full potential of blender this book also has a companion website silverjb limewebs com offering supplementary material for using further advanced techniques once the concepts and methods presented in the book have been adequately mastered these techniques include fracturing building walls or obstacles that can be demolished dynamic painting and path animation blender is a program in constant development with new features being added progressively this new edition of the complete guide to blender graphics gives detailed instruction on the latest version of the program using visual references and practical examples it removes the frustration from the learning process in using the basic and advanced capabilities of blender

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The Complete Guide to Blender Graphics 2016-03-30

smoothly leads users into the subject of computer graphics through the blender gui blender the free and open source 3d computer modeling and animation program allows users to create and animate models and figures in scenes compile feature movies and interact with the models and create video games reflecting the latest version of blender the complete guide to blender graphics computer modeling animation 2nd edition helps beginners learn the basics of computer animation using this versatile graphics program this edition incorporates many new features of blender including developments to its gui new to the second edition three new chapters on smoke simulation movie making and drivers twelve updated chapters including an entire chapter now devoted to add ons installation numerous new examples and figures in color throughout this manual presents clear step by step instructions for new users of blender many visual diagrams and images illustrate the various topics encompassed by blender after mastering the material in the book users are prepared for further studies and work in computer modeling and animation

The Complete Guide to Blender Graphics, Second Edition 2014-06-17

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 2020: A Comprehensive Guide, 6th Edition 2020-05-04

from renowned youtube photography educator david hancock this short and comprehensive guide details the nikon f3 professional grade 35mm film slr operation this 10 000 word tutorial will help you understand why the camera works as it does while teaching you to use it to obtain the best photos from it this book describes how to use the camera and more importantly explains why the different functions benefit and improve your photography this book also describes known problems with the nikon f3 how to identify them and options to correct issues in this 60 minute read mr hancock covers the basic operating points such as changing batteries loading film mounting lenses and using a flash he also explains the reasons that each process works and provides tips and tricks for each task to help ensure that the photographer understands why each function is important whether you re a new film photographer a student a returning hobbyist or even if you ve never held a film camera before this manual will provide you the details and information that you need to know to effectively use the nikon f3

Nikon F3 35mm Film SLR Tutorial Walkthrough 2024-01-22

rely on this robust and thorough guide to build and maintain successful test automation as the software industry shifts from traditional waterfall paradigms into more agile ones test automation becomes a highly important tool that allows your development teams to deliver software at an ever increasing pace without compromising quality even though it may seem trivial to automate the repetitive tester s work using test automation efficiently and properly is not trivial many test automation endeavors end up in the graveyard of software projects there are many things that affect the value of test automation and also its costs this book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed but also allow the entire software project to thrive one of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests complete guide to test automation provides a detailed hands on guide for writing highly maintainable test code what you ll learn know the real value to be expected from test automation discover the key traits that will make your test automation project succeed be aware of the different considerations to take into account when planning automated tests vs manual tests determine who should implement the tests and the implications of this decision architect the test project and fit it to the architecture of the tested application design and implement highly reliable automated tests begin gaining value from test automation earlier integrate test automation into the business processes of the development teamleverage test automation to improve your organization s performance and quality even without formal authority understand how different types of automated tests will fit into your testing strategy including unit testing load and performance testing visual testing and more who this book is for those involved with software development such as test automation leads qa managers test automation developers and development managers some parts of the book assume hands on experience in writing code in an object oriented language mainly c or java although most of the content is also relevant for nonprogrammers

Complete Guide to Test Automation 2018-09-22

pixologic zbrush 2018 a comprehensive guide covers all features of zbrush 2018 which is a powerful modeling and sculpting software developed by pixologic inc and is used for developing highly detailed characters for movies games and digital design projects the book provides in depth details of the concepts and explains the usage and functions of the most commonly used tools of zbrush in this edition new feature such as zmodeler nanomesh and keyshot renderer have been also 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 2018 and is ideally suited for learning at your convenience and at your pace 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 2018: A Comprehensive Guide, 5th Edition 2020-06-22

have you always wanted to learn computer programming but are afraid it will be too difficult for you or perhaps you know other technology frameworks but are interested in learning jquery mobile technology framework from beginning to end this book is for you what this book offers this complete step by step

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tutorial book uses the features of both jquery and jquery ui to provide api features for mobile web applications complex concepts are broken down into simple steps to ensure that you can easily master the jquery mobile technology framework even if you have never coded before carefully chosen jquery mobile technology framework examples are carefully chosen to illustrate all concepts in addition the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples learn the jquery mobile technology framework concepts are presented in a to the point style to cater to the busy individual you no longer have to endure boring and confusing jquery mobile technology framework textbooks that simply did not explain the whole process with this book you can learn the complete jquery mobile technology framework and start coding immediately how is this book different the best way to learn jquery mobile technology framework is by doing this book includes unique examples at the end of the book that requires the application of all the concepts taught previously working through the examples will not only give you an immense sense of achievement it will also help you retain the knowledge and master the language jquery mobile is a user interface framework which is built on jquery core and used for developing responsive websites or applications that are accessible on mobile tablet and desktop devices this complete step by step tutorial book uses the features of both jquery and jquery ui to provide api features for mobile web applications what you ll learn table of contentschapter 1 introduction to jquery mobilechapter 2 jquery mobile pageschapter 3 jquery mobile iconschapter 4 jquery mobile widgetschapter 5 checkbox widgetchapter 6 jquery mobile radio widgetchapter 7 popup widgetchapter 8 eventschapter 9 conclusionabout the authorother books by moubachir madani fadoul and so much more all the covered topics are guided through a hands on tutorialclick the buy button now and download the book now to start learning the complete jquery mobile user interface framework

Complete Guide to JQuery Mobile User Interface Framework 2017-08-29

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

Autodesk 3ds Max 2018: A Comprehensive Guide, 18th Edition 2019-11-29

unleash the full potential of your applications and services and take your business to the next level with this definitive guide to aws the world s number one cloud platform do you want to learn how you can harness the power of cloud computing in your apps but don t know where to begin if you all you need is love guest wedding guest sign in 825 x 825 120 blank autograph pages wedding keepsake journal notebookvol 3

answered yes then this book if for you

Aws 2021-10-18

getting kids excited about science can be difficult home science experiments for kids provides young scientists ages 5 10 with hands on experiments that teach them how to apply the scientific method all you need to do is gather a few household items and you can recreate dozens of mind blowing kid tested science experiments

The Complete Guide to Embroidery: Detailed Tutorial and Instruction to Embroidery for Beginners 2018-07-19

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 3dsmaxexperts blogspot com and youtube com cadcimtech for faculty only

Autodesk 3ds Max 2019: A Comprehensive Guide, 19th Edition 2024-04-18

here is a description for the book python mastery a complete guide to programming excellence unlock your full potential as a programmer with python mastery a complete guide to programming excellence this comprehensive book is designed to guide you from the fundamentals of python programming to advanced concepts and best practices through clear explanations and hands on exercises you ll gain a solid understanding of core topics such as data types control structures functions and modules dive deeper into object oriented programming file handling and libraries like numpy and pandas explore powerful techniques for debugging testing and optimizing your code whether you re a beginner or an experienced developer this guide will help you achieve mastery in python and elevate your programming skills to new heights

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"Python Mastery: A Complete Guide to Programming Excellence" 2019-12-22

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Autodesk 3ds Max 2011: A Comprehensive guide 2013-01-12

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Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition 2020-04-08

autodesk maya 2020 is a powerful integrated 3d modeling animation visual effects and rendering software developed by autodesk inc this integrated node based 3d software finds its application in the development of films games and design projects the intuitive user interface and workflow tools of maya 2020 have made the job of design visualization specialists a lot easier autodesk maya 2020 a comprehensive guide covers all features of autodesk maya 2020 software in a simple lucid and comprehensive manner it will unleash your creativity thus helping you create realistic 3d models animation and visual effects in this edition new tools and enhancements in modeling animation rigging as well as performance improvements in bifrost are covered additionally the newly introduced mash module which is used for creating motion graphics is also covered in the book salient features consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as maya interface polygon modeling and nurbs modeling texturing lighting cameras

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animation paint effects rendering nhair fur fluids particles nparticles and bullet physics in autodesk maya 2020 the first page of every chapter summarizes the topics that are covered in it consists of hundreds of illustrations and a comprehensive coverage of autodesk maya 2020 concepts commands real world 3d models and examples focusing on industry experience step by step instructions that guide the user through the learning process additional information is provided throughout the book in the form of tips and notes self evaluation test review questions and exercises are given at the end of each chapter so that the users can assess their knowledge table of contents chapter 1 exploring maya interface chapter 2 polygon modeling chapter 3 nurbs curves and surfaces chapter 4 nurbs modeling chapter 5 uv mapping chapter 6 shading and texturing chapter 7 lighting chapter 8 animation chapter 9 rigging constraints and deformers chapter 10 paint effects chapter 11 rendering chapter 12 particle system chapter 13 introduction to nparticles chapter 14 fluids chapter 15 nhair chapter 16 bifrost chapter 17 bullet physics and motion graphics index

The Complete Guide to FL Studio for Beginners 2013-05-29

a tutorial guide to autocad 2014 provides a step by step introduction to autocad with commands presented in the context of each tutorial in fifteen clear and comprehensive chapters author shawna lockhart guides readers through all the important commands and techniques in autocad 2014 from 2d drawing to solid modeling and finally finishing with rendering in each lesson the author provides step by step instructions with frequent illustrations showing exactly what appears on the autocad screen later individual steps are no longer provided and readers are asked to apply what they ve learned by completing sequences on their own a carefully developed pedagogy reinforces this cumulative learning approach and supports readers in becoming skilled autocad users a tutorial guide to autocad 2014 begins with three getting started chapters that include information to get readers of all levels prepared for the tutorials the author includes tips that offer suggestions and warnings as you progress through the tutorials key terms and key commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial also a glossary of terms and commands summary lists the key commands used in the tutorials each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical electrical and civil engineering as well as architectural problems

Autodesk Maya 2020: A Comprehensive Guide, 12th Edition 2020-11-01

combining style power and some great new features the iphone 12 mini takes apple s smartphone to a whole new level its operating system ios 14 also brings exciting new features and enhancements together they make for a world beating mobile experience over the 180 pages in this guidebook we get to the heart of the awesome iphone 12 mini and the ios 14 operating system bringing you guides tips and tutorials that help you get the most from your new apple smartphone

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both the novice and advanced users of zbrush 2022 and is ideally suited for learning at your convenience and pace this edition covers major enhancements in zbrush 2022 such as the basrelief feature bevelpro plugin boolean operation stager and new brushes like knife brush scribe brush and so on one new project is also added to make the readers understand and learn the major enhancements effectively salient features consists of 13 chapters 2 projects 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 step by step instructions to guide the users through the learning process 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 enhanced chapter 2 sculpting brushes enhanced chapter 3 introduction to digital sculpting enhanced chapter 4 subtools and fibermesh chapter 5 zspheres chapter 6 dynamesh nanomesh and zremesher enhanced chapter 7 shadowbox chapter 8 materials in zbrush chapter 9 texturing in zbrush chapter 10 uv master chapter 11 lighting chapter 12 rendering chapter 13 dynamics enhanced project 1 cartoon character model with a background scene project 2 cartoon character model with a background scene ii new index

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