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Teach Yourself VISUALLY iPad

Covers iOS 9 and all models of iPad Air, iPad mini, and iPad Pro

John Wiley & Sons Your ultimate visual iPad guide. Teach Yourself VISUALLY iPad is the essential guide to getting the most out of your new device. Expert advice delivered in a visual step-by-step tutorial will have you using the latest key features, getting connected, and troubleshooting minor issues. Packed with tips and tricks for getting more done and getting it done faster, this invaluable guide provides plenty of full-color screenshots to help you stay on track. Each task is cut down into small, manageable pieces so you can get in and out fast, and the image-driven instruction helps you transition seamlessly between the page and the screen. Whether you have an iPad, iPad Air, or an iPad mini, this book will help you discover just what it is that makes the iPad the most coveted tablet on the market. Customize your iPad, and connect with Wi-Fi and Bluetooth Access media, games, photos, apps, and more Set up e-mail, get online, and manage social media accounts Troubleshoot issues and avoid a trip to the Apple Genius Bar Teach Yourself VISUALLY iPad gives you a visual tour with expert instruction to help you get the most out of your device.

iPad 2 Fully Loaded

John Wiley & Sons

Learn Design for iOS Development

Apress Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

iPhone and iPad Web Design For Dummies

John Wiley & Sons

ePublishing with InDesign CS6

Design and produce digital publications for tablets, ereaders, smartphones, and more

John Wiley & Sons

Smile Design Integrating Esthetics and Function

Essentials in Esthetic Dentistry

Elsevier Health Sciences Esthetic dentistry is an area of recognizable growth around the world and it often brings considerable challenges for the clinician. Jonathan B. Levine DMD presents a new volume designed to introduce practitioners to the world of advanced smile design with the goal of safely expanding his or her current scope of aesthetic dental practice. Richly illustrated in full

colour throughout, this beautiful volume guides readers through the key issues of Smile Design and includes a detailed discussion of assessment techniques including aesthetic check lists and photography, the use of smile design trial and diagnostic techniques and assessment tools. Procedures include space management, alignment procedures and the use of ceramic veneers. Throughout the book, emphasis is given to assessment of the patient and precision treatment modalities. Whether you are newly qualified or an experienced dental practitioner, this volume will be ideal for skill enhancement and is designed for use throughout the world.

Programming the Mobile Web

Reaching Users on iPhone, Android, BlackBerry, Windows Phone, and more

"O'Reilly Media, Inc." With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

Learn iOS Application Distribution

Successfully Distribute Apps

Apres Cover every aspect of the app industry, from app idea generation through to marketing and performance monitoring. With this book you'll receive complete, reliable, up-to-date, and professional information and guidance. Learn iOS App Distribution is every developers thorough and accessible guide to successfully distributing apps. For readers who already know how to code and create apps, this book explains how the app industry works, how it is evolving, and what the key trends are. Rather than focus on the well-covered aspects of working with Swift and Xcode, you'll instead discover what it takes from a commercial standpoint to bring an app together and get it successfully out to customers. All the key technical aspects are simplified for you with non-technical backgrounds, and vast amounts of information are condensed into easy-to-understand visuals. What You'll Learn Review how the app industry nuances and how it works Analyze app statistics and key market trends Position an app appropriately within the industry Improve app performance and related products and services Who This Book Is For App designers, UI/UX design professionals, coders, app marketers, game designers, asset designers and app publishing companies. The book is also suitable for inventors and non-tech readers unfamiliar with the industry but interested in investing in apps

Teach Yourself VISUALLY iPad 4th Generation and iPad mini

John Wiley & Sons A fully updated visual guide on the latest evolution of the amazing iPad! As the ultimate entertainment and media device, the iPad is ever evolving. This visual guide gets you up to date on all the latest information for accessing and downloading books, apps, music, and video content as well as sending photos and emails, syncing with other devices and services, and effectively using the multi-touch display. Covering the latest generation of the iPad as well as the iPad mini, and iOS6, this resource provides you with helpful step-by-step, image-driven guidance geared towards users who learn best with visual cues. Helps you get connected to the Apple app store so that you can enjoy more than 700,000 apps, including award-winning games and amazing productivity tools Shows you how to enjoy eBooks, music, and videos via iTunes Gets you connected to rich multimedia content, social networking, and the power of the Internet Shares a variety of ways that you can maximize your use of your iPad or iPad mini The iPad and the iPad mini go wherever you go and are at your beck and call at any time?and so is Teach Yourself VISUALLY iPad 4th Generation and iPad mini!

Digital Publishing with Adobe InDesign CS6

Adobe Press If you're a print designer or other creative professional who needs to create digital documents for multiple devices, you will be thrilled with the powerful new tools in Adobe InDesign CS6. Now you just need to know what to do with them. Digital Publishing with Adobe InDesign CS6 examines not just the How of using the tools, but also the When and Why of choosing among the various digital format options— ePub, tablet app, PDF, HTML, and so on. Clear explanations and plenty of full-color graphics will guide you through the potentially confusing digital publishing landscape. Written by two longtime publishing experts, the book thoroughly covers the theory and best practices for using the revolutionary new layout features in InDesign CS6, including Alternate Layouts, Liquid Layout Rules, and the Adobe® Digital Publishing Suite (DPS), the complete digital publishing solution for tablets. Digital Publishing

with Adobe InDesign CS6 will help you: Select the digital format that best fits the needs of your content and your audience Work with the Digital Publishing Suite to package and publish your content as a tablet app Use Liquid Layout Rules to automatically resize and reflow content to fit different-sized devices Employ interactive elements such as hyperlinks, buttons, and forms Configure your ePub files for the best results across various readers

Teach Yourself VISUALLY iPad

John Wiley & Sons Fully updated coverage on the latest iPad and iPad mini! As the amazing iPad continues to evolve, so does this invaluable visual guide. Bestselling veteran author Guy Hart-Davis gets you up to date on the latest generation of the iPad, the new iPad Air, as well as the iPad mini with his clear step-by-step, image-driven guidance that is perfectly geared towards those who learn best with visual assistance. You'll get all the latest information for accessing and downloading books, apps, music, and video content as well as sending photos and e-mails, syncing with other devices and services, and effectively using the multi-touch display. Full-color screen shots and instructions walk you through the steps to accessing and downloading eBooks, music, and videos via iTunes Shows you how to get connected to the Apple app store so that you can enjoy more than 700,000 apps Explains how to take, share, and send photos and videos Looks at a variety of ways that you can maximize your use of your iPad, iPad Air, or iPad mini and make your life simpler Teach Yourself VISUALLY iPad, 2nd Edition is a must-have companion to your iPad, iPad Air, or iPad mini device!

Developing Android Applications with Adobe AIR

"O'Reilly Media, Inc." Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create functionality and content that works on multiple Android devices Choose from several data storage options Create view and navigation components, including a back button Get tips for designing user experience with touch and gestures Build a location-aware app, or one that makes use of motion Explore ways to use audio, video, and photos in your application Learn best practices for asset management and development

Pro iOS Web Design and Development

HTML5, CSS3, and JavaScript with Safari

Apress With Pro iOS Web Design and Development, you'll design websites and develop web applications for iPhone and iPad using web standards deployed with Apple's Safari browser. Utilizing the very latest web and mobile technologies and releases, this book shows every web professional how to use HTML5 to do the heavy lifting, CSS3 to create the look and feel, and JavaScript to add program logic to their mobile sites and Web applications. In addition, you'll learn how to address the specific features made available through Apple's iOS, especially with regard to designing Web-based touch-screen interfaces. Pro iOS Web Design and Development will help you deliver rich mobile user experiences without compromise by optimizing your sites for WebKit and Safari, the de facto standard for the iPhone, iPad, and iPod touch.

Interactive InDesign CC

Bridging the Gap between Print and Digital Publishing

CRC Press With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with: *InDesign Animation *Buttons, forms, and other interactive elements *Interactive PDFs *EPUB *App building with DPS *The fundamentals of HTML, CSS, and GREP *A treasure trove of trips and techniques that will forever transform your work with InDesign.

Designing Apps for Success

Developing Consistent App Design Practices

CRC Press In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. Designing Apps for Success provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers

application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, *Designing Apps for Success* gives a taut, concise, and pragmatic roadmap from the beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Foundations of Digital Art and Design with the Adobe Creative Cloud

New Riders Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. *Foundations of Digital Art and Design* reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision.

iPad Fully Loaded

John Wiley & Sons Alan knows—and he's telling! All about your iPad. It's an iPod. It's an e-reader. It's an instant classic. And now you can discover all the secrets to this dazzling device, thanks to Alan Hess. You may think you already know your iPad inside and out, until Alan shows you how to write your own books, stream your iTunes, view comic book files, and transfer photos with Eye-Fi. He provides all the tips and techniques you need to get the absolute most out of your iPad. Figure you already get all things iPad? Don't count on it—until you read this book! Browse through the iBooksStore and start speed e-reading Catch all the news from traditional sources and news aggregator apps like Pulse and Flipboard Get all your photos exactly where—and how—you want them to be Create documents, crunch numbers, work on presentations—and iWork from the beach! Access your files on the go with Dropbox and read just about any file with GoodReader Get more out of—and into—your iPad than you ever thought possible

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

Que Publishing 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

How to Launch a Magazine in this Digital Age

A&C Black Lively and engaging, *How to Launch a Magazine in this Digital Age* adopts a practical guide students or inexperienced editors to the process of setting up and launching a new publication -- be it digital, print or a combination of both. Using case studies, theoretical/critical insights, and tests/exercises, this is the first how-to to embrace digital technologies, including a companion website with additional support with podcasts, web links, forums and timed live author chats. The key to the text's success is its ability to encompass the complete process. It begins with the initial idea and follows the process through to developing a business plan as well as setting an editorial strategy to achieve and maintain an audience in a digital age -- where traditional print formats face an uncertain future. It includes checklists and realistic timescales for producing a digital/print magazine, for both the working professional and the student in the classroom setting.

iOS 7 Programming Pushing the Limits

Develop Advance Applications for Apple iPhone, iPad, and iPod Touch

John Wiley & Sons Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

iPhone IOS 5 Development Essentials

eBookFrenzy Now updated with five new chapters dedicated to Xcode Storyboards, the aim of iPhone iOS 5 Development Essentials is to teach you the skills necessary to build your own applications for the iPhone. Beginning with the basics, this book provides an overview of the iPhone hardware and the architecture of iOS 5. An introduction to programming in Objective-C is provided followed by an in-depth look at the design of iPhone applications and user interfaces. More advanced topics such as user interface layout and resizing, file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location and map management, camera access and video playback support. New iOS 5 specific features are also covered in detail including page view controller implementation, the UIDocument class, iCloud based storage, Storyboard user interface design, automatic reference counting, Twitter integration and image filtering with Core Image. iPhone iOS 5 Development Essentials takes a modular approach to the subject of iPhone application development with each chapter covering a self contained topic area. This makes the book both an easy to follow learning aid and an excellent reference resource.

Mobile Game Design Essentials

Packt Publishing Ltd A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

iPhone iOS4 Development Essentials - Xcode 4 Edition

eBookFrenzy

Tap, Move, Shake

Turning Your Game Ideas into iPhone & iPad Apps

"O'Reilly Media, Inc." Got a great game idea? This complete do-it-yourself guide shows you how to make your game idea a reality for the iPhone and iPad. By developing a real game hands-on through the course of this book, you'll get a thorough introduction to Xcode and Objective-C, while learning how to implement game logic, sophisticated graphics, game physics, sounds, and computer AI. Author Todd Moore taught himself how to create an iPhone game in a week, with no previous knowledge of Apple's development tools. Now he develops smartphone games and apps full time. With this book, any coder can turn game ideas into real products, ready for the App Store. Get started by writing a simple game in only 20 lines of code Build a complete air hockey game from scratch Learn best practices for tracking multiple screen touches Use animation loops and create collision functions Get the tools you need to build your own stunning game graphics Apply game physics to give your game a sense of realism Record and edit lifelike sound effects, and create your own background music Design a computer player with different levels of difficulty Featuring an introduction by Steve Wozniak Todd Moore founded TMSOFT to create unique smart phone applications and games. His most popular game title, Card Counter, was featured by Engadget, the Los Angeles Times, and CNET TV. Todd's most popular application, White Noise, was featured by iTunes, Health Magazine, The Washington Post, PC Magazine, and Late Night with Jimmy Fallon.

Cross-Cultural Design. Applications in Cultural Heritage, Creativity and Social Development

10th International Conference, CCD 2018, Held as Part of HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018, Proceedings, Part II

Springer This two-volume set LNCS 10911 and 10912 constitutes the refereed proceedings of the 10th International Conference on Cross-Cultural Design, CCD 2018, held as part of HCI International 2018 in Las Vegas, NV, USA, in July 2018. The total of 1170 papers and 195 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4373 submissions. The 37 regular papers presented in this volume were organized in topical sections named: culture, learning and games; culture and creativity; cross-cultural design for social change and development.

Mastering Photoshop

Volume 2

Smashing Magazine As the technology becomes more advanced, all of us seek for time saving tips and guidelines to make our work much more effective and productive. The eBook *Mastering Photoshop for Web Design Vol. 2 (eBook 8)* contains 11 articles that cover useful and partly unknown Photoshop techniques and tricks from experts in the field. The articles discuss retouching, cloning, compositing, obscure Photoshop timesavers and designing for iPhone. The articles have been published on Smashing Magazine in 2010 and 2011 and have been carefully edited and revised. Productivity is a crucial asset of professional designers. Photoshop is an extremely powerful application for photo processing and image manipulation, and we can make it even more powerful by using advanced techniques and design approaches that professionals and experts in the field are using regularly. The better our professional skills are, the more time we can spend to focus on the actual design process rather than the tool we are using to implement it on screen. This book is the brand new Photoshop eBook edition in our Smashing eBook Series which will help you mastering Photoshop and gain a more efficient, advanced workflow in your design process. TABLE OF CONTENTS - Mastering Photoshop: Noise, Textures, Gradients and Rounded Rectangles - Useful Photoshop Tips And Tricks for Photo Retouching - Photo Retouching Tips and Tricks in Photo Retouching - The Ultimate Guide to Cloning in Photoshop - Designing for iPhone 4 Retina Display: Techniques and Workflow - Mastering Photoshop: Pixel Perfection when Rotating, Pasting and Nudging - Setting up Photoshop for Web and iPhone Development - Compositing in Adobe Photoshop: Time Saving Tips - Mastering Photoshop: Unknown Tricks and Time Savers - Preparing Photoshop Files for Web Developers - In Defense of Photoshop

High Performance iOS Apps

Optimize Your Code for Better Apps

"O'Reilly Media, Inc." Ready to build mobile apps that out-perform the rest? If you're an iOS developer with app-building experience, this practical guide provides tips and best practices to help you solve many common performance issues. You'll learn how to design and optimize iOS apps that deliver a smooth experience even when the network is poor and memory is low. Today's picky users want fast and responsive apps that don't hog resources. In this book, author Gaurav Vaish demonstrates methods for writing optimal code from an engineering perspective, using reusable Objective-C code that you can use right away. Up your game and create high-performance native iOS apps that truly stand out from the crowd. Measure key performance indicators—attributes that constitute and affect app performance Write efficient apps by minimizing memory and power consumption, and explore options for using available CPU cores Optimize your app's lifecycle and UI, as well as its networking, data sharing, and security features Learn about application testing, debugging and analysis tools, and monitoring your app in the wild Collect data from real users to analyze app usage, identify bottlenecks, and provide fixes Use iOS 9 upgrades to improve your app's performance

Human Factors in Computing and Informatics

First International Conference, SouthCHI 2013, Maribor, Slovenia, July 1-3, 2013, Proceedings

Springer This book constitutes the refereed proceedings of the First International Conference on Human Factors in Computing and Informatics, SouthCHI 2013, held in Maribor, Slovenia, in July 2013. SouthCHI is the successor of the USAB Conference series and promotes all aspects of human-computer interaction. The 38 revised full papers presented together with 12 short papers, 4 posters and 3 doctoral thesis papers were carefully reviewed and selected from 169 submissions. The papers are organized in the following topical sections: measurement and usability evaluation; usability evaluation - medical environments; accessibility methodologies; game-based methodologies; Web-based systems and attribution research; virtual environments; design culture for ageing well; designing for "situated elderliness"; input devices; adaptive systems and intelligent agents; and assessing the state of HCI research and practice in South-Eastern Europe.

Research and Development in Digital Media

Springer This book presents an overview of the technical underpinnings in the field of digital media. This includes theory, imaging, big data, interaction, and the research and development that is needed in order to make digital media interfaces more natural and easy to use. Grant funding sources for R & D are detailed and current priority areas are summarized. Developments in the relevant commercial areas are also reviewed. This is Professor Earnshaw's fifth book in the series on digital media and its applications and creative uses. These books explain the significance and importance of digital media and how it has developed and advanced. They also explore the impact digital media is having on a range of domains including art and design, the creative industries, visual analytics, big data, and digital humanities. The convergence of IT, telecommunications and media is bringing about a revolution in the way information is being collected, stored, accessed and distributed. Digital media is expected to play an increasing role in these processes. State of the art digital technologies are increasingly utilized in order to deliver to the user requirements and also to be effective and efficient in this delivery, given the increasing demands by users and other third parties involved in the content creation and service delivery pipeline. Research and Development in Digital Media will be invaluable for readers that want a summary of the technical research and development aspects of digital media, how such work is being funded, and the kind of changes in digital media provision that may result.

Responsive Web Design, Vol. 2

Smashing Magazine Responsive Web Design has evolved rapidly in the last few years and considering recent growth of mobile, the demands for responsive solutions are growing further. To help you prepare for the challenges of a more diverse device landscape as well as a growing number of mobile device users, Responsive Web Design Vol. 2 provides an overview of valuable hands-on techniques, approaches and best practices to improve your responsive design workflow and skills. This eBook offers tips on creating responsive high-performance websites using server-side components, and explores solutions for navigation and responsive images. Furthermore, the authors share their insightful first-hand experience from a responsive redesign perspective as well as propose possible ways to encounter the rather uneasy question of advertising in a responsive world. TABLE OF CONTENTS - Responsible Considerations For Responsive Web Design - Implementing Off-Canvas Navigation For A Responsive Website - Choosing A Responsive Image Solution - Automate Your Responsive Images With Mobify.js - Adapting To A Responsive Design (Case Study) - Responsive Web Design With Physical Units - Lightening Your Responsive Website Design With RESS - Improve Mobile Support With Server-Side Enhanced Responsive Design - Responsively Retrofitting An Existing Site With RWD Retrofit - Making Advertising Work In A Responsive World

Beginning iOS 4 Application Development

John Wiley & Sons

Introduction to Web Interaction Design With HTML and CSS

CRC Press This book introduces standard and new HTML5 elements and attributes and CSS3 properties commonly used in Web design as well as design guidelines for their effective use. Its approach of explaining every line of code in the examples it uses to show the usage of the HTML elements and CSS properties introduced makes it an invaluable Web design resource for beginners as well as intermediates looking to fill in gaps in their knowledge. In addition, the inclusion of user-centered design process stages and how they are best managed in website development makes the book unique in its area. Also, the book's approach of including challenges after each topic to help refresh readers' knowledge, as well as make them think, ensures that there are ample activities to keep learners motivated and engaged. Key Features Comprehensively covers standard and new HTML5 elements and attributes and CSS3 properties. Includes a lot of challenges/exercises; one after each HTML element or CSS property introduced and demonstrated with examples. Example codes can be copied and pasted as-is to implement and experiment with. For every HTML element or CSS property introduced, guidelines are provided, where relevant, on how to best use them in a design to enhance usability and accessibility. Includes comprehensive explanation of flexible box and grid layout models and how to use them to create responsive and adaptive Web design. Covers the importance of visual aesthetics in design, including design elements and principles and examples of how they can be applied in Web design to produce good user experience. Includes comprehensive guidelines on how to design for standard and mobile screens, including discussion of touch gesture interaction design and standard gestures and the functions for which they are most commonly used. Introduces the stages of user-centered design process, including Web accessibility and user-experience testing, and managerial aspects of Web development, including intellectual property. Provides a brief introduction on how to make HTML and CSS codes more compact and more efficient and how to combine them with other languages commonly used in Web design and development, such as JavaScript, AJAX, and PHP.

Amorphous Oxide Semiconductors

IGZO and Related Materials for Display and Memory

John Wiley & Sons AMORPHOUS OXIDE SEMICONDUCTORS A singular resource on amorphous oxide semiconductors edited by a world-recognized pioneer in the field In *Amorphous Oxide Semiconductors: IGZO and Related Materials for Display and Memory*, the Editors deliver a comprehensive account of the current status of—and latest developments in—transparent oxide semiconductor technology. With contributions from leading international researchers and exponents in the field, this edited volume covers physical fundamentals, thin-film transistor applications, processing, circuits and device simulation, display and memory applications, and new materials relevant to amorphous oxide semiconductors. The book makes extensive use of structural diagrams of materials, energy level and energy band diagrams, device structure illustrations, and graphs of device transfer characteristics, photographs and micrographs to help illustrate the concepts discussed within. It also includes: A thorough introduction to amorphous oxide semiconductors, including discussions of commercial demand, common challenges faced during their manufacture, and materials design Comprehensive explorations of the electronic structure of amorphous oxide semiconductors, structural randomness, doping limits, and defects Practical discussions of amorphous oxide semiconductor processing, including oxide materials and interfaces for application and solution-process metal oxide semiconductors for flexible electronics In-depth examinations of thin film transistors (TFTs), including the trade-off relationship between mobility and reliability in oxide TFTs Perfect for practicing scientists, engineers, and device technologists working with transparent semiconductor systems, *Amorphous Oxide Semiconductors: IGZO and Related Materials for Display and Memory* will also earn a place in the libraries of students studying oxides and other non-classical and innovative semiconductor devices. WILEY SID Series in Display Technology Series Editor: Ian Sage, Abelian Services, Malvern, UK 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.

iOS Game Development

Developing Games for iPad, iPhone, and iPod Touch

CRC Press To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. *iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch* takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of previously unpublished information about the iOS platform. The text focuses on the concrete requirements of game developers, presenting in-depth details on each step in the mobile game development process. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It also covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine. To better understand the explanations, the author encourages you to access more than 30 iOS example apps from his website. Each app represents a small piece of the complex field of game development in a straightforward manner. The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions. Suitable for both newcomers and more advanced developers, this color book helps you get started with iOS game development. By following the book's clear descriptions and example programs, you will understand how to implement the fundamentals in smaller game projects and be able to create your first game for the App Store.

IPad For Dummies

John Wiley & Sons Provides instructions and advice for new users of the iPad computer, including getting it ready to use, Internet searches, e-mail, applications, audio, video, photographs, electronic books, settings, troubleshooting, and accessories.

CSS: The Definitive Guide

Visual Presentation for the Web

"O'Reilly Media, Inc." If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices, including phones, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade Values, units, fonts, and text properties Padding, borders, outlines, and margins Colors, backgrounds, and gradients Floats and positioning tricks Flexible box layout The new Grid layout system 2D and 3D transforms, transitions, and animation Filters, blending, clipping, and masking Media and feature queries

Agent and Multi-Agent Systems: Technologies and Applications

6th KES International Conference, KES-AMSTA 2012, Dubrovnik, Croatia, June 25-27, 2012. Proceedings

Springer This book constitutes the refereed proceedings of the 6th KES International Conference on Agent and Multi-Agent Systems, KES-AMSTA 2012, held in Dubrovnik, Croatia, in June 2012. The conference attracted a substantial number of researchers and practitioners from all over the world who submitted their papers for ten main tracks covering the methodology and applications of agent and multi-agent systems, one workshop (TRUMAS 2012) and five special sessions on specific topics within the field. The 66 revised papers presented were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on virtual organizations, knowledge and learning agents, intelligent workflow, cloud computing and intelligent systems, self-organization, ICT-based alternative and augmentative communication, multi-agent systems, mental and holonic models, assessment methodologies in multi-agent and other paradigms, business processing agents, Trumas 2012 (first international workshop), conversational agents and agent teams, digital economy, and multi-agent systems in distributed environments.

Langford's Basic Photography

The Guide for Serious Photographers

CRC Press This seminal photography text, now in its 10th edition and celebrating its 50th anniversary, has been revamped, reorganized, and modernized to include the most up-to-date, need to know information for photographers. Ideal for students, beginners, and advanced users wanting to brush up on the fundamentals of photography, this book is a must have for any photographer's bookcase. The heart of this text, however, retains the same comprehensive mix of scholarly and practical information. The new edition has been fully updated to reflect dynamic changes in the industry. These changes include: an expansion and overhaul of the information on digital cameras and digital printing; an emphasis on updating photographs to include a wider range of international work; replacement of many diagrams with photos; overhaul of the analogue sections to give a more modern tone (ie exposure measurement and film and filters with some more dynamic photo illustrations).

Advanced Virtual Environments and Education

Third International Workshop, WAVE 2021, Fortaleza, Brazil, March 21-24, 2021, Revised Selected Papers

Springer Nature This volume revised versions of the selected papers presented during the Third International Workshop on Advanced Virtual Environments and Education, WAVE 2021, held in Fortaleza, Brazil, in March 2021. The 7 full papers and 4 short papers presented were thoroughly reviewed and selected from the 27 submissions. The papers are organized in the following topical sections: learning scenarios and grouping methods; applications and scenarios, phigital, CS education and assessment; human computer interfaces for education, study cases for accessibility and wellbeing.

My iPad for Seniors

Que Publishing This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Covers iOS 10 for all models of iPad Air, iPad Mini, iPad Pro, and iPad 4th generation My iPad for Seniors, 4th Edition, is a comprehensive guide to using all of Apple's iPad models. It includes everything from basic setup information to finding and installing new apps to using the iPad for communication, entertainment, and productivity. The information presented in this book is targeted at users aged 50 and up; whenever possible, one best way for any given task is presented, and instructions are simplified with older users in mind. In addition, much content specific for people 50+ is included. Step-by-step instructions for the tasks you care about most Large, full-color, close-up photos show you exactly what to do Common-sense help whenever you run into problems Tips and notes to help you get the most from your iPad Learn how to: Connect your iPad to the Internet via Wi-Fi Personalize the way your iPad looks and works Make your iPad easier to use if you have trouble seeing or tapping the screen Make the data on your iPad more secure with fingerprint login Control frequently used settings with your iPad's Control Center Browse and search the Internet with Safari Use Siri's voice commands to control your iPad and find useful information Find fun and useful apps and games in Apple's App Store Communicate with friends and family via email, text messaging, and FaceTime video chats Shoot, share, and view photos and videos Listen to music and watch movies and TV shows over the Internet Share music and videos with other devices via AirDrop and AirPlay Use iCloud to store and share your photos and other important data online Discover the most popular health, travel, and productivity apps Troubleshoot common iPad problems