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It is 1602 and the Globe has just opened in London. Come backstage for a tour of this famous theatre Stunning photographs combine with lively illustrations and engaging, age-appropriate stories in this multilevel reading programme guaranteed to capture children's interest while developing their reading skills and general knowledge.

(Guitar Educational). Learn to play like Jimmy Page, Malcolm Young, Keith Richards, Eddie Van Halen, John Sykes, and other guitar masters! Providing the vital backbone for countless songs, the rhythm guitarist plays a crucial role in rock music. This book guides you through the essential basics that every rhythm guitarist should know so you can learn to play like Jimmy Page, Malcolm Young, Keith Richards, Eddie Van Halen, John Sykes and other masters. Includes full-length video lessons with demonstrations of all the playing examples in the book, covering a wide range of topics including strumming, muting, chords, riffs, alternate tunings, gear and much more!

What makes a musical note different from any other sound? How can you tell if you have perfect pitch? Why do 10 violins sound only twice as loud as one? Do your Bob Dylan albums sound better on CD or vinyl? John Powell, a scientist and musician, answers these questions and many more in HOW MUSIC WORKS, an intriguing and original guide to acoustics. In a clear, accessible, and engaging voice, Powell fascinates the reader with his delightful descriptions of the science and psychology lurking beneath the surface of music. With lively discussions of the secrets behind harmony, timbre, keys, chords, loudness, musical composition, and more, HOW MUSIC WORKS will be treasured by music lovers everywhere.

"Cisco CCNA Network Simulator" is a boxed software product derived from the previously self-published Boson NetSim from Boson Software. It provides users with a means to develop hands-on skills at the CCNA level without the investment in expensive hardware.

In Mixing with Impact: Learning to Make Musical Choices, Wessel Oltheten discusses the creative and technical concepts behind making a mix. Whether you're a dance producer in your home studio, a live mixer in a club, or an engineer in a big studio, the mindset is largely the same. The same goes for the questions you run into: where do you start? How do you deal with a context in which all the different parts affect each other? How do you avoid getting lost in technique? How do you direct your audience's attention? Why doesn't your mix sound as good as someone else's? How do you maintain your objectivity when you hear the same song a hundred times? How do your speakers affect your perception? What's the difference between one compressor and another? Following a clear structure, this book covers these and many other questions, bringing you closer and closer to answering the most important question of all: how do you tell a story with sound?

David Garibaldi combines his innovations of funk from his Tower of Power days with his new innovations in Afro-Cuban music and demonstrates how to incorporate them into modern music. This video shows you how to become your own drummer and how to create your own signature sound. Booklet included.

The fastest, easiest, most comprehensive way to learn Adobe Photoshop CS4 Fourteen lessons in Adobe Photoshop CS4 Classroom in a Book cover basic and advanced techniques in Adobe Photoshop, the world's best image-editing software. Learn how to retouch digital photos, work with layers and masks, navigate the workspace, prepare images print, and explore the latest features. Tips, extra-credit exercises, and step-by-step lessons help you become more productive using Photoshop. Learn to correct and enhance digital photos, create image composites, transform images in perspective, and prepare images for print and the web. Combine images for extended depth of field,

and try out the new 3D features in Adobe Photoshop CS4 Extended. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

The sprawl of Adventure. The addictiveness of Breakout. The intensity of Space Invaders. Once upon a time, you could only experience this kind of excitement at the arcade. But in 1977 that changed forever. You, and maybe a friend or a sibling, could instantly teleport from your own living room to a dazzling new world—with nothing more than a small plastic cartridge. This was the promise of the Atari 2600—and it was delivered in ways no one ever expected. No, the games it put on your TV weren't what you saw when you plunked in your quarters at the convenience store or in the noisy, smoky business on the other side of town. But they brought the arcade home—and it hasn't left since. With Adventure: The Atari 2600 at the Dawn of Console Gaming, Jamie Lendino takes you to the front lines of the home gaming revolution, exploring the history of the world-changing console and delves into the coin-op ports and original titles that still influence gaming today. Before your next trip to a magical universe with your Xbox One, PlayStation 4, or Nintendo Switch, see how the home gaming industry truly began.

160 lined pages - 5" wide x 7" high (12.7 cm wide x 17.8 cm high) - Bookbound hardcover - Elastic band closure (unless otherwise noted) - Archival/acid-free 120 gsm paper - Inside back cover pocket. Gold foil, embossed, gold gilded edges.

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Intense Rock II goes where no guitar instructional video has gone before. Mr. Big guitarist Paul Gilbert explains step by step how to approach "unteachable" skills such as phrasing, dynamics, improvisation and "feel." Of course, no Paul Gilbert video would be complete without a healthy dose of techno-terror licks. (60 min.)

Discover how to achieve release-quality mixes even in the smallest studios by applying power-user techniques from the world's most successful producers. Mixing Secrets for the Small Studio is the best-selling primer for small-studio enthusiasts who want chart-ready sonics in a hurry. Drawing on the back-room strategies of more than 160 famous names, this entertaining and down-to-earth guide leads you step-by-step through the entire mixing process. On the way, you'll unravel the mysteries of every type of mix processing, from simple EQ and compression through to advanced spectral dynamics and "fairy dust" effects. User-friendly explanations introduce technical concepts on a

strictly need-to-know basis, while chapter summaries and assignments are perfect for school and college use. ? Learn the subtle editing, arrangement, and monitoring tactics which give industry insiders their competitive edge, and master the psychological tricks which protect you from all the biggest rookie mistakes. ? Find out where you don't need to spend money, as well as how to make a limited budget really count. ? Pick up tricks and tips from leading-edge engineers working on today's multi-platinum hits, including Derek "MixedByAli" Ali, Michael Brauer, Dylan "3D" Dresdow, Tom Elmhirst, Serban Ghenea, Jacquire King, the Lord-Alge brothers, Tony Maserati, Manny Marroquin, Noah "50" Shebib, Mark "Spike" Stent, DJ Swivel, Phil Tan, Andy Wallace, Young Guru, and many, many more... Now extensively expanded and updated, including new sections on mix-buss processing, mastering, and the latest advances in plug-in technology.

"The Apology of the Augsburg Confession" by Philipp Melanchthon. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

(Book). Advancements in technology, such as tablets and smartphones, have changed the way people work. As a result, the chasm in areas such as information access, opinions, and even ethics has widened between people who are keeping up with the continuing changes and those who have been left behind. In An Age Without Samples, Ikutaro Kakehashi argues that what we need to do now is resurrect the "venture spirit" we saw from the late '60s through the '80s. With the explosive change brought about by IT, social networking, and other developments, there is a very rare opportunity today for venture businesses. Based on a solid footing in his area of specialty as a pioneer in music and technology, Kakehashi uses the digital age as the backdrop of the times we live in. In this book, he offers tips on how one might navigate this "age without samples," drawing from his own personal experience, successes, and most important, groundbreaking product development.

AutoCAD "RM" 2000i from the Autodesk Student Portfolio is a streamlined, forward-looking release of the world's leading CAD software. New features -- including web publishing -- bring the power of the Internet to your fingers and provide real time access to the latest design tools, information and training. This fully functional software, completely compatible with AutoCAD 2000, extends the reach of AutoCAD beyond the classroom or the lab. Expand your horizons and take a big step toward achieving your career goals with this valuable student priced design tool.

Provides exercises and tips to teach the techniques of using Adobe Premiere Pro CS3.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CS5 choose Adobe Illustrator CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in Illustrator CS5. Readers learn how to create vector artwork for virtually any project and across multiple media: print, websites, interactive projects, and video. In addition to learning the key elements of the Illustrator interface, they'll learn how to integrate their artwork with Adobe Flash movies, Adobe InDesign layouts,

and Adobe Flash Catalyst software to add interaction to their designs. This completely revised CS5 edition covers new perspective drawing tools, variable-width watercolor strokes, multiple artboards with video-specific presets, the new realistic Bristle brush and Shape Builder tool, and the ability to maintain consistent raster effects across media. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

All in on Swift! iOS 10 and Xcode 8 make it clearer than ever that Swift is Apple's language of the future. Core frameworks have been redesigned to work better with Swift, and the language itself continues to evolve quickly. iOS 10 SDK Development is the pure-Swift approach to developing for the iOS platform. This completely revised and updated edition of the bestselling iOS guide shows you how to pull in the SDK's enormous feature set and deliver powerful, real-world apps for iPhone and iPad using modern Swift programming techniques. Swift is the language of the future for iOS development, and this completely revised and updated book is your guide. From the community-driven changes in Swift 3 to the overhaul of iOS' Foundation framework to make it more "Swifty," iOS 10 and Xcode 8 mark an "all in" commitment to Swift, and this new edition matches that commitment. Learn not just the syntax of the Swift language but also stylish Swift, the idiomatic uses of the language, and best practices you'll find in the wild. From there, move into developing a complete, real-world podcast client sample application-completely new for this edition-featuring Internet access, tables, navigation, and media playback, all with the most modern approaches provided by Apple's iOS 10 frameworks and tools. Go beyond code to master the practices that professional developers rely on: testing, debugging, publishing on the App Store, and managing your app over the long haul. As a bonus, you'll get a taste of cutting-edge iOS 10 features, such as the new Siri voice-command API. Swift's time is here. Whether you're new to Swift or just catching up on iOS' latest features, iOS 10 SDK Development will help you master the language and the platform.

In 2012, in Norway, Anders Behring Breivik was convicted of mass murder, causing a fatal explosion, and terrorism. In the same year in nearby Sweden notorious racist serial killer, Peter Mangs, was sentenced to life for two murders, a series of attempted murders and scores of shootings in Malmö between 2003 and 2010. What has led to these

murderous hate crimes in such highly developed and civilized countries? This book is based on a series of exclusive interviews with Peter Mangs, Anders Breivik and other perpetrators and instigators of hate crime as well as fieldwork among Muslims and anti-Muslims in Scandinavia and the USA, as well as more than a hundred interviews with hate crime targets, and an in-depth analysis of anti-Muslim propaganda material. It investigates hate crime in relation to anti-Muslim sentiments in public opinion and the growth of anti-Muslim social movements, political parties and online forums. It will be essential reading for all those with an interest in extremism, racism, terrorism and political violence.

This essential, character-themed bulletin board set is great for role-playing, character education, and promoting a positive classroom environment and includes: -- *10 die-cut posters (approximately 11.25" x 16.25" each) *A resource guide

It has been traditional in phonetic research to characterize monophthongs using a set of static formant frequencies, i.e., formant frequencies taken from a single time-point in the vowel or averaged over the time-course of the vowel. However, over the last twenty years a growing body of research has demonstrated that, at least for a number of dialects of North American English, vowels which are traditionally described as monophthongs often have substantial spectral change. Vowel inherent spectral change has been observed in speakers' productions, and has also been found to have a substantial effect on listeners' perception. In terms of acoustics, the traditional categorical distinction between monophthongs and diphthongs can be replaced by a gradient description of dynamic spectral patterns. This book includes chapters addressing various aspects of vowel inherent spectral change (VISC), including theoretical and experimental studies of the perceptually relevant aspects of VISC, the relationship between articulation (vocal-tract trajectories) and VISC, historical changes related VISC, cross-dialect, cross-language, and cross-age-group comparisons of VISC, the effects of VISC on second-language speech learning, and the use of VISC in forensic voice comparison.

Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Illustrator concepts and displaying professionally designed projects.

(Keyboard Recorded Versions). Jon Lord was a pioneer in fusing rock and classical genres for keyboard and the Hammond organ for groups like Deep Purple and Whitesnake. This folio transcribes 14 of his performances, including: Burn * Child in Time * Fireball * Here I Go Again * Highway Star * Hush * Knocking at Your Back Door * Lazy * Perfect Strangers * Rat Bat Blue * Rubber Monkey * Smoke on the Water * Space Truckin' * Woman from Tokyo.

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC,

Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is forThis book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: linkedin.com/in/yashavant-kanetkar-9775255

Designed for users who want to incorporate and manipulate raster imagery in their drawings. Bentley Descartes is included automatically with the installation of civil applications such as OpenRoads Designer, and OpenSite Designer. This training covers tools and options available in Raster Manager as well as the raster editing and manipulation tools installed by Bentley Descartes. This includes the tools for image enhancement, warping and cropping images, as well as raster to vector conversions.

A hands-on introduction to programming with Visual Basic for DOS, including a disk containing all the program code covered. This book takes a painless approach that first-time users will find reassuring--a quick-start, step-by-step tutorial on object-oriented programming; dozens of easy-to-follow sample programs; helpful icons highlighting special tips and warnings; and a rich supply of screen images.

Explains how to use the multimedia animation program to manage layer speed, transition, create templates, animate backgrounds, and import movies.

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