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[Blender Cycles: Materials and Textures Cookbook - Third Edition](#) Jan 31 2020 This book is aimed at those familiar with the basics of Blender, looking to delve into the depths of the Cycles rendering engine to create an array of breath-taking materials and textures.

The Complete Air Fryer Cookbook for Beginners 2022 Jun 25 2019 AT LAST! HOW CAN YOUR FAVORITE DISHES BE CRISPY, DELICIOUS, AND HEALTHY AT THE SAME TIME... When was the last time you had a good, crispy, home-made delicious meal? That could be anything, from French-fries or fried chicken to tasty muffins or nicely roasted vegetable mix... I bet you don't enjoy this kind of food every week as much as you'd like to. I see so many people trying to "invent the wheel," looking for all kinds of recipes that will save them from their usual lunch or dinner... But eventually, they are left disappointed and come back to cooking the same dish, best-case scenario, the same two dishes over and over again. But... What if I can offer you a solution, an opportunity to cook delicious and healthy fried meals using just proven recipes and your favorite Air Fryer. Without tons of nasty oil and without gaining extra heavy pounds every time you eat. Here are just a fraction of what's inside: How to pick the best Air Fryer according to your budget and family needs How can you lose weight eating fried food? Very simple explanation inside! Over 1000 healthy and delicious recipes for amazing breakfast, lunch and dinner Nutrition facts and macros to track your weight loss and to make sure you are not eating too much Detailed instructions next to each recipe Special recipes for vegans and vegetarians Much much more... Not only is this book packed with plenty of delicious recipes, but it also has every detail covered, so even a complete cooking beginner can make those great meals! I think that you are ready to take on step further So scroll back up, click on "Buy Now" and Enjoy the Process!

[Unity 2018 Shaders and Effects Cookbook](#) Jan 13 2021 Bring realism to your games by mastering post-processing effects and advanced shading techniques in Unity 2018 Key Features Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy-to-follow examples Create stunning visual effects that can be used in 3D games Book Description Since their introduction to Unity, shaders have been seen as notoriously difficult to understand and implement in games. Complex mathematics has always stood in the way of creating your own shaders and attaining the level of realism you crave. Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe-based guide to creating shaders using Unity. It will show you everything you need to know about vectors, how lighting is constructed with them, and how textures are used to create complex effects without the heavy math. This book starts by teaching you how to use shaders without writing code with the post-processing stack. Then, you'll learn how to write shaders from scratch, build up essential lighting, and finish by creating stunning screen effects just like those in high-quality 3D and mobile games. You'll discover techniques, such as normal mapping, image-based lighting, and animating your models inside a shader. We'll explore how to use physically based rendering to treat light the way it behaves in the real world. At the end, we'll even look at Unity 2018's new Shader Graph system. With this book, what seems like a dark art today will be second nature by tomorrow. What you will learn Understand physically based rendering to fit the aesthetic of your game Write shaders from scratch in ShaderLab and HLSL/Cg Combine shader programming with interactive scripts to add life to your materials Design efficient shaders for mobile platforms without sacrificing their realism Use state-of-the-art techniques, such as volumetric explosions and fur shading Master the math and algorithms behind the most used lighting models Understand how shader models have evolved and how you can create your own Who this book is for Unity Shaders and Effects Cookbook is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required to get the most from this book.

101 Top Tips for Black & White Digital Photography Mar 15 2021 Hobbyist photographers do not consider that they have really mastered the art of photography until they are confident working in black and white. As well as being the genre of the medium that has the longest history with great names like Edward Weston, Ansel Adams, Henri Cartier-Bresson and so on all creating their best work in monochrome it is still closely associated with modern fine art photography, gritty reportage, sensitive portraiture and atmospheric landscape alike. In *Top Tips for B&W Digital Photography*, B&W expert John Beardsworth breaks the art down into easily-understood and quickly applied tips and tricks that photographers at any level will find useful. Richly illustrated with gorgeous examples and practical work-throughs, the book covers every area of the field, including shooting tips, the zone system, different ways of converting colour RAW files, post production, and printing for exhibition and sale. With its wealth of inspiring photography and a practical, friendly approach, this title is sure to prove popular with aspiring and practicing B&W photographers alike.

Digital Photo Workflow Made Easy Oct 02 2022 Do you know where all your photos are? Can you retrieve every landscape shot or portrait you've ever taken with a few keystrokes and a click of the mouse? Are you looking forward to processing those hundreds or thousands of holiday snapshots? There's no reason why you shouldn't, and this book holds all the answers, and quite a few expert secrets as well. Learn to take advantage of the processes and features of your software of choice to streamline your photo workflow. With advanced methods, tried and tested by an expert photographer, you'll be set on a straightforward path to great, reliable results in no time at all.

Photoshop Sep 01 2022 This text lifts the lid on the secrets of professional imagemakers and reveals all you need to know to turn your original digital photographs into pictures that mimic the style of great photographers and painters.

Photoshop CS3 Photo Effects Cookbook Nov 22 2021 This book offers easy-to-follow recipes that enable digital photography enthusiasts of all levels to simulate classic camera and darkroom techniques and special effects -- even if they don't know Photoshop CS3 inside and out. Packed with hundreds of full-color photographs, step-by-step instructions, and many practical tips, the book

The Publishers Weekly Jul 07 2020

Flex 3 Cookbook Apr 15 2021 The best way to showcase a powerful new technology is to demonstrate its real-world results, and that's exactly what this new Cookbook does with Adobe Flex 3. Wide ranging and highly practical, Flex 3 Cookbook contains more than 300 proven recipes for developing interactive Rich Internet Applications and Web 2.0 sites. You'll find everything from Flex basics, to solutions for working with visual components and data access, to tips on application development, unit testing, and using Adobe AIR. You also get ideas from the development community. Through its Flex Cookbook website (www.adobe.com/devnet/), Adobe invited Flex developers to post their own solutions for working with this technology, and from hundreds of posts, the authors chose the best and most useful solutions to supplement Flex 3 Cookbook. Each recipe inside provides a solution to a common problem, explains how and why it works, and offers sample code that you can put to use immediately. Topics include: Containers and dialogues Working with Text Data driven components DataGrid and Advanced DataGrid ItemRenderers and Editors Images, bitmaps, videos, and sounds CSS, styling, and skinning States and effects Working with Collections, arrays, and DataProviders Using DataBinding Validation, formatting, and regular expressions Using Charts and data visualization Services and Data Access Using RSLs and Modules Working with Adobe AIR Whether you're a committed Flex developer or still evaluating the technology, you'll discover how to get quick results with Flex 3 using the recipes in this Cookbook. It's an ideal way to jumpstart your next web application.

Step-By-Step Beginners Instant Pot Cookbook (Vegan) Aug 27 2019 Who said healthy foods can't be tasty, I am a health-conscious person and love to eat healthy food, as well as tasty food. "You Don't Have To Cook Fancy or Complicated Masterpieces. Just Tasty Food From Simple Healthy Ingredients." Well, you don't have to struggle anymore with the taste. Here in this cookbook, you'll find 100+ easy yet extremely delicious instant pot recipes. Keeping in mind the health factor, all these recipes are backed by Ayurveda, so yes, all are highly nutritious as well. If you follow Ayurveda you know why we shouldn't eat meat or non-veg, so finally here is a Complete Vegan Instant Pot Cookbook. Plus, these do not require ingredients that'll hurt your budget, nearly all the ingredients are readily available in your home. Every recipe is properly portioned and will be ready in 30 minutes or less. These quick and simple recipes will get your meal ready on the table in no time. In this Instant Pot Cookbook you will find: ?? Insider's Knowledge on How to Make the Most Out of Your Instant Pot ?? Common FAQs and Other Must-Know Facts about Your Instant Pot ?? Pro Tips to Get the Most out of Your Instant pot ?? Things Not to Do with Your Instant Pot ?? No Non-Veg, Complete Vegan Recipes ?? How to Create a Variety of Healthy, Easy-to-Make, Delicious Recipes in the Easiest Way Possible No matter if you're a solo eater, or if you cook for the whole family or friends, with these easy and healthy recipes, you can surprise your family, friends, and your loved ones. This cookbook includes delicious recipes for: ??Breakfast Meals ??Stews and Chilies ??Soups ??Beans ??Lunch/Brunch ??Sidemeals ??Main Course Meals ??Appetizers & Snacks ??Light Dinner ??Deserts ??Bonus Recipes Including Salads, Drinks, and Some of the Most Popular Indian Dishes Now Don't Bother, Click The Buy Now Button and Claim Your Copy Today!!

The Hidden Power of Blend Modes in Adobe Photoshop Nov 10 2020 This definitive resource on using Adobe Photoshop blend modes, features dozens of hands-on examples to give you an edge in technical, personal, and commercial projects. Blend modes are an essential, if somewhat mysterious, tool for photographers and digital artists. They can be used to for a wide range of imaging effects and challenges, such as noise reduction, working with high dynamic range (HDR) images, compositing, graphic design, and digital painting. Although blend modes can be easy to use, they aren't always easy to understand. Scott Valentine translates the technical elements into every day language and demonstrates techniques using real-world examples. Whether you're a professional or hobbyist, there's something here for you. Beginning and intermediate users of Photoshop will learn how blend modes work and get up to speed on the most common techniques. The book will also

feature power tips and blend mode techniques from industry experts, including Katrin Eismann, Matt Kloskowski, and RC Concepcion. Advanced and technical users will find indispensable references along with powerful enhancements and corrections. More than just a collection of effects and recipes, *The Hidden Power of Blend Modes* explains why the techniques work and how to tune them for your own specific needs.

Photoshop Retouching Cookbook for Digital Photographers May 17 2021 A recipe-format handbook that covers the fundamental principles and techniques of image retouching and manipulation offers step-by-step instructions and solutions to a variety of common issues--from exposure problems to adjusting focus and lighting.

Blender 2.5 Character Animation Cookbook Oct 29 2019 Annotation Blender is an open source 3D graphics application that can be used for modeling, rigging, animating, rendering and thousands of other things. While modeling characters isn't the biggest of your worries, animating them to make them feel as-good-as alive is what differentiates a professional from an amateur. This book offers clear, illustrative, and easy-to-follow recipes to create character rigs and animations for common situations. Bring your characters to life by understanding the principles, techniques and approaches involved in creating rigs and animations, you'll be able to adapt them to your own characters and films. The book offers clear step-by-step tutorials, with detailed explanations, screenshots and support files to help you understand the principles behind each topic. Each recipe covers a logical step of the complete creation of a character rig and animation, so you're not overwhelmed with too much information at once. You'll see numerous examples and screenshots that guide to achieve various rigging and animation tasks, logically separated so you can understand each in detail. The rigging topics are divided by each region of the body (torso, limbs, face, eyes), and further separated by the specific topic (neck, fingers, mouth, eyelids, etc) for clarity. All rigging tasks are accomplished with the built-in tools in Blender, without the complexity of coding custom Python behaviors or user interface elements. The animation topics deal with common situations found in real world productions, showing good practices to understand and overcome the challenges.

Instant Pot Ace Blender Cookbook Aug 08 2020 The first fully tested cookbook for Instant Pot's original Ace Multi-Use Cooking and Beverage Blender offers an indispensable collection of 68 recipes that show how to harness this revolutionary high-speed blender (that also cooks) to produce hot soups and stews, mains and sides, dips and spreads, sauces, frozen treats, and more; all without using the stovetop. All of the recipes were developed using Instant Pot's first cooking blender, the Ace Blender. With the introduction of Instant Pot's Ace Plus Blender, we went back and retested our recipes. If you own the Ace Plus you can still make all of the recipes in this book by checking the adjustments found at www.americastestkitchen.com/aceblenderbook. Produce piping-hot butternut squash soup and Mexican chicken soup using the revolutionary "soup" function. Then venture beyond soups to make easy meals such as chicken cacciatore, Indian vegetable curry, and ground beef chili. You'll also find: Treats and frozen desserts like Banana Ice Cream, Grapefruit-Elderberry Sorbet, and Dark Chocolate Mousse Party-ready dips and sauces, including Herbed Spinach Dip, Easy Blender Smoky Tomato and Green Pepper Salsa, Arugula and Ricotta Pesto, and Marinara Sauce Effortless sides, such as Spicy Zoodles Marinara and Creamy Mashed Cauliflower Refreshing drinks, from Oat Milk with Ginger and Turmeric to Watermelon-Lime Aguas Frescas and Frozen Margaritas Filled with the best tips and techniques the test kitchen discovered while developing these recipes, this is the book every Ace Blender owner needs to get the most out of this game-changing appliance.

Artistic Photo Quilts Nov 30 2019 Transform Your Digital Photos into Luminous Fabric Art. Alter photos and use them to create beautiful, original works of fabric art - 11 exercises show you how. Learn to alter images with Photoshop Elements®. Use photos that really enhance your work (Hint: it's not always the best-looking shots!). Find inspiration in your own albums, from other artists, and in nature. Make large-scale quilts with a standard-size inkjet printer. This accessible guide to creating fine fabric art with digital photos covers everything from the tools and equipment you'll need, to designing, finishing, and assembling your quilt. Bronze Award winner in the 2010 Independent Publisher Book Awards how-to category.

Adobe Photoshop Lightroom Essentials Aug 20 2021 Digital technology has changed the whole photographic workflow, from choosing lenses to making prints. Adobe Lightroom Essentials helps bring that revolution together, and bring the speed and quality that digital promised to the photographer rather than the geek. Centred around Adobe Lightroom, the latest application from the creators of Photoshop, this book explains the whole process, from transferring the digital negative from the camera, to delivering the perfect print. With expert techniques, this cutting edge software can tune your workflow for maximum efficiency. Covering professional essentials such as setting up photo libraries, exposure correction and white balance, as well as advanced topics like tethered shooting and studio branding, this is a comprehensive guide that will have you riding the second wave of the digital revolution in no time.

QGIS 2 Cookbook Jul 31 2022 Become a QGIS power user and master QGIS data management, visualization, and spatial analysis techniques About This Book Explore and create time-based visualizations and build interactive maps Maximize your use of the QGIS features, plugins and toolbox automation Packed with lots of sample datasets to enable a better understanding of the code Who This Book Is For If you are an intermediate GIS user, with either previous experience in QGIS or any other GIS application, this is the book for you. The recipes can be used to learn more advanced techniques in QGIS or to replicate the functionalities equivalent to other GIS platforms. This book assumes that you already have a working QGIS system in place. What You Will Learn Import and export common tricky spatial data formats Perform classic vector and raster analysis with QGIS Utilize spatial databases and data management tools Use and create geographic web services and maps Explore and create time-based visualizations Perform network building and routing analysis Extend QGIS capabilities with popular plugins and toolbox automation Make beautiful and unique maps with customized cartography In Detail QGIS is a user-friendly, cross-platform desktop geographic information system used to make maps and analyze spatial data. QGIS allows

users to understand, question, interpret, and visualize spatial data in many ways that reveal relationships, patterns, and trends in the form of maps. This book is a collection of simple to advanced techniques that are needed in everyday geospatial work, and shows how to accomplish them with QGIS. You will begin by understanding the different types of data management techniques, as well as how data exploration works. You will then learn how to perform classic vector and raster analysis with QGIS, apart from creating time-based visualizations. Finally, you will learn how to create interactive and visually appealing maps with custom cartography. By the end of this book, you will have all the necessary knowledge to handle spatial data management, exploration, and visualization tasks in QGIS. **Style and approach** This book covers practical examples, with step-by-step instructions on how to use real world data covering common GIS operations and the different analysis techniques. It provides detailed explanations and applications of QGIS concepts that will allow the user to effectively analyze spatial data.

New Perspectives on Adobe Photoshop CS6: Introductory Sep 08 2020 NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS6, INTRODUCTORY offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives signature case-based, problem-solving pedagogy. Users will transform from beginner Photoshop users to skilled designers by transcending their point-and-click skills to take full advantage of the software's utility. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

Unity 5.x Shaders and Effects Cookbook Jun 05 2020 Master the art of Shader programming to bring life to your Unity projects About This Book This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes From an eminent author, this book offers you the fine technicalities of professional post-processing effects for stunning results This book will help you master Shader programming through easy-to-follow examples to create stunning visual effects that can be used in 3D games and high quality graphics. **Who This Book Is For** Unity Effects and Shader Cookbook is written for developers who want to create their first Shaders in Unity 5 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required. **What You Will Learn** Understand physically based rendering to fit the aesthetic of your game Enter the world of post-processing effects to make your game look visually stunning Add life to your materials, complementing Shader programming with interactive scripts Design efficient Shaders for mobile platforms without sacrificing their realism Use state-of-the-art techniques such as volumetric explosions and fur shading Build your knowledge by understanding how Shader models have evolved and how you can create your own Discover what goes into the structure of Shaders and why lighting works the way it does Master the math and algorithms behind the most used lighting models **In Detail** Since their introduction to Unity, Shaders have been notoriously difficult to understand and implement in games: complex mathematics have always stood in the way of creating your own Shaders and attaining that level of realism you crave. With Shaders, you can transform your game into a highly polished, refined product with Unity's post-processing effects. Unity Shaders and Effects Cookbook is the first of its kind to bring you the secrets of creating Shaders for Unity3D—guiding you through the process of understanding vectors, how lighting is constructed with them, and also how textures are used to create complex effects without the heavy math. We'll start with essential lighting and finishing up by creating stunning screen Effects just like those in high quality 3D and mobile games. You'll discover techniques including normal mapping, image-based lighting, and how to animate your models inside a Shader. We'll explore the secrets behind some of the most powerful techniques, such as physically based rendering! With Unity Shaders and Effects Cookbook, what seems like a dark art today will be second nature by tomorrow. **Style and approach** The recipes in this book contain step-by-step instructions, complemented by screenshots and code, and real-world examples.

Step-by-Step Digital Black and White Photography May 05 2020 Focusing on black and white photos, this book looks at both the camera and techniques needed to capture good images, as well as the digital processing that can be applied. As the digital camera market is saturated with all-in-one-book titles, the market is large enough and ready for books that concentrate on specific areas of photography. Black and white is the first area aspirant photographers express an interest in. With so many enthusiasts, this book will fill a niche in this growing market. Black and white is regarded as a significant photographic skill, even an art, so it merits a completed book dedicated to the unique skill requirements. Spanning the topic from capturing photos through to the latest information on digital printing and DVD burning, this book provides amateurs with a solid foundation. The digital focus of this book is comprehensive, including both recreation of traditional effects and all-new digital techniques. It approaches black and white photography from a practical, tutorial view, not just an artistic view, so that readers benefit from an understanding of all perspectives—an important factor in the competitive arena of digital photography.

WordPress and Flash 10x Cookbook Oct 22 2021 Over 50 simple but incredibly effective recipes to take control of dynamic Flash content in Wordpress.

Digit Feb 11 2021

Korean Instant Pot Cookbook Sep 28 2019 "You can feel the love the authors have not only for the cuisine, but for the culture of Korea. This book is a great find for the busy person who wants to cook Korean food on a regular basis, without the hassle of doing a lot of dishes!" - Hooni Kim, Michelin-star chef and author of My Korea Korean Instant Pot Cookbook is the perfect collection of recipes for home cooks who want to make authentic Korean cuisine with ease. Recipe developers Nancy Cho and Selina Lee learned to make Korean food from their mothers and grandmothers. For Nancy, this transpired in her family's kitchen in California suburbs, while Selina's experience came from growing up in Seoul, Korea. Together, they set out to explore their Korean heritage, family experiences, and cherished dishes from their childhood to the present. In this cookbook, they share over 90 recipes, tested and translated for preparation in the Instant Pot—all while maintaining the flavors and foundational traditions of Korean cuisine. Whether you're looking to recreate the dishes your umma made or you're new to Korean cooking, the Korean Instant Pot Cookbook will help any home cook whip out a quick weeknight meal, an easy late-

night snack, or put together an inviting bapsang (Korean table complete with banchan)! 90+ KOREAN RECIPES: Includes traditional dishes such as Soondubu Jjigae (Silken Tofu Stew), popular one-bowl meals like Jjajangmyeon (Black Bean Sauce Noodles), special meals like Bossam and Musaengchae (Pork Belly Cabbage Wraps with Spicy Radish Salad), and modern fusions such as Budae Jjigae (Korean Army Stew) EASY-TO-FOLLOW: Written with step-by-step instructions to get the most out of the Instant Pot's functionality, as well a full glossary on essential ingredients so every home cook knows what to buy and how to substitute ENTICING PHOTOGRAPHY: Beautiful, full-color photos of appetizing recipes and must-have ingredients

Qt5 C++ GUI Programming Cookbook Jul 19 2021 Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key Features Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Book Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn Animate GUI elements using Qt5's built-in animation system Draw shapes and 2D images using Qt5's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app that supports touch events and exports it onto devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

The Hidden Power of Adobe Photoshop Apr 03 2020 The Hidden Power of Adobe Photoshop for Photographers is about mastering your tools as a path towards mastering your art. Renowned Photoshop teacher Scott Valentine combines expert recipes and instructions with insightful technical and philosophical discussions that help you experiment and expand your knowledge, so you're no longer dependent on specific settings or cookbook-style presentations. Now revamped to focus specifically on digital photography, this edition contains dozens of hands-on examples and projects designed to give you an edge in technical, personal, and commercial projects - as well as indispensable advanced techniques for image enhancement and correction. Valentine offers expert insights and approaches for using blending modes and adjustment layers, and using special effects, compositing, and illustration techniques more creatively. If you crave deeper understanding, greater flexibility, and more effective workflows - and you don't just want to simulate someone else's work - this is the Photoshop guide you've been searching for.

New Perspectives on Adobe Photoshop CS6, Comprehensive Oct 10 2020 NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS6, COMPREHENSIVE offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

iOS Game Development Cookbook Sep 20 2021 Want to build games with iOS technologies? This cookbook provides detailed recipes for a wide range of common iOS game-development issues, ranging from 2D and 3D math to Game Center integration, and OpenGL to performance. If you're familiar with iOS and Objective-C, this is the problem-solving guide you want. Rather than focus on specific game engines for iOS, such as Cocos2D or the Corona SDK, the recipes in this cookbook strictly deal with baked-in iOS technologies. You'll learn solutions for everything from tile-matching games to racing, with working code that you can use right away. Lay out the structure of your game Build and customize menus with UIKit Detect and respond to user input Use advanced techniques to play sound effects and music Work with data, using iOS devices and the cloud Create 2D graphics with SpriteKit Add physics simulation to your game Learn beginning to advanced 3D graphics Create challenges with artificial intelligence Use networking to add multiplayer capabilities Work with game controllers and multiple screens

Photoshop Photo Effects Cookbook Jul 27 2019 Presents instructions for a variety of Photoshop CS2 effects, covering such topics as creating graphic art effects, simulating natural phenomena, adding motion blurs, and assembling multi-layered images.

Photoshop Blending Modes Cookbook for Digital Photographers Nov 03 2022 Layer blending modes have been part of Photoshop for years, but because they're not easy to understand at first glance, this immensely useful feature tends to get overlooked. Photoshop Blending Modes Cookbook for Digital Photographers is the only recipe-format book that covers blending modes specifically for digital photographers. The book covers: Changing hue, saturation, luminosity, and color Correcting basic color shifts Repairing highlights Sharpening or softening focus Adjusting lighting for subtle or dramatic effects Controlling contrast Creating surface effects and textures Adding interest to landscapes and urban scenes Enhancing portraits of children and adults Simulating graphics arts techniques and much more. Unlike Photoshop's built-in filters, blending modes

don't change the actual pixels that make up an image, so their effects are completely reversible. There are over 20 blending modes in Photoshop CS2, which range from those which darken and lighten images (such as Darken, Multiply, Lighten, and Screen) to modes that increase contrast (such as Overlay and Hard Light) and adjust color (such as Hue, Color, Luminosity, and Saturation). In addition to covering each blending mode in detail, John Beardsworth, a London-based photographer and author, takes the reader through a whole collection of recipes that demonstrate how to use blending modes alone or in combination to fix problem photos, add subtle effects, and create dramatic images that are truly unique. With clear, step-by-step instructions, real-world projects, an easy-to-follow format, and hundreds of full-color examples, *Photoshop Blending Modes Cookbook for Digital Photographers* shows you how to use blending modes to achieve a wide range of image adjustments and special effects-without having to first learn everything there is to know about Photoshop.

Inkscape 0.48 Illustrator's Cookbook Jun 17 2021 Annotation Inkscape is an open source vector graphics editor with an intuitive user interface that has enough depth to make quality graphic designs with an attractive layout comparable to what you would make using Illustrator or CorelDraw. But choosing the right tool and the best approach to creating the desired effect can be challenging. *Inkscape 0.48 Illustrator's Cookbook* makes it super-easy for you to make your own vector-based graphics with the powerful Inkscape editor. *Inkscape 0.48 Illustrator's Cookbook* provides you with the latest recipes to quickly create scalable vector graphics. Recipes in this book teach you about some of the most useful time-saving features in Inkscape accompanied by a list of keyboard shortcuts that you can easily memorize. In addition to covering use of Inkscape tools and their advanced features, examples from the recipes uncover solutions to common graphics problems. The book starts off with familiarizing you with the tools and techniques in Inkscape that you can use to draw 2D shapes, calligraphic shapes, and 3D boxes easily. It then guides you through the most common color-changing steps performed in Inkscape along with some convenient procedures that can save your time when dealing with colors. It explains drawing using linear and radial gradients, which are irreplaceable, usage of clones to create interesting effects in illustrations, and live-path effects that can help you speed up constructing a shape and make the process more natural. You will learn how to make those tweaks on some of the ready-made filters, and in the final recipe we will create a filter from scratch. This practical book also contains recipes showing how to use Inkscape as a raster editor and how to achieve photo-realistic effects in Inkscape. For each important technique and skill, you'll see some simple recipes, then some more advanced recipes followed by an explanation of how Inkscape works to produce the desired effects in your illustrations. By the end of this book you will be confident enough to create your own vector-based graphics with Inkscape. Get solutions to common graphic problems to achieve photo-realistic effects with Inkscape.

Unity 2021 Shaders and Effects Cookbook May 29 2022 Implementing shaders in your games can be notoriously challenging due to the complex math that stands in the way of attaining realism in games. This fourth edition, updated to Unity 2021, covers everything you need to know about vectors, constructing lighting with them, and using textures to create sophisticated effects without the complex math.

Unreal Engine 4 Shaders and Effects Cookbook Jan 01 2020 Build optimized, efficient, and real-time applications that are production-ready using Unreal Engine's Material Editor Key Features Create stunning visual effects for 3D games and high-quality graphics Design efficient Shaders for mobile platforms without sacrificing their realism Discover what goes into the structure of Shaders and why lighting works the way it does Book Description Unreal Engine 4 is a powerful game engine, one which has seen a recent boost in widespread adoption thanks to its ease of use and the powerful rendering pipeline that it packs. Seeing as how it's relatively easy to create stunning presentations and visuals, Unreal has quickly become a strong contender in industries where this kind of software had been previously denied entry. With that in mind, this book aims to help you get the most out of Unreal Engine 4 - from creating awe-inspiring graphics to delivering optimized experiences to your users. This is possible thanks to a mixture of hands-on experience with real materials and the theory behind them. You will immediately know how to create that material that you want to display, and you'll also end up with the knowledge that will let you know how to control it. All of this will be done without losing sight of two key components of any real-time application - optimization, and efficiency. The materials that you create will be light and efficient, and they will vary depending on your target platform. You'll know which techniques can be used in any kind of device and which ones should be kept to high-end machines, giving you the confidence to tackle any material-related task that you can imagine. Hop onboard and discover how! What you will learn Master Unreal Engine's rendering pipeline for developing real-time graphics Use physically based rendering (PBR) for building materials and lighting solutions Build optimized materials for games targeting multiple platforms Understand Unreal Engine's node and functions for creating desirable effects Design and build production-ready shaders Explore Unreal Engine's Material Editor for building complex materials and textures Who this book is for This book is for developers who want to create their first Shaders in Unreal Engine 4 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unreal is required to get the most from this book.

InDesign Production Cookbook Jun 29 2022 Presents step-by-step instructions and advice on using Adobe InDesign CS2, covering such topics as formatting tables, building multi-page documents, creating indexes and table of contents, and working with photographs.

iOS Swift Game Development Cookbook Apr 27 2022 Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

The Music Technology Cookbook Mar 03 2020 "Students will write a 4-measure "name rap" within a specified structure and use a drum sequencer or existing drum loop to create a rhythmic backing to accompany themselves. They will then record their rap over top of the rhythmic backing using audio recording software"--

Advanced Digital Black and White Photography Mar 27 2022 Many photographers still love the rich tradition and unique graphic qualities of black and white, and sense that there must be more to digital monochrome than simply draining the colour in Photoshop. While many books cater for both ambitious newcomers and advanced darkroom enthusiasts, black and white is too often treated as an afterthought. Since the first edition of this book, the software tools for black and white have moved on, with many photographers preferring to use advanced tools on the frontiers of digital imaging, like Adobe Lightroom 3, which can manipulate entire batches of images at once. This new edition more than keeps pace, while covering updates in Adobe Photoshop CS5.5 too. You will discover the most creative ways to convert your picture to black and white, how to fine-tune the monochrome image and how to emphasise your subjects qualities. With quick solutions to common problems and flexible, non-destructive methods for finer control, this book will enable you to produce the finest, most expressive black-and-white interpretations of your pictures.

New Perspectives on Adobe Photoshop CS5, Comprehensive Dec 12 2020 NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS5, COMPREHENSIVE offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Photoshop Fine Art Effects Cookbook for Digital Photographers Dec 24 2021 "62 easy-to-follow recipes to recreate the classic styles of great artists & photographers"--Cover.

Apple Motion 5 Cookbook Jan 25 2022 Step-by-step, practical recipes to build simple and complex Motion Graphics with Motion 5"Apple Motion 5 Cookbook" is designed for Final Cut Pro X video editors and Motion 5 users looking to gain more knowledge of how Motion works, and to get more of a 'WOW' factor in projects. It's also aimed at designers and motion designers alike, who are looking to build on their skillsets.

Three.js Cookbook Feb 23 2022 This book is ideal for anyone who already knows JavaScript and would like to get a broad understanding of Three.js quickly, or for those of you who have a basic grasp of using Three.js but want to really make an impact with your 3D visualizations by learning its advanced features. To apply the recipes in this book you don't need to know anything about WebGL; all you need is some general knowledge about JavaScript and HTML.

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