

Fire In The Valley: The Making Of The Personal Computer (with CD ROM)

A dramatic reorientation of humanity's relationship with fire The Pyrocene tells the story of what happened when a fire-wielding species, humanity, met an especially fire-receptive time in Earth's history. Since terrestrial life first appeared, flames have flourished. Over the past two million years, however, one genus gained the ability to manipulate fire, swiftly remaking both itself and eventually the world. We developed small guts and big heads by cooking food; we climbed the food chain by cooking landscapes; and now we have become a geologic force by cooking the planet. Some fire uses have been direct: fire applied to convert living landscapes into hunting grounds, forage fields, farms, and pastures. Others have been indirect, through pyrotechnologies that expanded humanity's reach beyond flame's grasp. Still, preindustrial and Indigenous societies largely operated within broad ecological constraints that determined how, and when, living landscapes could be burned. These ancient relationships between humans and fire broke down when people began to burn fossil biomass—lithic landscapes—and humanity's firepower became unbounded. Fire-catalyzed climate change globalized the impacts into a new geologic epoch. The Pleistocene yielded to the Pyrocene. Around fires, across millennia, we have told stories that explained the world and negotiated our place within it. The Pyrocene continues that tradition, describing how we have remade the Earth and how we might recover our responsibilities as keepers of the planetary flame.

Arlo Finch in the Valley of Fire is the first book in a spellbinding fantasy adventure series by screenwriter John August. Some trails lead to magic. Some lead to danger. As Arlo looked around, the walls of his room began to vanish, revealing a moonlit forest. Only his bed remained, and the frame of his window, through which he saw the girl. The world on her side of the glass was sparkling with silver and gold, like a palace made of autumn leaves. She looked off to her right. Someone was coming. Her words came in an urgent whisper: "If I can see you, they can see you . . . Be careful, Arlo Finch." Arlo Finch thought becoming a Ranger meant learning wilderness skills, like camping and knots. But upon arriving in the tiny town of Pine Mountain, Colorado, Arlo soon learns there's so much more. His new friends Indra and Wu teach him how to harness the wild magic seeping in from the mysterious Long Woods—a parallel realm of wonder and danger. First he must master the basics, including snaplights, thunderclaps and identifying supernatural creatures. But Arlo Finch is no ordinary Ranger, and this is no ordinary time. A dark and ancient force is sending threats into the real world . . . our world. Through perilous adventures and close calls, Arlo is awakened to his unique destiny—but the obstacles

he faces will test the foundations of the Ranger's Vow: loyalty, bravery, kindness, and truth. A Junior Library Guild selection

In this thought-provoking prophetic allegory written in the genre of *The Final Quest*, author Rick Joyner takes you on a journey of learning how to defeat the enemy, both within and without. Trek through the Valley of the Shadow of Death with a band of bold Christians as they discover strategies to overcome enemy strongholds, defeat death, and set the captives free. Along the way, you'll experience the joys of close fellowship while gleaning wisdom from Elijah, Enoch, and a very special dinner host—the Lord Himself.

A Nevada state park, these vivid cliffs of red and white sandstone set in the Mojave Desert tell a story of powerful Earth forces, adapting life forms, and early man. This 9 x 12 book is overflowing with beautiful photos and interpretive text on this National Park for your enjoyment.

The 13th Valley

A Story of Obsession and Danger in the Himalayas

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

The Ballad of Songbirds and Snakes (A Hunger Games Novel)

Fifty-Six

Where Are We?

There was a time, not too long ago, when the typewriter and notebook ruled, and the computer as an everyday tool was simply a vision. *Revolution in the Valley* traces this vision back to its earliest roots: the hallways and backrooms of Apple where the groundbreaking Macintosh computer was born. The book traces the development of the Macintosh, from its inception as an underground skunkworks project in 1979 to its triumphant introduction in 1984 and beyond. The story of *Revolution in the Valley* comes on extremely good authority. That's because author Andy Hertzfeld was a core member of the team that built the Macintosh system software, and a key creator of the Mac's radically new user interface software. One of the chosen few who worked with the mercurial Steve Jobs, you might call him the ultimate insider. When *Revolution in the Valley* begins, Hertzfeld is working on Apple's first attempt at a low-cost, consumer-oriented computer, the Apple II. He sees that Steve Jobs is luring some of the company's most brilliant innovators to work on a tiny research effort, the Macintosh. Hertzfeld manages to make his way onto the Macintosh research team, and the rest is history. Through lavish illustrations, period photos, and Hertzfeld's vivid first-hand accounts, *Revolution in the Valley* reveals what it was like to be there at the birth of the personal computer revolution. The story comes to life through the book's detailed portraits of the talented and often eccentric characters who made up the Macintosh team. Now, over 20 years later, millions

people are benefiting from the technical achievements of this determined and brilliant group of people. In the 1970s, while their contemporaries were protesting the computer as a tool of dehumanization and oppression, a motley collection of college dropouts, hippies, and electronics fanatics were engaged in something much more subversive. Obsessed with the idea of getting computer power into their own hands, they launched from their garages a hobbyist movement that grew into an industry, and ultimately a social and technological revolution. What they did was to invent the personal computer: not just a new device, but a watershed in the relationship between man and machine. This is their story. *Fire in the Valley* is the definitive history of the personal computer, drawn from interviews with the people who made it happen, written by two veteran computer writers who were there from the start. Working at InfoWorld in the early 1980s, Swaine and Freiburger daily rubbed elbows with people like Steve Jobs and Bill Gates when they were creating the personal computer revolution. A rich story of colorful individuals, *Fire in the Valley* profiles these unlikely revolutionaries and entrepreneurs, such as Ed Roberts of MITS, Lee Felsenstein at Processor Technology, and Jack Tramiel of Commodore, as well as Jobs and Gates in all the innocence of their formative years. This completely revised and expanded third edition brings the story to its completion, chronicling the end of the personal computer revolution and the beginning of the post-PC era. It covers the departure from the stage of major players with the deaths of Steve Jobs and Douglas Engelbart and the retirements of Bill Gates and Steve Ballmer; the shift away from the PC to the cloud and portable devices; and what the end of the PC era means for issues such as personal freedom and power, and open source vs. proprietary software.

In the early days of fighting fires in Beaverton, Oregon, a bugle called firefighters to the scene. The Beaverton Enterprise newspaper reported that, "with no water system, firefighters had to rely upon water buckets and (the) enthusiasm of volunteers who came running to the call." In 1935, Beaverton officially formed its first fire department, and down the road in the city of Tualatin, a group of volunteers began assembling what would become the Tualatin Rural Fire Protection District. In 1989, a merger of the latter department with Washington County Fire District No. 1 resulted in the creation of Tualatin Valley Fire & Rescue. Beaverton would officially annex into the new district in 1996, and today, TVF&R is the second-largest fire department in Oregon, covering 210 square miles with 21 stations. Since the beginning, the departments that comprise the district were known for their resourcefulness and innovation, both of which continue today.

"A thrilling adventure full of magic and wonder." —Ransom Riggs, #1 New York Times–bestselling author of *Miss Peregrine's Home for Peculiar Children* Arlo Finch in the Kingdom of Shadows is a captivating fantasy-adventure story by master screenwriter John August. After a harrowing summer camp, Arlo Finch is back in Pine Mountain, Colorado,

preparing to face a new school, new threats, and two new Rangers in Blue Patrol. Arlo is about to undertake his most dangerous journey yet: all the way to China to try to bring his father home. But when the mysterious Eldritch reveals his true agenda, Arlo must make an impossible choice: save his friends and family, or save the Long Woods. Both worlds will never be the same.

How Silicon Valley, the Navy SEALs, and Maverick Scientists Are Revolutionizing the Way We Live and Work

Dealers of Lightning

Xerox PARC and the Dawn of the Computer Age

The Daily Show (The Book)

Nevada's Valley of Fire

Shortlisted for the William Hill Sports Book of the Year award: the first in-depth look at the 1985 Bradford fire - from the perspective of those who survived and went on to unveil the shocking truth behind the disaster 'Read his book and weep' The Times 'Incredibly moving and brilliantly understated... lays bare the culture of institutionalised neglect that all English football-goers in the 1980s came to expect, which by the end of the decade would claim more than 150 lives' Mirror On May 11 1985, fifty-six people died in a devastating fire at Bradford City's old Valley Parade ground. It was truly horrific, a startling story - and wholly avoided by the media as it had only the briefest of inquiries, and it seemed its lessons were not learned. Twelve-year-old Martin Fletcher was at Valley Parade that day, celebrating Bradford's promotion to the second flight, with his dad, brother, uncle and grandfather. He was the only one of them to survive the fire - the biggest loss suffered by a single family in any British football disaster. Martin devoted himself to extensively investigating how the disaster was caused, its culture of institutional neglect, and the government's general indifference towards football fans' safety at the time. This book tells the gripping, extraordinary story of a boy's unthinkable loss following a spring afternoon at a football match, of how fifty-six people could die and the truths he unearthed as an adult. This is the story - thirty years on - of the disaster football has never properly acknowledged.

Fire in the Valley The Birth and Death of the Personal Computer Pragmatic Bookshelf

"A thrilling adventure full of magic and wonder. John August is a master storyteller." —Ransom Riggs, #1 New York Times bestselling author of Miss Peregrine's Home for Peculiar Children From acclaimed screenwriter John August, A Thousand Splendid Suns in the Lake of the Moon continues the spellbinding fantasy adventure series about the magic that lies just beyond our world. Legends are real. For Arlo Finch and the Rangers of Pine Mountain Company, summer camp is more than canoeing and fishing. It's also a chance to search for ancient forest spirits and discover mysterious messages encoded in tree bark. But v

his best friends Indra and Wu stumble upon clues about the long-lost Yellow Patrol, Arlo uncovers a stunning history right back to his very own family.

In the tradition of *Counting By 7s* and *The Thing About Jellyfish*, a heartwarming coming-of-age story about grief, friendship, and the importance of finding your voice Wayne Kovok lives in a world of *After*. After his uncle in the arm overseas. After Wayne and his mother survived a plane crash while coming back from the funeral. After he lost his v has always used his love of facts to communicate ("Did you know more people die each year from shaking a vending than from shark attacks?"). Without his voice, how will he wow the prettiest girl in school? How will he stand up to sergeant grandfather? And how will he share his hopes with his deadbeat dad? It's not until Wayne loses his voice o he realizes how much he doesn't say. Filled with Karen Harrington's signature heart and humor, *Mayday* tackles an unforgettable journey of family and friendship.

Mayday

The First-Hand Account of a Tragic Wildfire, Its Lone Survivor, and the Firefighters Who Made the Ultimate Sacrifice

A Biography of the Pixel

The Lehigh Valley: A Natural and Environmental History

Accidental Empires

Granite Mountain

"Be prepared to stay up late with this one."—NPR.org "[A] must-have story."—School Library Journal (starred review) "Evocative and refreshingly unique."—Tor A young woman with a dangerous power she barely understands. A smuggler with secrets of his own. A country torn between a merciless colonial army, a terrifying tyrant, and a feared rebel leader. The first book in acclaimed author Heidi Heilig's Shadow Players trilogy blends traditional storytelling with ephemera for a lush, page-turning tale of escape and rebellion. For a Muse of Fire will captivate fans of Sabaa Tahir, Leigh Bardugo, and Renée Ahdieh. Jetta's family is famed as the most talented troupe of shadow players in the land. With Jetta behind the scrim, their puppets seem to move without string or stick—a trade secret, they say. In truth, Jetta can see the souls of the recently departed and bind them to the puppets with her blood. But ever since the colonizing army conquered their country, the old ways are forbidden. Jetta must never show, never tell. Her skill and fame are her family's way to earn a spot aboard the royal ship to Aquitan,

where shadow plays are the latest rage, and where rumor has it the Mad King has a spring that cures his ills. Because seeing spirits is not the only thing that plagues Jetta. But as rebellion seethes and as Jetta meets a young smuggler, she will face truths and decisions that she never imagined—and safety will never seem so far away. Heidi Heilig creates a vivid, rich world inspired by Southeast Asian cultures and French colonialism. Told from Jetta's first-person point-of-view, as well as chapters written as play scripts and ephemera such as telegrams and letters, For a Muse of Fire is an engrossing journey that weaves magic, simmering romance, and the deep bonds of family with the high stakes of epic adventure.

Computer manufacturing is--after cars, energy production and illegal drugs--the largest industry in the world, and it's one of the last great success stories in American business. Accidental Empires is the trenchant, vastly readable history of that industry, focusing as much on the astoundingly odd personalities at its core--Steve Jobs, Bill Gates, Mitch Kapor, etc. and the hacker culture they spawned as it does on the remarkable technology they created. Cringely reveals the manias and foibles of these men (they are always men) with deadpan hilarity and cogently demonstrates how their neuroses have shaped the computer business. But Cringely gives us much more than high-tech voyeurism and insider gossip. From the birth of the transistor to the mid-life crisis of the computer industry, he spins a sweeping, uniquely American saga of creativity and ego that is at once uproarious, shocking and inspiring.

From the incomparable New York Times and New Yorker illustrator Tamara Shopsin, a debut novel about a NYC printer repair technician who comes of age alongside the Apple computer--featuring original artistic designs by the author. NAMED A MOST ANTICIPATED BOOK OF 2021 BY LIT HUB. LaserWriter II is a coming-of-age tale set in the legendary 90s indie NYC Mac repair shop TekServe--a voyage back in time to when the internet was new, when New York City was gritty, and when Apple made off-beat computers for weirdos. Our guide is Claire, a 19-year-old who barely speaks to her bohemian co-workers, but knows when it's time to snap on an antistatic bracelet. Tamara Shopsin brings us a classically New York novel that couldn't feel more timely. Interweaving the history of digital technology with

a tale both touchingly human and delightfully technical, Shopsisin brings an idiosyncratic cast of characters to life with a light touch, a sharp eye, and an unmistakable voice. Filled with pixelated philosophy and lots of printers, LaserWriter II is, at its heart, a parable about an apple.

*A dramatic, revelatory account of the female inmate firefighters who battle California wildfires. Shawna was overcome by the claustrophobia, the heat, the smoke, the fire, all just down the canyon and up the ravine. She was feeling the adrenaline, but also the terror of doing something for the first time. She knew how to run with a backpack; they had trained her physically. But that's not training for flames. That's not live fire. California's fire season gets hotter, longer, and more extreme every year – fire season is now year-round. Of the thousands of firefighters who battle California's blazes every year, roughly 30 percent of the on-the-ground wildland crews are inmates earning a dollar an hour. Approximately 200 of those firefighters are women serving on all-female crews. In *Breathing Fire*, Jaime Lowe expands on her revelatory work for *The New York Times Magazine*. She has spent years getting to know dozens of women who have participated in the fire camp program and spoken to captains, family and friends, correctional officers, and camp commanders. The result is a rare, illuminating look at how the fire camps actually operate – a story that encompasses California's underlying catastrophes of climate change, economic disparity, and historical injustice, but also draws on deeply personal histories, relationships, desires, frustrations, and the emotional and physical intensity of firefighting. Lowe's reporting is a groundbreaking investigation of the prison system, and an intimate portrayal of the women of California's Correctional Camps who put their lives on the line, while imprisoned, to save a state in peril.*

Little Bee

Fire on the Mountain

Your Computer Is on Fire

A Novel

The TCM Diagnosis & Treatment of Vaginal Diseases

A Peakbagging Guide to the Desert Southwest

Technology scholars declare an emergency: attention must be paid to the inequality, marginalization, and biases woven into our technological systems. This book sounds an alarm: we can no longer afford to be lulled into complacency by narratives of techno-utopianism, or even techno-neutrality. We should not be reassured by such soothing generalities as "human error," "virtual reality," or "the cloud." We need to realize that nothing is virtual: everything that "happens online," "virtually," or "autonomously" happens offline first, and often involves human beings whose labor is deliberately kept invisible. Everything is IRL. In *Your Computer Is on Fire*, technology scholars train a spotlight on the inequality, marginalization, and biases woven into our technological systems.

The trickster Coyote helps people stay warm through the winter in this Native American folktale.

A new edition of a classic 1982 American Book Award nominee follows James Chelni, an infantryman in Vietnam, who, while stationed in an area controlled by enemy forces, changes from having pacifist leanings to being a raging war lover. Reprint.

Amish-owned barns are burning and Sergeant Stuter and Agent Tate must find the arsonist responsible for the crimes

Rambles and Scrambles

Revolution in The Valley [Paperback]

How We Created an Age of Fire, and What Happens Next

How a 135 Mile Run Across Death Valley Set My Soul on Fire

LaserWriter II

Valley of Fire

National Book Award–winner Timothy Egan turns his historian's eye to the largest-ever forest fire in America and offers an epic, cautionary tale for our time. On the afternoon of August 20, 1910, a battering ram of wind moved through the drought-stricken national forests of Washington, Idaho, and Montana, whipping the hundreds of small blazes burning across the forest floor into a roaring inferno that jumped from treetop to ridge as it raged, destroying towns and timber in the blink of an eye. Forest rangers had assembled nearly ten thousand men to fight the fires, but no living person had seen anything like those flames, and neither the rangers nor anyone else knew how to subdue them. Egan recreates the struggles of the overmatched rangers against the implacable fire with unstoppable dramatic force, and the larger story of

outsized president Teddy Roosevelt and his chief forester, Gifford Pinchot, that follows is equally resonant. Pioneering the notion of conservation, Roosevelt and Pinchot did nothing less than create the idea of public land as our national treasure, owned by every citizen. Even as TR's national forests were smoldering they were saved: The heroism shown by his rangers turned public opinion permanently in favor of the forests, though it changed the mission of the forest service in ways we can still witness today. This e-book includes a sample chapter of SHORT NIGHTS OF THE SHADOW CATCHER.

“Frank Boyden and Tom Coleman are two of our country's most gifted ceramicists, each having spent a lifetime mastering the ceramic medium. Both are established leaders in the field and both have examples of their individual artworks in various museum collections throughout the United States&... “One may wonder why two successful artists would come together to create a body of collaborative art. The answer is simple. Each recognizes that the other has talents as a ceramic artist that complement his own expert abilities and, most important, each has the aspiration to participate in the creation of artwork over and beyond his individual capabilities. They both acknowledge the potential for achieving spectacular results through their combined efforts&...”

Jack and Daisy are all over the house.

Elizabeth wonders if her twin sister Jessica can handle her new boy friend Bruce, Sweet Valley High's most eligible and arrogant male.

How Coyote Brought Fire to the People

The Valley

Into the Furnace

The Birth and Death of the Personal Computer

Arlo Finch in the Lake of the Moon

Breathing Fire

This second edition of Courtney Purcell's Las Vegas-focused peakbagging guidebook has been expanded to cover nearly 950 different peaks across the Desert Southwest. From Grand Canyon National Park to Great Basin National Park, Red Rock to Sedona, "Rambles & Scrambles: A Peakbagging Guide to the Desert Southwest" is destined to become the peakbaggers' bible to the region.

"By patient accumulation of anecdote and detail, Rustad evolves Shetler's story into something much more human, and humanly tragic, into a layered inquisition and a reportorial force....suffice it to say Rustad has done what the best storytellers do: tried to track the story to its last twig and then stepped aside." —New York Times Book Review In the vein of Jon Krakauer's Into the Wild, a riveting work of narrative nonfiction centering on the unsolved disappearance of an American backpacker in India—one of at least two dozen tourists who have met a similar fate in the remote and storied Parvati Valley. For centuries, India has enthralled westerners looking for an exotic getaway, a brief immersion in yoga and meditation, or in rare cases, a true pilgrimage

to find spiritual revelation. Justin Alexander Shetler, an inveterate traveler trained in wilderness survival, was one such seeker. In his early thirties Justin Alexander Shetler, quit his job at a tech startup and set out on a global journey: across the United States by motorcycle, then down to South America, and on to the Philippines, Thailand, and Nepal, in search of authentic experiences and meaningful encounters, while also documenting his travels on Instagram. His enigmatic character and magnetic personality gained him a devoted following who lived vicariously through his adventures. But the ever restless explorer was driven to pursue ever greater challenges, and greater risks, in what had become a personal quest—his own hero's journey. In 2016, he made his way to the Parvati Valley, a remote and rugged corner of the Indian Himalayas steeped in mystical tradition yet shrouded in darkness and danger. There, he spent weeks studying under the guidance of a sadhu, an Indian holy man, living and meditating in a cave. At the end of August, accompanied by the sadhu, he set off on a "spiritual journey" to a holy lake—a journey from which he would never return. Lost in the Valley of Death is about one man's search to find himself, in a country where for many westerners the path to spiritual enlightenment can prove fraught, even treacherous. But it is also a story about all of us and the ways, sometimes extreme, we seek fulfillment in life. Lost in the Valley of Death includes 16 pages of color photographs.

National Bestseller CNBC and Strategy + Business Best Business Book of the Year It's the biggest revolution you've never heard of, and it's hiding in plain sight. Over the past decade, Silicon Valley executives like Eric Schmidt and Elon Musk, Special Operators like the Navy SEALs and the Green Berets, and maverick scientists like Sasha Shulgin and Amy Cuddy have turned everything we thought we knew about high performance upside down. Instead of grit, better habits, or 10,000 hours, these trailblazers have found a surprising short cut. They're harnessing rare and controversial states of consciousness to solve critical challenges and outperform the competition. New York Times bestselling author Steven Kotler and high performance expert Jamie Wheal spent four years investigating the leading edges of this revolution—from the home of SEAL Team Six to the Googleplex, the Burning Man festival, Richard Branson's Necker Island, Red Bull's training center, Nike's innovation team, and the United Nations' Headquarters. And what they learned was stunning: In their own ways, with differing languages, techniques, and applications, every one of these groups has been quietly seeking the same thing: the boost in information and inspiration that altered states provide. Today, this revolution is spreading to the mainstream, fueling a trillion dollar underground economy and forcing us to rethink how we can all lead richer, more productive, more satisfying lives. Driven by four accelerating forces—psychology, neurobiology, technology and pharmacology—we are gaining access to and insights about some of the most contested and misunderstood terrain in history. Stealing Fire is a provocative examination of what's actually possible; a guidebook for anyone who wants to radically upgrade their life.

The true story behind the events that inspired the major motion picture Only the Brave. A "unique and bracing" (Booklist) first-person account by the sole survivor of Arizona's disastrous 2013 Yarnell Hill Fire, which took the lives of 19 "hotshots"—firefighters trained specifically to battle wildfires. Brendan McDonough was on the verge of becoming a hopeless, inveterate heroin addict when he, for the sake of his young daughter, decided to turn his life around. He enlisted in the Granite Mountain Hotshots, a team of elite firefighters based in Prescott, Arizona. Their leader, Eric Marsh, was in a desperate crunch after four hotshots left the unit, and perhaps seeing a glimmer of promise in the skinny would-be recruit, he took a chance on the unlikely McDonough, and the chance paid off. Despite the crew's skepticism, and thanks in large part to Marsh's firm but loving encouragement, McDonough unlocked a latent drive and dedication, going on to successfully battle a number of blazes and eventually win the confidence of the men he came to call his brothers. Then, on June 30, 2013, while McDonough—"Donut" as he'd been dubbed by his team—served as lookout, they confronted a freak, 3,000-degree inferno in nearby Yarnell, Arizona. The relentless firestorm ultimately trapped his hotshot brothers, tragically killing all 19 of them within minutes. Nationwide, it was the greatest loss of firefighter lives since the 9/11 attacks. Granite Mountain is a gripping memoir that traces McDonough's story of finding his way out of the dead end of drugs, finding his purpose among the Granite Mountain Hotshots, and the minute-by-minute account of the fateful day he lost the very men who had saved him. A harrowing and redemptive tale of resilience in the face of tragedy, Granite Mountain is also a powerful reminder of the heroism of the people

who put themselves in harm's way to protect us every day.

Female Inmate Firefighters on the Front Lines of California's Wildfires

Stealing Fire

Tualatin Valley Fire and Rescue

No Strange Fire

Lost in the Valley of Death

The Pyrocene

Presents a tale of a precarious friendship between an illegal Nigerian refugee and a recent widow from suburban London, a story told from the alternating and disparate perspectives of both women.

The pixel as the organizing principle of all pictures, from cave paintings to Toy Story. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel--a particular packaging of bits--conquered the world. Henceforward, nearly every picture in the world would be composed of pixels--cell phone pictures, app interfaces, Mars Rover transmissions, book illustrations, videogames. In A Biography of the Pixel, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital--mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible--that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of Digital Light (his term for pictures constructed of pixels), and drawing on his decades of work in the field, Smith approaches his subject from multiple angles--art, technology, entertainment, business, and history. A Biography of the Pixel is essential reading for anyone who has watched a video on a cell phone, played a videogame, or seen a movie.

When life turns up the heat, you have two choices. You can bend and break, or you can step boldly into the furnace and let your soul catch fire. Into The Furnace explores the inner workings of bravery, hope, and passion. These themes are framed against the backdrop of the Badwater Ultramarathon - a 135 mile race across the hottest place on the planet, Death Valley. Cory Reese has walked into the furnace. He has faced adversity, both in running and in life. His book captures the essence of what it means to suffer, what it means to persevere, and ultimately, what it means to create a life of clarity and purpose.

In the bestselling tradition of The Soul of a New Machine, Dealers of Lightning is a fascinating journey of intellectual creation. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses, a group of computer eccentrics dubbed PARC. This brilliant group created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one of the

main precursors of the Internet), only to see these breakthroughs rejected by the corporation. Yet, instead of giving up, these determined inventors turned their ideas into empires that radically altered contemporary life and changed the world. Based on extensive interviews with the scientists, engineers, administrators, and executives who lived the story, this riveting chronicle details PARC's humble beginnings through its triumph as a hothouse for ideas, and shows why Xerox was never able to grasp, and ultimately exploit, the cutting-edge innovations PARC delivered. Dealers of Lightning offers an unprecedented look at the ideas, the inventions, and the individuals that propelled Xerox PARC to the frontier of technohistory--and the corporate machinations that almost prevented it from achieving greatness.

For a Muse of Fire

The Collaborative Ceramics of Frank Boyden and Tom Coleman

The Story of the Bradford Fire

Firefighter's Handbook on Wildland Firefighting

The Big Burn

Arlo Finch in the Kingdom of Shadows

NATIONAL BESTSELLER CNBC and Strategy + Business Best Business Book of 2017 "Steven and Jamie have done a wonderful job of balancing the promises, perils, and how-to prescriptions of engineering peak states such as 'flow.'" —Tim Ferriss, #1 New York Times best-selling author of *The 4-Hour Workweek* It's the biggest revolution you've never heard of, and it's hiding in plain sight. Over the past decade, Silicon Valley executives like Eric Schmidt and Elon Musk, Special Operators like the Navy SEALs and the Green Berets, and maverick scientists like Sasha Shulgin and Amy Cuddy have turned everything we thought we knew about high performance upside down. Instead of grit, better habits, or 10,000 hours, these trailblazers have found a surprising short cut. They're harnessing rare and controversial states of consciousness to solve critical challenges and outperform the competition. New York Times bestselling author Steven Kotler and high performance expert Jamie Wheal spent four years investigating the leading edges of this revolution—from the home of SEAL Team Six to the Googleplex, the Burning Man festival, Richard Branson's Necker Island, Red Bull's training center, Nike's innovation team, and the United Nations' Headquarters. And what they learned was stunning: In their own ways, with differing languages, techniques, and applications, every one of these groups has been quietly seeking the same thing: the boost in information and inspiration that altered states provide. Today, this revolution is spreading to the mainstream, fueling a trillion dollar underground economy and forcing us to rethink how we can all lead richer, more productive, more satisfying lives. Driven by four accelerating forces—psychology, neurobiology, technology and pharmacology—we are gaining access to and insights about some of the most contested and misunderstood terrain in history. *Stealing Fire* is a provocative examination of what's actually possible; a guidebook for anyone who wants to radically upgrade their life.

This text deals with the basics of wildland and forest firefighting. It has been totally revised and is now in full color.

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning *The Daily Show* with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, *The Daily Show* with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of *The Daily Show*'s most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral

history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics—a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Traces the history of the personal computer industry, focusing on the individuals who developed new microcomputers and software, and created new computer companies.

Teddy Roosevelt and the Fire that Saved America

Strategy, Tactics, and Safety

Arlo Finch in the Valley of Fire

The Making of the Personal Computer

On the River Through the Valley of Fire

The Insanely Great Story of How the Mac Was Made

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

Micah Bishop is busted out of jail by a gun-toting nun who wants him to travel with her into the most lawless part of New Mexico Territory, in order to give some of her fellow nuns a proper burial--and find the gold that they share the ground with. Original.

Playing with Fire

Fire in the Valley

Traditional Tales Set 7

Jack and Daisy Coral Set