Blender 3d Addon Hard Ops 0093 Neptunium Gumroad

Understand Blender's Python API to allow for precision 3D modeling and add-on development. Follow detailed guidance on how to create precise geometries, complex texture mappings, optimized renderings, and much more. This book is a detailed, user-friendly guide to understanding and using Blender's Python API for programmers and 3D artists. Blender is a popular open source 3D modeling software used in advertising, animation, data visualization, physics simulation, photorealistic rendering, and more. Programmers can produce extremely complex and precise models that would be impossible to replicate by hand, while artists enjoy numerous new community-built add-ons. The Blender Python API is an unparalleled programmable visualization environment. Using the API is made difficult due to its complex object hierarchy and vast documentation. Understanding the Blender Python API clearly explains the interface. You will become familiar with data structures and low-level concepts in both modeling and rendering with special attention given to optimizing procedurally generated models. In addition, the book: Discusses modules of the API as analogs to human input modes in Blender Reviews low-level and data-level manipulation of 3D objects in Blender Python Details how to deploy and extend projects with external libraries Provides organized utilities of novel and mature API abstractions for general use in add-on development What You'll Learn Generate 3D data visualizations in Blender to better understand multivariate data and mathematical patterns. Create precision object models in Blender of architectural models, procedurally generated landscapes, atomic models, etc. Develop and distribute a Blender add-on, with special consideration given to careful development practices Pick apart Blender's 3D viewport and Python source code to learn about API behaviors Develop a practical knowledge of 3D modeling and rendering concepts Have a practical reference to an already powerful and vast API Who This Book Is For Python programmers with an interest in data science, game development, procedural generation, and open-source programming as well as programmers of all types with a need to generate precise 3D models. Also for 3D artists with an interest in programming or with programming experience and Blender artists regardless of programming experience.

Don't want to read 400 pages of theory about animation and programming ? This book was written for you. Create directly several game projects: a platform game, a First-person Shooter, a Third-person RPG, a Minecraft's Like game, a car race and a flight simulator. With these projects, about 100 recipes will help you to create any type of game.

From New York Times best-selling author of the Dinotopia series, James Gurney, comes a carefully crafted and researched study on color and light in paintings. This art instruction book will accompany the acclaimed Imaginative Realism: How to Paint What Doesn't Exist. James Gurney, New York Times best-selling author and artist of the Dinotopia series, follows Imaginative Realism with his second art-instruction book, Color and Light: A Guide for the Realist Painter. A researched study on two of art's most fundamental themes, Color and Light bridges the gap between abstract theory and practical knowledge. Beginning with a survey of underappreciated masters who perfected the use of color and light, the book examines how light reveals form, the properties of color and pigments, and the wide variety of atmospheric effects. Gurney cuts though the confusing and contradictory dogma about color, testing it in the light of science and observation. A glossary, pigment index, and bibliography complete what will ultimately become an indispensible tool for any artist. This book is the second in a series based on his blog, gurneyjourney.com. His first in the series, Imaginative Realism, was widely acclaimed in the fantastical art world, and was ranked the #1 Bestseller on the Amazon list for art instruction. "James Gurney's new book, Color and Light, cleverly bridges the gap between artistic observation and scientific explanation. Not only does he eloquently describe all the effects of color and light an artist might encounter, but he thrills us with his striking paintings in the process." --Armand Cabrera, Artist

Jacob Wilde lived a fast and furious life of reckless abandon...until his wild streak put a cruel end to a life spent in pursuit of pleasure... The Texan ranching grapevine is legendary, so Addison McDowell has heard all about Jacob Wilde's shameless past—and his scarred, solitary present. But her only focus is her future—which won't include this impossibly arrogant man! Addison is no Texan wallflower—when Jake starts a fight, she's more than capable of finishing it! However, a searing attraction to a man she knows cannot love her back? That she has no idea how to handle....

Digital Lighting and Rendering

The Dangerous Jacob Wilde

The Blender Book :

How to Create Engaging Characters for Illustration, Animation and Concept Art

Programming Elm

A Guide for the Realist Painter

Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors haved ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software.Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going.For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual

leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the
mysteries of how open development builds better software, and how businesses can leverage freely
available software for a competitive business advantage.The contributors here have been the leaders in
the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher,
O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly
(mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software
Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry
Wall (Perl) This book explains why the majority of the Internet's servers use open- source technologies
for everything from the operating system to Web serving and email. Key technology products developed
with open-source software have overtaken and surpassed the commercial efforts of billion dollar
companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led
Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions
builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly
watching Red Hat Software, a company that gives its key product -- Linux -- away.For the first time in
print, this book presents the story of the open- source phenomenon told by the people who created this
movement.Open Sources will bring you into the world of free software and show you the revolution.
An inspiring collection of drawings and articles exploring the sketchbooks and artistic practices of 50
talented sci-fi concept artists.
Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural
design and interior design firms are adapting Autodesk Maya and integrating it into their practice.
There has been no book aimed at architects and designers who wish to harness the opportunities presented
by this software, until now..... The book promotes parametric design. It integrates the theoretical
research of computational design and Maya non-linear modeling techniques associated with simulation,
animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use
Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys
and relationship tools to generate parametrically negotiable solutions across various design
professions. The design logic and generative processes, as well as the potential of parametric thinking
as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to
use Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication
techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to
simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya
skeleton system and animation tools to control complex architectural forms. How to create photo-
realistic renderings with Maya lighting, material and texture mapping. Using several real projects as
examples, the book will go through the entire rendering process step by step. How to combine Maya with
various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create
customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn
Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises,
demonstration projects and crucially a fantastic online resource which includes video tutorials,
scripts, and Maya source files.
The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your
chance to jump in with both feet, free software, and a friendly guide at your side! Blender For Dummies,
2nd Edition is the perfect introduction to the popular, open-source, Blender 3D animation software,
specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-
access guide. Even if you?re just beginning, you'll learn all the Blender 2.5 ropes, get the latest
tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to
start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D
animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking
interface, new event system, and other exciting new features Covers how to create 3D objects with
meshes, curves, surfaces, and 3D text; add color, texture, shades, reflections and transparency; set
your objects in motion with animations and rigging; render your objects and animations; and create
scenes with lighting and cameras If you want to start creating your own 3D animations with Blender,
Blender For Dummies, 2nd Edition is where you need to start!
Mastering Blender
WebGL Insights
3D Scientific Visualization with Blender
A JavaScript and jQuery Developer's Guide
MacPerl

While comedy writers are responsible for creating clever scripts, comedic animators have a much more complicated problem to solve: What makes
a physical character funny? Comedy for Animators breaks down the answer by exploring the techniques of those who have used their bodies to
make others laugh. Drawing from traditions such as commedia dell'arte, pantomime, Vaudeville, the circus, and silent and modern film,
animators will learn not only to create funny characters, but also how to execute gags, create a comic climate, and use environment as a character.
Whether you're creating a comic villain or a bumbling sidekick, this is the one and only guide you need to get your audience laughing!
Explanation of comedic archetypes and devices will both inspire and inform your creative choices Exploration of various modes of storytelling
allows you to give the right context for your story and characters Tips for creating worlds, scenarios, and casts for your characters to flourish in
Companion website includes example videos and further resources to expand your skillset--check it out at www.comedyforanimators.com!
Jonathan Lyons delivers simple, fun, illustrated lessons that teach readers to apply the principles of history's greatest physical comedians to their
animated characters. This isn't stand-up comedy—it's the falling down and jumping around sort!
Perl has become the scripting language of choice in the UNIX community, and it is making rapid inroads into the Windows community as well.
This new introductory and reference work on MacPerl allows Macintosh users to gain access to this powerful language. The CD-ROM contains
documentation on both MacPerl and Perl, as well as a snapshot of the CPAN (Comprehensive Perl Archive Network).
New edition shows you how to get the very most out of the latest version of Blender Blender, the open-source 3D software, is more popular than
ever and continues to add functionality. If you're an intermediate or advanced user, this new edition of Tony Mullen's expert guide is what you

need to get up to speed on Blender and expand your skills. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book covers it all. It also highlights Blender's very latest features, including new camera tracking tools and a new renderer. Provides intermediate to advanced coverage of Blender and its modeling, texturing, animation, and visual effects tools Covers advanced topics such as cloth, fur and fluids, Python scripting, and the Blender game engine Brings you up to speed on Blender's new camera tracking tools and new renderer Showcases techniques used in real-world 3D animation and visual effects Create realistic animation and visual effects with Blender and this expert guide that shows you step by step how to do it.

Context -Texture is a monograph on UArchitects, an international office based in Netherlands, which is fascinated by the interplay of different levels: the scale of the city and the scale of the individual; imagination in the abstract and imagination in a concrete form. 'We do not look for a dogmatic theme; we prefer to investigate it in a range of different concepts.'Included are 23 projects from the last 10 years.

Waterfalls of Malaysia

End Run

A Comprehensive Summary

How to Design Compelling Real and Imaginary Animal Characters

Sketching from the Imagination: Sci-Fi

Basil and Oregano

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asyncronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Learn how to create compelling and accomplished stylized animal characters, with the step-by-step guidance of professional animators and artists.

This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

Color and Light

Fundamentals of Character Design

Adobe Illustrator 9.0

Parametric Building Design Using Autodesk Maya

Open Sources

Introduction to 3D Game Programming with DirectX 12

modo is one of the most exciting 3D applications to come out in ages. With its revolutionary toolset, inspiring 3D rendering engine, and advanced ergonomics it promises to offer tremendous advantages to almost any segment within the CGI and graphics industry. This book teaches artists how to use modo to maximize benefits with the shortest learning curve. To not only identify and exploit the power of the modo toolset, but to also show the tremendous advantages of learning and implementing modo to any who could derive a benefit by doing so. McKay Hawkes will illuminate modo with clear, motivating, entertaining and stylized pages. This book will inspire and intrigue readers with captivating imagery, strong emotional draw, pertinent industry information, real world observations, and valuable tips & tricks. The companion web site (hosted on Luxology's web site) will include an online tutorial video relating to the creation of the inspiring cover art and all relating support files.

GAME DEVELOPMENT WITH BLENDER is the complete guide to the Blender game engine. More than two years in the

making, the book spans topics ranging from logic brick and physics to graphics, animation, scripting, and more. Each chapter covers in detail a different aspect of the Blender game engine, with tutorials, extensive documentation, and valuable advice on when to use the tools--all distilled from the authors' 20 years of combined Blender experience. Blender is a free, open-source 3D content-creation suite, a powerful and flexible platform that allows you to build games and interactive applications such as architecture walk-throughs, science visualizations, experimental projects, and much more. In this comprehensive guide, you will learn how to design a complete game from beginning to end, create games without writing a single line of code, bring your 3D characters to life with animations, unleash the power of material creation with nodes, have fun making JELL-O bounce with the physics engine, program in Python like a pro, make your games run faster using lightmaps and normal maps, publish your games for Windows, Mac, and Linux, and improve your games by learning from 10 real-world projects. This book has been prepared for the release of Blender 2.66a, ensuring that you have the most up-to-date information in your hands. Whether you are new to Blender or a seasoned Blenderhead, GAME DEVELOPMENT WITH BLENDER will help you create the games you've always wanted. Purchasing this book also gives you access to more than 100 online companion files, which include tutorials, sample files, and extra demos that will help you get the most out of the Blender game engine.

Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry

2021 IACP Award Winner in the Health & Nutrition Category Make any recipe vegan or vegetarian to suit your preference Plant-based cooking means different things to different people. We all come to plant-based eating with different goals in mind. ATK's diverse, modern guide offers foolproof recipes for every occasion that you can tailor to suit your own needs, choosing whether to make any dish vegan or vegetarian. From building a plant-centric plate to cooking with plant-based meat and dairy, you'll find everything you need here to create varied, satisfying meals. The 500-plus recipes are vegan but flexible. You can choose whether to make the Rancheros with Avocado with tofu or eggs, the Farro Salad with Cucumber, Yogurt, and Mint with plant-based or dairy yogurt, the Vegetable Fried Rice with Broccoli and Shiitake Mushrooms with or without eggs, and the No-Bake Cherry-Almond Crisp using coconut oil or butter. ATK's plant-based eating strategy is easy, budget-friendly, and inclusive--cuisines around the world are rich with boldly flavored, naturally vegan dishes. Drawing inspiration from them, these recipes showcase produce, beans and grains, and vegan (and vegetarian) protein sources. The Complete Plant-Based Cookbook is packed with ingenious tips for cooking with plant-forward ingredients and also showcases ATK's practical techniques. Rethink how you use vegetables (blend leeks into a silky pasta sauce, use beets to transform a burger from the "vegan option" into the best option); discover how to boost umami flavor using tomato paste, dried mushrooms, and miso; and more. A thorough opening section delves into the details of modern plant-based eating, addressing shopping and storage strategies, the plethora of plant-based meat and dairy options, and how to meet nutritional needs.

Context--Texture

Power and Ease

Real World Modo: The Authorized Guide

Voices from the Open Source Revolution

Learning JavaScript Design Patterns

How to Be a Programmer

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey.

An eye-opening, visual-led exploration of the fundamental aspects of character design, including narrative, shape language, proportion, and expression.

This is the first book written on using Blender (an open-source visualization suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts

Elm brings the safety and stability of functional programing to front-end development, making it one of the most popular new languages. Elm's functional nature and static typing means that run-time errors are nearly impossible, and it compiles to JavaScript for easy web deployment. This book helps you take advantage of this new language in your web site development. Learn how the Elm Architecture will help you create fast applications. Discover how to integrate Elm with JavaScript so you can update legacy applications. See how Elm tooling makes deployment quicker and easier. Functional programming offers safer applications with decreased runtime errors, but functional solutions that are type safe and easy to use have been hard to find, until the Elm language. Elm has the benefits of functional languages while compiling to JavaScript. This book provides a complete tutorial for the Elm language, starting with a simple static application that introduces Elm syntax, modules, and the virtual DOM, to exploring how to create a UI using functions. See how Elm handles the issues of state in functional languages. You'll continue to build up larger applications involving HTTP requests for communication. Integrate your Elm applications with JavaScript so you can update legacy applications or take advantage of JavaScript resources. Elm also provides built-in tooling to alleviate the tooling creep that's so common in JavaScript. This book covers Elm's deployment and testing tools that ease development confusion. Dive into advanced concepts including creating single-page applications, and creating performance improvements. Elm expert Jeremy Fairbank brings his years of web development experience to teaching how to use Elm for front-end development. Your web UIs will be faster, safer, and easier to develop with Elm and this

tutorial. What You Need: You will need the latest version of Elm, 0.19, along with a browser to run the examples in this book.

Art Fundamentals

Band Today

Modeling and Rendering with Eevee and Cycles

Color, Light, Composition, Anatomy, Perspective and Depth

Mr Teapot Head

Blender 2.9 for Architecture

An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

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

A back-to-basics look at the fundamental concepts, conventions and theory that should be considered when creating art.

Mix two parts The Great British Bake Off with one-part magical boarding school plus a generous dash of romance and you've got Basil and Oregano, a sweetly delicious lower young adult graphic novel. Porta Bella Magiculinary Academy is the finest school for the art of cooking with magic, and Basil Eyres is determined to be the top student. On the first day of her senior year, Arabella Oregano, the daughter of a renowned chef, joins the academy for her senior year as well. The two are instantly smitten with each other, but Basil senses there's something Arabella is hiding from her. Still, the two work together to stand out from the class as the end of year culinary festival approaches. But when Arabella's secret is reveled, Basil is faced with the hardest decision of her life, which has the potential to throw her future aspirations in jeopardy.

Build Safe, Sane, and Maintainable Front-End Applications

Midnight Radio

Learning Go Programming

Like Pros

In the Trenches with Modo

Digital Signal Processing in Python

Twelve Years a Slave (1853) is a memoir and slave narrative by Solomon Northup, as told to and edited by David Wilson. Northup, a black man who was born free in New York, details his kidnapping in Washington, D.C. and subsequent sale into slavery. After having been kept in bondage for 12 years in Louisiana by various masters, Northup was able to write to friends and family in New York, who were in turn able to secure his release. Northup's account provides extensive details on the slave markets in Washington, D.C. and New Orleans and describes at length cotton and sugar cultivation on major plantations in Louisiana.

When the cat-like Kilrathi begin to gain on their human foes as they attempt to expand their imperial power, it is up to Wing Commander to defeat them. Original.

Blender For DummiesJohn Wiley & Sons

With Blender 2.9, you have a powerful and flexible environment to help you develop architectural designs. You can use it to make 3D models better visualize ideas or create marketing images with beautiful images for interiors and exteriors.Regardless of what you need for a project, it is most likely that Blender can help you achieve your goals.If you want to start using Blender 2.9 for architecture, you will find all the necessary information to start from scratch or migrate to the latest version in this book.What is essential for an architectural visualization artist using Blender? Among the most important subjects, you will find precision modeling, importing CAD data, and preparing a scene for rendering.Blender 2.9 for architecture explains how to use all those topics and much more. You don't need any previous experience with Blender to start using Eevee and create 3D models from your designs.Here is what you will learn with Blender 2.9 for architecture: - Blender 2.9 basics for architecture- Using the new interface and controls for version 2.9- Work with precision modeling for architecture (Metric/Imperial)- Use numeric controls for modeling- Importing reference drawings for modeling- Processing CAD data for Blender- Import SketchUp and BIM files- Manage external

libraries of furniture models and assets- Add materials to objects- Use PBR materials for enhanced realism-Craft materials with the Shader Editor- Create architectural glass using the Shader Editor- Rendering scenes using Eevee in real-time- Adding Eevee specific elements to a scene like Irradiance Volumes and Cubemaps-Use environment maps in the background- Enable GPU acceleration for rendering- Use artificial intelligence denoising for renders- Render a scene using Cycles for maximum realismBy the end of the book, you will have a substantial understatement of how to use Blender 2.9 for architecture
Precision 3D Modeling and Add-on Development
Creating Stylized Animals
The OFFICIAL Primo(tm) Strategy Guide to the Collapse of Western Civilization
How to BOMB the U. S. Gov't
The Blender Python API
Small Arms Visual Encyclopedia

Blender is a fast, powerful, and free 3D graphics and animation tool. The Blender Book shows you how to use Blender efficiently and creatively with clear step-by-step tutorials that teach all aspects of this often tricky program. You'll learn how to enhance your Web sites, graphic designs, and videos with the 3D graphics and animations you'll create in Blender.

This book summarizes so many things we need to know as a programmer, from a programmer 's perspective. Starting from the basic technical skills one must acquire, to managerial skills to manage a team of programmers.Emphases are put on the ethics of working as a programmer and as a member of the team. Inside this book you'll find tips on how to learn communication language among your peers, how to talk to non-engineers, and how to deal with difficult people. This book also shows us how to take a break when needed, and how to recognize when to go home, and how to communicate and negotiate with your boss, so that you won't end up working for 50 to 60 hours a week. This is a very good book, one that should be a mandatory for wannabe and professional programmers. If you happened to be a manager who supervises a hive of programmers, this book should provide you with useful insights into their minds and habits.

From the very first handguns of the fifteenth century to modern machine guns and rifles, Small Arms Visual Encyclopedia is a highly illustrated volume that examines all the significant small arms of the world, featuring more than 1000 of the world's handguns, assault rifles, shotguns, machine guns, and other more esoteric weapons. All the famous weapons of each type are featured, such as the M-16, Colt .44 Magnum and MG42. Each featured small arm is illustrated with an excellent full-color artwork, showing the weapon in great detail with full specifications tables that list country of origin, weights, dimensions and calibre (with all weights and measures provided in both metric and imperial). With more than 800 outstanding color artworks, Small Arms Visual Encyclopedia is a comprehensive and accessible reference work that will appeal to anyone with an interest in small arms.

Given its ubiquity, plugin-free deployment, and ease of development, the adoption of WebGL is on the rise. Skilled WebGL developers provide organizations with the ability to develop and implement efficient and robust solutions-creating a growing demand for skilled WebGL developers.WebGL Insights shares experience-backed lessons learned by the WebGL

Game Development with Blender
Achtung-Panzer!
Comedy for Animators
Create Your Own 3D Games with Blender Game Engine
Twelve Years A Slave (Illustrated)
Think DSP