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Adobe Illustrator CS2 @ Work Pariah S. Burke 2005 This project-based guide to Illustrator helps you complete workplace projects and learn how to use Illustrator!

AppleScript for Applications Ethan Wilde 2001 Offers a tutorial for using Apple's scripting language to increase productivity, script workflow projects, build custom graphics, and integrate data from FileMaker Pro.

Kafka: The Definitive Guide Neha Narkhede 2017-08-31 Learn how to take full advantage of Apache Kafka, the distributed, publish-subscribe queue for handling real-time data feeds. With this comprehensive book, you will understand how Kafka works and how it is designed. Authors Neha Narkhede, Gwen Shapira, and Todd Palino show you how to deploy production Kafka clusters; secure, tune, and monitor them; write rock-solid applications that use Kafka; and build scalable stream-processing applications. Learn how Kafka compares to other queues, and where it fits in the big data ecosystem. Dive into Kafka's internal designPick up best practices for developing applications that use Kafka. Understand the best way to deploy Kafka in production monitoring, tuning, and maintenance tasks. Learn how to secure a Kafka cluster.

Sams Teach Yourself Adobe Illustrator 9 in 24 Hours Mordy Golding 2000 Offers a tutorial exploring the updated features of Adobe Illustrator 9, explaining how to create and manipulate type, photographs, layers, and Web graphics.

Flash CS3 Professional for Windows and Macintosh Katherine Ulrich 2007-07-25 With Adobe's acquisition of Macromedia, millions of Photoshop users may be installing Flash for the first time and Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide is there to show them what to do. From basic first steps, such as exploring the drawing tools, including Flash CS3's new Pen tool, to frame-by-frame animation, motion tweening, and shape tweening, this book serves as the beginner's guide to Flash. But it doesn't stop there: sections on interactivity, sound, and video have been fully updated to demonstrate best practices in ActionScript 3.0, as well as the latest in Flash's video technology.

Vector Basic Training Von Glitschka 2015-09-21 Attention, designers, it's time to get serious about your creative process. For too long you've allowed yourself to go soft, relying on your software to do all of your creative work at the expense of your craftsmanship. This book will NOT show you how to use every tool and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the techniques explained in this book. In Vector Basic Training, Second Edition acclaimed illustrative designer Von Glitschka takes you through his systematic process for creating the kind of precise vector graphics that separate the pros from the mere toolers. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise anchor points for your designs. In addition to new illustrative examples throughout the book, this edition includes an all-new chapter on how to apply color and detail to your illustrations using tried-and-true methods that you'll use over and over again. You'll also get access to over seven hours of all-new HD video tutorials and source files so you can follow along with Von as he walks you through his entire process. Whether you're creating illustrations in Adobe Illustrator, Affinity Designer, CorelDRAW, or even Inkscape, you'll be able to use Von's techniques to establish a successful creative process for crafting consistently precise illustrations every single

time you pick you up your pen, stylus, or mouse. In Vector Basic Training, Second Edition, you'll learn: The tools and shortcuts that make up a design pro's creative arsenal How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number of anchor points for any design How to build shapes quickly using basic Illustrator tools and plug-ins Techniques for art directing yourself to get the results you desire Fundamental methods for applying color and detail to your illustrations

InDesign CC Digital Classroom Christopher Smith 2013-09-04 Learn the newest version of Adobe's premiere page designsoftware—InDesign CC— with this completepackage Written by a team of expert instructors, this completebook-and-DVD package teaches even the most inexperienced beginnerhow to design eye-popping layouts for brochures, magazines,e-books, and flyers. Step-by-step instructions in the full-colorbook are enhanced by video tutorials on the companion DVD. Thirteenself-paced lessons let you learn Adobe InDesign CC (Creative Cloud)at your own speed; it's like having your own personal tutorteaching you the hottest new version of this leading page layoutsoftware. • Includes 13 self-paced lessons that take you fromInDesign basics through intermediate-level skills, allowing you tolearn at your own speed • Explores the new features and capabilities ofInDesign CC, the leading Adobe page design software • Features members of the AGI Creative Team who walk youthrough the latest version of Adobe InDesign • Contains step-by-step instructions in thefull-color book and video tutorials on the DVD, which work togetherto provide a clear understanding of the topic InDesign CC Digital Classroom is the ideal book-and-DVDtraining package to get you up to speed on InDesign so you cancreate designs that dazzle. Note: DVD and other supplementary materials are notincluded as part of the e-book file, but are available for downloadafter purchase.

Getting Started with Arduino Massimo Banzi 2011-09-13 Presents an introduction to the open-source electronics prototyping platform.

Elasticsearch: The Definitive Guide Clinton Gormley 2015-01-23 Whether you need full-text search or real-time analytics of structured data—or both—the Elasticsearch distributed search engine is an ideal way to put your data to work. This practical guide not only shows you how to search, analyze, and explore data with Elasticsearch, but also helps you deal with the complexities of human language, geolocation, and relationships. If you're a newcomer to both search and distributed systems, you'll quickly learn how to integrate Elasticsearch into your application. More experienced users will pick up lots of advanced techniques. Throughout the book, you'll follow a problem-based approach to learn why, when, and how to use Elasticsearch features. Understand how Elasticsearch interprets data in your documents Index and query your data to take advantage of search concepts such as relevance and word proximity Handle human language through the effective use of analyzers and queries Summarize and group data to show overall trends, with aggregations and analytics Use geo-points and geo-shapes—Elasticsearch's approaches to geolocation Model your data to take advantage of Elasticsearch's horizontal scalability Learn how to configure and monitor your cluster in production

The Adobe Illustrator CS Wow! Book Sharon Steuer 2004 Presents time-saving techniques and tips for users of Adobe Illustrator CS, exploring the software's basic tools and latest features with full-color examples and samples from leading Illustrator artists and designers.

HTML and CSS Elizabeth Castro 2013-08-06 Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best practices. Finally, you will test and debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques.

The Adobe Illustrator WOW! Book for CS6 and CC Sharon Steuer 2014-09-12 For decades, Sharon Steuer and her international WOW! team have been showcasing the world's best artists and designers working in Illustrator. In this expanded edition of the best-selling and award-winning

Illustrator WOW! Book, you'll find hundreds of tips, tricks, and techniques derived from actual projects from top Illustrator artists. You'll learn to use new features, discover exciting ways to create complex effects, and find fresh ways to use venerable old tools and¿speed up your workflow. This edition includes coverage of the 2014 release and is loaded with and lessons with stunning new artwork that feature: Painting and generating objects with raster brushes Harnessing Live Corners, Live Rectangles, and new ways to reshape paths Manipulating live type characters with the Touch Type tool Creating airbrush and neon effects with gradients on strokes Building complex styles with multiple lines, fills, and effects Composing complex repeating patterns Auto-generating corners for pattern brushes Incorporating transparency into mesh and gradients Building and modifying scenes in perspective and 3D Transforming raster art to Illustrator vectors Preparing artwork for animation and the web Integrating Illustrator with Photoshop and other apps Creating photorealism in Illustrator WOW! ONLINE Register the book at peachpit.com/register to access artwork to pick apart and special PDFs from artists to you. Keep up with tips on the latest Illustrator features at WOWartist.com.

 Adobe Illustrator Visual QuickStart Guide Lisa Fridsma 2022-03-23 For decades, digital artists and graphic designers have turned to Adobe Illustrator: Visual QuickStart Guide as the fastest, most practical way to create vector-based artwork from scratch, and harness Illustrator's immense power to get the job done as efficiently as possible. Now, this full-color guide has been thoroughly revamped by a new author who specializes in teaching beginning Illustrator users. Chad Chelius combines expert, full-color introductions to the latest Illustrator features with new examples and projects, adding hours of new online video content that goes far beyond the contents of the printed book. Combining definitive reference information with concise, hands-on tutorials, Chelius helps aspiring and current professionals gain deep mastery of Illustrator, whether they're working on their own or in a classroom environment. From the basics to advanced techniques, he gets you up and running in no time, preparing you to create everything from web and mobile graphics to scalable logos, icons, type, book illustrations, product packaging, and billboards.

 Learning Spark Jules S. Damji 2020-07-16 Data is bigger, arrives faster, and comes in a variety of formats—and it all needs to be processed at scale for analytics or machine learning. But how can you process such varied workloads efficiently? Enter Apache Spark. Updated to include Spark 3.0, this second edition shows data engineers and data scientists why structure and unification in Spark matters. Specifically, this book explains how to perform simple and complex data analytics and employ machine learning algorithms. Through step-by-step walk-throughs, code snippets, and notebooks, you'll be able to: Learn Python, SQL, Scala, or Java high-level Structured APIs Understand Spark operations and SQL Engine Inspect, tune, and debug Spark operations with Spark configurations and Spark UI Connect to data sources: JSON, Parquet, CSV, Avro, ORC, Hive, S3, or Kafka Perform analytics on batch and streaming data using Structured Streaming Build reliable data pipelines with open source Delta Lake and Spark Develop machine learning pipelines with MLlib and productionize models using MLflow

 Kubernetes: Up and Running Kelsey Hightower 2017-09-07 Legend has it that Google deploys over two billion application containers a week. How's that possible? Google revealed the secret through a project called Kubernetes, an open source cluster orchestrator (based on its internal Borg system) that radically simplifies the task of building, deploying, and maintaining scalable distributed systems in the cloud. This practical guide shows you how Kubernetes and container technology can help you achieve new levels of velocity, agility, reliability, and efficiency. Authors Kelsey Hightower, Brendan Burns, and Joe Beda—who've worked on Kubernetes at Google and other organizatons—explain how this system fits into the lifecycle of a distributed application. You will learn how to use tools and APIs to automate scalable distributed systems, whether it is for online services, machine-learning applications, or a cluster of Raspberry Pi computers. Explore the distributed system challenges that Kubernetes addresses Dive into containerized application development, using containers such as Docker Create and run containers on Kubernetes, using the docker image format and container runtime Explore specialized objects essential for running applications in production Reliably roll out new software versions without downtime or errors Get examples of how to develop and deploy real-world applications in Kubernetes

 Spark: The Definitive Guide Bill Chambers 2018-02-08 Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-

computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets—Spark's core APIs—through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

Photoshop CC Elaine Weinmann 2015-09-05 This best-selling guide from authors Elaine Weinmann and Peter Lourekas has been the go-to tutorial and reference book for photography/design professionals and the textbook of choice in college classrooms for decades. This edition includes their trademark features of clear, concise, step-by-step instructions; hundreds of full-color images; screen captures of program features; and supplemental tips and sidebars in every chapter. This new edition includes an all-new material, a bonus chapter, and downloadable assets. New and updated Photoshop CC (2015 release) features—including linked assets, multiple artboards, and new asset export—are clearly marked with bright red stars in both the table of contents and main text.

Flask Web Development Miguel Grinberg 2018-03-05 Take full creative control of your web applications with Flask, the Python-based microframework. With the second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database migration and web service communication. The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you though a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.

Fundamentals of Computer Programming with C# Svetlin Nakov 2013-09-01 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The

Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Learning Web Design Jennifer Robbins 2018-05-11 Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Learning SQL Alan Beaulieu 2009-04-11 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Web Scraping with Python Ryan Mitchell 2015-06-15 Learn web scraping and crawling techniques to access unlimited data from any web source in any format. With this practical guide, you'll learn how to use Python scripts and web APIs to gather and process data from thousands—or even millions—of web pages at once. Ideal for programmers, security professionals, and web administrators familiar with Python, this book not only teaches basic web scraping mechanics, but also delves into more advanced topics, such as analyzing raw data or using scrapers for frontend website testing. Code samples are available to help you understand the concepts in practice. Learn how to parse complicated HTML pages Traverse multiple pages and sites Get a general overview of APIs and how they work Learn several methods for storing the data you scrape Download, read, and

extract data from documents Use tools and techniques to clean badly formatted data Read and write natural languages Crawl through forms and logins Understand how to scrape JavaScript Learn image processing and text recognition

Graphic Design Basics Amy E. Arntson 2011-01-01 GRAPHIC DESIGN BASICS combines design principles, history, and current technology to present students a comprehensive introduction to the field of graphic design. Keeping pace with rapid changes in the field of design, while maintaining a consistently high academic quality, the text emphasizes design structure, visual perception and digital design, with a wide range of visuals from throughout design history, as well as the latest contemporary illustrations. Each chapter provides assignments with student sample solutions and critique sections to help students apply the concepts and assess their work. This market leader's interwoven combination of concept, history, and practice rarely found in other graphic design texts has been enriched by integrating material specific to digital design. The accompanying Premium Website offers students bonus images, interviews with artists featured in the text, additional projects, studio techniques and research links. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Illustrator CC Elaine Weinmann 2014-09-10 For almost two decades, the best-selling Visual QuickStart Guides by Elaine Weinmann and Peter Lourekas have been the textbooks of choice in classrooms and the go-to tutorial and reference for art and design professionals. This edition includes their trademark features: clear, concise, step-by-step instructions; hundreds of full-color illustrations; screen captures of program features; and supplemental tips and sidebars in every chapter. This fully updated edition for Illustrator CC (2014 release) covers the new enhancements and features, including significant upgrades to the Pencil tool, Swatches panel, Artboard panel, as well as new Live Corners, reshaping methods, and much more. The new and updated Illustrator CC features are clearly marked with bright red stars in both the table of contents and main text. Readers can follow the steps in a tutorial fashion, or use the book as a reference guide to individual program features. Many of the key illustrations used in the book are available via Web download for practice by readers.

InDesign CC Sandee Cohen 2014 A guide to the desktop publishing and page layout program discusses basic text, tabs and tables, placing graphics, applying and managing color, creating an interactive document, and working with other Adobe programs.

Trino: The Definitive Guide Matt Fuller 2021-04-14 Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino

HTML and CSS Joe Casabona 2020-05-20 HTML and CSS remain the linchpin of the Web. Every beginning web developer needs to understand them thoroughly -- including the latest advances in these standards, and the newest techniques based on them. For decades, web professionals have turned to HTML and CSS: Visual QuickStart Guide as the fastest and most practical way to gain that understanding. Now, this full-color guide has been thoroughly updated by a new author who's taught thousands of beginning web developers. Joe Casabona combines expert introductions to the latest HTML and CSS technologies, new examples and projects, and extensive online video content for a true multi-modal learning experience. Combining definitive reference information with hands-on tutorials, Casabona helps aspiring and current web professionals gain deep mastery of HTML and CSS separately, together, and in the broader context of the overall web project and lifecycle. Drawing on his extensive teaching experience, Casabona offers well-honed explanations that learners will understand, whether they're working on their own or in classroom environments. From

the basics to advanced techniques, he guides you through: Designing, structuring, and formatting sites Using images, links, styles, tables, forms Adding media, visual effects, and animations Using CSS to gain full control over elements, fonts, colors, and layouts Making the most of sophisticated HTML5 and CSS3 capabilities Applying modern best practices for ensuring accessibility and responsiveness, and building high-performance progressive web apps Effectively testing, debugging, and publishing sites and applications Exploring leading JavaScript libraries and build tools for more advanced web development

Day One VSRX on KVM Rahul Verma 2019-04

OpenStack Operations Guide Tom Fifield 2014-04-24 Design, deploy, and maintain your own private or public Infrastructure as a Service (IaaS), using the open source OpenStack platform. In this practical guide, experienced developers and OpenStack contributors show you how to build clouds based on reference architectures, as well as how to perform daily administration tasks. Designed for horizontal scalability, OpenStack lets you build a cloud by integrating several technologies. This approach provides flexibility, but knowing which options to use can be bewildering. Once you complete this book, you'll know the right questions to ask while you organize compute, storage, and networking resources. If you already know how to manage multiple Ubuntu machines and maintain MySQL, you're ready to: Set up automated deployment and configuration Design a single-node cloud controller Use metrics to improve scalability Explore compute nodes, network design, and storage Install OpenStack packages Use an example architecture to help simplify decision-making Build a working environment to explore an IaaS cloud Manage users, projects, and quotas Tackle maintenance, debugging, and network troubleshooting Monitor, log, backup, and restore

Dreamweaver CC: The Missing Manual David Sawyer McFarland 2013-12-20 Dreamweaver CC is a powerful tool for designing all kinds of websites, from those with simple, static pages to interactive, media-driven sites for desktop, laptop, and mobile devices. But the program still doesn't include a printed guide to all its amazing capabilities. That's where this Missing Manual comes in. With hands-on tutorials and thorough coverage of every feature, you'll learn how to build, deploy, and manage sites whether you're an experienced designer or just getting started. The important stuff you need to know: Dive into page design. Quickly learn the basics of working with text, images, links, and tables. Edit pages in Live view. Dynamically add elements to live pages and immediately see the results. Design once, and for all. Build fluid-grid sites that reformat themselves for desktop, tablet, and mobile browsers. Examine page structure. Troubleshoot problems using the new Element Quick View to see the hierarchy of HTML elements. Style with ease. Use the enhanced CSS Designer to copy and paste styles, set margins and padding, and add or delete selectors. Enhance Dreamweaver. Add new program features with Add-Ons that integrate directly with Dreamweaver. Bring your pages to life. Use jQuery UI to add interactive page elements like tabbed panels, collapsible content sections, and dialog boxes. Create universal pages. Avoid browser incompatibility issues by using surefire workarounds.

Be Less Zombie Elvin Turner 2020-04-20 Make innovation more remarkable, inevitable and profitable 'Zombie' companies cling to what kills them: Obsolete and frustrating ways of working that crush innovation and drain people's motivation. Be Less Zombie distils 10 years of field research amongst some of the world's leading innovators into a pragmatic, actionable toolkit. Designed for managers who need more remarkable innovation with repeatable, scalable approaches, it shows readers how to: De-risk bolder, more profitable innovation Make innovation a predictable and measurable capability Equip managers with essential tools and skills for leading innovation and transformation Help teams find new capacity and energy to deliver today's business whilst discovering tomorrow's Turner's research also delves beyond the business world. He brings insights from a wide range of unexpected, expert sources including a guerrilla negotiator, a cage-fighter trainer, an X-Factor coach, a senior emergency room doctor, and a fashion designer. His 'Turn It On' innovation framework gives leaders and managers tools, processes and pathways to make bolder and more profitable innovation an inevitability, not an anomaly. This book is for: CEOs who need a better, more continuous pipeline of profitable innovation Senior leaders who need more ideas, collaboration and energy across their divisions Finance executives who want to resource innovation and yet measure it effectively Strategy, change and transformation managers charged with delivering greater organisational agility and differentiation HR executives who are trying to

resource and equip leaders and employees with innovation capabilities Organisational development managers tasked with shaping more agile and innovative ways of working Team leaders who need to help their people find new capacity and energy to deliver bolder ideas Individual employees who want their managers to stop blocking their best ideas Elvin Turner is an award-winning innovation advisor to global corporations, government bodies, not-for-profit organisations, and start-ups around the world. He is also an associate professor at several business schools. For more information visit www.elvinturner.com "A must-read for anyone - in any business sector, at any career level - who is passionate about the serious business of innovation. A practical guide to curating a culture of innovation and navigating against the headwinds of organizational status quo." Simon Collins, Senior Vice President, Mastercard "Most leaders struggle to get the innovation performance they need. This is the practical playbook they've been waiting for." Andy Billings, Vice President Profitable Creativity, Electronic Arts "This is an invaluable step-by-step guide to sparking, scaling and sustaining a culture of bold innovation." Ash Tailor, Global Brand & Marketing Director, LEGOLAND

Illustrator CS4 for Windows and Macintosh Elaine Weinmann 2009-04-21 Adobe Illustrator is the indispensable vector drawing tool used by digital artists around the world. Illustrator CS4 provides those artists with powerful drawing tools, unparalleled typographic controls, and much more. With a slew of new features and tighter-than-ever integration with the rest of Adobe Creative Suite 4's design, graphics, and publishing tools, Illustrator CS4 promises to make designers' lives a whole lot easier, especially if they have this task-based guide! Now revised and updated, and in 4 COLOR this book uses simple step-by-step instructions, loads of screen shots, and an array of time-saving tips and tricks, serving both as the quickest route to Illustrator CS4 mastery for new users, and a handy reference for more experienced designers. This edition of the Visual QuickStart Guide covers Illustrator CS4's newest features, including the much anticipated multi art board feature and much more.

WordPress 2 Maria Langer 2006-06-29 WordPress is an open-source personal publishing platform that is easy to use, flexible, and highly customizable. Although used primarily for publishing blogs, WordPress can easily be used to create and maintain complete Web sites. Taking the average blogger further than blogspot can, WordPress allows bloggers to create more complicated sites with their open-source technology, rather than blogger which is limited by HTML changes to their templates. This easy-to-follow, step-by-step guide shows you how to install, use, and customize WordPress to get the most from the software. Includes tips that explain why certain techniques are better than others, how to watch for potential problems, and where readers can find more information.

JavaScript Bible Danny Goodman 2010-09-23 The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

A Guide to Graphic Print Production Kaj Johansson 2012-02-23 The fully revised edition of the

most comprehensive and up-to-date reference on print production A II graphic designers and illustrators must be familiar with the steps involved in preparing their work for publication. Now completely revised to reflect the latest technology and trends, A Guide to Graphic Print Production, Third Edition is the complete guide to the entire process of print production, from the early stages of conception and planning, to the technical stages of manufacturing and off-press processing. Structured around the graphic print production flow, essential material is included for all aspects of the process including coverage of computers, color management, layouts, digital images, image editing, prepress, paper, printing, finishing and binding, legal issues, environmental issues, and more. A practical reference to keep at your fingertips, this new edition: Covers the entire production process, from conception to manufacturing to archiving Covers new topics, such as variable data printing, sustainability, large/wide format printing, inks, and color management Is full color throughout, with updated images and screenshots Includes sidebars offering design tips, troubleshooting hints, and key points to consider for very stage of design Delivering information that reflects all aspects essential for understanding the ins and outs of digital printing, A Guide to Graphic Print Production, Third Edition is an ideal resource for students and professionals of graphic design, print production, production technology, and visual communication.

Adobe Illustrator CS3 Adobe Creative Team 2007 The most comprehensive way to master Adobe Illustrator CS3.

Adobe Magazine 2000

Adobe Photoshop CC on Demand Perspection Inc. 2013-07-08 Need answers quickly? Adobe Photoshop CC on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Includes • Online Workshops that focus on real-world techniques • Online Adobe certification resources for both ACE and ACA • More than 500 essential Photoshop CC tasks Inside the Book • Improve productivity and efficiency with Adobe Creative Cloud • Use automatic saving options for better efficiency and protection • Use automatic layer alignment and blending to work with objects • Use Adobe Camera Raw to enhance or correct a photo • Use content-aware options for scaling and fill • Create eye-catching images with special effect filters • Select and modify one or more shapes at the same time • Create character and paragraph styles to manage and use text • Transform video in Photoshop just like an image • Create and manipulate 3D models using presets and custom options Numbered Steps guide you through each task See Also points you to related information in the book Did You Know alerts you to tips and techniques Illustrations with matching steps Tasks are presented on one or two pages Bonus Online Content Register your book at queondemand.com to gain access to: • Workshops and related files • Keyboard shortcutsVisit the author site: perspection.com

Illustrator CC Elaine Weinmann 2013-08-24 For almost two decades, the best-selling Visual QuickStart Guides by Elaine Weinmann and Peter Lourekas have been the textbooks of choice in classrooms and the go-to tutorial and reference for art and design professionals. This edition includes their trademark features: clear, concise, step-by-step instructions; hundreds of full-color illustrations; screen captures of program features; and supplemental tips and sidebars in every chapter. This fully updated edition for Illustrator CC covers the new enhancements and features, including significant upgrades to the interface, new unembed an image, multiple file placement, images in Brushes, and touch type and Free Transform tool. The new and updated Illustrator CC features are clearly marked with bright red stars in both the table of contents and main text. Readers can follow the steps in a tutorial fashion, or use the book as a reference guide to individual program features. Many of the key illustrations used in the book are available via Web download for practice by readers.

Adobe Premiere Pro Classroom in a Book (2021 Release) Maxim Jago 2021-02-22 Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro choose Adobe Premiere Pro Classroom in a Book (2021 release) from Adobe Press. The 17 project-based lessons in this book show students step-by-step the key techniques for working in Premiere Pro. Students learn skills to take a project from beginning to end, including the basics on things like organising media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing audio, compositing layered footage, adjusting color, customising motion graphics, exporting files,

and much more.