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8B46N9 - ANNA DECKER

Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

Adobe Flash CS3 Professional FOR THOSE WHO WOULD RATHER BE SHOWN HOW THAN TOLD HOW SEE HOW TO • Improve publishing and productivity with the CS3 interface and templates • Browse, organize, and process files using Adobe Bridge and Version Cue • Import Photoshop and Illustrator files directly into Flash • Keep track of the changes in Flash on a per-object basis • Copy and paste graphic filters and motions • Create more compelling designs with built-in filter effects and gradients • Use blend modes to change the way the image of one object on the Stage is combined with other images • Preview changes to 9-slice scaled movie clips on Stage • Simplify common timeline and scripting tasks with Timeline Effects and Behaviors • Use Script Assisted mode to create scripts without detailed knowledge of ActionScript • Test content on different target devices using Adobe Device Central On the Web This book uses real world examples to give you a context in which to perform a task. This book also includes workshops to help you put together individual tasks into projects. The Flash example files that you need for project tasks are available at www.perspection.com.

In the world of digital photography, inspiration can come at any time. Great images are created behind the camera and then refined at the computer. "Photographers live in the moment when shooting, and I believe we do the same when in front of the monitor," writes Kevin Ames, veteran photographer and Photoshop master. Building on his popular column in Photoshop User magazine, Kevin expands the scope of the original articles to include in-depth information about all aspects of digital photography. With this book, you'll gain a focused yet thorough understanding of Adobe's suite of digital photography applications—Photoshop CS3 (including the Camera Raw plug-in), Lightroom, and Bridge. You'll not only learn what these powerful applications can do, you'll also learn which one is best for a given task and see how the applications come together to allow you to work efficiently—all while creating and delivering stunning photographs. Whether dealing with workflow, organization, or truly creative enhancements, Kevin candidly shares his personal image-making process from start to finish. In addition, there are clear and illuminating explanations of many issues relevant to the digital photographer, such as the profound differences between RAW and JPEG, the many benefits of "shooting tethered," and how lighting really works. Whether you've been shooting digital for years or you're just making the switch from film, The Digital Photographer's Notebook is an essential guide to managing your portfolio and creating head-turning photographs.

Covers the menus and basic operations of the graphics program, including how to create and save new files, manipulate views and objects, use selection and copying tools, reshape, and add layers.

You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

With the new edition of this proven bestseller, Photoshop users can master the power of Photoshop CS5 with internationally renowned photographer and Photoshop hall-of-famer Martin Evening by their side. In this acclaimed reference work, Martin covers everything from the core aspects of working in Photoshop to advanced techniques for professional results. Subjects covered include organizing a digital workflow, improving creativity, output, automating Photoshop, and using Camera RAW. The style of the book is extremely clear, with real examples, diagrams, illustrations, and step-by-step explanations supporting the text throughout. This is, quite simply, the essential reference for photographers of all levels using Photoshop. All DVD content is now available online at www.focalpress.com/cw/evening-9780240522005/ for kindle and eBook readers.

Users new to the software as well as veteran users unfamiliar with added features need quick access to key features and fundamental techniques.

Adobe Flash CS4 Professional: 100 Essential Techniques provides users with what they need to know to start working in Flash. Each technique is presented in a self-contained unit of one or two pages so users can dive in and start working right away, unencumbered by lengthy descriptions or technical detail. For example, if readers want to know how to use Flash's QuickTime export feature, they can turn directly to that page, quickly grasp the technique, as well as pick up a few tips along the way.

Unlike the early days of Photoshop, for several years now most Photoshop books have been aimed at photographers; there is a big hole on the bookstore shelf that needs to be filled by a Photoshop book that is geared specifically towards graphic design professionals and production artists. This core audience should not have to wade through useless chapters of content geared towards other users of the application, namely professional photographers, web designers, and video editors. Mastering Photoshop for Print Design and Production sets graphic designers and production artists in the right direction when implementing the latest version of Photoshop into their everyday workflow. It demonstrates how to use Photoshop for all aspects of print, from simpler tasks such as basic color correction and masking, to more advanced tasks such as color management, utilizing layer comps, and troubleshooting and automating RGB-to-CMYK color conversion. Entirely four-color throughout, Mastering Photoshop for Print Design and Production fulfills the promise of the Mastering series, to provide real-world skills to professionals and students. Like all Mastering books, this one includes: A "by pros for pros" approach: The author is an active professional working in graphic arts, layout, and design, writing for professionals who want to improve their skills or learn new skills. Real-world examples: Running throughout the text are examples of how the various skills are applied in scenarios faced by real practitioners. Skill-based teaching and hands-on exercises. Companion files for tutorials and projects are provided on the accompanying CD-ROM. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

This Visual QuickStart Guide uses a combination of task-based instruction and strong visuals to teach beginning and intermediate users how to create great-looking images with Photoshop. Best-selling authors Elaine Weinmann and Peter Lourekas take readers step by step through all of today's Photoshop essentials: from importing digital photos through basic color manipulation and image correction to painting, masking, using filters, and more. Hot topics like working with Camera Raw, using the improved Photomerge command (that aligns and blends layers automatically) to stitch together images, making selections using the new Quick Selection tool and Refine Edge feature, and Smart Filters are all covered. Both beginning users, who want a thorough introduction to the topic, and more advanced users, who are looking for a handy reference, will find what they need here. In this edition, using a fresh new design and now illustrated in full color, the authors have streamlined the text by focusing on the most efficient means of accomplishing a task, rather than explaining all possible methods. By the end of the book, users will have a solid foundation for working in Photoshop CS3. Additional intermediate topics can be found in the author's follow-on book: Photoshop CS3: Visual QuickPro Guide.

Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

If you're like most artists, the idea of structuring your work may seem at odds with true creativity, but you'll be surprised to learn from digital imaging expert Tim Grey that just the opposite is true. This latest edition of his bestselling guide shows you how proper workflow can free you from the repetitive parts of a project and let you focus on your vision. Discover techniques that streamline processes, reduce your time and effort, and produce striking results.

Adobe Dreamweaver CS3 On Demand FOR THOSE WHO WOULD RATHER BESHOWN HOW THAN TOLD HOW SEE HOW TO • Understand and use the latest Web technologies to create sites • Choose the right site structure and layout for sites • Create and use Web page templates to quick create pages • Create and maintain Cascading Style Sheets (CSS) • Add Flash elements to Web pages • Use JavaScript behaviors to implement page functionality • Use coding tools to develop consistent and reusable code • Manage collaboration with multiple developers • Manage local, remote, and testing sites • Transfer, synchronize, and validate sites • Browse, organize, and process files using Adobe Bridge and Version Cue • Test content on different target devices using Adobe Device Central Includes ACE Courseware Objectives! On the Web This book uses real world examples to give you a context in which to perform a task. This book also includes workshops to help you put together individual tasks into projects. The Dreamweaver example files that you need for project tasks are available at www.perspection.com.

This IBM® Redbooks® publication represents a compilation of best practices for deploying and configuring IBM Midrange System Storage™ servers, which include the DS4000® and the DS5000 family of products. This book is intended for IBM technical professionals, Business Partners, and customers responsible for the planning, deployment, and maintenance of the IBM Midrange System Storage family of products. We realize that setting up DS4000 and DS5000 Storage Servers can be a complex task. There is no single configuration that will be satisfactory for every application or situa-

tion. First, we provide a conceptual framework for understanding the hardware in a Storage Area Network. Then we offer our guidelines, hints, and tips for the physical installation, cabling, and zoning, using the Storage Manager setup tasks. After that, we turn our attention to the performance and tuning of various components and features, including numerous guidelines. We look at performance implications for various application products such as DB2®, Oracle, Tivoli® Storage Manager, Microsoft® SQL server, and in particular, Microsoft Exchange with IBM Midrange System Storage servers. Then we review the various tools available to simulate workloads and to measure, collect, and analyze performance data. We also consider the AIX® environment, including High Availability Cluster Multiprocessing (HACMP™) and General Parallel File System (GPFS™). Finally, we provide a quick guide to the storage server installation and configuration using best practices. This edition of the book also includes guidelines for managing and using the DS4000 and DS5000 with the IBM System Storage SAN Volume Controller (SVC).

Companion CD contains logos, artwork, photos, and designs that demonstrate various techniques discussed in the book, along with project and exercise files! Photoshop CS3 for Screen Printers details the features of Photoshop CS3 and explains how to utilize the software in print facilities. This book takes you through the process step-by-step with a number of projects relating specifically to the needs of screen printers that range from configuring settings and creating custom background colors to building images with layers and coloring images. Discover the impressive toolset Photoshop provides for creating and editing artwork. Learn how to create images and logos best suited for screen printing and offset printing. Find out how to perform color separations and print those separations using specialty films and vellums. Understand the pros and cons of using spot color, sublimation, heat transfers, and other printing technologies.

Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

Presentation of the latest scientific and engineering developments in the field of tubular steel structures. Covers key and emerging subjects of hollow structural sections, such as: static and fatigue behaviour of connections/joints, concrete filled hollow sections and composite tubular members, offshore structures, earthquake resistance,

Renowned Photographer and Photoshop hall-of-famer, Martin Evening returns with his comprehensive guide to Photoshop. This acclaimed work covers everything from the core aspects of working in Photoshop to advanced techniques for refined workflows and professional results. Using concise advice, clear instruction and real world examples, this essential guide will give you the skills, regardless of your experience, to create professional quality results. A robust accompanying website features sample images, tutorial videos, bonus chapters and a plethora of extra resources. Quite simply, this is the essential reference for photographers of all levels using Photoshop.

Martin Evening, Photoshop hall-of-famer and acclaimed digital imaging professional, has revamped his much-admired Photoshop for Photographers book for an eleventh edition, to include detailed instruction for all of the updates to Photoshop CC on Adobe's Creative Cloud. This comprehensive guide covers all the tools and techniques serious photographers need to know when using Photoshop, from workflow guidance to core skills to advanced techniques for professional results. Using clear, succinct instruction and real world examples, this guide is the essential reference for Photoshop users of all levels. Accompanying the book is the photoshopforphotographers.com website, fully updated with new sample images, new tutorial videos, and additional bonus chapters. It's clear why so many people feel that any serious Photoshop user should not be without this invaluable reference text.

Find solutions quick with this accessible encyclopedic guide. Conveniently organized in a clear A-Z format, this illustrated ready reference covers every action you are likely to make as a photographer. You'll never want it far from your side while you work with Photoshop. * Covers all of Photoshop's mass of tools concisely in an intuitive, colorful layout * New section shows you fast solutions for everyday editing tasks: step-by-step tutorials illustrate how to conquer key tasks and techniques * Fully updated for CS3 * Includes all versions of Photoshop-shortcut keys specify which version of Photoshop is applicable This visual resource is the ideal companion to every Photoshop book on your shelf. Associate website www.Photoshop-A-Z.com features matching video tutorials for each step-by-step tutorial. For Photoshop users at all levels-covers everything from the everyday to the hidden features you need in a pinch. Dodge the frustrations that can come with time-sensitive, quality work with Philip Andrews. Philip is a professional photographer, digital photography teacher, magazine editor, and best-selling international author. Filled with practical advice from one photographer to another, Philip uses his trademark straight-talking style to ensure that everyone can get to grips with all the features of CS3 quickly and confidently. "Beyond just delivering accurate information, Philip books are always up to date and very enjoyable to read. Philip's tutorials deliver to you an easy, approachable style rarely found in software instruction...an extremely valuable reference" Bryan O'Neil Hughes, Photoshop Product Manager, Adobe Systems Inc. On previous editions: "If you ever wanted a quick reference guide to the mass of tools in Photoshop, then this is the answer...Keep it to hand as a quick and easy guide." - Which Digital Camera "Each section is expressed clearly with simple buy highly effective and user-friendly illustrations... you should definitely have to hand while working at your computer." - Amateur Photographer

Flash is the most ubiquitous technology today for creating and deploying dynamic content on the Web. From button rollovers to video animations, Flash not only brings pizzazz to the Web but also makes difficult concepts easier to understand through illustrations, diagrams, and so on. Now that Flash CS3 Professional is part of the Adobe family, users new to the software as well as veteran users unfamiliar with added Adobe feature need quick access to key features and fundamental techniques. Adobe Flash CS3 Professional: 100 Essential Techniques provides users with what they need to

know to start working in Flash. Each technique is presented in a self-contained unit of one or two pages so users can dive in and start working right away, unencumbered by lengthy descriptions or technical detail. For example, if readers want to know how to use Flash's new QuickTime export feature, they can turn directly to that page, quickly grasp the technique, as well as pick up a few tips along the way.

"The official training workbook from Adobe Systems"--Cover.

Adobe® Flash CS3 Professional FOR THOSE WHO WOULD RATHER BE SHOWN HOW THAN TOLD HOW SEE HOW TO · Improve publishing and productivity with the CS3 interface and templates · Browse, organize, and process files using Adobe Bridge and Version Cue · Import Photoshop and Illustrator files directly into Flash · Keep track of the changes in Flash on a per-object basis · Copy and paste graphic filters and motions · Create more compelling designs with built-in filter effects and gradients · Use blend modes to change the way the image of one object on the Stage is combined with other images · Preview changes to 9-slice scaled movie clips on Stage · Simplify common timeline and scripting tasks with Timeline Effects and Behaviors · Use Script Assisted mode to create scripts without detailed knowledge of ActionScript · Test content on different target devices using Adobe Device Central On the Web This book uses real world examples to give you a context in which to perform a task. This book also includes workshops to help you put together individual tasks into projects. The Flash example files that you need for project tasks are available at www.perspection.com. Perspection has written and produced books on a variety of computer software, including Adobe Flash 8, Adobe Photoshop CS3 and CS2, Adobe Dreamweaver CS3, Microsoft Office 2007 and 2003, Microsoft Windows Vista and XP, Microsoft Expression Web, and Apple Mac OS X Panther. Perspection was founded in 1991, and is committed to providing information and training to help people use software more effectively. Perspection has written more than 80 computer books, and sold more than 5 million copies. Introduction 1 Getting Started with Flash CS3 2 Working Within the Flash Environment 3 Creating Graphics 4 Working with Groups, Symbols, and Instances 5 Working with Text 6 Importing Graphics 7 Creating Frame_By_Frame Animation 8 Animating with Motion Tweening 9 Animating with Shape Tweening 10 Creating Masks 11 Working with Sounds 12 Working with Video 13 Applying Timeline Effects 14 Using ActionScript Behaviors 15 Using Basic ActionScripts 16 Debugging a Movie 17 Adding Display Components 18 Adding Advanced Display Components 19 Adding and Modifying Data Components 20 Automating Your Work 21 Publishing a Movie 22 Using Advanced Flash Features 23 Working Together with Adobe Programs Workshops: Putting It All Together New Features Adobe Certified Expert Index A union list of serials commencing publication after Dec. 31, 1949.

Presents a guide to RTF, the internal document markup language that is used by Microsoft Word.

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, implementing them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoff's in design and implementation .

An introduction to the latest version of Adobe Photoshop furnishes information on the latest enhancements and features of the graphics editing tool, along with practical techniques and real-life applications, keyboard shortcuts, and tips on image processing, corrections, and special effects.

A keyword listing of serial titles currently received by the National Library of Medicine.

Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. This book, combined with CCNA 200-301 Official Cert Guide, Volume 1, covers all the exam topics on the CCNA 200-301 exam. · Master Cisco CCNA 200-301 exam topics · Assess your knowledge with chapter-opening quizzes · Review key concepts with exam preparation tasks This is the eBook edition of CCNA 200-301 Official Cert Guide, Volume 2. This eBook does not include access to the Pearson Test Prep practice exams that comes with the print edition. CCNA 200-301 Official Cert Guide, Volume 2 presents you with an organized test preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. CCNA 200-301 Official Cert Guide, Volume 2 from Cisco Press enables you to succeed on the exam the first time and is the only self-study resource approved by Cisco. Best-selling author Wendell Odom shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. This complete study package includes · A test-preparation routine proven to help you pass the exams · Do I Know This Already? quizzes, which enable you to decide how much time you need to spend on each section · Chapter-ending Key Topic tables, which help you drill on key concepts you must know thoroughly · The powerful Pearson Test Prep Practice Test software, complete with hundreds of well-reviewed, exam-realistic questions, customization options, and detailed performance reports · A free copy of the CCNA 200-301 Network Simulator, Volume 2 Lite software, complete with meaningful lab exercises that help you hone your hands-on skills with the command-line interface for routers and switches · Links to a series of hands-on config labs developed by the author · Online interactive practice exercises that help you enhance your knowledge · More than 50 minutes of video mentoring from the author · An online interactive Flash Cards application to help you drill on Key Terms by chapter · A final preparation chapter, which guides you through tools and resources to help you craft your review and test-taking strategies · Study plan suggestions and templates to help you organize and optimize your study time Well regarded for its level of detail, study plans, assessment features, hands-on labs, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that ensure your exam

success. CCNA 200-301 Official Cert Guide, Volume 2, combined with CCNA 200-301 Official Cert Guide, Volume 1, walk you through all the exam topics found in the Cisco 200-301 exam. Topics covered in Volume 2 include · IP access control lists · Security services · IP services · Network architecture · Network automation Companion Website: Companion Website: The companion website contains CCNA Network Simulator Lite software, practice exercises, 50 minutes of video training, and other study resources. See the Where Are the Companion Files on the last page of your eBook file for instructions on how to access. In addition to the wealth of content, this new edition includes a series of free hands-on exercises to help you master several real-world configuration activities. These exercises can be performed on the CCNA 200-301 Network Simulator Lite, Volume 2 software included for free on the companion website that accompanies this book.

The Definitive Guide to the ARM Cortex-M0 is a guide for users of ARM Cortex-M0 microcontrollers. It presents many examples to make it easy for novice embedded-software developers to use the full 32-bit ARM Cortex-M0 processor. It provides an overview of ARM and ARM processors and discusses the benefits of ARM Cortex-M0 over 8-bit or 16-bit devices in terms of energy efficiency, code density, and ease of use, as well as their features and applications. The book describes the architecture of the Cortex-M0 processor and the programmers model, as well as Cortex-M0 programming and instruction set and how these instructions are used to carry out various operations. Furthermore, it considers how the memory architecture of the Cortex-M0 processor affects software development; Nested Vectored Interrupt Controller (NVIC) and the features it supports, including flexible interrupt management, nested interrupt support, vectored exception entry, and interrupt masking; and Cortex-M0 features that target the embedded operating system. It also explains how to develop simple applications on the Cortex-M0, how to program the Cortex-M0 microcontrollers in assembly and mixed-assembly languages, and how the low-power features of the Cortex-M0 processor are used in programming. Finally, it describes a number of ARM Cortex-M0 products, such as microcontrollers, development boards, starter kits, and development suites. This book will be useful to both new and advanced users of ARM Cortex devices, from students and hobbyists to researchers, professional embedded- software developers, electronic enthusiasts, and even semiconductor product designers. The first and definitive book on the new ARM Cortex-M0 architecture targeting the large 8-bit and 16-bit microcontroller market Explains the Cortex-M0 architecture and how to program it using practical examples Written by an engineer at ARM who was heavily involved in its development

This full-color Visual QuickPro Guide is a more advanced companion volume to the best-selling Photoshop CS3 Visual QuickStart Guide, from the same authors. This book takes the reader beyond the general and broad over view of Photoshop provided by the Visual QuickStart Guide, offering more focused tasks written in greater depth to help the reader master intermediate skills. The Visual QuickPro Guide provides instructors with the more advanced tutorials that students need in order to master Photoshop, and which can prove to be a real time-saver for any teacher. In the Visual QuickPro Guide, Elaine Weinmann and Peter Lourekas cover many key areas in Photoshop that an intermediate user needs to know: a variety of methods for creating complex selections; specific steps to improve tone and color; in-depth tasks for retouching portraits; a closer look at combining images into composites; detailed steps for improving sharpening; creative use of tinting; applying fine art touches to an image; and steps for creative type treatments. Also included are sections on paths & shapes as well as actions, material best geared to intermediate readers.

Now fully updated for Cisco's new CIPTV1 300-070 exam Implementing Cisco IP Telephony and Video, Part 1(CIPTV1) Foundation Learning Guide is your Cisco® authorized learning tool for CCNP® Collaboration preparation. Part of the Cisco Press Foundation Learning Series, it teaches essential knowledge and skills for building and maintaining a robust and scalable Cisco Collaboration solution. The authors focus on deploying the Cisco Unified Communications Manager (CUCM), CUCM features, CUCM based call routing, Cisco IOS Voice Gateways, Cisco Unified Border Element (CUBE), and Quality of Service (QoS). They introduce each key challenge associated with configuring CUCM, implementing gateways and CUBE, and building dial plans to place on-net and off-net calls using traditional numbered dial plans and Uniform Resource Identifiers (URIs). They show how to implement conferencing and other media resources, and prepare you to apply QoS features for voice and video. Each chapter opens with a topic list that clearly identifies its focus, ends with a quick-study summary of key concepts, and presents review questions to assess and reinforce your understanding. The authors present Cisco best practices, and illustrate operations and problem solving via realistic examples. This guide is ideal for all certification candidates who want to master all the topics covered on the CIPTV1 300-070 exam. The official book for Cisco Networking Academy's new CCNP CIPTV1 course includes all new Learning@ Cisco CIPTV1 e-Learning course content: Covers CUCM architecture, deployment models, and tradeoffs Walks through bringing CUCM online, deploying endpoints, and setting up users Explains how to create a solid IP Phone foundation for advanced services Covers dial plan elements, design, and implementation Reviews key call routing elements Explains digit manipulation Shows how to control user access Discusses audio/video resources and videoconferencing Covers QoS tools and preferential call handling Explains external connections via Cisco IOS Voice Gateways and CUBE Streamlines review with clear summaries, assessment questions, and objectives

This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams that aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the new CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions,Interrupts ...and much more! The only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included T teaches end users how to start from the ground up with the M3, and how to migrate from the ARM7

Get the book you need to succeed in any Photoshop endeavor -- Photoshop CS3 Bible. In this totally updated edition to the international bestseller, the authors show you how to master every aspect of Photoshop -- from image-editing basics to new techniques for working with camera raw images. You'll learn how to retouch, color correct, manipulate, and combine images using Photoshop. You'll discover how to create cutting-edge special effects for digital or film-based images, and use them on the Web or in print. And you'll find out how to use the File Browser, histogram palette, Lens Blur, Match Color, the color replacement tool, customizable keyboard shortcuts, and more. The authors' easy and approachable writing style demystifies even the most complex Photoshop tasks. Order today and master Photoshop CS3. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.