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9289IP - MILLS WILLIAMSON

Why the card catalog—a “paper machine” with rearrangeable elements—can be regarded as a precursor of the computer. Today on almost every desk in every office sits a computer. Eighty years ago, desktops were equipped with a nonelectronic data processing machine: a card file. In *Paper Machines*, Markus Krajewski traces the evolution of this proto-computer of rearrangeable parts (file cards) that became ubiquitous in offices between the world wars. The story begins with Konrad Gessner, a sixteenth-century Swiss polymath who described a new method of processing data: to cut up a sheet of handwritten notes into slips of paper, with one fact or topic per slip, and arrange as desired. In the late eighteenth century, the card catalog became the librarian's answer to the threat of information overload. Then, at the turn of the twentieth century, business adopted the technology of the card catalog as a bookkeeping tool. Krajewski explores this conceptual development and casts the card file as a “universal paper machine” that accomplishes the basic operations of Turing's universal discrete machine: storing, processing, and transferring data. In telling his story, Krajewski takes the reader on a number of illuminating detours, telling us, for example, that the card catalog and the numbered street address emerged at the same time in the same city (Vienna), and that Harvard University's home-grown cataloging system grew out of a librarian's laziness; and that Melvil Dewey (originator of the Dewey Decimal System) helped bring about the technology transfer of card files to business.

The book tackles a number of challenging questions: How can we conceptualize architectural objects and practices without falling into the divides architecture/society, nature/culture, materiality/meaning? How can we prevent these abstractions from continuing to blind architectural theory? What is the alternative to critical architecture? Mapping controversies is a research method and teaching philosophy that allows divides to be crossed. It offers a new methodology for following debates surrounding contested urban knowledge. Engaging in explorations of on-going and recent controversies and re-visiting some well-known debates, the analysis foregrounds, traces and maps the changing sets of positions triggered by design: the 2012 Olympics stadium in London, the Welsh parliament in Cardiff, the Heathrow airport runway extension, the Sydney Opera House, the Eiffel Tower. By mobil-

izing digital technologies and new computational design techniques we are able to visualize the variety of factors that impinge on design and track actors' trajectories, changing groupings, concerns and modalities of action. The book places architecture at the intersection of the human and the non-human, the particular and the general. It allows its networks to be re-established and to run between local and global, social and technical. Mapping controversies can be extrapolated to a wide range of complex phenomena of hybrid nature.

Man's interaction with recorded knowledge; Explorations in the use of computers in library and procognitive functions.

Publisher information from iPage.IngramContent.com.

Even before *A Game of Thrones*, George R. R. Martin had already established himself as a giant in the field of fantasy literature. The first of two stunning collections, *Dreamsongs: Volume I* is a rare treat for readers, offering fascinating insight into his journey from young writer to award-winning master. Gathered here in *Dreamsongs: Volume I* are the very best of George R. R. Martin's early works, including his Hugo, Nebula, and Bram Stoker award-winning stories, cool fan pieces, and the original novella *The Ice Dragon*, from which Martin's New York Times bestselling children's book of the same title originated. A dazzling array of subjects and styles that features extensive author commentary, *Dreamsongs, Volume I* is the perfect collection for both Martin devotees and a new generation of fans. “Fans, genre historians and aspiring writers alike will find this shelf-bending retrospective as impressive as it is intriguing.”—*Publishers Weekly* “*Dreamsongs* is the ideal way to discover . . . a master of science fiction, fantasy and horror. . . . Martin is a writer like no other.”—*The Guardian* (U.K.) PRAISE FOR GEORGE R. R. MARTIN “Of those who work in the grand epic-fantasy tradition, Martin is by far the best. In fact . . . this is as good a time as any to proclaim him the American Tolkien.”—*Time* “Long live George Martin . . . a literary dervish, enthralled by complicated characters and vivid language, and bursting with the wild vision of the very best tale tellers.”—*The New York Times* “I always expect the best from George R. R. Martin, and he always delivers.”—Robert Jordan

The *Smashwords Style Guide* has helped indie authors produce and publish over 65,000 high-quality

ebooks. Over 100,000 copies downloaded in three years!

This free book marketing primer provides authors easy-to-implement advice on how to market their books at Smashwords and major ebook retailers. It starts with an overview of how Smashwords helps promote your book, and then provides 41 simple do-it-yourself marketing tips. The book is useful to all authors, even those who don't yet publish on Smashwords. Updated August 23, 2013.

Over the past few years the e-book has received much attention - the new generation of books can be downloaded from the Internet. Indeed, many publishing applications nowadays enable the production of electronic books. This book shows readers how to design electronic books using the book metaphor. The information presented is a culmination of the author's experience as an author and researcher. It contains valuable information gathered through user surveys, user focus groups, usability testing, and participation in industry groups and standards organisations. A definite must-have for anyone interested in the new generation of books.

Did you ever consider self-publishing your own book but were daunted by the complex process of actually doing it? Self-published author and expert Carla King gives a simple step-by-step guide to self-publishing your book as an e-book or print book. Plot your success by choosing the reputable tools and services recommended here, along with techniques that will help your book succeed in the market that you choose.

#1 NEW YORK TIMES BESTSELLER • Meghan, The Duchess of Sussex's first children's book, *The Bench*, beautifully captures the special relationship between father and son, as seen through a mother's eyes. The book's storytelling and illustration give us snapshots of shared moments that evoke a deep sense of warmth, connection, and compassion. This is your bench Where you'll witness great joy. From here you will rest See the growth of our boy. In *The Bench*, Meghan, The Duchess of Sussex, touchingly captures the evolving and expanding relationship between father and son and reminds us of the many ways that love can take shape and be expressed in a modern family. Evoking a deep sense of warmth, connection, and compassion, *The Bench* gives readers a window into shared and enduring moments between a diverse group of fathers and sons—moments of peace and reflection, trust and belief, discovery and learning, and lasting comfort. Working in watercolor for the first time, Caldecott-winning, bestselling illustrator Christian Robinson expands on his signature style to bring joy and softness to the pages, reflecting the beauty of a father's love through a mother's eyes. With a universal message, this thoughtful and heartwarming read-aloud is destined to be treasured by families for generations to come.

Ai più attenti non sarà certo sfuggita la lenta marcia di avvicinamento di Apple al sistema operativo "universale". Un sistema unico per tutti i dispositivi, iPad, iPhone e Mac: snello, performante e affidabile. Yosemite rappresenta la naturale evoluzione di questo pensiero. Con Yosemite il Mac diventa il terminale ideale e indispensabile per iPhone e iPad, e viceversa. Tablet, dispositivi mobile e computer finiscono per creare uno spazio di lavoro unico, esteso e condiviso. Si crea un documento su iPad e lo si riprende nello stesso punto sul Mac, o viceversa, sfruttando la nuova funzionalità Handoff che è integrata nativamente con le applicazioni fornite in bundle e che è a disposizione degli sviluppatori per crearne di nuove e stupefacenti. Ora col Mac si può rispondere al telefono anche se l'iPhone non è a portata di mano, oppure si può chiamare direttamente in FaceTime, condividendo la cronologia delle chiamate con l'iPhone. Questo manuale aiuta a sfruttare al massimo l'enorme potenziale che

questo sistema di interscambio dati mette a disposizione dell'utente: per lavorare più velocemente, interagire coi propri contatti in modo più efficace e utilizzare la simbiosi Mac/iPhone nel migliore dei modi.

Take a dazzling journey through time with Tim Power's classic, Philip K. Dick Award-winning tale... "There have been other novels in the genre about time travel, but none with *The Anubis Gates'* unique slant on the material, nor its bottomless well of inventiveness. It's literally in a class by itself, a model for others to follow, and it's easy to see how it put Powers on the map."—SF Reviews Brendan Doyle, a specialist in the work of the early-nineteenth century poet William Ashbless, reluctantly accepts an invitation from a millionaire to act as a guide to time-travelling tourists. But while attending a lecture given by Samuel Taylor Coleridge in 1810, he becomes marooned in Regency London, where dark and dangerous forces know about the gates in time. Caught up in the intrigue between rival bands of beggars, pursued by Egyptian sorcerers, and befriended by Coleridge, Doyle somehow survives and learns more about the mysterious Ashbless than he could ever have imagined possible...

In this post-digital age, digital technology is no longer a revolutionary

A contributing editor at *Wired* examines the way entertainment has shifted in the face of new media and discusses the way that people such as Will Wright, James Cameron and Damon Lindelof are changing how we play, relax and think. Reprint.

From the New York Times bestselling author of *The Secret of Ella and Micha* comes a new story of hope, heartbreak, and the power of young love. *THE FOREVER OF ELLA AND MICHA* Ella is back at school, trying to focus on her future and forget the darkness of her past. Still, her ongoing family drama is making it harder and harder to get through the days. All she really wants is Micha, but no way will she let her problems get in the way of his dreams. Micha is busy touring the country with his band, seemingly getting everything he's ever wanted. But deep down he knows something is missing. Being away from Ella is harder than he expected. And while he longs to have her with him, he won't ask her to leave college just to be at his side. When Ella and Micha are together, anything seems possible . . . but lately those shared moments aren't so easy to find. When a new tragedy shakes their already fragile world, one of them will make a dramatic choice that could break them apart forever . . .

"The Uplift books are as compulsive reading as anything ever published in the genre."—The Encyclopedia of Science Fiction In all the universe, no species has ever reached for the stars without the guidance of a patron—except perhaps mankind. Did some mysterious race begin the uplift of humanity aeons ago? And if so, why did they abandon us? Circling the sun, under the caverns of Mercury, Expedition Sundiver prepares for the most momentous voyage in our history. A journey into the boiling inferno of the sun . . . to seek our destiny in the cosmic order of life. David Brin's Uplift novels are among the most thrilling and extraordinary science fiction ever written. *Sundiver*, *Startide Rising*, and *The Uplift War*—a New York Times bestseller—together make up one of the most beloved sagas of all time. Brin's tales are set in a future universe in which no species can reach sentience without being "uplifted" by a patron race. But the greatest mystery of all remains unsolved. . . . "Superb"—Science Fiction Times

Five Ways to Make Architecture Political presents an innovative pragmatist agenda that will inspire new thinking about the politics of design and architectural practice. Moving beyond conventional conversations about design and politics, the book shows how recent developments in political philosophy can transform our understanding of the role of the architect. It asks: how, when, and under what circumstances can design practice generate political relations? How can architectural design become more 'political'? Five central chapters, which can be read alone or in sequence, explore the answers to these questions. Powerfully pragmatic in approach, each presents one of the 'five ways to make architecture political', and each is illustrated by case studies from a range of contemporary situations around the world. We see how politics happens in architectural practice, learn how different design technologies have political effects, and follow how architects reach different publics, trigger reactions and affect different communities worldwide. Combining an accessible introduction to contemporary political concepts with a practical approach for a more political kind of practice, this book will stimulate debate among students and theorists alike, and inspire action in established and start-up practices.

Ever and Damen have traveled through countless past lives and fought off the world's darkest enemies to be together forever, but just as their long-awaited destiny is finally within reach, a powerful curse threatens them.

The Psychology of Hashish is an autobiographical essay of Aleister Crowley's experimentation with cannabis. Heavy use of hashish during Thelema rituals comprise the important part of Crowley's philosophy. In this essay, Crowley explains the importance of drug use during the rituals, calling it an aid to mysticism.

Dana Cuff delves into the architect's everyday world in "Architecture" to uncover an intricate social art of design, resulting in a new portrait of the profession that sheds light on what it means to become an architect.

OS X Mountain Lion è il sistema operativo che realizza la perfetta integrazione tra Mac e dispositivi mobili, grazie al quale tutto quello che fa parte della nostra quotidiana vita da nomadi informatici viene archiviato e condiviso. Merito di iCloud e del nuovo Centro Notifiche, gli strumenti con cui rende facile la gestione di messaggi, mail, note e molto altro. Questo manuale affronta in modo chiaro e completo le molteplici sfaccettature di Mountain Lion. A una prima parte che rappresenta una guida rapida all'uso degli strumenti principali, segue l'esplorazione del Mac App Store, divenuto la principale fonte di approvvigionamento software. In questa sezione sono illustrate decine di software provati realmente su strada, con tutorial per poter ottenere da subito risultati professionali. L'ultima parte del testo è dedicata agli utenti più esperti e, in particolare, all'utilizzo di Mountain Lion per configurare reti complesse.

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

How Hollywood cashed in on the latest tech boom-and changed the face of Silicon Valley. When Ashton Kutcher first heard about 50 Cent's nine-figure Vitaminwater windfall in 2007, the actor realized he'd been missing out. He soon followed the rapper's formula-seeking equity instead of cash for endorsement deals-but with a twist: as the first person to top 1 million Twitter followers, Kutcher leveraged his social reach to accumulate stakes in a vast range of user-hungry tech startups. A decade later, Kutcher is perhaps the brightest in a firmament of star investors from Beyoncé and Jay-Z to Jen-

nifer Lopez and Alex Rodriguez. Bartering credibility and connections in exchange for early (and often discounted) access to the world's most coveted investment opportunities, this diverse group changed the face of venture capital while amassing portfolios packed with companies like Airbnb, Spotify, and Uber. But how did two once-dissonant universes-Silicon Valley and Hollywood-become intertwined? Forbes senior editor Zack O'Malley Greenburg told the first chapter of Kutcher's transformation for the magazine's cover story in 2016. Now he offers a lively, page-turning account of how this motley crew of talent managers, venture capitalists, and celebrities helped the creative class forge a brand-new blueprint for generational wealth. Through extensive reporting and exclusive interviews with more than 100 key players-including Shaq, Nas, Joe Montana, Sophia Bush, Steve Aoki, Tony Gonzalez, and dozens of behind-the-scenes power brokers-Greenburg sheds light on the unlikely group that fundamentally transformed the value of fame.

Stai scrivendo un libro? O magari lo hai già scritto e vorresti farlo arrivare ai lettori? E se diventassi tu l'editore del tuo libro? L'autoeditoria (self-publishing) è un modello editoriale in cui la figura dell'autore e quella dell'editore coincidono. L'autoeditore (self-publisher), infatti, gestisce tutte le fasi di realizzazione di un prodotto editoriale dalla sua ideazione iniziale fino alla sua promozione nel mercato, anche attraverso la collaborazione con professionisti del settore. Per questo motivo il mestiere dell'autoeditore racchiude in sé tre ruoli: autore, editore e imprenditore. Se stai pensando di diventare un autoeditore, se lo sei già, ma sai di avere ancora qualcosa da imparare (perché c'è sempre qualcosa da imparare), o se semplicemente, anche solo per curiosità, vuoi conoscere questo mestiere, questo è il libro che fa per te. -- Ulteriori informazioni su "Self-publishing lab. Il mestiere dell'autoeditore" -- Oltre a introdurre il concetto di autoeditoria e autoeditore, questo libro ti guiderà attraverso tutte le fasi di lavoro svolte dai tre ruoli di questo mestiere, affinché la tua idea diventi un libro che può raggiungere i tuoi lettori target. Autore, che si occupa della creazione del manoscritto: - ideazione del prodotto editoriale (genere, argomento, dimensioni); - programmazione dell'attività di scrittore sul breve e lungo termine; - scelta degli strumenti per scrivere; - preparazione alla scrittura; - organizzazione del tempo da dedicare alla scrittura; - ricerca dell'ispirazione; - miglioramento dell'arte e della tecnica; - scrittura; - pre-promozione e attività pre-editoriali; - finanziamento del progetto; - gestione delle critiche. Editore, che gestisce la trasformazione del manoscritto in prodotto editoriale: - selezione dei collaboratori; - revisione del manoscritto; - preparazione degli altri contenuti testuali del libro; - formattazione del testo; - realizzazione della copertina; - descrizione del libro; - individuazione dei generi e dei sottogeneri; - creazione dell'ebook; - selezione e utilizzo delle piattaforme di pubblicazione e distribuzione (Kindle Direct Publishing, Kobo Writing Life, centro partner di Google Play Libri, Apple Books, aggregatori nazionali e internazionali); - determinazione del prezzo del libro; - creazione dell'edizione cartacea; - creazione dell'audiolibro; - traduzione in altre lingue; - altre informazioni utili (ISBN, protezione del diritto d'autore, aspetti fiscali); - approfondimento su Amazon. Imprenditore, che consente al prodotto editoriale di giungere ai lettori: - definizione del brand come autore; - pre-promozione, fidelizzazione e passaparola; - lancio del libro; - scrittura e diffusione di un comunicato stampa; - richieste di recensioni su blog e testate giornalistiche; - realizzazione di booktrailer, podiobook, presentazioni video; - sfruttamento di strumenti promozionali (blog tour, guest post, articoli su web magazine, ebook gratuiti, podcast, blog, video blog e tanto altro); - sfruttamento dei social network a scopo promozionale (Facebook, Twitter, Goodreads e tutti

gli altri); - sfruttamento degli eventi offline (presentazioni, conferenze, fiere); - strategie di pubblicazione (libri autoconclusivi, romanzi a puntate, serie, serial, cicli, frequenza di pubblicazione); - strategie per campagne pubblicitarie su Facebook; - informazioni sul funzionamento di Amazon Advertising. Inoltre, ti illustrerò le interazioni esistenti tra l'autoeditoria e l'editoria tradizionale (cessione di alcuni diritti, autori ibridi), fornendoti gli elementi necessari per valutare una proposta di pubblicazione. Questo libro è rivolto agli autori che scrivono i propri libri, quindi senza avvalersi di ghostwriter. Il contenuto di questo libro è aggiornato al febbraio 2022.

A MEMOIR BY THE YOUNGEST RECIPIENT OF THE NOBEL PEACE PRIZE As seen on Netflix with David Letterman "I come from a country that was created at midnight. When I almost died it was just after midday." When the Taliban took control of the Swat Valley in Pakistan, one girl spoke out. Malala Yousafzai refused to be silenced and fought for her right to an education. On Tuesday, October 9, 2012, when she was fifteen, she almost paid the ultimate price. She was shot in the head at point-blank range while riding the bus home from school, and few expected her to survive. Instead, Malala's miraculous recovery has taken her on an extraordinary journey from a remote valley in northern Pakistan to the halls of the United Nations in New York. At sixteen, she became a global symbol of peaceful protest and the youngest nominee ever for the Nobel Peace Prize. **I AM MALALA** is the remarkable tale of a family uprooted by global terrorism, of the fight for girls' education, of a father who, himself a school owner, championed and encouraged his daughter to write and attend school, and of brave parents who have a fierce love for their daughter in a society that prizes sons. **I AM MALALA** will make you believe in the power of one person's voice to inspire change in the world. This is a historical novel with a difference. The narrator delves into the past of her previously unknown grandmother, the Greta of the title, concentrating on Greta's experiences as an 18 year old Italian convent girl in Fiume, 1919-1920. The book imaginatively chronicles sixteen months as experienced by Greta and her chief mentor, Tullio, the young journalist from Udine with his adventurer-aviator friend, Giulio Kepler and yet another character trying to find the key to meaning in his life, the American Paul Forst. Obsessive memories of the recent horrors of the Great War haunt the minds and the lives of these young men as they face the new ordeal of Fiume under blockade, following the occupation of the city by Gabriele d'Annunzio at the head of a small army of disaffected soldiers, trying to annex Fiume to Italy. For Greta, this rite of passage carries her into the responsibilities of both history and womanhood.

The rapidly increasing availability and low cost of e-book technology make it perfect for schools and educators looking to expand their resources for readers. This book introduces the unique features that have established e-books as a powerful, effective learning tool for all grade levels and for students with special needs. It includes descriptions and illustrations of the most popular e-book formats and programs, as well as dozens of practical ideas for using e-books for reading instruction, personal productivity, and curricular enrichment. Brimming with interactive lesson ideas, teaching tips, and online resources, this book is a must-have for teachers in all content areas as well as library media specialists. Descriptions of the most popular and affordable e-book devices, software, and content for educators Guidelines for accessing free digital library resources available on the Web and for creating your own e-books using basic software tools Strategies for using the annotation, reference, and hyper text capabilities of electronic text to promote active reading Comprehen-

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iBooks Author di George Smolinski Pronti per la prossima rivoluzione nel mondo degli eBooks? È già qui--iBooks. iBooks Author ha tutto il potenziale per rimpiazzare le pubblicazioni eBook di Amazon Kindle. Leggete questo libro per capire il perché e per imparare come entrare nel mondo iBooks ADESSO Pronti per la prossima rivoluzione nel mondo degli eBooks? È già qui--iBooks. iBooks Author ha tutto il potenziale per rimpiazzare le pubblicazioni eBook di Amazon Kindle. Leggete questo libro per capire il perché e per imparare come entrare nel mondo iBooks ADESSO Ricordate I bei vecchi tempi dell'editoria eBook? Scrivevate un gran libro e lo pubblicavate su Amazon Kindle con una copertina stupenda e la gente lo acquistava! Ci avevate messo il vostro valore e la gente aveva risposto comprando il vostro libro. Ma i tempi cambiano, ed in fretta. C'è un nuovo giocatore in campo, ed ha un potenziale incredibile. Questo giocatore è Apple con il suo iBooks Author e vuole rivoluzionare l'editoria eBook per sempre! In questo libro imparerete: 1. Perché iBooks diverrà la piattaforma DOMINANTE per l'editoria eBook nei prossimi 2 anni 2. Come saltare a bordo di questa rivoluzione ADESSO e prima degli altri! 3. Suggestivi passo-passo per progettare e formattare il vostro iBook 4. Come pubblicare il vostro eBook su iBooks Store utilizzando iBooks Author 5. Come iBooks può rivoluzionare non solo il modo in cui presentiamo il materiale ai lettori, ma anche il modo di insegnare, pensare ed imparare! iBooks author è LA più grande novità nell'editoria eBook e sta partendo ORA. Salta a bordo oggi e non rimanere indietro!

A one-page tool to reinvent yourself and your career The global bestseller Business Model Generation introduced a unique visual way to summarize and creatively brainstorm any business or product idea on a single sheet of paper. Business Model You uses the same powerful one-page tool to teach readers how to draw "personal business models," which reveal new ways their skills can be adapted to the changing needs of the marketplace to reveal new, more satisfying, career and life possibilities. Produced by the same team that created Business Model Generation, this book is based on the Business Model Canvas methodology, which has quickly emerged as the world's leading business model description and innovation technique. This book shows readers how to: Understand business model thinking and diagram their current personal business model Understand the value of their skills in the marketplace and define their purpose Articulate a vision for change Create a new personal business model harmonized with that vision, and most important, test and implement the new model When you implement the one-page tool from Business Model You, you create a game-changing business model for your life and career.

In the United States of the bleak and menacing near future, teenagers have taken over the running of the country. The all-powerful young have enacted laws that mandate retirement at the age of fifty five. From that point on, geriatrics, or Gerrys as they're called, lose all access to social services, health care, and medications. They undergo regular, mandatory physical examinations. Any elder found to be the slightest bit infirm undergoes euthanasia. Mobile death vans, the dreaded Euth Wagons, patrol the streets, picking up the elderly for testing, executing them on the spot if they're in less than perfect health. The callous and murderous attitude of the young toward the elderly sets in motion a frightening revolution, an epic struggle, a literal battle of the ages. Young against old. The raw, unbridled energy and arbitrary whims of teenagers against the wisdom and thoughtfulness of

experience. Civilization's deliverance from this hideous, age-centric brave new world rests on the shoulders of an idealistic fifty-one-year-old, Herschel Lichter. The youthful government drafted Herschel to infiltrate and destroy the ranks of the underground OPA, the Old People's Army. Herschel soon realizes that in order to save his country from complete ruin he must join forces with the elderly rebels he has been tasked to eliminate. He must help them fight and defeat a government of arrogant, impulsive youngsters who control an army of well armed, bloodthirsty juveniles. This is the action-packed, pulse pounding, all-too-possible dystopian story from Gary K. Wolf, the author of *Killerbowl*, the ultraviolent, riveting tale of football played as a bloodsport. Wolf gained great fame as the creator of *Roger Rabbit* and the author of the three Toontown-based novels. Gary K. Wolf grew up in the Midwestern farm town of Earlville, Illinois, where his father ran the pool hall and his mother worked as a cook in the school cafeteria. He earned a Bachelors Degree in Advertising and a Masters Degree in Communications from the University of Illinois. He served as an Air Force Captain with the 5th Air Commando Squadron in the Vietnam War, winning a Bronze Star and two Air medals. Wolf worked as a copywriter and creative director for a number of San Francisco and Boston advertising agencies. His novel *Who Censored Roger Rabbit?* became a visual reality in Disney/Spielberg's one billion dollar grossing blockbuster film *Who Framed Roger Rabbit*. The film won four Academy Awards and the Hugo Award for Wolf. Walt Disney Pictures purchased film rights to his sequel novel *Who P-p-p-plugged Roger Rabbit?* He also has a third Toontown novel, *Who Wacked Roger Rabbit?* Two of Wolf's science fiction novels, *The Resurrectionist* and *Killerbowl*, are currently being developed as major motion pictures. With his childhood friend from Earlville, Catholic Archbishop John J. Myers, Wolf co-wrote *Space Vulture*, an old-school, throwback, pulp science fiction novel, soon to become an animated TV series. This novel, *A Generation Removed*, is also in development as a feature film. He is a full-time writer living in Boston. www.garywolf.com www.spacevulture.com

Pubblicare il tuo ebook non è mai stato come una passeggiata al parco, ma è più semplice grazie alla disponibilità di servizi, piattaforme e strumenti. Con così tante opzioni per gli auto-editori tra cui poter scegliere, gli autori dovrebbero assicurarsi di posizionarsi in modo da raggiungere il maggior pubblico possibile. Il libro include: Introduzione 1. Come auto-pubblicare 2. Guest blogging per promuovere il tuo libro 3. Una guida alle recensioni dei libri di Amazon 4. Come gli autori indipendenti possono creare dei super fan 5. Come commercializzare il tuo libro 6. Consigli creare idee da libro best seller 7. Liste email 8. Landing page del libro 9. Scrivere un ebook saggistico 10. Quanto dovrebbe essere lungo il tuo ebook? 11. Trovare una nicchia da auto-editore 12. Video marketing per il tuo libro 13. Errori nelle copertine degli autori auto-pubblicati 14. Perché i libri auto-pubblicati non vendono 15. Editoria ibrida 16. Guida completa al ghostwriting 17. Evernote uno strumento essenziale per gli scrittori 18. Editori e abbonamenti 19. Trovare lettori che amino il tuo lavoro 20. Kobo Writing Life 21. Scegliere la migliore piattaforma di pubblicazione ebook 22. Pronoun per l'auto-pubblicazione 23. Auto-pubblicazione su Amazon 24. Come dare un prezzo al tuo ebook 25. Conteggio delle parole per il tuo romanzo auto-pubblicato 26. Prima di auto-pubblicare un chapbook, libro di poesie e una raccolta di poemi 27. Farsi recensire dai book blogger 28. Book Trailer 29. Tutti i dettagli del diritto d'autore 30. Affrontare le critiche 31. L'arte delle parole chiave per Kindle 32. È ora di assumere un agente letterario 33. Come avviare una casa editrice 34. Scrivere una C'è un'app praticamente per tutto, recita un noto spot pubblicitario di casa Apple. Sfortunatamente,

quasi mai si la trova sul Mac quando uno ne ha bisogno. Ecco allora la necessità di un libro che fornisca una raccolta ragionata di software imperdibili, spesso sconosciuti o sottovalutati, in grado di risolvere in modo efficace le situazioni quotidiane più complesse, lavorative e non. La principale fonte di approvvigionamento è il Mac App Store, ma il manuale sonda anche le numerose risorse presenti in Rete per proporre software, perlopiù gratuiti o di facile utilizzo; il tutto arricchito con numerosi tutorial fotografici passo passo. Volete trasformare un video in un cartone animato? Oppure creare un'app senza sapere programmare? O, ancora, creare una serie animata per YouTube? Le migliori App per il Mac svelerà tutti i trucchi per ottenere risultati sensazionali.

Practical recommendations for application developers who want to generate efficient PDF files. New PDF 1.4 features include Tagged PDF, Referenced PDF, PDF Metadata Architecture, forms enhancements, JBIG2 support, and more. Example files, predefined font encodings, PDF page-marking operators, and other essential information.

Some people lost their sense of proportion, others their sense of scale, but Simon Dykes, a middle-aged, successful London painter, has lost his sense of perspective in a most disturbing fashion. After a night of routine, pedestrian debauchery, traipsing from toilet to toilet, and imbibing a host of narcotics on the way, Simon wakes up cuddled in his girlfriend's loving arms. Much to his dismay, however, his girlfriend has turned into a chimpanzee. To add insult to injury, the psychiatric crash team sent to deal with him as he flips his lid is also comprised of chimps. Indeed, the entire city is overrun by clever primates, who, when they are not jostling for position, grooming themselves, or mating some of the females, can be found driving Volvos, hanging out on street corners, and running the world. Nonetheless convinced that he is still a human, Simon is confined to the emergency psychiatric ward of Charing Cross Hospital, where he becomes the patient of Dr. Zack Busner, clinical psychologist, medical doctor, anti-psychiatrist, and former television personality—an expert at the height of his reign as alpha male. As Busner attempts to convince him that “everyone who is fully sentient in this world are chimpanzees,” Simon struggles with the horrifying delusion that he is really a human trapped in a chimp's body. Written with the same brilliant satiric wit that has distinguished Self's earlier fiction, *Great Apes* is a hilarious, often disturbing, and absolutely original take on man's place in the evolutionary chain. In a strange and twisted tale that recalls Jonathan Swift and Franz Kafka's *Metamorphosis*, Will Self's comic genius is impossible to ignore.

In this unforgettable space opera, #1 New York Times bestselling author George R. R. Martin presents a chilling vision of eternal night—a volatile world where cultures clash, codes of honor do not exist, and the hunter and the hunted are often interchangeable. A whisperjewel has summoned Dirk t'Larien to Worlorn, and a love he thinks he lost. But Worlorn isn't the world Dirk imagined, and Gwen Delvano is no longer the woman he once knew. She is bound to another man, and to a dying planet that is trapped in twilight. Gwen needs Dirk's protection, and he will do anything to keep her safe, even if it means challenging the barbaric man who has claimed her. But an impenetrable veil of secrecy surrounds them all, and it's becoming impossible for Dirk to distinguish between his allies and his enemies. In this dangerous triangle, one is hurtling toward escape, another toward revenge, and the last toward a brutal, untimely demise. Praise for *Dying of the Light* “Dying of the Light blew the doors off of my idea of what fiction could be and could do, what a work of unbridled imagination could make a reader feel and believe.”—Michael Chabon “Slick science fiction . . . the Wild West in

outer space.”—Los Angeles Times “Something special which will keep Worlorn and its people in the reader’s mind long after the final page is read.”—Galileo magazine “The galactic background is excellent. . . . Martin knows how to hold the reader.”—Asimov’s “George R. R. Martin has the voice of a poet and a mind like a steel trap.”—Algis Budrys

Information Technology is imposing itself as the central paradigm for a new phase in all of architecture; the dynamic interconnections at the heart of IT are being transferred from the world of digital models to the reality of a reactive, sensitive, interactive architecture. The structure chosen for this book was to avoid a “crib sheet” on the “IT Revolution in Architecture.” The formula of the “treatise” was just as impossible to use not only because many aspects of contemporary scientific research are oriented toward a structure that remains intentionally open and serves to launch new hypotheses rather than solidify certainties, but also because this aspect is reinforced by the material that by its nature finds itself in an free, interconnected, intrinsically problematic dimension.

The Instrument of Caravaggio shows that the use of the camera obscura is not only a technical device but a profound challenge for a new revolutionary vision. Translation by Rebecca Guarda

The success stories speak for themselves in this book from money maestro Dave Ramsey. Instead of promising the normal dose of quick fixes, Ramsey offers a bold, no-nonsense approach to money matters, providing not only the how-to but also a grounded and uplifting hope for getting out of debt and achieving total financial health. Ramsey debunks the many myths of money (exposing the dangers of cash advance, rent-to-own, debt consolidation) and attacks the illusions and downright deceptions of the American dream, which encourages nothing but overspending and massive amounts of debt. “Don’t even consider keeping up with the Joneses,” Ramsey declares in his typically candid style. “They’re broke!” The Total Money Makeover isn’t theory. It works every single time. It works because it is simple. It works because it gets to the heart of the money problems: you. This 3rd edition of The Total Money Makeover includes a fresh cover design, all new personal success stories, and naysayers, and more.

Jerome Bruner shows that the basic concepts of science and the humanities can be grasped intuitively at a very early age. Bruner’s foundational case for the spiral curriculum has influenced a generation of educators and will continue to be a source of insight into the goals and methods of the educational process.