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MiG-29 Flight Manual Schiffer Publishing The MiG-29 Fulcrum is acknowledged as the finest lightweight, multi-role fighter ever produced in Russia. It was designed to operate under wartime conditions and fight head-to-head with Western combat aircraft such as the U.S. F-16 Falcon, F/A-18 Hornet, French Mirage 2000, Rafale, and Swedish JAS-39 Grippen. Roughly the size of the F/A-18 Hornet, the Mach 2.3 capable Fulcrum has also demonstrated many extraordinary capabilities and set several world records, including topping the Lockheed SR-71 Blackbird in altitude. Presently in service with the Russian Air Force, as well as the air forces of Georgia, Ukraine, Moldova, India, Germany, Yugoslavia, Serbia, Iraq, Czech Republic, Slovakia, Syria, Poland, Malaysia, Hungary, and Yemen, the MiG-29 has proved to be a rugged and capable fighter that will continue to be a factor in future conflicts, both as ally or foe. It is with this in mind that MiG-29 Flight Manual: Unclassified was created - to provide a rare and unprecedented glimpse inside a top Russian aircraft. Using information that only a few years ago was highly classified, this translated text presents an extraordinary look at the capabilities and complexities of one of the very best fighters of the current age. Business Information Systems Workshops BIS 2019 International Workshops, Seville, Spain, June 26-28, 2019, Revised Papers Springer Nature This book constitutes revised papers from the nine workshops and one accompanying event which took place at the 22nd International Conference on Business Information Systems, BIS 2019, held in Seville, Spain, in June 2019. There was a total of 139 submissions to all workshops of which 57 papers were accepted for publication. The workshops included in this volume are: AKTB 2019: 11th Workshop on Applications of Knowledge-Based Technologies in Business BITA 2019: 10th Workshop on Business and IT Alignment BSCT 2019: Second Workshop on Blockchain and Smart Contract Technologies DigEX 2019: First International Workshop on transforming the Digital Customer Experience iCRM 2019: 4th International Workshop on Intelligent Data Analysis in Integrated Social CRM iDEATE 2019: 4th Workshop on Big Data and Business Analytics Ecosystems ISMAD 2019: Workshop on Information Systems and Applications in Maritime Domain QOD 2019: Second Workshop on Quality of Open Data SciBOWater 2019: Second Workshop on Scientific Challenges and Business Opportunities in Water Management The History of Visual Magic in Computers How Beautiful Images are Made in CAD, 3D, VR and AR Springer Science & Business Media If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, "How do they do that?", then you've experienced the magic of 3D worlds generated by a computer. 3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and The History of Visual Magic in Computers is dedicated to all of them and tells a little of their story. It traces the earliest understanding of 3D and then foundational mathematics to explain and construct 3D; from mechanical computers up to today's tablets. Several of the amazing computer graphics algorithms and tricks came of periods where eruptions of new ideas and techniques seem to occur all at once. Applications emerged as the fundamentals of how to draw lines and create realistic images were better understood, leading to hardware 3D controllers that drive the display all the way to stereovision and virtual reality. Deep Biometrics Springer Nature This book highlights new advances in biometrics using deep learning toward deeper and wider background, deeming it "Deep Biometrics". The book aims to highlight recent developments in biometrics using semi-supervised and unsupervised methods such as Deep Neural Networks, Deep Stacked Autoencoder, Convolutional Neural Networks, Generative Adversary Networks, and so on. The contributors demonstrate the power of deep learning techniques in the emerging new areas such as privacy and security issues, cancellable biometrics, soft biometrics, smart cities, big biometric data, biometric banking, medical biometrics, healthcare biometrics, and biometric genetics, etc. The goal of this volume is to summarize the recent advances in using Deep Learning in the area of biometric security and privacy toward deeper and wider applications. Highlights the impact of deep learning over the field of biometrics in a wide area; Exploits the deeper and wider background of biometrics, such as privacy versus security, biometric big data, biometric genetics, and biometric diagnosis, etc.; Introduces new biometric applications such as biometric banking, internet of things, cloud computing, and medical biometrics. Manual of Home Health Nursing Procedures Mosby Incorporated CD-ROM contains full text for all the procedures available in the manual. Files are provided both as fully formatted Word 6.0 (.doc) documents and as text-only documents (.txt). The Fundamentals of C/C++ Game Programming Using Target-based Development on SBC's CRC Press This book is aimed at giving novice coders an understanding of the methods and techniques used in professional games development. Designed to help develop and strengthen problem solving and basic C/C++ skills, it also will help to develop familiarity targeting and using fixed/restricted hardware, which are key skills in console development. It allows the reader to increase their confidence as game programmers by walking them through increasingly involved game concepts, while maintaining the understanding that despite the increased complexity, the core methods remain consistent with the advancement of the technology; the technology only enhances the gaming experience. It also demonstrates underlying principles of game coding in practical step by step ways to increase exposure and confidence in game coding concepts. Key Features: Increases the confidence of new coders by demonstrating how to get things done. Introduces evolving projects to reinforce concepts, both directly and indirectly that the reader will use to produce and then enhance the project. Provides tutorials on Graphics API's that can be easily understood by a novice. Demystifies hardware used to gain new effects without blinding the user to the technical wizardry going on under the system. Gives a sense of achievement to the reader and pushes them toward improvement. Adobe Photoshop CS6 Book for Digital Photographers Peachpit Press ARE YOU READY FOR AN AMAZING NEW VERSION OF THE PHOTOSHOP BOOK THAT BREAKS ALL THE RULES? Scott Kelby, Editor and Publisher of Photoshop User magazine–and the best-selling Photoshop author in the world today–once again takes this book to a whole new level as he uncovers more of the latest, most important, and most useful Adobe Photoshop CS6 techniques for digital photographers. This major update to his award-winning, record-breaking book does something for digital photographers that's never been done before–it cuts through the bull and shows you exactly "how to do it." It's not a bunch of theory; it doesn't challenge you to come up with your own settings or figure it out on your own. Instead, Scott shows you step by step the exact techniques used by today's cutting-edge digital photographers, and best of all, he shows you flat-out exactly which settings to use, when to use them, and why. That's why the previous editions of this book are widely used as the official study guides in photography courses at colleges and universities around the world. LEARN HOW THE PROS DO IT Each year, Scott trains thousands of professional photographers on how to use Photoshop, and almost without exception they have the same questions, the same problems, and the same challenges–and that's exactly what he covers in this book. You'll learn: The sharpening techniques the pros really use. The pros' tricks for fixing the most common digital photo problems fast! The step-by-step setup for getting what comes out of your printer to match exactly what you see onscreen. How to process HDR (High Dynamic Range) images using CS6's Merge to HDR Pro. How to master CS6's Content-Aware features. How to use Photoshop CS6's new video editing features to make movies from your DSLR videos. How to process RAW images like a pro (plus how to take advantage of all the new Camera Raw features in CS6!). The latest Photoshop special effects for photographers (there's a whole chapter just on these!). A host of shortcuts, workarounds, and slick "insider" tricks to send your productivity through the roof! Plus, Scott includes a special bonus chapter with his own CS6 workflow, from start to finish, and each chapter ends with a Photoshop Killer Tips section, packed with timesaving, job-saving tips that make all the difference. If you're a digital photographer, and if you're ready to learn all the "tricks of the trade"–the same ones that today's leading pros use to correct, edit, sharpen, retouch, and present their work—then you're holding the book that will do just that. Note from the publisher: August 9, 2012: All binding issues mentioned in our July 31, 2012 note below have been resolved. Thank you. July 31, 2012: We have encountered issues with the binding in our initial print run of this book. If you have purchased a copy of the book you are not happy with, please return it to the store where you made your purchase to request a replacement copy right away. We apologize for the inconvenience and appreciate your patience. Effective Data Visualization The Right Chart for the Right Data SAGE Publications NOW IN FULL COLOR! Written by sought-after speaker, designer, and researcher Stephanie D. H. Evergreen, Effective Data Visualization shows readers how to create Excel charts and graphs that best communicate their data findings. This comprehensive how-to guide functions as a set of blueprints—supported by both research and the author's extensive experience with clients in industries all over the world—for conveying data in an impactful way. Delivered in Evergreen's humorous and approachable style, the book covers the spectrum of graph types available beyond the default options, how to determine which one most appropriately fits specific data stories, and easy steps for building the chosen graph in Excel. Now in full color with new examples throughout, the Second Edition includes a revamped chapter on qualitative data, nine new quantitative graph types, new shortcuts in Excel, and an entirely new chapter on Sharing Your Data With the World, which provides advice on using dashboards. New from Stephanie Evergreen! The Data Visualization Sketchbook provides advice on getting started with sketching and offers tips, guidance, and completed sample sketches for a number of reporting formats. Bundle Effective Data Visualization, 2e, and The Data Visualization Sketchbook, using ISBN 978-1-5443-7178-8! Medical Image Understanding and Analysis 21st Annual Conference, MIUA 2017, Edinburgh, UK, July 11-13, 2017, Proceedings Springer This book constitutes the refereed proceedings of the 21st Annual Conference on Medical Image Understanding and Analysis, MIUA 2017, held in Edinburgh, UK, in July 2017. The 82 revised full papers presented were carefully reviewed and selected from 105 submissions. The papers are organized in topical sections on retinal imaging, ultrasound imaging, cardiovascular imaging, oncology imaging, mammography image analysis, image enhancement and alignment, modeling and segmentation of preclinical, body and histological imaging, feature detection and classification. The chapters 'Model-Based Correction of Segmentation Errors in Digitised Histological Images' and 'Unsupervised Superpixel-Based Segmentation of Histopathological Images with Consensus Clustering' are open access under a CC BY 4.0 license. Rick Sammon's Creative Visualization for Photographers Composition, exposure, lighting, learning, experimenting, setting goals, motivation and more CRC Press The difference between seeing and looking is essential—much like the difference, in music, between hearing and listening. In Creative Visualization, master photographer, photo educator and photo instructor Rick Sammon presents his proven methodology for creative digital photography. His signature inspiring and motivating approach opens creative avenues for photographers in a variety of genres. With easy-to-follow examples, Sammon shows you how simple changes—with visualization, composition, post-processing, and more—can mean the difference between a snapshot and a great shot. This book, illustrated with more than 300 of Rick's photographs, includes invaluable information about exposure, composition, subject choice, lighting, mood, and depth. In the Food for Thought section, Rick offers guidelines for setting goals, getting motivated, connecting with a subject, learning, painting with light, thinking like a painter and more. In Develop Your Creative Vision, Rick takes you on an exploration of composition, exposure, making images with impact, creating a mood, altering reality, and pursuing your passion. Corrective and creative image processing techniques, as well as HDR, EDR, panoramas and black-and-white imaging, are covered in the Image Processing Specialties section. Rick also shares a chapter on self-assignments – photo challenges – that you can use to expand your photographic horizons. Canon Explorer of Light and master photographer Rick Sammon shares the secrets behind learning to see photographically, to make the necessary changes that will have a noticeable impact on your photographs Includes easy-to-follow instruction for post-

processing techniques in Lightroom and Photoshop. Tips for making the best HDR and EDR images are also included, as well as illustrations of how plug-ins can help photographers awaken the artist within. Uses clear, visual examples of "photo failures" photographs side-by-side with successful ones, outlining the small, but important changes—to composition, framing, exposure, etc.—that can immediately make a significant difference Media Relations Issues and strategies Routledge Public relations and the media are in a time of major change. The rise of social media, altered media platforms, evolving legislative environments and new models of communication have altered not only the working environments of public relations and the news and entertainment media, but also many aspects of how these industries work together. Media Relations provides a practical and thorough introduction to media work in this changing environment. Based on a solid understanding of media culture and theory, Jane Johnston shows how to steer a path between the technical and human elements of media relations. She drills down into the different types of media, analysing their applications, strengths and weaknesses, and shows how to target your message to the right media outlets, whether national television, community radio, celebrity magazines or influential blogs. This second edition has been revised throughout and includes new case studies, and new chapters on digital and social media, media campaigns, and legal and ethical considerations. 'Media Relations: Issues and Strategies is written in an engaging, easy to understand style. It provides excellent examples and cases of media relations.' - Global Media Journal Cinema 4D Apprentice Real-World Skills for the Aspiring Motion Graphics Artist CRC Press New to CINEMA 4D and looking for an accessible way to get up to speed quickly? Do you already know the basics of the software but need to know the new features or take your skills and understanding a little deeper? If so, look no further than CINEMA 4D Apprentice, your one-stop shop for learning this powerful application. With guidance that takes you beyond just the button-pushing, author Kent McQuilkin guides you through 10 core lessons, starting with the basics before moving onto more complex techniques and concepts and then tying it all together with a final project. CINEMA 4D Apprentice walks you through the software with a project-based approach, allowing you to put lessons learned into immediate practice. Best practices and workflows for motion graphics artists that can be applied to any software application are included. A companion website (www.focalpress.com/cw/mcquilkin) features project files and videos of the techniques in action. Topics covered include: creating basic scenes, modeling, texture mapping mograph in-depth integration with After Effects via CINEWARE lighting, animation, rendering and more motion tracking with the new tools included in R16 Achtung-Panzer! The Development of Armoured Forces, Their Tactics and Operational Potential Arms & Armour This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris. Belle Morte Wattpad Books Compilation and Synthesis for Embedded Reconfigurable Systems An Aspect-Oriented Approach Springer Science & Business Media This book provides techniques to tackle the design challenges raised by the increasing diversity and complexity of emerging, heterogeneous architectures for embedded systems. It describes an approach based on techniques from software engineering called aspect-oriented programming, which allow designers to control today's sophisticated design tool chains, while maintaining a single application source code. Readers are introduced to the basic concepts of an aspect-oriented, domain specific language that enables control of a wide range of compilation and synthesis tools in the partitioning and mapping of an application to a heterogeneous (and possibly multi-core) target architecture. Several examples are presented that illustrate the benefits of the approach developed for applications from avionics and digital signal processing. Using the aspect-oriented programming techniques presented in this book, developers can reuse extensive sections of their designs, while preserving the original application source-code, thus promoting developer productivity as well as architecture and performance portability. Describes an aspect-oriented approach for the compilation and synthesis of applications targeting heterogeneous embedded computing architectures. Includes examples using an integrated tool chain for compilation and synthesis. Provides validation and evaluation for targeted reconfigurable heterogeneous architectures. Enables design portability, given changing target devices· Allows developers to maintain a single application source code when targeting multiple architectures. Manual for Spiritual Warfare TAN Books A fierce war rages for your soul. Are you ready for battle? Like it or not, you are at war. You face a powerful enemy out to destroy you. You live on the battlefield, so you can't escape the conflict. It's a spiritual war with crucial consequences in your everyday life and its outcome will determine your eternal destiny. You must engage the Enemy. And as you fight, you need a Manual for Spiritual Warfare. This guide for spiritual warriors will help you recognize, resist, and overcome the Devil's attacks. Part One, "Preparing for Battle," answers these critical questions: • Who is Satan, and what powers does he have? • What are his typical strategies? • Who fights him alongside us in battle? • What spiritual weapons and armor do we possess? • How do we keep the Enemy out of our camp? Part Two, "Aids in Battle," provides you these essential resources: • Teaching about spiritual warfare from Scripture and Church documents • Scripture verses for battle • Wisdom and inspiration from saints who fought Satan • Prayers for protection, deliverance, and victory • Rosary meditations, hymns, and other devotions for spiritual combat St. Paul urges us to "fight the good fight of the faith" (1 Tim 6:12). Take this Manual for Spiritual Warfare with you into battle. The beautiful Premium UltraSoft gift edition features sewn binding, ribbon marker and silver edges. Advanced Windows Debugging Pearson Education The First In-Depth, Real-World, Insider's Guide to Powerful Windows Debugging For Windows developers, few tasks are more challenging than debugging--or more crucial. Reliable and realistic information about Windows debugging has always been scarce. Now, with over 15 years of experience two of Microsoft's system-level developers present a thorough and practical guide to Windows debugging ever written. Mario Hewardt and Daniel Pravat cover debugging throughout the entire application lifecycle and show how to make the most of the tools currently available--including Microsoft's powerful native debuggers and third-party solutions. To help you find real solutions fast, this book is organized around real-world debugging scenarios. Hewardt and Pravat use detailed code examples to illuminate the complex debugging challenges professional developers actually face. From core Windows operating system concepts to security, Windows® Vista™ and 64-bit debugging, they address emerging topics head-on and nothing is ever oversimplified or glossed over! Adobe GoLive 5.0 Adobe Press Showcases the Web design and publishing tool's updated features, covering toolbars, palettes, site management tools, layout design, Cascading Style Sheets, and image maps. Adobe Creative Suite 4 Introduction to Indesign, Photoshop and Illustrator Step by Step Training Student Solutions Manual with Study Guide Cengage Learning National Proverbs in the Principal Languages of Europe Windows 7 Device Driver Pearson Education "The chapter on programming a KMDF hardware driver provides a great example for readers to see a driver being made." –Patrick Regan, network administrator, Pacific Coast Companies The First Authoritative Guide to Writing Robust, High-Performance Windows 7 Device Drivers Windows 7 Device Driver brings together all the information experienced programmers need to build exceptionally reliable, high-performance Windows 7 drivers. Internationally renowned driver development expert Ronald D. Reeves shows how to make the most of Microsoft's powerful new tools and models; save time and money; and efficiently deliver stable, robust drivers. Drawing on his unsurpassed experience as both a driver developer and instructor, Reeves demystifies Kernel and User Mode Driver development, Windows Driver Foundation (WDF) architecture, driver debugging, and many other key topics. Throughout, he provides best practices for all facets of the driver development process, illuminating his insights with proven sample code. Learn how to Use WDF to reduce development time, improve system stability, and enhance serviceability Take full advantage of both the User Mode Driver Framework (UMDF) and the Kernel Mode Driver Framework (KMDF) Implement best practices for designing, developing, and debugging both User Mode and Kernel Mode Drivers Manage I/O requests and queues, self-managed I/O, synchronization, locks, plug-and-play, power management, device enumeration, and more Develop UMDF drivers with COM Secure Kernel Mode Drivers with safe defaults, parameter validation, counted UNICODE strings, and safe device naming techniques Program and troubleshoot WMI support in Kernel Mode Drivers Utilize advanced multiple I/O queuing techniques Whether you're creating Windows 7 drivers for laboratory equipment, communications hardware, or any other device or technology, this book will help you build production code more quickly and get to market sooner! Wide-Open Muscle The Rarest Muscle Car Convertibles Motorbooks Climb inside these stunning muscle car drop-tops, straight from the classic era of American high-performance cars! Today's rarest, priciest, and most highly sought-after muscle cars are also the least practical. These are the striking convertibles of the 1960s and 1970s that were optioned out for drag racing. Wide-Open Muscle showcases these rare cars and proves that sometimes it pays to throw practicality out the window in order to make something purely cool and fun to drive. At the peak of drag racing popularity, it was common knowledge that racers needed the lightest, most rigid-framed cars available. Convertibles represent the exact opposite of that description, so it's amazing that these drop tops ever emerged amid the circle of full-throttle dragsters. While typical convertible drivers cruised around listening to the latest Lovin' Spoonful release in the eight-track tape deck, these muscle-car convertibles were equipped for rock 'n' roll speed. These topless muscle cars are so rare because few people had the dedication (or money) to buy a vehicle this impractical. They're valuable because they represent the absolute extreme of the entire muscle-car genre. All the cars in Wide-Open Muscle are shot in similar fashion, studio-style with a black background using a process known as light painting. It is the ultimate portrayal of the ultimate muscle cars. Electrical Engineering Manual Downsview : Ontario, Ministry of Transportation, Electrical Engineering Section A Pilot's Hymn Conductor Score Alfred Music The limited ranges and skillful scoring of this original work will help the young ensemble learn how to control tone and intonation. Both of the clarinet parts remain below the break, first trumpet goes briefly to D, and the other brass instruments have n Foreclosure Investing with Homes for Sale in PA How to Find, Finance & Market Foreclosures in PA Mahoneyproducts Learn how to find & finance Pennsylvania Foreclosure Properties. Get the best strategies for buying foreclosed homes in Pennsylvania. 4,000 sources for finance. Have the best Pennsylvania Foreclosure Property lists. For less than the cost of 1 night at the movies get the Quick & Easy methods to get the homes for sale in PA you want, right now! Big Blues The Unmaking of IBM Three Rivers Press (CA) Provides the inside story of the rise and fall of IBM, offering a devastating study of corporate bureaucracy, lack of foresight, and decline. Reprint. 75,000 first printing. Tour. Caroline Gordon A Biography Oxford University Press, USA Traces the life of the Southern novelist and looks at her relationship to a circle of modern writers that included Euroda Welty and Scott Fitzgerald Conceptual Chemistry Understanding Our Wolrd of Atoms and Molecules Prentice Hall CompTIA A+ Guide to It Technical Support