

Digital Painting Techniques Volume 2

Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 5 includes over 100 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breath taking images is a breakdown of the techniques, challenges and tricks the artists employ while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. New to this volume will be 5 artist video tutorials. Five artists will specifically detail an aspect of their gallery image from start to finish, offering further technique driven insight and expertise offering 2 1/2 hours of additional inspiration. With a click of a mouse, you will be able to apply the leading techniques to their own work with access to additional video tutorials, source files, textures and digital brushes at the companion website <http://www.focalpress.com/digital-art-masters/index.html>.

Wim Hof vertelt op aangrijpende en gepassioneerde wijze in zijn nieuwe boek 'De Wim Hof Methode' dat een ijsbad niet alleen goed is voor body en mind, maar óók voor de spirit. In het nieuwe allesomvattende boek 'De Wim Hof Methode' vertelt Wim Hof in zijn eigen woorden zijn verhaal. Hij schrijft dat een ijsbad goed is voor mind en body, maar óók voor de spirit. Wim Hof is bekend geworden met baden of douchen met ijskoud water. Wim Hof, ook wel The Ice Man genoemd, vertelt in 'De Wim Hof Methode' op een aangrijpende en gepassioneerde wijze hoe hij deze methode heeft ontwikkeld en de verbluffende resultaten uit wetenschappelijk onderzoek naar zijn methode. In 'De Wim Hof Methode' leer je hoe je kou, ademhaling en mindset kunt benutten om leiding te nemen over je geest en stofwisseling. Maar de methode van Wim gaat verder dan alleen verbeterde gezondheid of prestaties – het is ook een spiritueel pad om je te verbinden met je innerlijke kracht.

Masters and Legends of Fantasy Art, 2nd Edition is the ultimate guide to fantasy art, sci-fi, and comic art techniques, advice, and theory. Packed with 22 in-depth interviews and amazing workshops from the biggest names in the genre, you'll learn everything you need to know to paint like these fantasy art masters. Discover how to create your own fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters. You'll also learn how to create better spaceships, faeries, aliens, and elf rangers, with plenty of tips about creating a traditional or modern look using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. A free CD and download link offers video workshops with the artists, layered image files and more. Featured artists in the 2nd edition include: * Frank Frazetta * H.R. Giger * Syd Mead * Boris Vallejo & Julie Bell * James Gurney * Chris Foss * Charles Vess * Adam Hughes * Andrew Jones

Jarenlang probeerde Ryder Carroll steeds weer nieuwe productiviteitsmethodes, online als offline, maar niets werkte zoals hij wilde. Uit pure wanhoop ontwikkelde hij zijn eigen systeem, de Bullet Journal Methode, die hem hielp om zich beter te

concentreren en productief te zijn. Hij deelde zijn methode met enkele vrienden en dezelfde uitdagingen tegenkwamen, en voor hij het wist had hij een viral beweging in gang gezet. We zijn nu een paar jaar verder, en Bullet Journaling vindt inmiddels wereldwijd navolging. De Bullet Journal Methode behelst zoveel meer dan aantekeningen organiseren en lijstjes maken. Het gaat over wat Carroll 'leven met intentie' noemt: afleidingen leren negeren en je tijd en energie richten op de dingen die er echt toe doen, zowel in je werk als in je persoonlijke leven. Dit boek leert je het verleden vastleggen: Creëer een duidelijk en uitgebreid overzicht van je gedachten, niets meer dan pen en papier. Het heden organiseren: Vind dagelijks rust door je takenlijst op een bewuste, systematische en productieve manier aan te pakken. De toekomst plannen: Zet interesses en losse aantekeningen om in zinvolle doelen en verdeel die vervolgens in hanteerbare actiestappen die tot grote veranderingen leiden. Ryder Carroll schreef dit boek voor vastgelopen lijstjesmakers, overweldigde multitaskers en creatievelingen die structuur nodig hebben. Of je nu al jarenlang Bullet Journal gebruikt of er nog nooit een hebt gezien, De Bullet Journal Methode helpt je om het stuur van je leven weer in eigen handen te nemen.

Using Corel Painter 2016

Visual Special Effects Using Fusion 8.0

Deze waarheden

Digital Fantasy Painting Workshop

Sustainable Development and Social Responsibility—Volume 2

The Realities of 'Reality' – Part III: Impacts of Speed and Time Optimization on Reality

Divided into categories of fantasy, architectural, mechanical, transport, still life, environment, humor, abstract, character in repose and character in action EXPOSE 2 once again sets the standard as a yearbook of the best digital art.

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion! • Reveals backstories and new details about Overwatch's heroes. •

Essential companion to the international best-selling game Overwatch! • Overwatch has won 100+ Game of the Year awards! • Overwatch is a global phenomenon with 30 million players! • Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Met 'De macht van nietsdoen. Een radicaal verzet tegen de aandachtseconomie' schreef Jenny Odell een krachtige kritiek op de kapitalistische krachten die om onze aandacht strijden. Niets is vandaag de dag moeilijker dan nietsdoen. Maar in een wereld waarin we er alleen maar toe doen als we 24/7 'aan' staan, is nietsdoen misschien wel de belangrijkste vorm van verzet. Jenny Odell schreef een kritiek op de kapitalistische krachten die om onze aandacht strijden. We gaan anders denken over productiviteit, krijgen opnieuw verbinding met onze omgeving en ontdekken weer betekenisvolle vormen van geluk en echte aandacht.

The main theme of this book is the impacts of speed and time optimization on reality, or more precisely on our modern society. But first, it sets the background by exploring the physics behind the concepts of speed and time, how they came about, how we became aware of them, and how did the new world of speed emerge, and why does it seem to be inescapable? It explores the speed of light and the speed of sound by linking them to our environment. It introduces the notion of Arrow of time or entropy, which grows from the past to the present, is expected to keep growing in the future, and hypothesizes that this is perhaps why our craving for speed and time optimization is here to stay with no end in sight. An important point discussed is that because of memories and experiences, people may choose to live either in the past, present, or future, which leads to the notions of presentism and eternalism. The book argues that while for presentists only the present is real, for eternalists both the past, present, and future are equally real. The book makes the case about speed and time optimization as a legacy of modernity by laying out the differences between modernism, modernization, and modernity itself. It shows how modernity is all about the now or the present, rather than the past and, how, as such, it's all about the new. So then, the changes that are now happening in our modern world can be traced back to a segment of history that dates back to the beginning of modernity, that is, which began with the Protestant Reformation and, is now rapidly approaching closure in the world of today's extreme finance. It argues about the technological implications of speed and time in the 21st century. It shows how technology has become an integral part of human existence and that it is inconceivable one can even think of escaping it. This Part III of the series shows the link between high-speed trading and faster connectivity and faster computers. It shows how, thanks to the Internet, information became freely accessible and is spreading faster and faster. It shows how supercomputers not only allow people to address the biggest and most complex problems, they also allow people to solve problems faster, even those that could fit on servers or clusters of PCs. This rapid time to solution is critical in some aspects of emergency preparedness and national defense, where the solutions produced are only valuable if they can be acted on in a timely manner. Finally, the social and psychological implications of speed and time in the 21st century are also addressed by considering the upside and the downside of moving fast, meaning leading a fast-paced life. The argument presented in the book is based on the analysis and the importance of stress in our daily lives and also explains the notion of chronobiology. Our biological clocks drive our circadian rhythms. An interesting point is that blind people may not perceive time the same way as the non-blind. Furthermore, the book shows how we perceive time differently as we age compared to when we were young. It also makes the case for the perception of time in dreams and in real life. Speed and time optimization may be deceiving, according to this Part III of the series. This can be proven by questions such as, (1) Is going over the speed limit really worth it? and (2) Is the saying "Slow down to go faster" a paradox?

Numerical Simulation, An Art of Prediction, Volume 2

Comic Book Artist Special Edition #2

Digital Art Masters:

Techniques for Drawing, Painting and Digital Art from 36 Acclaimed Artists

De macht van nietsdoen

Painting with Pixels

Learn the foundational concepts of vector graphics and raster imaging, including what new media formats are best for use with Android Studio, Java and JavaFX, iOS, Kindle and HTML5, as well

as key factors regarding the data footprint optimization work process, and why data footprint optimization is important. Digital Painting Techniques covers concepts central to digital painting using the Inkscape 0.91 open source software package as well as the Corel Painter 2016 professional digital painting software package. You'll learn: The terminology of digital painting What comprises a digital painting 2D modeling and rendering pipeline Concepts and principles behind digital painting content production How to install and utilize 64-bit Inkscape 0.91 and Corel Painter 2016 Concepts behind curves, strokes, fills, patterns, rendering and physics Digital painting data formats and data footprint optimization Who This Book is For: Digital Artists, Illustrators, Painters, User Interface Designers, Digital Signage Content Developers, e-Learning Content Creators, eBook Cover Artists, Album Cover Artists Secondary: Android Developers, iOS Developers, Website Developers, Flash Developers, Multimedia Producers, Rich Internet Application (RIA) Programmers, Game Designers, Teachers, Educators.

This contributed volume contains a collection of articles on the most recent advances in integral methods. The second of two volumes, this work focuses on the applications of integral methods to specific problems in science and engineering. Written by internationally recognized researchers, the chapters in this book are based on talks given at the Fourteenth International Conference on Integral Methods in Science and Engineering, held July 25-29, 2016, in Padova, Italy. A broad range of topics is addressed, such as:

- Boundary elements
- Transport problems
- Option pricing
- Gas reservoirs
- Electromagnetic scattering

This collection will be of interest to researchers in applied mathematics, physics, and mechanical and petroleum engineering, as well as graduate students in these disciplines, and to other professionals who use integration as an essential tool in their work.

Artists today use digital tools that allow them to work as naturally and spontaneously as if they were using traditional artist tools such as pastels, watercolors, oil media, and gouache. With the recent growth of the tablet market, there are more tools and more sophisticated features available now than ever before and an increased desire by artists to learn how to use them. As much art book as guide, The Photoshop and Painter Artist Tablet Book uses traditional drawing and painting theory exercises, coupled with reallife projects, to show readers how they can use Painter and Photoshop with pressure-sensitive tablets for beautiful results. Award-winning artist and author Cher Threinen-Pendarvis takes readers through a variety of

projects designed to improve their drawing, composition, and conceptual thought processes while exploring different uses of the many brushes available in Painter and Photoshop. Among many valuable concepts and techniques you'll learn to: Create tonal, gestural, and contour drawings with a pressure-sensitive tablet and stylus Use the iPad for sketching out ideas and use related software including Brushes, ArtStudio, Sketchbook Pro, Procreate, Adobe Ideas, and Adobe PS Touch Translate traditional color theory to digital color tools Incorporate scanned artwork into digital paintings and use photos as a reference for illustrations

Featured here are tutorials by, and interviews with, the top artists in the comics industry: Erik Larsen (savage penciling), Dick Giordano (inking techniques), Bret Belvins (drawing the figure in action, and figure composition), Kevin Nowlan (penciling and inking), Mike Manley (how-to demo on web comics), Dave Cooper (digital coloring tutorial) and more! Learn from the pros as each artist presents their work step-by-step, conveying valuable tricks and tips along the way as it evolves to finished form. It's a must-have for both beginning and experienced artists, as editor Mike Manley assembles this unprecedented wealth of information, including over 25 new pages of never-before published material!

De Wim Hof methode

Overstijg jezelf met The Ice Man

Advanced Painter Techniques

Digital Painting

Digital Painting in Photoshop

Het verleden vastleggen, het heden organiseren, de toekomst plannen

Deze waarheden is de briljante weerslag van de bewogen geschiedenis van de Verenigde Staten. In fonkelend proza beschrijft Jill Lepore de worsteling van Amerika met haar eigen historie en met de fundamentele waarheden waarop zij als natie is gebouwd: gelijkheid van alle mensen, soevereiniteit, en het recht op leven, vrijheid en het streven naar geluk. Dit boek voorziet die worsteling van historische context. Een erudiete, messcherpe analyse van de Amerikaanse politiek, het recht, de journalistiek, de technologie, de erfenis van de slavernij, de blijvende ongelijkheid. Bekende en onbekende Amerikanen bevolken het relaas: presidenten en schurken, rijken en armoedzaaiers, wetenschappers en kunstenaars - en dragen bij aan Lepore's meeslepende verhaal.

Combine traditional techniques with modern media for more communicative renderings Digital Drawing for Landscape Architecture:

Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance

design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan.

Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

ALLES STAAT OP HET SPEL DE JACHT OP DE ULTIEME PRIJS ARE YOU READY? In 2045 leeft een aanzienlijk deel van de wereldbevolking in diepe armoede. De enige manier waarop Wade Watts aan alle misère kan ontsnappen, is de OASIS: een online virtuele wereld waar miljarden mensen tegelijk in kunnen vertoeven. Wanneer James Halliday, de excentrieke uitvinder van de OASIS, overlijdt, laat hij een zoektocht achter vol puzzels die te maken hebben met zijn obsessie met de popcultuur van de jaren tachtig. Degene die de jacht als eerste voltooit, zal het vermogen van Halliday erven én de volledige controle krijgen over de OASIS. Wanneer Wade als allereerste een van de puzzels oplost, wordt hij van alle kanten opgejaagd door nietsontziende rivalen.

Vanaf dan is er voor Wade nog maar één manier om te overleven: winnen. The latest update to Bela Liptak's acclaimed "bible" of instrument engineering is now available. Retaining the format that made the previous editions bestsellers in their own right, the fourth edition of Process Control and Optimization continues the tradition of providing quick and easy access to highly practical information. The authors are practicing engineers, not theoretical people from academia, and their from-the-trenches advice has been repeatedly tested in real-life applications. Expanded coverage includes descriptions of overseas manufacturer's products and concepts, model-based optimization in control theory, new major inventions and innovations in control valves, and a full chapter devoted to safety. With more than 2000 graphs, figures, and tables, this all-inclusive encyclopedic volume replaces an entire library with one authoritative reference. The fourth edition brings

the content of the previous editions completely up to date, incorporates the developments of the last decade, and broadens the horizons of the work from an American to a global perspective. Béla G. Lipták speaks on Post-Oil Energy Technology on the AT&T Tech Channel.

Computer Graphics Techniques

A Computational Approach to Digital Chinese Painting and Calligraphy

Ready player one

Expose 2

Handbook of Research on Digital Media and Creative Technologies

Instrument Engineers' Handbook, Volume Two

Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 5 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breath taking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. New to this volume will be.

Describes how digital art is used in magazines, books, television, movies, games, the history of the art form, and its future.

Esthetisch-wijsgerige beschouwingen.

COMIC BOOK ARTIST SPECIAL EDITION #2 compiles the new "extras" from CBA Collection Vol. 1-3, including an unpublished story by JACK KIRBY, unpublished art by BERNIE WRIGHTSON, an unused story by JEFF JONES, an extensive new interview with ALAN WEISS, an in-depth examination of Steve Englehart and Marshall Rogers' Batman masterpieces from the 1970s, a comprehensive look at DC's rarely seen Cancelled Comics Cavalcade (perhaps the most collectible DC Comic of that decade), a Paul Gulacy art gallery, Bob Rozakis on writing the infamous Hostess Twinkie ads, Marvel Value Stamp history, Mr. Monster's scrapbook, and more!

Finest Digital Art in the Known Universe

Digital Art

De dochter van Stalin

Wireless Networks and Security Proceedings of the Second International Conference on Advanced Computing, Networking and Informatics (ICACNI-2014)

hoe creëer de een cultuur waarin creativiteit ontstaat en floreert

The Photoshop and Painter Artist Tablet Book

In the third paper in this chapter, Mike Pratt provides an historical introduction to solid modeling. He presents the development of the three most frequently used techniques: cellular subdivision, constructive solid modeling and boundary representation. Although each of these techniques developed more or less independently, today the designer's needs dictate that a successful system allows access to all of these methods. For example, sculptured surfaces are generally represented using a boundary representation. However, the design of

a complex vehicle generally dictates that a sculptured surface representation is most efficient for the 'skin' while constructive solid geometry representation is most efficient for the internal mechanism. Pratt also discusses the emerging concept of design by 'feature line'. Finally, he addresses the very important problem of data exchange between solid modeling systems and the progress that is being made towards developing an international standard. With the advent of reasonably low cost scientific workstations with reasonable to outstanding graphics capabilities, scientists and engineers are increasingly turning to computer analysis for answers to fundamental questions and to computer graphics for presentation of those answers. Although the current crop of workstations exhibit quite impressive computational capability, they are still not capable of solving many problems in a reasonable time frame, e. g. , executing computational fluid dynamics and finite element codes or generating complex ray-traced or radiosity based images. In the sixth chapter Mike Muuss of the U. S. Creativity, Inc. is een boek voor managers die hun werknemers willen leiden naar excellentie, een handleiding voor iedereen die streeft naar originaliteit, en de allereerste, all-access reis naar het hart van Pixar Animation Studios. Het neemt je mee naar de story meetings, de postmortems en de Braintrust-sessies en laat zien hoe je een cultuur bouwt waar creativiteit ontstaat en floreert. Pixar domineert al bijna 20 jaar de animatiewereld. Films als de Toy Story-trilogie, Monsters, Inc., Finding Nemo, The Incredibles, Up en WALL-E hebben box-office records gevestigd en wonnen samen 27 Academy Awards. Het plezier in het vertellen van verhalen, de inventieve plots en de emotionele authenticiteit laten zien wat creativiteit werkelijk is. In dit boek onthult Catmull de ideeën en technieken achter het succes en de winstgevendheid. Bij Pixar is een unieke omgeving gecreëerd met processen die creativiteit beschermen en die ingaan tegen conventies: - Geef een goed idee aan een middelmatig team en ze verkloten het. Geef een middelmatig idee aan een fantastisch team en ze repareren het of verzinnen iets beters. - Als je er niet naar streeft om het onzichtbare zichtbaar te maken en het te begrijpen, dan ben je slecht voorbereid om leiding te geven. - Managers zijn er niet om risico's te vermijden. Ze moeten een omgeving creëren waar het veilig is voor anderen om risico's te nemen. - De kosten om fouten te voorkomen zijn vaak hoger dan de kosten om fouten te herstellen. - De communicatiestructuur van het bedrijf is niet gelijk aan de organisatiestructuur. Iedereen moet elkaar kunnen praten. - Ga er niet vanuit dat algemene overeenstemming leidt tot verandering – zelfs als iedereen aan boord is, kost het veel energie om een groep in beweging te krijgen.

Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book - Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breathtaking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. Divided into 5

sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segment will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover tips, tricks and techniques that really work.

Advanced Computing, Networking and Informatics are three distinct and mutually exclusive disciplines of knowledge with no apparent sharing/overlap among them. However, their convergence is observed in many real world applications, including cyber-security, internet banking, healthcare, sensor networks, cognitive radio, pervasive computing amidst many others. This two-volume proceedings explore the combined use of Advanced Computing and Informatics in the next generation wireless networks and security, signal and image processing, ontology and human-computer interfaces (HCI). The two volumes together include 148 scholarly papers, which have been accepted for presentation from over 640 submissions in the second International Conference on Advanced Computing, Networking and Informatics, 2014, held in Kolkata, India during June 24-26, 2014. The first volume includes innovative computing techniques and relevant research results in informatics with selective applications in pattern recognition, signal/image processing and HCI. The second volume on the other hand demonstrates the possible scope of the computing techniques and informatics in wireless communications, networking and security.

De Bullet Journal Methode

Examples

Process Control and Optimization

Proceedings of the 2nd American University in the Emirates International Research Conference, AUEIRC'18—Dubai, UAE 2018

From Film to Pixels

Contemporary Techniques and Tools for Digital Representation in Site Design

Emerging technologies enable a wide variety of creative expression, from music and video to innovations in visual art. These aesthetics, when properly explored, can enable enhanced communication between all kinds of people and cultures. The Handbook of Research on Digital Media and Creative Technologies considers the latest research in education, communication, and creative social expression using digital technologies. By exploring advances in art and culture across national and sociological borders, this handbook serves to provide artists, theorists, information communication specialists, and researchers with the tools they need to effectively disseminate their ideas across the digital plane.

"A Computational Approach to Digital Chinese Painting and Calligraphy" is a technical book on computer science and its applications in the arts. It focuses on Oriental

digital arts, in particular Chinese arts and painting, offering a multi-disciplinary treatment from the angles of computer graphics, interactive techniques, human-computer interaction, and artificial intelligence. The book also discusses the unique difficulties and challenges of using the computer to produce Oriental arts, including research results by the authors and their lessons and engineering experiences behind these efforts. Songhua Xu is a computer scientist of Zhejiang University and Yale University, as well as an honorary researcher of the University of Hong Kong. Francis C.M. Lau is Professor at the University of Hong Kong where he leads the Systems Research Group in the Department of Computer Science. Yunhe Pan is Professor of Computer Science at Zhejiang University as well as Deputy President of Chinese Academy of Engineering.

"User level: intermediate to advanced 2D artists, concept artists, illustrators and matte painters"--P. [4] of cover. Features step-by-step tutorials presented by digital painting master artists.

*Masters and Legends of Fantasy Art, 2nd Expanded Edition
Een radicaal verzet tegen de aandachteconomie
Spiritualiteit en abstractie in de kunst*

Image+ Vol. 2 #5

Practical Applications

This book gathers high-quality research papers presented at the 2nd AUE international research conference, AUEIRC 2018, which was organized by the American University in the Emirates, Dubai, and held on November 13th-15th, 2018. The book is broadly divided into two main sections: Sustainability and Smart Business, and Sustainability and Creative Industries. The broad range of topics covered under these sections includes: risk assessment in agriculture, corporate social responsibility and the role of intermediaries, the impact of privatizing health insurance, political events and their effect on foreign currency exchange, the effect of sustainable HR practices on financial performance, sustainability integration in the supply chain and logistics, gender inequality in the MENA economies, the panel data model, the model of sustainable marketing in the era of Industry 4.0, micro-enterprises as a tool for combating unemployment, the impact of financial education and control on financial behavior, measuring financial and asset performance in agricultural firms, a comprehensive strategic approach to sustainability in the UAE, sustainability and project finance, HR analytics, FaD or fashion for organizational sustainability, a conceptual framework of sustainable competitive advantages, psychology of organizational sustainability, Blockchain technology and sustainability, veganism and sustainability,

institution building from an emotional intelligence perspective, sustainable concrete production using CWP, occupants' behavior and energy usage in Emirati houses, the effect of shop lighting on consumer behavior, multimedia applications in digital transformation art, integrating biomimicry principles in sustainable architecture, experimental sustainable practices in fashion education, technology-assisted student-centered learning for civil engineering, and a 10-step design process for architectural design studios. All contributions present high-quality original research work, findings and lessons learned in practical development.

Svetlana Alliloejeva groeit op binnen de muren van het Kremlin. Ze is eigenwijs, intelligent, maar ook eenzaam, vooral na de zelfmoord van haar moeder. Ze heeft geen weet van de verschrikkingen die buiten het Kremlin plaatsvinden. Ook begrijpt ze niet waarom het ene na het andere familielid plotseling verdwijnt. Pas als ze ouder wordt, beseft ze wat voor man haar vader is en wat voor gruweldaden hij op zijn geweten heeft. Na zijn dood vlucht ze naar de Verenigde Staten. Maar ook al was ze geen onderdeel van haar vaders regime, Svetlana kan zijn reputatie niet ontlopen.

Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Numerical simulation is a technique of major importance in various technical and scientific fields. Whilst engineering curricula now include training courses dedicated to it, numerical simulation is still not well-known in some economic sectors, and even less so among the general public. Simulation involves the mathematical modeling of the real world, coupled with the computing power offered by modern technology. Designed to perform virtual experiments, digital simulation can be considered as an "art of prediction". Embellished with a rich iconography and based on the testimony of researchers and engineers, this book shines a light on this little-known art. It is the second of two volumes and gives examples of the uses of numerical simulation in various scientific and technical fields: agriculture, industry, Earth and universe sciences, meteorology and climate studies, energy, biomechanics and human and social sciences.

Overwatch: Anthology

Creative Techniques in Digital Painting Using Wacom and the iPad
Art Book News Annual, volume 4: 2008
Art Book News Annual, volume 4: 2008

Creativity, inc.

Een geschiedenis van de Verenigde Staten

Digital Drawing for Landscape Architecture

Volume two of the Diamond Gem Award-winning comics magazine

IMAGE+ continues with all the hard-hitting content you love.

This issue features another 80 pages of interviews, previews, and in-depth features, plus exclusive comics content. IMAGE+ remains your number-one source for news and information about Image Comics, and now's the perfect time to get in on the ground floor. IMAGE+ is once again available for the low, low price of FREE for anyone already purchasing a copy of Diamond's Previews. Learn concepts central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. VFX Fundamentals introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics. "br>What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX Discover the concepts behind the VFX content production workflow Install and utilize Black Magic Design Fusion 8 and its Visual Programming Language Master the concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking Work with 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion tracking Harness 3D VFX concepts such as 3D geometry, materials, lighting, animation and auxiliary channels Use advanced VFX concepts such as particle systems animation using real-world physics (forces) Who This Book Is Fordiv SFX artists, VFX artists, video editors, website developers, filmmakers, 2D and 3D animators, digital signage producers, e-learning content creators, game developers, multimedia producers.

The classic book on color photography is back in print and completely revamped for a digital photography audience! Learn from step-by-step instruction, illustrative charts, and unbelievably inspirational imagery in this guide meant just for color photographers. World renowned artists give you insight as to "how they did that" and the author provides challenging assignments to help you take photography to a new level. With aesthetic and technical instruction like no other, this book truly is the bible for color photographers. Be sure to visit the companion website, featuring portfolios and commentary by

contemporary artists: www.exploringcolorphotography.com
Fantasy painting has a long tradition. It went through a stylistic revolution in the 1980s with the widespread adoption of airbrush as a medium of choice. Now, with the emergence of various computer modeling and rendering applications, fantasy painting is going through another revolution. Digital tools and techniques have made it easier for artists to realize their visions and the images they now create are more vivid, more realistic, and more compelling. A must-have book for anyone working in the area of fantasy art and for anyone who admires the work of fantasy illustrators. "Digital Fantasy Painting Workshop" tackles the genre's three main categories—fantasy; science-fiction; and horror—and employs detailed step-by-step walkthroughs to show exactly how the images are produced. Featuring work from some of the world's leading fantasy artists, the book also explores the "tradigital" movement of mixing traditional and digital skills.

Theory and Practice

Digital Art Masters

Best of Draw! Volume 2

Integral Methods in Science and Engineering, Volume 2

Exploring Color Photography Fifth Edition

Digital Painting Techniques

Features twelve detailed tutorials and even more inspirational artwork. If you are interested in developing techniques for using Corel's Painter, *Advanced Painter Techniques* is full of the author's compelling digital paintings with instructions on how you too can create similar effects. You will gain an understanding of the method, reasons, techniques and thought processes behind each detailed image and how they can be adapted to suit your own artistic process. If you have been searching for a resource that contains advanced painter techniques and shows you the tools and the theories that drive their use, this book is your ultimate resource.

Have you ever considered using Photoshop to create fine art? Photoshop is usually used for enhancing photos, but this extremely powerful software package is capable of so much more. Every feature, from brushes to background, can be customised and optimised for artistic effect. With a little guidance from a pro, your photoshop results can go from competent retouching of images to visually stunning re-interpretations of them, turning everyday pictures into breathtaking works of art. In this beautiful and inspiring book, acclaimed artist, author and lecturer Susan Bloom shows you how to do just that. Starting with the fundamentals: creating your own artistic brushes and textured papers virtually, she goes on to demonstrate how to create a variety of classic artistic styles in Photoshop, with chapters on watercolours, pastels, charcoal and oil. Further chapters

cover illustration techniques in photoshop, and using third-party software to create painterly effects. While the results are highly polished and realistic, this is not a book written specifically for artists. The techniques are aimed squarely at the Photoshop user looking to broaden their palette, with emphasis on altering photographs to create artwork, rather than creating artwork from scratch. Beautifully written, clearly laid out, and guaranteeing inspiring results, this book is a must-have for every Photoshop user.

Digital Painting 2

VFX Fundamentals

Advanced Computing, Networking and Informatics- Volume 2