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Units of Study in Opinion, Information, and Narrative WritingLearn Power BIMatlabCompTIA CertificationThe Norton Anthology of DramaBlender 3D BasicsEssentials of Paramedic CareHandwriting ProgramIntroduction to SmartPlant (R) P&IDBeginning AutoCAD 2021 Exercise Workbook for Windows(r)Economics for Managers, Global EditionHow Audio WorksTime Series Forecasting using Deep LearningCanva Tips and Tricks Beyond The LimitsHandwriting PracticeLow Vision NotebookHand Writting Practice BookTo Pixar and BeyondYouTube Growth Mastery: How to Start & Grow A Successful Youtube Channel. Get More Views, Subscribers, Hack The Algorithm, Make Money & Master YouTubeWritingAdobe PhotoshopLearning Robotics Using PythonPrimary Writing: Blender 3D By ExampleHandwriting: Printing WorkbookAffinity Photo How ToBig Spelling 1-3Minecrafter Architect: The Builder's Idea BookFundamental Mechanics of FluidsDirty Rowdy ThingGenerative ArtExperts' Guide to ObsidianHacks for MinecraftersThe Builder's Idea BookHands-On Motion Graphics with Adobe After Effects CCLow Vision Paper NotebookDaily Handwriting PracticeHandwriting Practice PaperAdobe IllustratorLogistic Regression Using SAS

Informal and nontechnical, this book both explains the theory behind logistic regression, and looks at all the practical details involved in its implementation using SAS. Includes several real-world examples in full detail.Retaining the features that made previous editions perennial favorites, Fundamental Mechanics of Fluids, Third Edition illustrates basic equations and strategies used to analyze fluid dynamics, mechanisms, and behavior, and offers solutions to fluid flow dilemmas encountered in common engineering applications. The new edition contains completely reA New York Times bestseller, now in paperback for the first time and completely revised and updated! With more than 100 million registered players, Minecraft has taken control of gamers all over the world. With Hacks for Minecrafters, you'll be able to take back that control! Only with the help found in Hacks for Minecrafters will you be able to craft your world exactly how you want it to look, all while discovering the hidden gems of the game. Now being released in paperback, Hacks for Minecrafters has been updated for Minecraft 1.12, the World of Color update that added new function and crafting systems, illusioners, parrots, and building materials like glazed terracotta and concrete. In this hacker's guide, you'll find expertise on: Mining—including diamonds and rare minerals! Farming—growing tricks, seed hacks, and the best tree-replanting techniques! Battle—for the best weapons and armor! Magic—top crafting hacks and book modifiers! You will never be stuck again! With more than one hundred full-color screenshots of in-game footage, you'll be able to carefully follow every tip with precision. It doesn't matter if you're playing on a PC, mobile device, or home console; with Hacks for Minecrafters,

you'll be beating the game in no time. Every block has been
accounted for, all living entities have been taken into
consideration, and all modes of game-play are covered!If you are an
engineer, a researcher, or a hobbyist, and you are interested in
robotics and want to build your own robot, this book is for you.
Readers are assumed to be new to robotics but should have experience
with Python.There's simply no better resource for anyone learning
about and/or teaching CAD software than the Beginning AutoCAD
Exercise Workbook. Veteran AutoCAD experts and former instructors
Shrock and Heather have packed the 2021 version with a vastly
improved interior design layout, 30 in-depth lessons with hundreds
of useful practice exercises, all new screenshots, along with tried
and true features such as "CAD tips" and side-by-side metric/inch
measurements. The detailed, step-by-step format makes mastering
AutoCAD much easier, in or out of a formal classroom. Readers can
download the provided templates used for drawings in the book from
the Industrial Press website. New and/or Improved Features in
Beginning AutoCAD 2021 Streamlined Trim and Extend command--Boundary
edges are now selected automatically, making trimming or extending
objects far more efficient. Revision Cloud enhancements--Users can
use one value that measures the chord distance between the end
points of each cloud arc to create more consistent revision clouds.
Measure Geometry: Quick Measure--The area and perimeter of closed
objects (and even multiple objects) can be measured with a simple
click, all in one go. Beginning AutoCAD 2021 contains more content
than ever before, yet has been redesigned and reduced by more than
100 pages, making it more manageable to read and carry."To live
without hope is to cease to live." - Fyodor Dostoyevsky Low Vision
Notebook: Bold lines 4pt, white paper. 120 Pages. Size: 8.5" x 11"
(21.59 x 27.94 cm). Extra wide ruled 3/4 inch, 19MM.How can 26
letters spell big success?ƒƒ,,ƒ,,When a child recognizes and
understands letter combinations it gives reading and writing a huge
boost. You can tell it when they can spell it! The proven activities
inƒƒ,,ƒ,,Big Spelling 1-3ƒƒ,,ƒ,,will help your child be successful
in school by teaching spelling patterns, word recognition, letter
sounds, and more. With focus on essential first, second, and third
grade spelling skills and over 300 pages of practice, your child
will work and learn for many happy hours.Collins Easy Learning
practice skills books help children develop their literacy and
numeracy skills. Collins Easy Learning Handwriting Practice Age 5-7
gives support, practice and guidance for year-by-year school
learning.For one semester MBA Managerial Economics courses Economics
for Managers presents the fundamental ideas of microeconomics and
macroeconomics and integrates them from a managerial decision-making
perspective in a framework that can be used in a single-semester
course. To be competitive in today's business environment, managers
must understand how economic forces affect their business and the
factors that must be considered when making business decisions. This
is the only book that provides business students and MBAs with a
thorough and applied understanding of both micro- and macroeconomic
concepts in a way non-economics majors can understand. The third

edition retains all the same core concepts and straightforward material on micro- and macroeconomics while incorporating new case material and real-world examples that relate to today's managerial student. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.Explore the infinite possibilities offered by Artificial Intelligence and Neural Networks KEY FEATURES ● Covers numerous concepts, techniques, best practices and troubleshooting tips by community experts. ● Includes practical demonstration of robust deep learning prediction models with exciting use-cases. ● Covers the use of the most powerful research toolkit such as Python, PyTorch, and Neural Network Intelligence. DESCRIPTION This book is amid at teaching the readers how to apply the deep learning techniques to the time series forecasting challenges and how to build prediction models using PyTorch. The readers will learn the fundamentals of PyTorch in the early stages of the book. Next, the time series forecasting is covered in greater depth after the programme has been developed. You will try to use machine learning to identify the patterns that can help us forecast the future results. It covers methodologies such as Recurrent Neural Network, Encoder-decoder model, and Temporal Convolutional Network, all of which are state-of-the-art neural network architectures. Furthermore, for good measure, we have also introduced the neural architecture search, which automates searching for an ideal neural network design for a certain task. Finally by the end of the book, readers would be able to solve complex real-world prediction issues by applying the models and strategies learnt throughout the course of the book. This book also offers another great way of mastering deep learning and its various techniques. WHAT YOU WILL LEARN ● Work with the Encoder-Decoder concept and Temporal Convolutional Network mechanics. ● Learn the basics of neural architecture search with Neural Network Intelligence. ● Combine standard statistical analysis methods with deep learning approaches. ● Automate the search for optimal predictive architecture. ● Design your custom neural network architecture for specific tasks. ● Apply predictive models to real-world problems of forecasting stock quotes, weather, and natural processes. WHO THIS BOOK IS FOR This book is written for engineers, data scientists, and stock traders who want to build time series forecasting programs using deep learning. Possessing some familiarity of Python is sufficient, while a basic understanding of machine learning is desirable but not needed. TABLE OF CONTENTS 1. Time Series Problems and Challenges 2. Deep Learning with PyTorch 3. Time Series as Deep Learning Problem 4. Recurrent Neural Networks 5. Advanced Forecasting Models 6. PyTorch Model Tuning with Neural Network

Intelligence 7. Applying Deep Learning to Real-world Forecasting Problems 8. PyTorch Forecasting Package 9. What is Next?120 pages of clear penmanship practice paper. Wide lines and a dabbed focus to assist understudies with rehearsing the shapes and sizes of their letters and numbers. A little practice every day can go far in helping youngsters create wonderful handwriting. 120 pages size 8.5"x11" inAre you ready to improve your skills and knowledge of Affinity Photo? If you ever find yourself wondering how to do something in Affinity Photo, then this book is for you. It doesn't matter if you are a novice or advanced Affinity user, you are likely to discover something you didn't know by reading this book. In Affinity Photo How To you will learn how to perform common tasks such as how to crop a photo, how to sharpen an image or how to create a mask. But in doing so you will learn much more than just a collection of simple techniques. Each chapter of the book focusses on a different activity, and using instructive exercises, explains how Affinity Photo works. Importantly, it links what might seem unrelated activities together, to build your understanding and editing skill in Affinity Photo. By the end of this book, you will find you are delving deep into Affinity Photo to perform tasks such as easily creating complex selections and masks. Here are just a few examples of what you will learn: · How to customise almost every aspect of the Affinity interface. · How to control the many different options when exporting an image, like colour space, bit depth and image resolution. · How to edit images using different colour formats for example RGB and CMYK, but how to do this without changing the image format. · How to easily add layer effects including shadows, outlines, and glows. · How blending modes work and how you can use these with different Affinity Photo tools like the Paint Brush. · How to use the Refine Selection dialog to greatly improve the accuracy of a selection automatically. What may seem like a simple topic will probably delve much deeper into Affinity Photo than you imagine. Accompanying the many exercises in this book are sample files. You can download these from the authors website, allowing you to follow along in your own copy of Affinity Photo. Packed with tips and advice, this book is a valuable resource for all users of Affinity Photo.Obsidian is an innovative app for working with ideas, striving to serve as your second brain. That's an ambitious goal and Obsidian is an ambitious app, which has seen its popularity grow leaps and bounds over the past year. This book brings together tips from Expert Obsidian users who've tweaked and finessed their note-taking and sense-making process in Obsidian. In this book, you'll learn how to: * Learn for the long term by focusing on concepts rather than traditional notes; * Push your creative juices by discovering connections between concepts; * Manage a publishing workflow using a Kanban board, from capturing initial ideas to developing these through to completion; * Plan and organize your day in Obsidian, tracking your regular work and documenting your creative journey; * Work efficiently in Obsidian with shortcuts, templates and several plugins to boost your creative process. This book presents Experts' use of Obsidian. For a ground-

up understanding of key concepts and techniques in Obsidian, pick up the related book "Master Obsidian Quickly - Boost Your Learning & Productivity with a Free, Modern, Powerful Knowledge Toolkit" by the same author.

Adobe Photoshop: A Complete Course and Compendium of Features is your guide to creating, editing, and enhancing images and designs in Adobe Photoshop. Whether you're retouching a photograph, making a simulated chalk drawing, or creating a composite photo with a 3D drawing, Photoshop is the tool for you—and this book will teach you what you need to know.

First, with a complete Course that includes a set of projects and lessons derived from Adobe Certified Instructor Steve Laskevitch, you will learn the procedures needed to use Photoshop effectively and professionally. Dozens of lessons are included that can be applied to any graphics you have in mind. Through these step-by-step lessons, you'll be exposed to all of Photoshop's features in practical contexts and its best practices for optimal workflows. To complete the Course, we'll supply lesson documents and their assets to download. These can even serve as starting points for your own projects.

Then, for greater depth of knowledge and subsequent reference, you'll use the Compendium to uncover more of the "how" and "why" of Photoshop. With each topic easy to access, you can find and explore all of Photoshop's key features and concepts in depth. With cross references between the Course and Compendium, the two parts of the book complement each other perfectly. Best of all, when the lessons in the Course are done, the Compendium will continue to serve for months and years to come.

Learn step by step how to:

- Set up an ideal workspace

- Master selections and masks

- Work with type and brushes

- Use blend modes for combining images

- Take advantage of Smart Objects

- Become more efficient and effective with actions and scripts

- And much more!

2021 Photoshop Update: Download an addendum covering the 2021 Adobe Photoshop update along with the supplied Course files for the book. See the book's Introduction for a link to downloadable resources

webpage.

The complete novice's guide to 3D modeling and animation.Essentials of Paramedic Care, 2nd edition, is the first text program to take students beyond the skills necessary to practice as a paramedic and into the underlying principles upon which those practices are based. Correlated to the U.S. Department of Transportation's 1998 National Standard Curriculum for EMT-Paramedic, this text provides the background content and skills coverage required for paramedic education. The text, comprised of five divisions, covers all eight modules of the curriculum. Division 1: Introduction to Advanced Prehospital Care (includes Airway Management) Division 2: Patient Assessment Division 3: Trauma Emergencies Division 4: Medical Emergencies Division 5: Special Considerations/Operations (includes Assessment-Based Management)Design a complete workflow with Blender to create stunning 3D scenes and films step-by-step! About This Book Give life to a character within a full animated short film by learning the rigging and animation process Make use of the powerful tools available in Blender to produce professional-quality 3D characters and environments Discover advanced techniques by adding fur to a character, creating a grass field, and fine-tuning a shot with post-processing effects to enhance your creations Who This Book Is For This book will give any beginner the necessary skills and knowledge to create own 3D projects with Blender. You don't need to have any previous experience in 3D modeling, but if you do, then this book is a great way get you started with Blender. This book is for anyone who wants to learn Blender by creating concrete projects. What You Will Learn Understand the basics of 3D and how to navigate your way around the Blender interface Create a 3D robot toy model from start to finish using the basic modeling tools of Blender Make a full alien character using the skin mesh modifier and the sculpting tools with an artistic approach Use re-topology techniques to create a clean 3D version of the previously sculpted alien Model a full haunted house and its environment using more advanced modeling tools and techniques such as the Array Modifier, Instance duplication, or Curves Discover the power of the texture paint tool in order to add color to the haunted house Get to know the Cycles render engine by creating different materials for the house and the environment In Detail Blender is a powerful tool, stable, with an integral workflow that will allow you to understand your learning of 3D creation with serenity. Today, it is considered to be one of the most complete 3D packages on the market and it is free and open source! It is very efficient for many types of productions, such as 3D animated or live action films, architecture, research, or even game creation with its integrated game engine and its use of the Python language. Moreover, Blender has an active community that contributes to expanding its functionalities. Today, it is used in many professional products and by many companies. Through this book, you will create many types of concert projects using a step-by-step approach. You will start by getting to know the modeling tools available in Blender as you create a 3D robot toy. Then, you will

discover more advanced techniques such as sculpting and re-topology by creating a funny alien character. After that, you will create a full haunted house scene. For the last project, you will create a short film featuring a rat cowboy shooting cheese in a rat trap! This will be a more complex project in which you learn how to rig, animate, compose advanced material, composite, and edit a full sequence. Each project in this book will give you more practice and increase your knowledge of the Blender tools. By the end of this book, you will master a workflow that you will be able to apply to your own creations. Style and approach This is an easy-to-follow book that is based on four concrete projects, with increasing levels of difficulty. Each chapter will teach you how to create these projects step-by-step. New tools and techniques are introduced in a theoretical and practical way, so you can apply them in your own projects later.MatLab, Third Edition is the only book that gives a full introduction to programming in MATLAB combined with an explanation of the software's powerful functions, enabling engineers to fully exploit its extensive capabilities in solving engineering problems. The book provides a systematic, step-by-step approach, building on concepts throughout the text, facilitating easier learning. Sections on common pitfalls and programming guidelines direct students towards best practice. The book is organized into 14 chapters, starting with programming concepts such as variables, assignments, input/output, and selection statements; moves onto loops; and then solves problems using both the 'programming concept' and the 'power of MATLAB' side-by-side. In-depth coverage is given to input/output, a topic that is fundamental to many engineering applications. Vectorized Code has been made into its own chapter, in order to emphasize the importance of using MATLAB efficiently. There are also expanded examples on low-level file input functions, Graphical User Interfaces, and use of MATLAB Version R2012b; modified and new end-of-chapter exercises; improved labeling of plots; and improved standards for variable names and documentation. This book will be a valuable resource for engineers learning to program and model in MATLAB, as well as for undergraduates in engineering and science taking a course that uses (or recommends) MATLAB. Presents programming concepts and MATLAB built-in functions side-by-side Systematic, step-by-step approach, building on concepts throughout the book, facilitating easier learning Sections on common pitfalls and programming guidelines direct students towards best practiceDaily Handwriting Practice allows students to write letters, words, and sentences about a variety of content-area topics from language arts to science and social studies. Students complete a half-page writing assignment on Monday through Thursday. Then Friday¿s practice is a full-page review of the week¿s letter forms. The class pack contains a Teacher¿s Edition and 20 Student Books.YouTube has over 2 billion users, that's almost one-third of all people on the Internet. And, with the right information, you too could be on your way to influence, growth and success online. If you're serious about growing your audience, success and making money doing what you love on YouTube then this book can show you how.

Whatever your motivation to start a YouTube channel is, you've come to the right place. YouTube can be overwhelming and getting your name out there isn't as easy as you might think. True, there is plenty of information out there but it's hard to find an all in one guide without too much technical or old information. Regardless of what your experience is or the equipment you use, this in-depth book is designed to provide you with everything you need to launch a successful YouTube channel. By understanding what makes a YouTube channel successful, you can replicate the methods to get more views, subscribers, and make money on your own. Through using a proven system of 7 key points this book shows you exactly how to do it. In This Book You Will Discover: YouTube Channel Branding Tips For More Views How To Make Money On YouTube In 2020, 2021 & Beyond (Steps Explained) YouTube Algorithm Hacks That Actually Work How A Four Year Surpassed Names Such As PewDiePie & Justin Bieber. Promote Your YouTube Channel for FREE With Social Media Multiply Your Growth Using Metrics Hacks YouTube Settings You NEED to Know to Grow Your Channel How To Hook Viewers & Hold Their Attention YouTube SEO - To Get Your Videos To Appear In A Search And much, much more.. If you are not using Youtube to scale your business or brand then you are leaving a ton of money on the table. The truth is, you don't have to wait until you have a million subscribers or views to begin. This book can show you the way but you need to take action. Scroll back up and click Buy Now to start your success on YouTube.Features: Measures 8.5x11 inches Handwriting Practice Paper, 100 pages Paperback. Soft cover design. Matte.(Not a sewn binding.) White interior pages There is ample room inside for writing notes and ideas. It can be used as a notebook, journal or composition book. At MSquared Design we have a variety of amazing Notebooks and Journals for kids available in a wide selection on interiors including: Wide Ruled for Younger Students College Ruled for Older Students Graph Paper for Math, Drawing and other Projects Dot Grid for Bullet Journaling and Other Projects Sketchbooks for Drawing Love this design but need a different interior format? Just click on our brand "MSquared Designs" to find the rest of our selection! School Notebook or Personal Journal for writing, essays or notes. Perfect for Homeschooling, Teachers, Students or Parents.

Adobe Illustrator: A Complete Course and Compendium of Features is your guide to building vector graphics, whether you're creating logos, icons, drawings, typography, or other illustrations—and regardless of their destination: print, web, video, or mobile. First, with a complete Course that includes a set of projects and lessons derived from Adobe Certified Instructor Jason Hoppe, you will learn the procedures needed to use Illustrator effectively and professionally. Dozens of lessons are included that can be applied to any graphics you have in mind. Through these step-by-step lessons, you'll be exposed to all of Illustrator's features in practical contexts and its best practices for optimal workflows.

To complete the Course, we'll supply lesson documents and their

assets to download. These can even serve as starting points for your own projects.

Then, for greater depth of knowledge and subsequent reference, you'll use the Compendium to uncover more of the "how" and "why" of Illustrator. With each topic easy to access, you can find and explore all of Illustrator's key features and concepts in depth. With cross references between the Course and Compendium, the two parts of the book complement each other perfectly. Best of all, when the lessons in the Course are done, the Compendium will continue to serve for months and years to come.

Learn step by step how to:

- Draw basic shapes and lines

- Build graphics using Illustrator's deep and diverse toolset

- Create complex icons using the Pathfinder and Shape Builder

- Use color with predictable and harmonic results

- Work effectively with type

- And much more!

Discover techniques to enhance your videos with complex animation Key FeaturesDesign, animate, and sequence a complete motion graphics projectWork with compositions and pre-compositions to create animations speedilyMaximize your motion graphics and visual effects skillsBook Description If you're thinking seriously about making and publishing your videos with professional editing and animation, look no further! Adobe After Effects is a popular tool among video editors and YouTubers to enhance their videos and bring them to life by implementing visual effects and motion graphics. This book will take you right from the basics through to the advanced techniques in Adobe After Effects CC 2018. You will start by setting up your editing environment to learn and improve techniques to sharpen your video editing skills. Furthermore, you will work with basic and advanced special effects to create, modify, and optimize motion graphics in your videos. Lastly, you will not only learn how to create 2.5D animations, but also get to grips with using Cinema 4D Lite to build and animate complete 3D scenes. By the end of the book, you'll have learned how to package a video efficiently with the help of the projects covered. What you will learnCreate a lower third project for a TV show with complex layersWork with shape layer animation to create an animated lyrics videoExplore different tools to animate charactersApply text animation to create a dynamic film-opening titleUse professional visual effects to create a VFX projectModel, light, and composite your 3D project in After EffectsWho this book is for If you're a student, professional,

YouTuber, or anyone who is interested in video editing, animation, and motion graphics, this book is for you. You'll also find this resource useful if you're an Illustrator looking to put your creations in motion.Guided by hundreds of in-game, step-by-step photos and simple instructions, kids will learn how to add excitement, artistry, and variety to everything they build.Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes === Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy FractalsSolve business challenges with Microsoft Power BI's advanced visualization and data analysis techniques Key Features Create effective storytelling reports by implementing simple-to-intermediate Power BI features Develop powerful analytical models to extract key insights for changing business needs Build, publish, and share impressive dashboards for your organization Book Description To succeed in today's transforming business world, organizations need business intelligence capabilities to make smarter decisions faster than ever before. This Power BI book is an entry-level guide that will get you up and running with data modeling, visualization, and analytical techniques from scratch. You'll find this book handy if you want to get well-versed with the extensive Power BI ecosystem. You'll start by covering the basics of business intelligence and installing Power BI. You'll then learn the wide range of Power BI features to unlock business insights. As you progress, the book will take you through how to use Power Query to ingest, cleanse, and shape your data, and

use Power BI DAX to create simple to complex calculations. You'll also be able to add a variety of interactive visualizations to your reports to bring your data to life. Finally, you'll gain hands-on experience in creating visually stunning reports that speak to business decision makers, and see how you can securely share these reports and collaborate with others. By the end of this book, you'll be ready to create simple, yet effective, BI reports and dashboards using the latest features of Power BI. What you will learn Explore the different features of Power BI to create interactive dashboards Use the Query Editor to import and transform data Perform simple and complex DAX calculations to enhance analysis Discover business insights and tell a story with your data using Power BI Explore data and learn to manage datasets, dataflows, and data gateways Use workspaces to collaborate with others and publish your reports Who this book is for If you're an IT manager, data analyst, or BI user new to using Power BI for solving business intelligence problems, this book is for you. You'll also find this book useful if you want to migrate from other BI tools to create powerful and interactive dashboards. No experience of working with Power BI is expected.Low Vision Paper Notebook - Low Vision Aids DETAILS: - Bold black lines & bright white paper - For note taking, work, school or journaling - 100 pages - Durable Cover - Matte Finish. - Binding: Professional grade binding (retail standard) - Pages are numbered- Product Measures: 8.5" x 11" (21.59 x 27.94 cm)Brighter Child Handwriting: Printing helps young children master legible writing. Practice is included for lowercase and uppercase letters, words and sentences, and more. School success starts here! Workbooks in the popular Brighter Child series are packed with plenty of fun activities that teach a variety of essential school skills. Students will find help for math, English and grammar, handwriting, and other important subject areas. Each book contains full-color practice pages, easy-to-follow instructions, and an answer key.Comprehensive and up-to-date, now with more instructor resourcesUnlike her best friends Mia and Lola, Harlow Vega has a reputation for always being up for a fling. Twelve drunk and wild hours in Sin City married to the ridiculously hot and rugged Canadian fisherman Finn Roberts, who (no surprise) is amazing with his muscular hands - and his lips and the rest of his body - was just her speed. But it was just a thing: dirty, rowdy, and easy until Finn turns up in her hometown on business. Harlow's not ready to be tied down but when the whole crew is handing out together, there's just something about him. It may not be love (hell, it may not even be like), but their exciting, tension-filled hookups provide the perfect distraction from the scary life changes they're both facing - challenges neither is sure how to handle, let alone fix. One night together turns into two, and soon Finn's mysterious business trip has gone on for weeks. They agreed on the sex-wild, wet, kinky-but now their bordercrossing booty call is starting to feel like the real deal. And for two people used to being in control, taking the ultimate plunge by faling in love feels a lot more like flat-out falling.Become a Master Builder of Structures! Tired of the same old 9x9 cobblestone cubes? Stuck

figuring out what type of windows to add to your mansion? Minecrafter Architect: The Builder's Idea Book will solve your builder's block, with dozens of examples of window treatments, entranceways, roofs, walls, paths, road, bridges, floorplans, block palettes, and more. Copy them exactly or use them as inspiration, and you'll be mastering the art of creating unique and detailed Minecraft builds. Guided by hundreds of in-game, step-by-step photos and simple instructions, kids will learn how to add excitement, artistry, and variety to everything they build. Perfect for beginner to advanced Minecrafters who want to learn more Includes hundreds of step-by-step, full-color photos to guide readers of all ages Helps encourage creativity and problem-solving skills Minecrafter Architect: The Builder's Idea Book appeals to the virtual artist in every gamer and holds the valuable secrets players need to stretch their building skills.Whether a musician who wants to understand the engineering behind the music, a hobbyist who wants to start recording their songs, a music lover who wants to understand why certain records sound the way they do, an audio engineer who wants to make sure they can nail the basic technicalities of their craft, or simply someone eager to learn the basics of audio engineering, this book is for you. The book is organized in the most intuitive way possible: you will follow the sound from its creation to its rendering, from the vibrating string to the sound in their ears. Chapter 1 deals with physical sound and its description in terms of waves. Chapter 2 explains how the sound is transformed and transported by a series of devices (microphones, cables, amplifiers, etc.) from the analog physical domain to the digital virtual domain. Chapter 3 describes the basic transformative operations available in the digital domain. Chapter 4 explains how the sound is transformed back into the analog domain and how we detect it. With 13 tables, 16 original figures, 13 equations, a 4 page glossary and a complete list of sources, "How Audio Works" gives you all the tools to understand the basics of audio engineering, and come out more informed and better prepared.
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