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This setup information applies to the Ross® XPression. Character Generators. Character generators (CG) are advanced graphics processing engines that can add complex graphical elements into the picture. Typically, a CG will output two video streams, a video stream and an alpha stream. ... Refer to your Acuity™ Setup manual for more ...

The "E-Learning Methodologies" guide will support professionals involved in the design and development of e-learning projects and products. The guide reviews the

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basic concepts of e-learning with a focus on adult learning, and introduces the various activities and roles involved in an e-learning project. The guide covers methodologies and tips for creating interactive content and for facilitating online learning, as well as some of the technologies used to create and deliver e-learning.

OpenGL, which has been bound in C, is a seasoned graphics library for scientists and engineers. As we know, Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C/C++ . Released by Sun Microsystems in June 2003, the recent OpenGL binding with Java, JOGL, provides students, scientists, and engineers a new venue of graphics learning, research, and applications. Overview This book aims to be a shortcut to graphics theory and programming in JOGL. Specifically, it covers OpenGL programming in Java, using JOGL, along with concise computer graphics theories. It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications. It also covers some basic concepts in Java programming for C/C++ programmers. It is designed as a textbook for students who know programming basics already. It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming. It is also a good reference for C/C++ graphics vi Preface programmers to learn Java and JOGL. This book is a companion to Guide to Graphics Software Tools (Springer-Verlag, New York, ISBN 0-387-95049-4), which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools. Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL.

An analysis of the invasion of our personal lives by logo-promoting, powerful corporations combines muckraking journalism with contemporary memoir to discuss current consumer culture

What will you learn from this book? It ' s no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you ' ll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you ' ll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

The book uses step-by-step instructions along with full code listings for each exercise. After each exercise, the author pauses to reflect, explain, and offer insights before building on the project. The author approaches the content with the belief that we are all teachers and that you are reading this book not only because you want to learn, but because you want to share your knowledge with others. Motivated students can pick up this book and teach themselves how to program because the book takes a

simple, strategic, and structured approach to learning Scratch. Parents can grasp the fundamentals so that they can guide their children through introductory Scratch programming exercises. It's perfect for homeschool families. Teachers of all disciplines from computer science to English can quickly get up to speed with Scratch and adapt the projects for use in the classroom.

This book covers all relevant techniques of diagnosis as well as interpretations of clinical signs in Clinical Neuro-Ophthalmology. All information is highly structured, highlighting 'definition', 'note' and 'pearl', so that it can also be used by the physician during the patient encounter. The included flow chart posters remind the physician of the most important information. This unique and practical guide offers invaluable and practical advice for physicians treating patients with neuro-ophthalmic problems.

The Most Complete and Practical Guide to MySQL Version 5's Powerful SQL Dialect
MySQL version 5 offers a SQL dialect with immense power. In *SQL for MySQL Developers*, Rick F. van der Lans helps you master this version of SQL and take advantage of its full potential. Using case study examples and hands-on exercises, van der Lans illuminates every key concept, technique, and statement – including advanced features that make it easier to create even the most complex statements and programs. Drawing on decades of experience as an SQL standards team member and enterprise consultant, he reveals exactly why MySQL's dialect works as it does – and how to get the most out of it. You'll gain powerful insight into everything from basic queries to stored procedures, transactions to data security. Whether you're a programmer, Web developer, analyst, DBA, or database user, this book can take you from "apprentice" to true SQL expert. If you've used SQL in older versions of MySQL, you'll become dramatically more effective – and if you're migrating from other database platforms, you'll gain practical mastery fast.

Advances over the past two decades have enabled physicians to revolutionize the manner in which they can assess and manage children's pain. Thirty years ago it was thought that young children did not experience pain and therefore it was not necessary to treat it. Today professionals from a variety of disciplines have contributed data that have revolutionized medical perspectives. Technological advances now enable doctors to treat acute pain in fetuses, premature neonates, infants, toddlers, children, and adolescents with increasing precision and efficacy. Research highlighting the context of chronic pain has moved them away from a mind-body dichotomy and toward an integrated, holistic perspective that leads to substantial improvement in children's adaptive functioning as well as subjective discomfort. This book covers these topics and is intended for anyone who provides medical care to children. Each chapter provides an overview of the problem, followed by a "hands on" description of relevant assessment and intervention strategies. The role of the primary care practitioner is highlighted, both as a front-line resource as well as a consumer of specialized pediatric pain treatment services. Each chapter ends with a summary and specific bullet points highlighting the most central elements, making for quick and easy reference.

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