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Windows 8.1 Professional Volumes 1 and 2 aims to help every Windows' user to - Get familiar with windows 8.1 professional operating system. - Know everything about new modern window 8 and 8.1 operating system. - Operate all new start screen metro style tile apps and its controls. - Customize configure system and administrator privileges settings,, system services, system tools, PC settings, control panel. - Get familiar with all kind of apps, Windows 8.1 tips and tricks., - About windows registry Vview edit modify/modifies Windows 8.1 registry., - Explore group policy behavior, view and modify system and user group policy configuration. - Describes all each and every group policy one by one with detail explanation. The E-Medicine, E-Health, M-Health, Telemedicine, and Telehealth Handbook provides extensive coverage of modern telecommunication in the medical industry, from sensors on and within the body to electronic medical records and beyond. Telemedicine and Electronic Medicine is the first volume of this handbook. Featuring chapters written by leading experts and researchers in their respective fields, this volume: Describes the integration of—and interactions between—modern eMedicine, telemedicine, eHealth, and telehealth practices Explains how medical information flows through wireless technologies and networks, emphasizing fast-deploying wireless body area networks Presents the latest developments in sensors, devices, and implantables, from medical sensors for mobile communication devices to drug-delivery systems Illustrates practical telemedicine applications in telecardiology, teleradiology, teledermatology, teleaudiology, teleoncology, acute care telemedicine, and more The E-Medicine, E-Health, M-Health, Telemedicine, and Telehealth Handbook bridges the gap between scientists, engineers, and medical professionals by creating synergy in the related fields of biomedical engineering, information and communication technology, business, and healthcare. With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with: *InDesign Animation *Buttons, forms, and other interactive elements *Interactive PDFs *EPUB *App building with DPS *The fundamentals of HTML, CSS, and GREP *A treasure trove of trips and techniques that will forever transform your work with InDesign. An up-to-date collection of tips, tricks, and techniques for computer users of all levels includes step-by-step, money- and time-saving guidelines for how to get the most out of one's personal computer, covering software, hardware, the Internet, and the Windows operating system. The superb organization of The Electronics Handbook means that it is not only a comprehensive and fascinating reference, but also a pleasure to use. Some of these organizational features include: "If you're an architect looking to get the most out of Photoshop, look no further! Enhancing CAD Drawings with Photoshop is a killerbook." —George Omura, Author, Mastering AutoCAD 2005 and AutoCAD LT 2005 Bring Your CAD Drawings to Life Using Artistic Photoshop Techniques Most architects find that traditional CAD drawings are not the ideal medium for sharing their visions with clients. For an untrained eye, it's difficult to imagine a complex design by simply viewing a line drawing. Fortunately, you can use Adobe Photoshop to enliven CAD drawings and improve graphical communications. Enhancing CAD Drawings with Photoshop is the first book to demonstrate how you can use Photoshop to transform CAD drawings into dynamic, attractive presentational pieces that speak to everyone. First, you'll master the basic Photoshop concepts and tools. Then you delve into sophisticated illustrating and compositing techniques. Practical tutorials lead you step-by-step through each process, and a full-color insert featuring before-and-after images is certain to inspire you with ideas and solutions. While appealing to the artist in you, this unique book will empower you to win bids and wow clients. Inside, you'll learn how to: Plan your work flow to ensure consistent color printing Work in the digital darkroom and hone your retouching skills Extract entourage objects from photographs and use them in architectural illustrations, renderings, plans, and elevations Enhance your line drawings with color, pattern, gradient, transparency, and shadows Dress up basic elevations using Photoshop's layer style effects, reflection and refraction, and entourage Transfer 3D objects from Autodesk VIZ into image layers in Photoshop Make objects look realistic using layers and clipping groups Transform 3D models into pencil sketches, watercolors, and paintings Share your digital work with your clients via prints, e-mail, the Web, and slideshows Protect and catalog your intellectual property Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization. The quick way to learn today's Windows 10! This is learning made easy. Get more done quickly with the newest version of Windows 10. Jump in wherever you need answers—brisk lessons and colorful screenshots show you exactly what to do, step by step. Do what you want to do with Windows 10! Explore fun and functional improvements in the newest version Customize your sign-in and manage connections Quickly find files on your computer or in the cloud Tailor your Windows 10 experience for easy access to the information and tools you want Work more efficiently with Quick Action and other shortcuts Get personalized assistance and manage third-party services with Cortana Interact with the web faster and more safely with Microsoft Edge Protect your computer, information, and privacy Get up and running with Unity with the help of expert guidance for addressing the performance issues encountered in Unity development Key Features • Discover solutions to common problems faced by .NET developers while creating games in Unity • Explore tips, tricks, best practices, and advanced Unity coding techniques for creating impressive games • Understand how to program with C# code using Unity's built-in modules and add engaging effects Book Description Understand what makes Unity the world's most widely used real-time 3D development platform and explore its powerful features for creating 3D and 2D games, as well as the Unity game engine and the Microsoft Game Dev, including the Microsoft Azure Cloud and Microsoft Azure PlayFab services, to create games. You will start by getting acquainted with the Unity editor and the basic concepts of Unity script programming with C#. You'll then learn how to use C# code to work with Unity's built-in modules, such as UI, animation, physics, video, and audio, and understand how to develop a game with Unity and C#. As you progress through the chapters, you'll cover advanced topics such as the math involved in computer graphics and how to create a custom render pipeline in Unity with the new Scriptable Render Pipeline, all while optimizing performance in Unity. Along the way, you'll be introduced to Microsoft Game Dev, Azure services, and Azure PlayFab, and using the Unity3D PlayFab SDK to access the PlayFab API. By the end of this Unity book, you'll have become familiar with the Unity engine and be ready to develop your own games while also addressing the performance issues that you could encounter in the development process. What you will learn • Get to grips with using the Unity Editor • Use C# scripts to work with Unity's built-in modules such as UI, animation, physics, video, and audio • Create a custom render pipeline in Unity Engine with the latest Scriptable Render Pipeline • Write high-performance multithreaded code with the latest DOTs in Unity • Discover the Azure PlayFab Client library for C# in Unity • Understand how the asset management and serialization system within Unity really works • Explore some of the most commonly used profiler tools in Unity development Who this book is for The book is for developers with intermediate .NET and C# programming experience who are interested in learning game development with Unity. Basic experience in C# programming is assumed. This edition of Real World Photoshop is more tightly focused for the needs and demands of the professional digital photographers. From acquiring images to using an efficient processing workflow to maintaining image quality and final output quality all within the powerful feature set of Adobe Photoshop CS4 and Photoshop Extended CS4. Coverage of new features includes: live, non-destructive corrections in the Adjustments panel, re-editable, feathered, density controlled masks, enhanced auto-align, auto blend, 360 degree panoramas, and more. The book's new focus helps readers understand the core workflow tasks, main print and web output options as well as the commercial printing information necessary to hand off images for prepress. Essentials information on file formats, color settings, image adjustment fundamentals, sharpness, detail, noise reduction, and image storage and output is also included. Photoshop Extended is covered where it relates specifically to photographers. A classic reference book on user interface design and graphic design for web sites, updated to reflect a rapidly changing market Consistently praised as the best volume on classic elements of web site design, Web Style Guide has sold many thousands of copies

and has been published around the world. This new revised edition confirms Web Style Guide as the go-to authority in a rapidly changing market. As web designers move from building sites from scratch to using content management and aggregation tools, the book's focus shifts away from code samples and toward best practices, especially those involving mobile experience, social media, and accessibility. An ideal reference for web site designers in corporations, government, nonprofit organizations, and academic institutions, the book explains established design principles and covers all aspects of web design—from planning to production to maintenance. The guide also shows how these principles apply in web design projects whose primary concerns are information design, interface design, and efficient search and navigation. Get up to speed quickly on the latest in user experience strategy and design UX For Dummies is a hands-on guide to developing and implementing user experience strategy. Written by globally-recognized UX consultants, this essential resource provides expert insight and guidance on using the tools and techniques that create a great user experience, along with practical advice on implementing a UX strategy that aligns with your organisation's business goals and philosophy. You'll learn how to integrate web design, user research, business planning and data analysis to focus your company's web presence on the needs of your customers, gaining the skills you need to be effective in the field of user experience design. Whether it's the interface, graphics, industrial design, physical interaction or a user manual, being anything less than on point can negatively affect customer satisfaction and retention. User experience design fully encompasses traditional human-computer interaction design, and extends it to address all aspects of a product or service as perceived by users. UX For Dummies provides comprehensive guidance to professionals looking to understand and apply effective UX strategies. Defines UX and offers assistance with determining users and modelling the user experience Provides details on creating a content strategy and building information architectures Explores visual design and designing for specific channels Delves into UX testing and methods for keeping your site relevant The UX field is growing rapidly as companies realise that meeting your business goals requires a web presence aligned with customer needs. This alignment demands smart strategy and even smarter design. Consultants, designers and practitioners must all be on board if the result is to be cohesive and effective. UX For Dummies provides the information and expert advice you need to get up to speed quickly. Readers discover the latest, industry-leading website development practices with this new book in the popular Shelly Cashman Series. For more than three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of learners. Minnick's RESPONSIVE WEB DESIGN WITH HTML 5 & CSS, 9th edition, combines best practices with the most up-to-date tools available. The new edition equips readers with a solid foundation in HTML, CSS and responsive web design while illuminating deeper conceptual issues essential to today's field of web development. In addition, a range of projects logically build in complexity and ensure thorough understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Jeff Johnson calls attention to the most frequently occurring and annoying design bloopers from real web sites he has worked on or researched. Not just a critique of these bloopers and their sites, this book shows how to correct or avoid the blooper and gives a detailed analysis of each design problem. This book introduces standard and new HTML5 elements and attributes and CSS3 properties commonly used in Web design as well as design guidelines for their effective use. Its approach of explaining every line of code in the examples it uses to show the usage of the HTML elements and CSS properties introduced makes it an invaluable Web design resource for beginners as well as intermediates looking to fill in gaps in their knowledge. In addition, the inclusion of user-centered design process stages and how they are best managed in website development makes the book unique in its area. Also, the book's approach of including challenges after each topic to help refresh readers' knowledge, as well as make them think, ensures that there are ample activities to keep learners motivated and engaged. Key Features Comprehensively covers standard and new HTML5 elements and attributes and CSS3 properties. Includes a lot of challenges/exercises; one after each HTML element or CSS property introduced and demonstrated with examples. Example codes can be copied and pasted as-is to implement and experiment with. For every HTML element or CSS property introduced, guidelines are provided, where relevant, on how to best use them in a design to enhance usability and accessibility. Includes comprehensive explanation of flexible box and grid layout models and how to use them to create responsive and adaptive Web design. Covers the importance of visual aesthetics in design, including design elements and principles and examples of how they can be applied in Web design to produce good user experience. Includes comprehensive guidelines on how to design for standard and mobile screens, including discussion of touch gesture interaction design and standard gestures and the functions for which they are most commonly used. Introduces the stages of user-centered design process, including Web accessibility and user-experience testing, and managerial aspects of Web development, including intellectual property. Provides a brief introduction on how to make HTML and CSS codes more compact and more efficient and how to combine them with other languages commonly used in Web design and development, such as JavaScript, AJAX, and PHP. Updated, full-color guide to creating dynamic websites with WordPress 3.6 In this updated new edition, bestselling For Dummies author and WordPress expert Lisa Sabin-Wilson makes it easy for anyone with a basic knowledge of the WordPress software to create a custom site using complementary technologies such as CSS, HTML, PHP, and MySQL. You'll not only get up to speed on essential tools and technologies and further advance your own design skills, this book also gives you pages of great case studies, so you can see just how other companies and individuals are creating compelling, customized, and cost-effective websites with WordPress. Shows you how to incorporate WordPress templates, graphic design principles, HTML, CSS, and PHP to build one-of-a-kind websites Explains how to create an effective navigation system, choose the right color palette and fonts, and select different layouts Reveals how you can tweak existing website designs with available themes, both free and premium Provides numerous case studies to illustrate techniques and processes, and the effects you can achieve Discusses how you can translate your design skills into paid work Want to create cost-effective and fantastic websites with WordPress? This do-it-yourself book will get you there. The Internet has redefined how maps are used. No longer restricted to paper, maps are now transmitted almost instantly and delivered to the user in a fraction of the time required to distribute maps on paper. They are viewed in a more timely fashion. The Internet presents the map user with both a faster method of map distribution and different forms of mapping. This book provides an international perspective on this growing area of information dissemination. The Principles & Processes of Interactive Design is aimed at new designers from across the design and media disciplines who want to learn the fundamentals of designing for interactive media. This book is intended both as a primer and companion guide on how to research, plan and design for increasingly prevalent interactive projects. With clear and practical guidance on how to successfully present your ideas and concepts, Jamie Steane introduces you to user-based design, research and development, digital image and typography, interactive formats, and screen-based grids and layout. Using a raft of inspirational examples from a diverse range of leading international creatives and award-winning agencies, this is required reading for budding digital designers. In addition, industry perspectives from key design professionals provide fascinating insights into this exciting creative field, and each chapter concludes with workshop tutorials to help you put what you've learnt into practice in your own interactive designs. Featured contributors include: AKQA, BBC, Dare, Edenspiekermann, Electronic Arts, e-Types, Komodo Digital, Moving Brands, Nordkapp, Onedotzero, Onformative, Preloaded and Razorfish. *Adheres closely to original style/approach that made this book a best-seller in its previous incarnation *Functions as a practical guide for a business audience *Case-study contains the fully working source code to a real commercial product This no-nonsense title has two missions—first to help workplace training professionals find a happy medium between technology required to get the job done and techno-overload, and second, to turn tech savvy into a functional e-learning solution. The most comprehensive reference on this popular database management tool, fully updated with the new features of Access "X" including increased use of XML and Web services Explores the new, tighter integration with SharePoint and BizTalk in Office "X" that enables greater flexibility for gathering and manipulating data Written by an international bestselling author team with several books to their credit, including previous editions of Access Bible Gets Access beginners started with hundreds of examples, tips, and techniques for getting the most from Access Offers advanced programming information for serious professionals CD-ROM includes all templates and worksheets used in the book, as well as sample chapters from all Wiley Office "X" related Bibles and useful third party software, including John Walkenbach's Power Utility Pak There has been a great upsurge in interest in light microscopy in recent years due to the advent of a number of significant advances in microscopy, one of the most important of which is confocal microscopy. Confocal microscopy has now become an important research tool, with a large number of new fluorescent dyes becoming available in the past few years, for probing your pet structure or molecule within fixed or living cell or tissue samples. Many of the people interested in using confocal microscopy to further their research do not have a background in microscopy or even cell biology and so not only do they find considerable difficulty in obtaining satisfactory results with a confocal microscope, but they may be misled by how data is being presented. This book is intended to teach you the basic concepts of microscopy, fluorescence, digital imaging and the principles of confocal microscopy so that you may take full advantage of the excellent confocal microscopes now available. This book is also an excellent reference source for information related to confocal microscopy for both beginners and the more advanced users. For example, do you need to know the optimal pinhole size for a 63x 1.4 NA lens? Do you need to know the fluorescence emission spectrum of Alexa 568? Access to the wealth of practical information in this book is made easier by using both the detailed index and the extensive glossary. The classic survey design reference, updated for the digital age For over two decades, Dillman's classic text on survey design has aided both students and professionals in effectively planning and conducting mail, telephone, and, more recently, Internet surveys. The new edition is thoroughly updated and revised, and covers all aspects of survey research. It features expanded coverage of mobile phones, tablets, and the use of do-it-yourself surveys, and Dillman's unique Tailored Design Method is also thoroughly explained. This invaluable resource is crucial for any researcher seeking to increase response rates and obtain high-quality feedback from survey questions. Consistent with current emphasis on the visual and aural, the new edition is complemented by copious examples within the text and accompanying website. This heavily revised Fourth Edition includes: Strategies and tactics for determining the needs of a given survey, how to design it, and how to effectively administer it How and when to use mail, telephone, and Internet surveys to maximum advantage Proven techniques to increase response rates Guidance on how to obtain high-quality feedback from mail, electronic, and other self-administered surveys Direction on how to construct effective questionnaires, including considerations of layout The effects of sponsorship on the response rates of surveys Use of capabilities provided by newly mass-used media: interactivity, presentation of aural and visual stimuli. The Fourth Edition reintroduces the telephone—including coordinating land and mobile. Grounded in the best research, the book offers practical how-to guidelines and detailed examples for practitioners and students alike. Photoshop Elements is geared for business users, students, educators, and home users who want professional-looking images for their print and Web projects, but don't want or need the advanced power of Adobe Photoshop. With Photoshop Elements 7 for Windows: Visual QuickStart Guide, readers can start with a tour of the interface and image-editing basics, or they

can look up specific tasks to learn just what they need to know. This task-based, visual reference guide uses step-by-step instructions and plenty of screenshots to show readers how to capture and import photos, reduce red eye, enhance color, work with layers, and much more. New features coverage includes: applying direct effects with the Adobe Smart Brush, softening surfaces and keeping edges crisp with a new filter, and finding photos easily with keywords. Both beginning and intermediate users will find everything they need here--in straightforward language and with readily accessible examples. Provides information on how to upgrade, maintain, and troubleshoot the hardware of laptop computers, discussing the differences among them as well as their various configuration options. Think you have to be a technical wizard to build a great web site? Think again. If you want to create an engaging web site, this thoroughly revised, completely updated edition of *Creating a Web Site: The Missing Manual* demystifies the process and provides tools, techniques, and expert guidance for developing a professional and reliable web presence. Whether you want to build a personal web site, an e-commerce site, a blog, or a web site for a specific occasion or promotion, this book gives you detailed instructions and clear-headed advice for: Everything from planning to launching. From picking and buying a domain name, choosing a Web hosting firm, building your site, and uploading the files to a web server, this book teaches you the nitty-gritty of creating your home on the Web. Ready-to-use building blocks. Creating your own web site doesn't mean you have to build everything from scratch. You'll learn how to incorporate loads of pre-built and freely available tools like interactive menus, PayPal shopping carts, Google ads, and Google Analytics. The modern Web. Today's best looking sites use powerful tools like Cascading Style Sheets (for sophisticated page layout), JavaScript (for rollover buttons and cascading menus), and video. This book doesn't treat these topics as fancy frills. From step one, you'll learn easy ways to create a powerful site with these tools. Blogs. Learn the basics behind the Web's most popular form of self-expression. And take a step-by-step tour through Blogger, the Google-run blogging service that will have you blogging before you close this book. This isn't just another dry, uninspired book on how to create a web site. *Creating a Web Site: The Missing Manual* is a witty and intelligent guide you need to make your ideas and vision a web reality. *Web Standards: Mastering HTML5, CSS3, and XML* provides solutions to the most common website problems, and gives you a deep understanding of web standards and how they can be applied to improve your website. You will learn how to create fully standards-compliant websites and provide search engine-optimized Web documents with faster download times, accurate rendering, correct appearance and layout, lower development cost, approved accessibility, backward and forward compatibility, and easy maintenance and content updating. The book covers all major Web standards, focusing on syntax, grammar, recommended annotations, and other standardization concerns. *Web Standards: Mastering HTML5, CSS3, and XML* is also a comprehensive guide to current and future standards for the World Wide Web. As a web developer, you'll have seen problems with inconsistent appearance and behavior of the same site in different browsers. Web standards can and should be used to completely eliminate these problems. *Web Standards: Mastering HTML5, CSS3, and XML* describes how you can make the most of web standards, through technology discussions as well as practical sample code that you can use for your own sites and web applications. It also provides a quick guide to standard website creation for Web developers. Learn techniques and best practices to achieve full standards compliance Write valid markup, styles, and news feeds from scratch or standardize websites by redesign Restrict markup to semantics and provide reliable layout Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished *Make a 2D Arcade Game in a Weekend with Unity*, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game Orients the new user to Window system concepts and provides detailed tutorials for many client programs, including the xterm terminal emulator and window managers. This popular manual is available in two editions, one for users of the MIT software, one for users of Motif. Revised for X11 Release 5 and Motif 1.2. Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications. The most comprehensive reference on this popular database management tool, fully updated with the new features of Access "X" including increased use of XML and Web services Explores the new, tighter integration with SharePoint and BizTalk in Office "X" that enables greater flexibility for gathering and manipulating data Written by an international bestselling author team with several books to their credit, including previous editions of Access Bible Gets Access beginners started with hundreds of examples, tips, and techniques for getting the most from Access Offers advanced programming information for serious professionals CD-ROM includes all templates and worksheets used in the book, as well as sample chapters from all Wiley Office "X" related Bibles and useful third party software, including John Walkenbach's Power Utility Pak Discover a unique, critical-thinking approach to mastering MS Windows 10 with NEW PERSPECTIVES MICROSOFT WINDOWS 10 INTERMEDIATE. Offering unique in-depth coverage, this edition highlights the most important features and strengths in the Windows 10 Operating System, including Cortana, the new Edge browser, and new search functions. As part of the acclaimed New Perspectives Series, this intermediate edition offers proven learning features to help readers retain and apply information no matter what learning style they prefer. A dynamic Visual Overview at the beginning of each module gives you a graphic overview of content and serves as a study guide for later use. ProSkills Boxes provide information about professional skills that relate to the module's content. Troubleshoot Exercises gives readers opportunities to apply skills within a critical-thinking setting. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. *Computer Graphics & Graphics Applications* This outstanding team of authors shows you how easy it can be to create and maintain dynamic, powerful Web sites using Dreamweaver MX 2004. Our hands-on tutorials guide you step by step through building three complete Web sites: a personal site, a dynamic sports site complete with user preferences, and a configurable company Web site built from reusable components. Along the way, you will learn all the skills you need to work confidently with Dreamweaver MX 2004. You will also learn about Dreamweaver MX 2004's built-in support for ASP, ASP.NET, JavaServer™ pages, PHP, and ColdFusion® MX programming languages. What you will learn from this book This book will show you how to: Understand and manipulate the code Dreamweaver MX 2004 generates Create, implement, and modify Cascading Style Sheets Add dynamic effects with DHTML Apply authentication and authorization techniques to protect your sites from unauthorized users Store, retrieve, and display dynamic data Design your sites with a modular system Install and use Dreamweaver MX 2004 extensions Who is this book for? If you are new to Web development, this is the perfect guide to help you start creating attractive, functional Web sites quickly and easily using the Dreamweaver MX 2004 tool. If you have already done some Web site programming in the past but you're new to Dreamweaver, this book will show you how to develop your sites with the skills you already have, but in far less time and with fewer bugs using Dreamweaver MX 2004. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved. Provides instructions on creating a basic Web page and includes information on enhancing the site by using CSS, JavaScript, and XHTML. Reviews Web design fundamentals while reviewing the capabilities of Cascading Style Sheets and their impact upon Web design. If you want to get ahead in this new era of interaction design, this is the reference you need. Nintendo's Wii and Apple's iPhone and iPod Touch have made gestural interfaces popular, but until now there's been no complete source of information about the technology. *Designing Gestural Interfaces* provides you with essential information about kinesiology, sensors, ergonomics, physical computing, touchscreen technology, and new interface patterns -- all you need to know to augment your existing skills in "traditional" web design, software, or product development. Packed with informative illustrations and photos, this book helps you: Get an overview of technologies surrounding touchscreens and interactive environments Learn the process of designing gestural interfaces, from documentation to prototyping to communicating to the audience what the product does Examine current patterns and trends in touchscreen and gestural design Learn about the techniques used by practicing designers and developers today See how other designers have solved interface challenges in the past Look at future trends in this rapidly evolving field Only six years ago, the gestural interfaces introduced in the film *Minority Report* were science fiction. Now, because of technological, social, and market forces, we see similar interfaces deployed everywhere. *Designing Gestural Interfaces* will help you enter this new world of possibilities.

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