

Drawing From Observation Brian Curtis Pdf

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Python for Everybody - Charles R. Severance 2016-04-09

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Engaging Children with Print - Laura M. Justice 2013-12-17

Preschool teachers and early childhood professionals know that storybook reading is important, but they may not know how to maximize its benefits for later reading achievement. This indispensable guide presents research-based techniques for using reading aloud to intentionally and systematically build children's knowledge of print. Simple yet powerful strategies are provided for teaching preschoolers about book and print organization, print meaning, letters, and words, all while sharing engaging, commercially available books. Appendices include a detailed book list and 60 reproducibles that feature activities and prompts keyed to each text.

Resilience Thinking - Brian Walker 2012-06-22

Increasingly, cracks are appearing in the capacity of communities, ecosystems, and landscapes to provide the goods and services that sustain our planet's well-being. The response from most quarters has been for "more of the same" that created the situation in the first place: more control, more intensification, and greater efficiency. "Resilience thinking" offers a different way of understanding the world and a new approach to managing resources. It embraces human and natural systems as complex entities continually adapting through cycles of change, and seeks to understand the qualities of a system that must be maintained or enhanced in order to achieve sustainability. It explains why greater efficiency by itself cannot solve resource problems and offers a constructive alternative that opens up options rather than closing them down. In *Resilience Thinking*, scientist Brian Walker and science writer David Salt present an accessible introduction to the emerging paradigm of resilience. The book arose out of appeals from colleagues in science and industry for a plainly written account of what resilience is all about and how a resilience approach differs from current practices. Rather than complicated theory, the book offers a conceptual overview along with five case studies of resilience thinking in the real world. It is an engaging and important work for anyone interested in managing risk in a complex world.

Contemporary Drawing - Margaret Davidson 2014-01-07

Drawing is experiencing an unparalleled surge in the art world. Passé notions that once defined drawing as being a preparatory stage for painting or sculpture have long since been cast aside. Drawing is now fully recognized as its own art form—in the biennials, art fairs, museum exhibitions, and beyond. Drawing has come of age. Contemporary artists are increasingly discovering that drawing is something unique and different from painting. It is an intense, sensitive, compelling, personal, and utterly direct art form, one with its own concepts, characteristics, and techniques. In addition, contemporary drawing is not governed by any particular imagery, but rather encompasses a variety of approaches, including realist, abstract, modernist, and post-modernist. *Contemporary Drawing* delves into the essential and far-reaching concepts of this medium, exploring surface, mark, space, composition, scale, materials,

and intentionality in turn. Key techniques, such as using nature to induce marks and working with a checklist to determine a drawing's problems, are introduced throughout. Plus, an in-depth chapter examines a number of artists, such as William Kentridge and Gego, who are breaking traditional boundaries that separate one artistic discipline from another. Lushly illustrated by a wide range of highly accomplished contemporary artists, *Contemporary Drawing* offers a broad perspective on this expansive and energized field of art.

Drawing - Wayne Enstice 1996

For art departments offering freshman-level courses in Basic Drawing, sophomore courses in Drawing II, junior courses in Drawing III and Figure Drawing. This text addresses the needs of the absolute beginner in drawing but will continue to serve students as they progress toward more sophisticated matters of technique, style, expression, and art-historical knowledge.

Drawing as Expression - Sandy Brooke 2007

Benefiting all visual artists regardless of their level of expertise, this instructional guide to drawing covers all aspects of the craft—from basic skills and formal elements to introductory figure drawing and the advanced concepts of contemporary drawing—showing users how to combine their critical thinking skills with intuition and technical knowledge to create a visual language through drawing. Covers key drawing techniques, the function of drawing, and the concepts associated with good drawing. Offers a brief history of drawing, and follows with complete chapters on drawing media, the formal elements, line, value, perspective, color, texture, composition (space, plane & shape), cross-hatching and drapery, portrait, figure drawing, landscape. For all visual artists.

Speculative Everything - Anthony Dunne 2013-12-06

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

Figure Drawing for Artists - Steve Huston 2016-06

Learn to draw the human figure with a two-step approach used by the biggest animation studios in the business with *Figure Drawing for Artists*.

American Military History Volume 1 - Army Center of Military History 2016-06-05

American Military History provides the United States Army—in particular, its young officers, NCOs, and cadets—with a comprehensive but brief account of its past. The Center of Military History first published this work in 1956 as a textbook for senior ROTC courses. Since then it has gone through a number of updates and revisions, but the primary intent

has remained the same. Support for military history education has always been a principal mission of the Center, and this new edition of an invaluable history furthers that purpose. The history of an active organization tends to expand rapidly as the organization grows larger and more complex. The period since the Vietnam War, at which point the most recent edition ended, has been a significant one for the Army, a busy period of expanding roles and missions and of fundamental organizational changes. In particular, the explosion of missions and deployments since 11 September 2001 has necessitated the creation of additional, open-ended chapters in the story of the U.S. Army in action. This first volume covers the Army's history from its birth in 1775 to the eve of World War I. By 1917, the United States was already a world power. The Army had sent large expeditionary forces beyond the American hemisphere, and at the beginning of the new century Secretary of War Elihu Root had proposed changes and reforms that within a generation would shape the Army of the future. But world war-global war-was still to come. The second volume of this new edition will take up that story and extend it into the twenty-first century and the early years of the war on terrorism and includes an analysis of the wars in Afghanistan and Iraq up to January 2009.

Autonomous Horizons - Greg Zacharias 2019-04-05

Dr. Greg Zacharias, former Chief Scientist of the United States Air Force (2015-18), explores next steps in autonomous systems (AS) development, fielding, and training. Rapid advances in AS development and artificial intelligence (AI) research will change how we think about machines, whether they are individual vehicle platforms or networked enterprises. The payoff will be considerable, affording the US military significant protection for aviators, greater effectiveness in employment, and unlimited opportunities for novel and disruptive concepts of operations. *Autonomous Horizons: The Way Forward* identifies issues and makes recommendations for the Air Force to take full advantage of this transformational technology.

Art History - Marilyn Stokstad 2005

In a very short time, Marilyn Stokstad's "Art History" has become the gold standard of introductions to the history of art. It has transformed the way the field of art history is perceived and experienced. Engaging, accessible, and, just as important, fun, "Art History" gives today's readers cultural and social context for art along with eloquent visual explanations of art's special qualities and particular vocabularies. Its animated and clear narrative tells the many-sided story of art, starting with the earliest prehistoric paintings and sculpture through today's wildly varying works in new mediums. In addition to offering an outstanding collection of color illustrations, "Art History" features glorious maps, chronologies, and scores of labeled line drawings and architectural plans. Special essays called "The Object Speaks" offer tantalizing insights on topics such as authenticity, patronage, and artistic intention. Thoroughly updated to reflect the latest in scholarship, this Revised Second Edition features even more works in color and more newly cleaned or restored works. Many works of art are completely new to the book, including a wall painting from Chauvet cave, a page from the Morgan Library Picture Bible, Bronzino's "Allegory with Venus and Cupid," Claude Lorraine's "Embarkation of the Queen of Sheba," Rembrandt's "Anatomy Lesson of Dr. Tulp," and Courbet's "The Stone Breakers," among many others. The addition of cutting edge contemporary artists Jeff Wall and Jennifer Steinkamp, and architect Daniel Libeskind bring present-day currency to the book's scope. More attention has been paid to the art and culture of the Islamic world and specifically the Ottoman Empire.

Experimental Drawing - Robert Kaupelis 1980-01-01

Creative exercises illustrated by old and modern masters including da Vinci, Michelangelo, Durer, Degas, Picasso, de Kooning, Dine, and Rauschenberg. Table of Contents: - Chapter One: A Few Words - Chapter Two: Some Basics--Contour, Gesture, and Modeled Drawing - Chapter Three: Organization/Structure--Making Things "Work Together" - Chapter Four: Using Light and Dark - Chapter Five: Photographs, Grids, and Projected Images - Chapter Six: Probing a Single Form-Idea - Chapter Seven: Old and Modern Masters--Appreciated and Exploited - Chapter Eight: Drawing Extended - Chapter Nine: Now to Begin...

The Scientific Revolution - Steven Shapin 2018-11-05

"There was no such thing as the Scientific Revolution, and this is a book about it." With this provocative and apparently paradoxical claim, Steven Shapin begins his bold, vibrant exploration of the origins of the modern scientific worldview, now updated with a new bibliographic essay featuring the latest scholarship. "An excellent book."—Anthony Gottlieb, *New York Times Book Review* "Timely and highly readable. . . . A book

which every scientist curious about our predecessors should read."—Trevor Pinch, *New Scientist* "Shapin's account is informed, nuanced, and articulated with clarity. . . . This is not to attack or devalue science but to reveal its richness as the human endeavor that it most surely is. . . . Shapin's book is an impressive achievement."—David C. Lindberg, *Science* "It's hard to believe that there could be a more accessible, informed or concise account. . . . The Scientific Revolution should be a set text in all the disciplines. And in all the indisdisciplines, too."—Adam Phillips, *London Review of Books*

A Guide to Drawing - Daniel Marcus Mendelowitz 1976

One of the most respected and widely used books in its field, *A GUIDE TO DRAWING* is a classic, comprehensive, and systematic introduction to the art of drawing, focusing on the mastery of traditional skills as the basis for expressive drawing.

Sketch Book for the Artist - Sarah Simblet 2009-06-01

An introduction to the art of drawing explores a wide variety of media and techniques for both novice and experienced artists, with practical guidelines on such topics as shape, shading, portraiture, architectural renderings, nature, and perspective.

Line Drawings from 3D Models - PIERRE. HERTZMANN BENARD (AARON.) 2019-09-11

Drawing is the starting point for many kinds of tasks, for everyone from children making pictures to professional architects sketching ideas. Drawing seems to be fundamentally connected to how we represent the world visually. Most computer graphics focuses on realistic visual simulation, but over the past few decades, line drawing algorithms have matured, providing the ability to automatically create reasonable line drawings from 3D geometry. This tutorial provides a detailed guide to the mathematical theory and computer algorithms for line drawing of 3D objects. It focuses on the curves known as contours as they are the most important curves for line drawing of 3D surfaces. The authors describe the different algorithms required to compute and render these curves, before going on to explain boundary curves and surface-surface intersection curves. The tutorial concludes with other topics in 3D non-photorealistic rendering including: other types of curves, stroke rendering, and non-photorealistic shading. *Line Drawings from 3D Models: A Tutorial* is a concise, yet comprehensive, introduction to an increasingly important topic in computer graphics. The extensive bibliography is invaluable for readers wishing to further their own research in the area.

How to Change Your Mind - Michael Pollan 2019-05-14

Now on Netflix as a 4-part documentary series! "Pollan keeps you turning the pages . . . cleareyed and assured." —*New York Times A #1 New York Times Bestseller, New York Times Book Review 10 Best Books of 2018, and New York Times Notable Book A* brilliant and brave investigation into the medical and scientific revolution taking place around psychedelic drugs--and the spellbinding story of his own life-changing psychedelic experiences When Michael Pollan set out to research how LSD and psilocybin (the active ingredient in magic mushrooms) are being used to provide relief to people suffering from difficult-to-treat conditions such as depression, addiction and anxiety, he did not intend to write what is undoubtedly his most personal book. But upon discovering how these remarkable substances are improving the lives not only of the mentally ill but also of healthy people coming to grips with the challenges of everyday life, he decided to explore the landscape of the mind in the first person as well as the third. Thus began a singular adventure into various altered states of consciousness, along with a dive deep into both the latest brain science and the thriving underground community of psychedelic therapists. Pollan sifts the historical record to separate the truth about these mysterious drugs from the myths that have surrounded them since the 1960s, when a handful of psychedelic evangelists inadvertently catalyzed a powerful backlash against what was then a promising field of research. A unique and elegant blend of science, memoir, travel writing, history, and medicine, *How to Change Your Mind* is a triumph of participatory journalism. By turns dazzling and edifying, it is the gripping account of a journey to an exciting and unexpected new frontier in our understanding of the mind, the self, and our place in the world. The true subject of Pollan's "mental travelogue" is not just psychedelic drugs but also the eternal puzzle of human consciousness and how, in a world that offers us both suffering and joy, we can do our best to be fully present and find meaning in our lives.

Developing a Protocol for Observational Comparative Effectiveness Research: A User's Guide - Agency for Health Care Research and Quality (U.S.) 2013-02-21

This User's Guide is a resource for investigators and stakeholders who develop and review observational comparative effectiveness research protocols. It explains how to (1) identify key considerations and best practices for research design; (2) build a protocol based on these standards and best practices; and (3) judge the adequacy and completeness of a protocol. Eleven chapters cover all aspects of research design, including: developing study objectives, defining and refining study questions, addressing the heterogeneity of treatment effect, characterizing exposure, selecting a comparator, defining and measuring outcomes, and identifying optimal data sources. Checklists of guidance and key considerations for protocols are provided at the end of each chapter. The User's Guide was created by researchers affiliated with AHRQ's Effective Health Care Program, particularly those who participated in AHRQ's DECIDE (Developing Evidence to Inform Decisions About Effectiveness) program. Chapters were subject to multiple internal and external independent reviews. More information, please consult the Agency website: www.effectivehealthcare.ahrq.gov

Perspective Made Easy - Ernest R. Norling 2012-05-23

Perspective is easy; yet, surprisingly few artists know the simple rules that make it so. Remedy that situation with this simple, step-by-step book, the first devoted entirely to the topic. 256 illustrations.

Walter Benjamin and the Architecture of Modernity - Andrew Benjamin 2009

Walter Benjamin is universally recognised as one of the key thinkers of modernity: his writings on politics, language, literature, media, theology and law have had an incalculable influence on contemporary thought. Yet the problem of architecture in and for Benjamin's work remains relatively underexamined. Does Benjamin's project have an architecture and, if so, how does this architecture affect the explicit propositions that he offers us? In what ways are Benjamin's writings centrally caught up with architectural concerns, from the redevelopment of major urban centres to the movements that individuals can make within the new spaces of modern cities? How can Benjamin's theses help us to understand the secret architectures of the present? This volume takes up the architectural challenge in a number of innovative ways, collecting essays by both well-known and emerging scholars on time in cinema, the problem of kitsch, the design of graves and tombs, the orders of road-signs, childhood experience in modern cities, and much more. Engaged, interdisciplinary, bristling with insights, the essays in this collection will constitute an indispensable supplement to the work of Walter Benjamin, as well as providing a guide to some of the obscurities of our own present.

Corcoran Gallery of Art - Corcoran Gallery of Art 2011

This authoritative catalogue of the Corcoran Gallery of Art's renowned collection of pre-1945 American paintings will greatly enhance scholarly and public understanding of one of the finest and most important collections of historic American art in the world. Composed of more than 600 objects dating from 1740 to 1945.

The UNIX-haters Handbook - Simson Garfinkel 1994

This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

Designing Virtual Worlds - Richard A. Bartle 2004

A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

Understanding Architecture Through Drawing - Brian Edwards 2008-08-20

This second edition is fully revised and updated and includes new chapters on sustainability, history and archaeology, designing through drawing and drawing in architectural practice. The book introduces design and graphic techniques aimed to help designers increase their understanding of buildings and places through drawing. For many, the camera has replaced the sketchbook, but here the author argues that freehand drawing as a means of analyzing and understanding buildings develops visual sensitivity and awareness of design. By combining design theory with practical lessons in drawing, *Understanding Architecture Through Drawing* encourages the use of the sketchbook as a creative and critical tool. The book is highly illustrated and is an essential manual on

freehand drawing techniques for students of architecture, landscape architecture, town and country planning and urban design.

Drawing, Space, Form, and Expression - Wayne Enstice 2011

For undergraduate courses in Drawing and Figure Drawing. An easy to read, comprehensive text for drawing students of all levels. This highly readable text is designed to address the needs of undergraduate drawing students from beginning through advanced levels. Arranged in three sections that reflect the essential aspects of the process of drawing, it addresses spatial and compositional organization, strategies for depicting three-dimensional form and light, and it features an extended look at the way subject matter and form interact to produce content. This text combines comprehensive coverage of traditional approaches to observational drawing with advanced theory based on the premise that drawing is an art form in its own right. This Books à la Carte Edition is an unbound, three-hole punched, loose-leaf version of the textbook and provides students the opportunity to personalize their book by incorporating their own notes and taking only the portion of the book they need to class - all at a fraction of the bound book price.

Non-Photorealistic Rendering - Bruce Gooch 2001-07-18

The ubiquity of computer-generated imagery around us, in movies, advertising or on the Internet is already being taken for granted and what impresses most people is the photorealistic quality of the images. Pictures, as we have often been told, are worth a thousand words and the information transported by an image can take many different forms. **Creative Drawing** - Howard Smagula 2002-06-27

Designed for an undergraduate course in Drawing I, *Drawing Concepts, or Creative Drawing*, Smagula's *Creative Drawing* emphasizes critical thinking in conjunction with fundamental techniques to achieve practical results.

Rare Earth - Peter D. Ward 2007-05-08

What determines whether complex life will arise on a planet, or even any life at all? Questions such as these are investigated in this groundbreaking book. In doing so, the authors synthesize information from astronomy, biology, and paleontology, and apply it to what we know about the rise of life on Earth and to what could possibly happen elsewhere in the universe. Everyone who has been thrilled by the recent discoveries of extrasolar planets and the indications of life on Mars and the Jovian moon Europa will be fascinated by *Rare Earth*, and its implications for those who look to the heavens for companionship.

Critical Thinking - Gregory Bassham 2018

Drawing Essentials - Deborah A. Rockman 2011-12-02

An exceptional, all-in-one resource on basic drawing (non-subject specific), figure drawing, and perspective, with more than 500 color and black-and-white illustrations by both students and professionals, *Drawing Essentials: A Guide to Drawing from Observation* thoroughly covers the drawing elements that are most important at the foundation level.

Award-winning artist, teacher, and author Deborah Rockman explains clearly and in depth what is essential to depicting form and space on a two-dimensional surface. Addressing and illustrating studio experiences that are not effectively dealt with in other drawing books, the text elucidates such fundamental (yet challenging) concepts and methods as sighting, scaling techniques, meaningful and descriptive line variation, observation and development of tonal structure, creation of interesting and instructive still lifes, the conceptual impact of still-life objects, the unique challenges of the human figure and portraiture, basic and advanced perspective systems, brainstorming and the generation of ideas, and the use of photographs as reference. Throughout, the author focuses on the cultivation of observational skills, increased sensitivity, critical thinking, technical refinement, and knowledge of materials. This second edition includes an entirely new chapter on color theory and color drawing (with nearly 50 full color illustrations), a division of the perspective chapter into two (the second covering more advanced techniques), new and updated illustrations throughout, 27 color additions to the gallery of contemporary drawings in the Appendix, and a new Glossary of Art Terms.

An Introduction to Numerical Methods and Analysis - James F. Epperson 2013-06-06

Praise for the First Edition ". . . outstandingly appealing with regard to its style, contents, considerations of requirements of practice, choice of examples, and exercises." —Zentralblatt Math ". . . carefully structured with many detailed worked examples . . ." —The Mathematical Gazette ". . . an up-to-date and user-friendly account . . ." —Mathematika *An Introduction to Numerical Methods and Analysis* addresses the mathematics underlying approximation and scientific computing and

successfully explains where approximation methods come from, why they sometimes work (or don't work), and when to use one of the many techniques that are available. Written in a style that emphasizes readability and usefulness for the numerical methods novice, the book begins with basic, elementary material and gradually builds up to more advanced topics. A selection of concepts required for the study of computational mathematics is introduced, and simple approximations using Taylor's Theorem are also treated in some depth. The text includes exercises that run the gamut from simple hand computations, to challenging derivations and minor proofs, to programming exercises. A greater emphasis on applied exercises as well as the cause and effect associated with numerical mathematics is featured throughout the book. An Introduction to Numerical Methods and Analysis is the ideal text for students in advanced undergraduate mathematics and engineering courses who are interested in gaining an understanding of numerical methods and numerical analysis.

A Century of Artists Books - Riva Castleman 1997-09-01

Published to accompany the 1994 exhibition at The Museum of Modern Art, New York, this book constitutes the most extensive survey of modern illustrated books to be offered in many years. Work by artists from Pierre Bonnard to Barbara Kruger and writers from Guillaume Apollinaire to Susan Sontag. An important reference for collectors and connoisseurs. Includes notable works by Marc Chagall, Henri Matisse, and Pablo Picasso.

Drawing from Observation (Reprint) - Brian Curtis, Professor 2009-05-22

Perceptual drawing, in which one renders the physical world as it appears to an observer, is the focus of this new text for the introductory drawing course. With an emphasis on progressive skill development, Drawing from Observation offers a balanced mix of hands-on technique and perceptual theory while making a compelling argument for the long-term value of studying perception-based drawing.

Free Speech - Timothy Garton Ash 2016-01-01

One of the great political writers of our time offers a manifesto for global free speech in the digital age. Never in human history was there such a chance for freedom of expression. If we have Internet access, any one of us can publish almost anything we like and potentially reach an audience of millions. Never was there a time when the evils of unlimited speech flowed so easily across frontiers: violent intimidation, gross violations of privacy, tidal waves of abuse. A pastor burns a Koran in Florida and UN officials die in Afghanistan. Drawing on a lifetime of writing about dictatorships and dissidents, Timothy Garton Ash argues that in this connected world that he calls cosmopolis, the way to combine freedom and diversity is to have more but also better free speech. Across all cultural divides we must strive to agree on how we disagree. He draws on a thirteen-language global online project--freespeechdebate.com--conducted out of Oxford University and devoted to doing just that. With vivid examples, from his personal experience of China's Orwellian censorship apparatus to the controversy around Charlie Hebdo to a very English court case involving food writer Nigella Lawson, he proposes a framework for civilized conflict in a world where we are all becoming neighbors.

Gateways to Drawing - Stephen Cp Gardner 2019-07

With a modular design and comprehensive topical coverage, this text allows you to design exactly the course you wish to teach. From basic setup and choice of materials to self-critique and evaluation of drawings, this adaptable guide covers the full drawing sequence. An optional, free sketchbook makes this book an unmatched value for students.

The Book of Basketball - Bill Simmons 2010-12-07

NEW YORK TIMES BESTSELLER • The NBA according to The Sports Guy—now updated with fresh takes on LeBron, the Celtics, and more! Foreword by Malcom Gladwell • “The work of a true fan . . . it might just represent the next phase of sports commentary.”—The Atlantic Bill Simmons, the wildly opinionated and thoroughly entertaining basketball addict known to millions as ESPN's The Sports Guy, has written the definitive book on the past, present, and future of the NBA. From the age-old question of who actually won the rivalry between Bill Russell and Wilt Chamberlain to the one about which team was truly the best of all time, Simmons opens—and then closes, once and for all—every major pro basketball debate. Then he takes it further by completely reevaluating not only how NBA Hall of Fame inductees should be chosen but how the institution must be reshaped from the ground up, the result being the Pyramid: Simmons's one-of-a-kind five-level shrine to the ninety-six greatest players in the history of pro basketball. And ultimately he takes fans to the heart of it all, as he uses a conversation with one NBA great

to uncover that coveted thing: The Secret of Basketball. Comprehensive, authoritative, controversial, hilarious, and impossible to put down (even for Celtic-haters), The Book of Basketball offers every hardwood fan a courtside seat beside the game's finest, funniest, and fiercest chronicler.

Virtual Art - Oliver Grau 2004-09-17

An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Prima Porta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 The Battle of Sedan, Grau shows how immersion produced emotional responses. He traces immersive cinema through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.

Think Python - Allen B. Downey 2015-12-02

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Sonic Experience - Jean-François Augoyard 2006-04-05

Never before has the everyday soundtrack of urban space been so cacophonous. Since the 1970s, sound researchers have attempted to classify noise, music, and everyday sounds using concepts such as Pierre Schafer's sound object and R. Murray Schafer's soundscape. Recently, the most significant team of soundscape researchers in the world has been concerned with the effects of sounds on listeners.

A Guide to Drawing, Concise Edition - David L. Faber 2011

A CONCISE GUIDE TO DRAWING is a technique-based drawing manual based on the best-selling A GUIDE TO DRAWING. Condensed to focus on the main art elements, this concise guide maintains the excellent balance of classic, historical examples from around the world coupled with the most current images that reflect the state of the art of drawing, in a brief format. The text begins with an introduction to the nature of drawing, emphasizing the development of thought processes and developing sight skills. Part II provides the text's main focus, the art elements, including chapters on Line, Texture, Value and Color, Composition, and Linear Perspective and Forms in Space. The text concludes by touching upon the topics of drawing media, subject matter, as well as a new section on the most up-to-date drawing resources and materials. This condensed content serves students as an additional drawing reference throughout

their program and into their careers as artists.