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Distance Education for Teacher Training - Hilary Perraton
2002-03-11

First published in 2002.
Routledge is an imprint of Taylor & Francis, an informa company.

Advanced Bash Scripting Guide
- Mendel Cooper

Diagnosing and Changing Organizational Culture - Kim S. Cameron
2011-01-07
Diagnosing and Changing

Organizational Culture provides a framework, a sense-making tool, a set of systematic steps, and a methodology for helping managers and their organizations carefully analyze and alter their fundamental culture. Authors, Cameron and Quinn focus on the methods and mechanisms that are available to help managers and change agents transform the most fundamental elements of their organizations. The

authors also provide instruments to help individuals guide the change process at the most basic level—culture. *Diagnosing and Changing Organizational Culture* offers a systematic strategy for internal or external change agents to facilitate foundational change that in turn makes it possible to support and supplement other kinds of change initiatives.

Learning OpenCV 3 - Adrian Kaehler 2016-12-14

"This book provides a working guide to the C++ Open Source Computer Vision Library (OpenCV) version 3.x and gives a general background on the field of computer vision sufficient to help readers use OpenCV effectively."--Preface.

[HTML5 Canvas](#) - Steve Fulton 2013-04-11

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create

animation—all in the course of building an interactive web game throughout the book.

Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development.

Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

Beginning

Linux?Programming - Neil Matthew 2004-01-02

Describes the concepts of

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programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Mastering openFrameworks: Creative Coding Demystified -

Denis Perevalov 2013-09-23
This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it, This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc.

Digital SLR Cameras and

Photography For Dummies®

- David D. Busch 2009-07-30
The ideal guide for beginning DSLR camera users, with full-color examples of what you can achieve Make the most of your Canon, Nikon, Sony, Pentax, or Olympus digital SLR camera! This guide explains the different lenses, the many settings and how to use them, the results you can get from using different controls, how to use lighting and exposure, and much more. If you haven't purchased your camera yet, you'll also find tips on choosing a camera and accessories. And you'll find out how to make your pictures even better with Photoshop. Updated for all the newest camera models Introduces you to all the features common to DSLR cameras Illustrated with more than 300 full-color photos and screen shots Shares tips on composition, lighting and exposure controls, and file formats Explains Adobe Photoshop and how to create fine prints from your photos Offers advice on improving your photos and where to find

help If you're new to digital SLR photography, here's just what you need to have fun and success with your camera!

Adobe Type 1 Font Format - Adobe Systems 1990

Pocket Style Manual - Diana Hacker 2007-07-01

A Glossary of Archival and Records Terminology - Richard Pearce-Moses 2005

Intended to provide the basic foundation for modern archival practice and theory.

The Adobe Photoshop Lightroom Book - Martin Evening 2007-03-13

While Adobe Photoshop has long been their choice for editing digital photographs, many photographers want a more focused tool. That's where Adobe Photoshop Lightroom comes in. Designed from the ground up with digital photographers in mind, Photoshop Lightroom offers powerful editing features in a streamlined interface that lets photographers import, sort, and organize images. The Adobe Photoshop Lightroom

Book was also written with photographers in mind. Best-selling author Martin Evening describes Photoshop Lightroom's features in detail from a photographer's perspective. As an established commercial and fashion photographer, martin knows firsthand what photographers need for an efficient workflow. He's also been working with Photoshop Lightroom from the beginning, monitoring the product's development and providing feedback on the public beta. As a result, Martin knows the software inside and out, from image selection to image editing to image management. In this book you'll learn how to: Work efficiently with images shot in the raw formatn import photographs with ease and sort them according to your workflow Create and manage a personal image library Apply tonal corrections to multiple images quickly Integrate Photoshop Lightroom with Adobe Photoshop Export images for print or Web as digital contact sheets or

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Photographers will find Adobe
Photoshop Lightroom—and The
Adobe Photoshop Lightroom
Book—indispensable tools in
their digital darkroom. A free
Lightroom 1.1 PDF supplement
update is now available at
www.peachpit.com/register.

HTML and CSS - Jon Duckett
2011-11-08

A full-color introduction to the
basics of HTML and CSS!
Every day, more and more
people want to learn some
HTML and CSS. Joining the
professional web designers and
programmers are new
audiences who need to know a
little bit of code at work
(update a content management
system or e-commerce store)
and those who want to make
their personal blogs more
attractive. Many books
teaching HTML and CSS are
dry and only written for those
who want to become
programmers, which is why
this book takes an entirely new
approach. Introduces HTML
and CSS in a way that makes
them accessible to
everyone—hobbyists, students,

and professionals—and it's full-
color throughout Utilizes
information graphics and
lifestyle photography to explain
the topics in a simple way that
is engaging Boasts a unique
structure that allows you to
progress through the chapters
from beginning to end or just
dip into topics of particular
interest at your leisure This
educational book is one that
you will enjoy picking up,
reading, then referring back to.
It will make you wish other
technical topics were
presented in such a simple,
attractive and engaging way!
This book is also available as
part of a set in hardcover - Web
Design with HTML, CSS,
JavaScript and jQuery,
9781119038634; and in
softcover - Web Design with
HTML, CSS, JavaScript and
jQuery, 9781118907443.
[The Official Raspberry Pi
Camera Guide](#) - 2020-04-30

**IBM Tape Library Guide for
Open Systems** - Larry Coyne
2018

Abstract This IBM®
Redbooks® publication

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presents a general introduction to the latest IBM tape and tape library technologies. Featured tape technologies include the IBM LTO Ultrium and Enterprise 3592 tape drives, and their implementation in IBM tape libraries. This 16th edition introduces the new TS1160 tape drive with up to 20 TB capacity on JE media and the latest updates to the IBM TS4500 and TS4300 tape libraries, It includes generalized sections about Small Computer System Interface (SCSI) and Fibre Channel connections, and multipath architecture configurations. This book also covers tools and techniques for library management. It is intended for anyone who wants to understand more about IBM tape products and their implementation. It is suitable for IBM clients, IBM Business Partners, IBM specialist sales representatives, and technical specialists. If you do not have a background in computer tape storage products, you might need to read other sources of information. In the interest of

being concise, topics that are generally understood are not covered in detail.

3D Animation Essentials - Andy Beane 2012-01-25

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in

the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

Operating Systems and Middleware - Max Hailperin
2007

By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

Game Feel - Steve Swink
2008-10-13

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks

come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of

the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

About Face - Alan Cooper
2014-09-02

The essential interaction design guide, fully revised and updated for the mobile age *About Face: The Essentials of Interaction Design, Fourth Edition* is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The

interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success.

Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. *About Face* is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology

habits will find About Face to be a comprehensive, essential resource.

PDF Reference - Adobe Systems 2001

Practical recommendations for application developers who want to generate efficient PDF files. New PDF 1.4 features include Tagged PDF, Referenced PDF, PDF Metadata Architecture, forms enhancements, JBIG2 support, and more. Example files, predefined font encodings, PDF page-marking operators, and other essential information.

The FIAF Moving Image Cataloguing Manual - Linda Tadic 2016-10-17

The FIAF Moving Image Cataloguing Manual is the result of many years of labor and collaboration with numerous professionals in the moving image field. It addresses the changes in information technology that we've seen over the past two decades, and aligns with modern cataloguing and metadata standards and concepts such as FRBR (Functional Requirements for

Bibliographic Records), EN 15907, and RDA (Resource Description and Access). The manual is designed to be compatible with a variety of data structures, and provides charts, decision trees, examples, and other tools to help experts and non-experts alike in performing real-world cataloguing of moving image collections.

The Manual of Photography and Digital Imaging -

Elizabeth Allen 2012-11-12

The tenth edition of The Manual of Photography is an indispensable textbook for anyone who is serious about photography. It is ideal if you want to gain insight into the underlying scientific principles of photography and digital imaging, whether you are a professional photographer, lab technician, researcher or student in the field, or simply an enthusiastic amateur. This comprehensive guide takes you from capture to output in both digital and film media, with sections on lens use, darkroom techniques, digital cameras and scanners, image editing

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techniques and processes, workflow, digital file formats and image archiving. This iconic text was first published in 1890 and has aided many thousands of photographers in developing their own techniques and understanding of the medium. Now in full colour, The Manual of Photography still retains its clear, reader-friendly style and is filled with images and illustrations demonstrating the key principles. Not only giving you the skills and know-how to take stunning photographs, but will also allowing you to fully understand the science behind the creation of great images.

Autodesk 3ds Max 2014

Essentials - Randi L.

Derakhshani 2013-05-08

Great guide to the fundamentals of Autodesk 3ds Max 2014 This Autodesk Official Press guide is just what you need to learn the basics of Autodesk 3ds Max 2014 quickly and easily. Through a series of cool projects like designing an alarm clock, animating a thrown knife, or lighting a scene, you'll learn the essentials

of modeling, rigging, animating, and rendering using the popular Autodesk 3ds Max 3D animation and effects software. It's a practical, hands-on approach allowing you to constantly reinforce skills as you learn them. Downloadable before-and-after project files let you to compare your work to that of 3ds Max professionals. Even if you already have experience with 3ds Max, this book is a great reference for renewing your skills. And, it will help all users review and prepare for the Autodesk 3ds Max 2014 certification exams. Helps beginners and those migrating from other 3D animation and effects programs get up and running on Autodesk 3ds Max 2014 Features a realistic, task-based approach, so readers learn via a series of hands-on projects using downloadable files, all backed with ample instruction, explanation, and illustration Covers modeling, rigging, animating, rendering, skinning, architectural visualization, and more Written by Autodesk Authorized

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Autodesk Official Press book
Get firsthand experience with
3ds Max, as well as a good
start on preparing for the
Autodesk 3ds Max 2014
Certified Professional exam,
with Autodesk 3ds Max 2014
Essentials.
Debugging with GDB - Richard
M. Stallman 1996

The Greenhouse Gas Protocol -
World Resources Institute
2004-01-01
The GHG Protocol Corporate
Accounting and Reporting
Standard helps companies and
other organizations to identify,
calculate, and report GHG
emissions. It is designed to set
the standard for accurate,
complete, consistent, relevant
and transparent accounting
and reporting of GHG
emissions.
**Police Crime Analysis Unit
Handbook** - George A. Buck
1973

Project Management - Harold
Kerzner 2013-01-22
A new edition of the most
popular book of project

management case studies,
expanded to include more than
100 cases plus a "super case"
on the Iridium Project Case
studies are an important part
of project management
education and training. This
Fourth Edition of Harold
Kerzner's Project Management
Case Studies features a
number of new cases covering
value measurement in project
management. Also included is
the well-received "super case,"
which covers all aspects of
project management and may
be used as a capstone for a
course. This new edition:
Contains 100-plus case studies
drawn from real companies to
illustrate both successful and
poor implementation of project
management Represents a
wide range of industries,
including medical and
pharmaceutical, aerospace,
manufacturing, automotive,
finance and banking, and
telecommunications Covers
cutting-edge areas of
construction and international
project management plus a
"super case" on the Iridium
Project, covering all aspects of

project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam Project Management Case Studies, Fourth Edition is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

The Complete Guide to Sony's A7 III (B&W Edition) -

Gary L. Friedman 2018-05-26
Gary Friedman has earned a reputation for clear explanations and a ridiculous attention to detail. And his 700+ page, instantly-downloadable, full-color ebook on the A7 III doesn't disappoint!

The Friedman Archives Guide to Sony's Alpha 1 (B&W Edition) - Gary L. Friedman

2021-04-26

Gary Friedman's books are known for their thoroughness and approachability. And now, Gary is working on a new book covering the incredible Sony A1. Aimed at experienced still photographers and videographers alike, this 729-page book (!) explains every feature in excruciating detail, providing the most comprehensive book available anywhere on this camera. Details include: * Every video setting and feature * Hidden features that can only be had by assigning them to buttons first * Shortcuts to quickly navigate through the new menu system * The phase-detect AF's little-known blind spot and how to avoid it * All of Gary's personal camera settings and customizations * A comprehensive guide to 3rd party adapters for legacy glass * How to do pixel-shift for 200MB images! * Step-by-step instructions for uploading images and video from the field using the Transfer and Tagging app and FTP * And more! Get the most out of your camera

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and shorten the learning curve with this best-selling book on the Sony A1!

Handbook of Technical Writing - Charles T. Brusaw 1997-08-15
New to this edition: Up-to-date information on on-line research and computer resources. A unique four-way access system enables users of the Handbook of Technical Writing to find what they need quickly and get on with the job of writing: 1. The hundreds of entries in the body of the Handbook are alphabetically arranged, so you can flip right to the topic at hand. Words and phrases in bold type provide cross-references to related entries. 2. The topical key groups alphabetical entries and page numbers under broader topic categories. This topical table of contents allows you to check broader subject areas for the specific topic you need. 3. The checklist of the writing process summarizes the opening essay on "Five Steps to Successful Writing" in checklist form with page references to related topics, making it easy to use the Handbook as a writing text.

4. The comprehensive index provides an exhaustive listing of related and commonly confused topics, so you can easily locate information even when you don't know the exact term you're looking for.

Software-Defined Radio for Engineers - Alexander M.

Wyglinski 2018-04-30

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-

analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

The Complete Guide to Sony's Alpha 77 II (B&w Edition) - Gary L. Friedman
2014-11-23

The A77 II may look like the original Alpha 77, but inside it's a completely new design, sensor, and data path. There are a slew of new focusing modes, Wi-Fi and NFC functionality, and nuanced

feature interactions which the manufacturer's manual just doesn't cover. What to do? Written for the advanced user (with tutorials and easy explanations in case you're not so advanced), this easy-to-understand yet thorough guide provides a complete instruction manual which explains each feature in plain English and provides hundreds of visual examples as well. There is no better way to learn about and get the most out of what is the most responsive camera that Sony has ever designed. Get the most out of your investment, and improve your photography at the same time! More info, page samples, and instantly-downloadable versions also available at the author's website.

Learning MySQL - Saied M.M. Tahaghoghi 2007-11-28
Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and recovery.
EnCase Computer Forensics -- The Official EnCE - Steve Bunting 2012-09-14

The official, Guidance Software-approved book on the newest EnCE exam! The EnCE exam tests that computer forensic analysts and examiners have thoroughly mastered computer investigation methodologies, as well as the use of Guidance Software's EnCase Forensic 7. The only official Guidance-endorsed study guide on the topic, this book prepares you for the exam with extensive coverage of all exam topics, real-world scenarios, hands-on exercises, up-to-date legal information, and sample evidence files, flashcards, and more. Guides readers through preparation for the newest EnCase Certified Examiner (EnCE) exam Prepares candidates for both Phase 1 and Phase 2 of the exam, as well as for practical use of the certification Covers identifying and searching hardware and files systems, handling evidence on the scene, and acquiring digital evidence using EnCase Forensic 7 Includes hands-on exercises, practice questions, and up-to-

date legal information Sample evidence files, Sybex Test Engine, electronic flashcards, and more If you're preparing for the new EnCE exam, this is the study guide you need.

Applied Corporate Finance, 4th Edition - Aswath Damodaran
2014-10-27

Aswath Damodaran, distinguished author, Professor of Finance, and David Margolis, Teaching Fellow at the NYU Stern School of Business, have delivered the newest edition of Applied Corporate Finance. This readable text provides the practical advice students and practitioners need rather than a sole concentration on debate theory, assumptions, or models. Like no other text of its kind, Applied Corporate Finance, 4th Edition applies corporate finance to real companies. It now contains six real-world core companies to study and follow. Business decisions are classified for students into three groups: investment, financing, and dividend decisions.

Fast Food Nation - Eric

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Schlosser 2012

Explores the homogenization of American culture and the impact of the fast food industry on modern-day health, economy, politics, popular culture, entertainment, and food production.

Graphics Shaders - Mike Bailey
2012-05-22

Programmable graphics shaders, programs that can be downloaded to a graphics processor (GPU) to carry out operations outside the fixed-function pipeline of earlier standards, have become a key feature of computer graphics. This book is designed to open computer graphics shader programming to the student, whether in a traditional class or on their own. It is intended to complement texts based on fixed-function graphics APIs, specifically OpenGL. It introduces shader programming in general, and specifically the GLSL shader language. It also introduces a flexible, easy-to-use tool, glman, that helps you develop, test, and tune shaders outside an application that would use

them.

Android Hacker's Handbook

- Joshua J. Drake 2014-03-26

The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is

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essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis. Covers Android application building blocks and security as well as debugging and auditing Android apps. Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack. Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security.

Reversing - Eldad Eilam
2011-12-12

Beginning with a basic primer on reverse engineering-including computer internals, operating systems, and assembly language-and then discussing the various applications of reverse engineering, this book provides readers with practical, in-depth techniques for software reverse

engineering. The book is broken into two parts, the first deals with security-related reverse engineering and the second explores the more practical aspects of reverse engineering. In addition, the author explains how to reverse engineer a third-party software library to improve interfacing and how to reverse engineer a competitor's software to build a better product. * The first popular book to show how software reverse engineering can help defend against security threats, speed up development, and unlock the secrets of competitive products * Helps developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language

Game Engine Architecture -

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Jason Gregory 2017-03-27
Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition
Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4
New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and

Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid

understanding of both the theory and common practices employed within each of the engineering disciplines

covered. The book will help readers on their journey through this fascinating and multifaceted field.