

Online Library The Black Art Of
Multiplatform Game
Programming

The Black Art Of Multiplatform Game Programming

*The inspiration for this book came from
love and friendship. The love I have for the
incredible black women in my life. And I*

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am delighted to share their magic with you, to share their inspiration, their triumphs, and their wisdom. A beautiful collection of black women stepping into their power and making waves in the world - and you can too. A proverb I love is 'when sleeping women wake, mountains move' and the women in this book are moving mountains

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*and they are inviting you to do the same.
Savour the magic as you read. Embody the
wisdom they share. Release the chains
holding you down in life. Rise into that
powerful badass Divine being that you are.
The world is your oyster. It is YOUR time. I
see you I believe in you. Tons of love
Leanne Founder - She Speaks Media*

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There is a growing recognition in the learning sciences that video games can no longer be seen as impediments to education, but rather, they can be developed to enhance learning. In this book a diverse group of contributors provide perspectives on the most current thinking concerning the ramifications of leisure video game play for

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academic classroom learning.

Written as a practical and engaging tutorial, SDL Game Development guides you through developing your own framework and the creation of two engaging games. If you know C++ and you're looking to make great games from the ground up, then this book is perfect for you.

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MAX & CHARLIE is a wild graphic novel adventure through the chaos of New York City! We follow an adorable young boy as he chases his best friend through a beautiful dreamed day in the city. But there's something a little strange about this place ... and we hope you read the book to figure out what's what! This is a simple, sweet, and

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lovely adventure through one of the greatest cities in the world on one of the most beautiful days imaginable.

Mounting Frustration

Museum Activism

Multi-platform Code Management

Complex Serial Drama and Multiplatform Television

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American Comics: A History

PC Mag

**With a complete,
approachable
presentation, CRITICAL
THINKING: THE ART OF
ARGUMENT, 2nd Edition,**

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**is an accessible yet
rigorous introduction to
critical thinking. The text
emphasizes immediate
application of critical
thinking in everyday life
and helps students apply**

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**the skills they are
studying. The relevance
of these skills is shown
throughout the text by
highlighting the
advantages of basing
one's decisions on a**

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**thoughtful understanding
of arguments and
presenting the
overarching
commonalities across
arguments. With its
conversational writing**

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**style and carefully
selected examples, the
book employs a
consistent and unified
treatment of logical form
and an innovative
semiformal method of**

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**standardizing arguments
that illustrates the
concept of logical form
while maintaining a
visible connection to
ordinary speech. Without
sacrificing accuracy or**

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detail, the authors clearly present the material, with appropriate study tools and exercises that emphasize application rather than memorization. Important

Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Challenges narrow

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**perceptions of Blackness
as both an identity and
lived reality to
understand the diversity
of what it means to be
Black in the US and
around the world What**

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**exactly is Blackness and
what does it mean to be
Black? Is Blackness a
matter of biology or
consciousness? Who
determines who is Black
and who is not? Who's**

**Black, who's not, and who
cares? In the United
States, a Black person
has come to be defined as
any person with any
known Black ancestry.
Statutorily referred to as**

**"the rule of hypodescent,"
this definition of
Blackness is more
popularly known as the
"one-drop rule," meaning
that a person with any
trace of Black ancestry,**

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**however small or
(in)visible, cannot be
considered White. A
method of social order
that began almost
immediately after the
arrival of enslaved**

**Africans in America, by
1910 it was the law in
almost all southern
states. At a time when the
one-drop rule functioned
to protect and preserve
White racial purity,**

Blackness was both a matter of biology and the law. One was either Black or White. Period. Has the social and political landscape changed one hundred years later? One

Drop explores the extent to which historical definitions of race continue to shape contemporary racial identities and lived experiences of racial

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difference. Featuring the perspectives of 60 contributors representing 25 countries and combining candid narratives with striking portraiture, this book

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**provides living testimony
to the diversity of
Blackness. Although
contributors use varying
terms to self-identify,
they all see themselves as
part of the larger racial,**

cultural, and social group generally referred to as Black. They have all had their identity called into question simply because they do not fit neatly into the stereotypical "Black

box" -- dark skin, "kinky" hair, broad nose, full lips, etc. Most have been asked "What are you?" or the more politically correct "Where are you from?" throughout their lives. It

**is through contributors'
lived experiences with
and lived imaginings of
Black identity that we can
visualize multiple
possibilities for
Blackness.**

To Create is a collection of illuminating interviews with an eclectic set of black artists—including Harry Belafonte, Method Man, Nikki Giovanni, Edwidge Danticat, Edward

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P. Jones, Booker T.

**Mattison, and more—as
conducted by the writer,
entrepreneur, educator,
and consultant Felicia
Pride. This is an honest,
inspiring series of**

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**conversations in which
Pride and her fellow
artists talk openly about
the challenges and
rewards of working
creatively across a
multitude of platforms.**

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Over the course of dozens of frank discussions with writers, activists, and media creators, Pride elicits sincere firsthand perspectives on the struggle to find—or to

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**create, if it's not there—a
niche for one's voice in
the media landscape. The
personable and fluid
interview style allows the
artists to follow their
threads of dialogue to**

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**unique, intimate
revelations. The
interviews transition
smoothly between similar
themes, touching on the
do-it-yourself mentality of
creating; practical**

**musings on media
careers; as well as
theoretical discussions on
art, legacy, and
community. Additionally,
many of the artists,
musicians, and authors**

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**discuss finding career
longevity through a multi-
platform approach, the
connection between the
personal and political in
art, and the ongoing
conflict between art and**

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**commerce. This is one of
the most candid and
diversified interview
collections within the
African-American
community, but it is also
a stirring look into what**

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**it means to be a creator.
The long-awaited new
edition of the landmark
text defining art therapy
Art therapists use the
creative process and the
issues that surface during**

art therapy to help their clients increase insight and judgment, cope with stress, work through traumatic experiences, increase cognitive abilities, have better

**relationships with family
and friends, and simply
enjoy the life-affirming
pleasures of the creative
experience. In this highly
anticipated revision of the
definitive text on art**

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**therapy, author and
pioneer art therapist Dr.
Harriet Wadson
examines the clinical
considerations,
education, history, and
application of art therapy**

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**treatment programs for
an array of presenting
problems. Reflecting
current DSM updates
since the first edition's
publication, the Second
Edition has been**

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**completely updated, with
nine new chapters on
trauma, crisis,
multicultural
considerations,
community art therapy,
and more. Illustrated with**

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**over 150 works of art
from clients as well as the
author's own personal
artwork, and packaged
with a companion CD-
ROM, which includes
more than 100 full-color**

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**versions of the
illustrations in the book,
Art Psychotherapy,
Second Edition is a
comprehensive guide to
the theory and practice of
art therapy. Written by**

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**one of the most
established experts in the
field, this book will be
informative for practicing
art therapists, other
mental health
practitioners looking to**

incorporate art therapy into their mental health practice, students in these disciplines, and those interested in entering the art therapy profession. Note: CD-

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**ROM/DVD and other
supplementary materials
are not included as part
of eBook file.**

1886

A Visual History

An '80s Story

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**Blackwater Archives | the
Art of the Order
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Faixa Preta: The Black
Belt #1**

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For any programmer or team struggling with builds and maintenance, this book can save dozens of errors and hours of effort. It shows you how to structure a large project and keep your files and builds under control

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over many releases and platforms. The building blocks are simple: common-sense strategies, public-domain tools that you can obtain on a variety of systems, and special utilities developed by the

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author. On two diskettes provided with the book, Jameson offers a complete system for managing directories, makefile templates, and source code revisions. Both free software and tools developed

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by the author are included. The tools and ideas offered here are efficient enough to be used by one person working on a PC, but powerful enough to support entire teams of developers. They've been tested in

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practice on projects from 50 to 100,000 lines of code. And complete, documented source code is included, in case you need to modify or extend the tools. In short, this book is an inexpensive, "one-stop-shopping" solution

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for code management problems. It can help you improve your personal software development process and can make it very easy for you to reuse and update shared code files. Topics covered in this book

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include: Multi-platform
directory structures for
isolating and controlling
platform dependent code.
Automatic makefile
generating tools to promote
uniform, portable makefiles
on your projects and to save

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you time. File sharing tools that make it easy to share the latest versions of files among multiple developers and software products, automatically. Since the sharing tools log all sharing operations, they can

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easily help you answer programming questions, such as, "Where did this file come from, and which programs will be affected if I modify it?" RCSDO, a tool that performs version control operations on entire

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trees of files at a time.

(RCS v5.5 is included, too.)

The source code provided

runs on at least these 15

platforms: AIX, Amiga,

Apollo Domain, Dell PC Unix

(SVR4), HP-UX, Irix4, Linux,

MS-DOS (Borland), MS-DOS

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(Microsoft), OS/2, NetBSD,
NeXT, Solaris 1 (SunOS 413),
Solaris 2, and Ultrix. The
RCS v5.5 software has been
specially modified for DOS-
Unix network use and is
known to run on MS-DOS
(Borland), MS-DOS

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(Microsoft), and Solaris 1.0 (SunOS 413). The diskettes also contain precompiled binaries for MSDOS. Here is a sample of the tools included on the diskettes:
cmi: copy a shared file from its public location to the

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directory where it can be used for builds
cmx: copy a shared file from its source directory to a public location where other developers can get it
makenode: make a directory structure to hold a

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product's source files in
the form that the other
tools can work with
newmakes: generate makefiles
throughout a product's
directory structure rcsdo:
do common activities on a
group of RCS files in bulk

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twalker: generate a batch script that can traverse all files of a particular type in a directory tree

Outlines the basic and advanced principles involved in creating interactive games, including flight

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simulators, three-dimensional walk-through games, and various multimedia utilities, with an accompanying CD that includes shareware games and commercial demos. Original. (All Users).

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In the slums of near-future
Brazil, a young orphan
street fighter with the
peculiar gift of foresight
must hone his skills and

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unify warring crime lords
against a powerful dictator
that seeks to engineer the
eradication of the lower
class.

Programming 3D Video Games
in C++

The Pickle Index

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Black Writers, Filmmakers,
Storytellers, Artists, and
Media-Makers Riff on Art,
Careers, Life, and the
Beautiful Mess in Between
Stories Written by Powerful
Female Black Leaders from
Around the World.

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Shifting the Lens on Race
Dungeons and Dragons Art and
Arcana

*"In her mesmerizing films and
photographs, Shirin Neshat (Iranian-
American, b. Qazvin, 1957)
examines the nuances of power and*

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identity in the Islamic world--particularly in her native country of Iran, where she lived until 1975. This book, the companion volume to the Smithsonian's Hirshhorn Museum exhibition of the same name, presents an array of

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Neshat's most compelling works, illuminating the points at which cultural and political events have inflected her artistic practice. Included are the "Women of Allah" photographs that catapulted the artist to international acclaim in the

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1990s; lyrical video installations, which immerse the viewer in imagery and sound; and the photographic series "The Book of Kings"--including its latest chapter, Our House Is on Fire, created in the aftermath of the recent Egyptian

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revolutions. Commenting on freedom and loss, Neshat's deeply humanistic art is at once personal, political, and allegorical, and this book is an essential testament to its enduring power"--

The first and only book to reveal the

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secrets of writing 3-D game applications for C++ programmers. Flights of Fantasy takes programmers behind the scenes to show achieved. Features sample games, demos, and a complete flight simulator on the enclosed

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*The new introduction and afterword
bring fresh relevance to this
insightful rumination on the act of
reading--as a path to critical
thinking, individual and political
identity, civic engagement, and*

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resistance. The former LA Times book critic expands his short book, rich in ideas, on the consequence of reading to include the considerations of fake news, siloed information, and the connections between critical thinking as the key

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component of engaged citizenship and resistance. Here is the case for reading as a political act in both public and private gestures, and for the ways it enlarges the world and our frames of reference, all the while keeping us engaged.

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How can we qualify slowness in cinema? What is the relationship between a cinema of slowness and a wider socio-cultural “slow movement”? A body of films that shares a propensity toward slowness has emerged in many

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parts of the world over the past two decades. This is the first book to examine the concept of cinematic slowness and address this fascinating phenomenon in contemporary film culture. Providing a critical investigation into questions

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of temporality, materiality, and aesthetics, and examining concepts of authorship, cinephilia, and nostalgia, Song Hwee Lim offers insight into cinematic slowness through the films of the Malaysian-born, Taiwan-based director Tsai

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Ming-liang. Through detailed analysis of aspects of stillness and silence in cinema, Lim delineates the strategies by which slowness in film can be constructed. By drawing on writings on cinephilia and the films of directors such as Abbas

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Kiarostami, Hou Hsiao-hsien, and Nuri Bilge Ceylan, he makes a passionate case for a slow cinema that calls for renewed attention to the image and to the experience of time in film. Tsai Ming-liang and a Cinema of Slowness will speak to

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*readers with an interest in art
cinema, queer studies, East Asian
culture, and the question of time. In
an age of unrelenting acceleration
of pace both in film and in life, this
book invites us to pause and listen,
to linger and look, and, above all, to*

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take things slowly.

*The Art Museum in the Age of Black
Power*

*Tsai Ming-liang and a Cinema of
Slowness*

*Multiplatform game development in
C#*

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Black Men Speak Their Truth

Brat

Kitchen Table Series

***Featuring intricate
concept art and exclusive,
high quality stills,
sketches and renders***

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*detailing the game's
production, Rise of the
Tomb Raider: The Official
Art Book is an essential
purchase for fans of the
franchise. From Lara's
survival tools to the wild*

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animals she encounters in the harsh environment, this in-depth, all-access book offers gamers a look into the visual dexterity of Rise of the Tomb Raider.

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"A pithy parable of prison breaks, performance anxiety, and pickled vegetables -- and a publication complete with app, 3D printing, and more" --

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Only a decade ago, the notion that museums, galleries and heritage organisations might engage in activist practice, with explicit intent to act upon inequalities,

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injustices and environmental crises, was met with scepticism and often derision. Seeking to purposefully bring about social change was viewed by many within and beyond

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*the museum community as
inappropriately political
and antithetical to
fundamental professional
values. Today, although
the idea remains
controversial, the way we*

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think about the roles and responsibilities of museums as knowledge based, social institutions is changing. Museum Activism examines the increasing significance of

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*this activist trend in
thinking and practice. At
this crucial time in the
evolution of museum
thinking and practice,
this ground-breaking
volume brings together*

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*more than fifty
contributors working
across six continents to
explore, analyse and
critically reflect upon
the museum's relationship
to activism. Including*

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*contributions from
practitioners, artists,
activists and researchers,
this wide-ranging
examination of new and
divergent expressions of
the inherent power of*

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*museums as forces for
good, and as activists in
civil society, aims to
encourage further
experimentation and enrich
the debate in this nascent
and uncertain field of*

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***museum practice. Museum
Activism elucidates the
largely untapped potential
for museums as key
intellectual and civic
resources to address
inequalities, injustice***

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and environmental challenges. This makes the book essential reading for scholars and students of museum and heritage studies, gallery studies, arts and heritage

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*management, and politics.
It will be a source of
inspiration to museum
practitioners and museum
leaders around the globe.
PCMag.com is a leading
authority on technology,*

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*delivering Labs-based,
independent reviews of the
latest products and
services. Our expert
industry analysis and
practical solutions help
you make better buying*

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*decisions and get more
from technology.*

M Train

Cross-Platform GUI

Programming with wxWidgets

*Critical Thinking: The Art
of Argument*

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Learning by Playing

Book of the Dead

(TombQuest, Book 1)

**The sweeping story of cartoons,
comic strips, and graphic novels
and their hold on the American**

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**imagination. Comics have
conquered America. From our
multiplexes, where Marvel and DC
movies reign supreme, to our
television screens, where comics-
based shows like The Walking
Dead have become among the
most popular in cable history, to**

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convention halls, best-seller lists, Pulitzer Prize–winning titles, and MacArthur Fellowship recipients, comics shape American culture, in ways high and low, superficial, and deeply profound. In American Comics, Columbia professor Jeremy Dauber takes readers

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through their incredible but little-known history, starting with the Civil War and cartoonist Thomas Nast, creator of the lasting and iconic images of Uncle Sam and Santa Claus; the golden age of newspaper comic strips and the first great superhero boom; the

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moral panic of the Eisenhower era, the Marvel Comics revolution, and the underground comix movement of the 1960s and '70s; and finally into the twenty-first century, taking in the grim and gritty Dark Knights and Watchmen alongside the brilliant rise of the graphic novel by

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acclaimed practitioners like Art Spiegelman and Alison Bechdel. Dauber's story shows not only how comics have changed over the decades but how American politics and culture have changed them. Throughout, he describes the origins of beloved comics,

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champions neglected masterpieces, and argues that we can understand how America sees itself through whose stories comics tell. Striking and revelatory, American Comics is a rich chronicle of the last 150 years of American history through the lens

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**of its comic strips, political
cartoons, superheroes, graphic
novels, and more. FEATURING... •
American Splendor • Archie • The
Avengers • Kyle Baker • Batman •
C. C. Beck • Black Panther • Captain
America • Roz Chast • Walt Disney •
Will Eisner • Neil Gaiman • Bill**

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**Gaines • Bill Griffith • Harley Quinn
• Jack Kirby • Denis Kitchen • Krazy
Kat • Harvey Kurtzman • Stan Lee •
Little Orphan Annie • Maus • Frank
Miller • Alan Moore • Mutt and Jeff •
Gary Panter • Peanuts • Dav Pilkey
• Gail Simone • Spider-Man •
Superman • Dick Tracy • Wonder**

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**Wart-Hog • Wonder Woman • The
Yellow Kid • Zap Comix ... AND
MANY MORE OF YOUR
FAVORITES!**

**"This book is the best way for
beginning developers to learn
wxWidgets programming in C++. It
is a must-have for programmers**

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thinking of using wxWidgets and those already using it." –Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even

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**Pocket PC Master wxWidgets from
start to finish—even if you've never
built GUI applications before
Leverage advanced wxWidgets
capabilities: networking,
multithreading, streaming, and
more Foreword by Mitch Kapor,
founder, Lotus Development and**

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Open Source Application

Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC—supporting each platform's native look and feel with virtually no additional coding.

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Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code

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you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling,

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**window layouts, drawing, printing,
dialogs, and more Working with
window classes, from simple to
advanced Memory management,
debugging, error checking,
internationalization, and other
advanced topics Includes extensive
code samples for Windows, Linux**

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(GTK+), and Mac OS X

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most

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**iconic game brands in the world,
this official DUNGEONS &
DRAGONS illustrated history
provides an unprecedented look at
the visual evolution of the brand,
showing its continued influence on
the worlds of pop culture and
fantasy. Inside the book, you'll find**

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more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and

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merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to

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the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most

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**comprehensive collection of D&D
imagery ever assembled, making
this the ultimate collectible for the
game's millions of fans around the
world.**

**Artists' oil paints have become
increasingly complex and diverse
in the 20th Century, applied by**

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artists in a variety of ways. This has led to a number of issues that pose increasing difficulties to conservators and collection keepers. A deeper knowledge of the artists' intent as well as processes associated with material changes in paintings is important

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to conservation, which is almost always a compromise between material preservation and aesthetics. This volume represents 46 peer-reviewed papers presented at the Conference of Modern Oil Paints held in Amsterdam in 2018. The book contains a compilation of

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articles on oil paints and paintings in the 20th Century, partly presenting the outcome of the European JPI project 'Cleaning of Modern Oil Paints'. It is also a follow-up on 'Issues in Contemporary Oil Paint' (Springer, 2014). The chapters cover a range

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**of themes and topics such as:
patents and paint manufacturing in
the 20th Century; characterization
of modern-contemporary oil paints
and paint surfaces; artists'
materials and techniques; the
artists' voice and influence on
perception of curators,**

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conservators and scientists; model studies on paint degradation and long term stability; approaches to conservation of oil paintings; practical surface treatment and display. The book will help conservators and curators recognise problems and interpret

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**visual changes on paintings, which
in turn give a more solid basis for
decisions on the treatment of these
paintings.**

SDL Game Development

Video Gaming in Education

Black Art of 3D Game Programming

Build apps, websites, and services

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**with ASP.NET Core 6, Blazor, and
EF Core 6 using Visual Studio 2022
and Visual Studio Code**

**Greenlit: Developing Factual TV
Ideas from Concept to Pitch
The Unchained Goddess**

*Explains the complex technical
aspects of video game programming in*

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comprehensive language, covering such areas as 3-D graphics, "voxel graphics," digitized sound and music, modem communications, and game assembly. Original. (Intermediate).

The latest installment in the New York Times bestselling Good Night Stories

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for Rebel Girls series, featuring 100 barrier-breaking Black women and girls who showcase the spirit of Black Girl Magic. Good Night Stories for Rebel Girls: 100 Real-Life Tales of Black Girl Magic, edited by award-winning journalist Lilly Workneh with

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*a foreword by #BlackGirlMagic
originator CaShawn Thompson, is
dedicated to amplifying and
celebrating the stories of Black
women and girls from around the
world; features the work of over 60
Black female and non-binary authors,*

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illustrators, and editors; is designed to acknowledge, applaud, and amplify the incredible stories of Black women and girls from the past and present; and celebrates Black Girl Magic around the world. Amongst the women featured from over 30

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countries are tennis player Naomi Osaka, astronaut Jeanette Epps, author Toni Morrison, filmmaker Ava DuVernay; aviator Bessie Coleman, Empress Taytu Betul, journalist Ida B. Wells, and many other inspiring leaders, champions, innovators, and

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creators. Good Night Stories for Rebel Girls: 100 Real-Life Tales of Black Girl Magic is the fourth volume of the New York Times bestselling Good Night Stories for Rebel Girls series which originally launched in 2016. Good Night Stories for Rebel Girls:

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*100 Real-Life Tales of Black Girl
Magic is published by Rebel Girls, a
global, multi-platform empowerment
brand dedicated to helping raise the
most inspired and confident global
generation of girls through content,
experiences, products, and*

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*community. About Black Girl Magic
CaShawn Thompson, a proud third-
generation native of Washington, DC,
came up with the concept “Black Girls
Are Magic” when she was a little girl
growing up with her mother,
grandmother, and aunts. It sprang*

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forth fully formed from the mind of a poor little Black girl who didn't yet have the words to describe the brilliance she saw in the women in her family, but had heard countless tales of fairies, witches, and magicians. It was just magic to her.

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And it still is. Black Girls Are Magic became wildly popular in 2013 after CaShawn began using the phrase online (it was later shortened to the hashtag #BlackGirlMagic) to uplift and praise the accomplishments, beauty, and other amazing qualities of

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Black women.

***From the team that brought you The
39 Clues and Spirit Animals comes a
brand new epic Egyptian adventure!
Nothing can save Alex Sennefer's life.
That's what all the doctors say, but his
mother knows it's not true. She knows***

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that the Lost Spells of the Egyptian Book of the Dead can crack open a door to the afterlife and pull her son back from the brink. But when she uses the spells, five evil ancients--the Death Walkers--are also brought back to life. An ancient evil has been

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*unleashed. Mummies are awakening.
New York is overrun with scorpions.
And worst of all for Alex, his mom
and the Lost Spells have both
disappeared. He and his best friend,
Ren, will do anything to find his mom
and save the world . . . even if that*

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means going head-to-head with a Death Walker who has been plotting his revenge for 3,000 years. Read the book, then continue the adventure online! Build an Egyptian tomb of your own, hide treasure and protect it with traps, then challenge your

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friends to play through! Michael Northrop is the New York Times bestselling author of TombQuest, an epic book and game adventure series featuring the magic of ancient Egypt. He is also the author of Trapped, an Indie Next List Selection, and

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Plunked, a New York Public Library best book of the year and an NPR Backseat Book Club selection. An editor at Sports Illustrated Kids for many years, he now writes full-time from his home in New York City. Learn more at

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www.michaelnorthrop.net.

*Fans of Patti Smith's Just Kids and
Rob Lowe's Stories I Only Tell My
Friends will love this beautifully
written, entertaining, and emotionally
honest memoir by an actor, director,
and author who found his start as an*

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80s Brat pack member. Most people know Andrew McCarthy from his movie roles in Pretty in Pink, St. Elmo's Fire, Weekend at Bernie's, and Less than Zero, and as a charter member of Hollywood's Brat Pack. That iconic group of ingenues and

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heartthrobs included Rob Lowe, Molly Ringwald, Emilio Estevez, and Demi Moore, and has come to represent both a genre of film and an era of pop culture. In his memoir Brat: An '80s Story, McCarthy focuses his gaze on that singular moment in time. The

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result is a revealing look at coming of age in a maelstrom, reckoning with conflicted ambition, innocence, addiction, and masculinity. New York City of the 1980s is brought to vivid life in these pages, from scoring loose joints in Washington Square Park to

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skipping school in favor of the dark revival houses of the Village where he fell in love with the movies that would change his life. Filled with personal revelations of innocence lost to heady days in Hollywood with John Hughes and an iconic cast of characters, Brat

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*is a surprising and intimate story of
an outsider caught up in a most
unwitting success.*

Art Psychotherapy

*Rise of the Tomb Raider: The Official
Art Book*

Tricks of the Game-programming

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Gurus

Flights of Fantasy

Facing History

Our Stories, Our Voices

From the National Book

Award-winning author of Just

Kids: a “sublime collection

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of true stories ... and wild imaginings that take us to the very heart of who Patti Smith is" (Vanity Fair), told through the cafés and haunts she has worked in around the world. Patti Smith calls this bestselling

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work “a roadmap to my life.”
*M Train begins in the tiny
Greenwich Village café where
Smith goes every morning for
black coffee, ruminates on
the world as it is and the
world as it was, and writes
in her notebook. Through*

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*prose that shifts fluidly
between dreams and reality,
past and present, we travel
to Frida Kahlo's Casa Azul
in Mexico; to the fertile
moon terrain of Iceland; to
a ramshackle seaside
bungalow in New York's Far*

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*Rockaway that Smith acquires
just before Hurricane Sandy
hits; to the West 4th Street
subway station, filled with
the sounds of the Velvet
Underground after the death
of Lou Reed; and to the
graves of Genet, Plath,*

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Rimbaud, and Mishima. Woven throughout are reflections on the writer's craft and on artistic creation. Here, too, are singular memories of Smith's life in Michigan and the irremediable loss of her husband, Fred Sonic

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Smith. Braiding despair with hope and consolation, illustrated with her signature Polaroids, M Train is a meditation on travel, detective shows, literature, and coffee. It is a powerful, deeply moving book

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*by one of the most
remarkable multiplatform
artists at work today.*

*Featuring a postscript with
five new photos from Patti
Smith*

*Knowing the industry-
standard animation and*

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*interactivity tool Adobe
Animate CC can help you get
a foothold in the exciting
web design and mobile app-
development world. Learn
Animate CC by building cool
creative projects that will
teach you how to: Design and*

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animate vector artwork

Compose an animated greeting

card using HTML5 Build a

promotional video with text

and images animated in 3D

Build an interactive poem

generator using JavaScript

Construct a working digital

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*clock using ActionScript
Design and code an
interactive quiz for mobile
devices This study guide
uses video integrated with
text to help you gain real-
world skills that will get
you started in your career*

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*designing and building
multiplatform animations
using Adobe Animate CC and
lays the foundation for
taking the Adobe Certified
Associate certification exam
in that field. A mix of 7
project-based lessons, 10*

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*hours of practical videos,
and interactive quizzes
prepares you for an entry-
level position in a
competitive job market.
Purchasing this book gives
you access to valuable
online extras. Follow the*

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*instructions in the book's
"Getting Started" section to
unlock access to: Web
Edition containing
instructional video embedded
in the complete text of the
book with interactive review
questions along with product*

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*updates Downloadable lesson
files you need to work
through the projects in the
book*

*"Blows the lid on so many TV
secrets" Tom Archer,
Controller Factual, BBC "If
every first-time producer*

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*read this before pitching a
program, I guarantee a
greater success rate" Gary
Lico, President/CEO,
CABLEready, USA In recent
years there has been an
explosion of broadcast and
cable channels with a*

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*desperate need for original
factual/reality programming
to fill their schedules:
-documentaries,
observational series,
makeover formats, reality
competitions. Yet television
executives receive a daily*

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avalanche of inappropriate pitches from pushy, badly prepared producers. Only 1 in 100 proposals are considered worth a second look, and most commissioners never read past the first paragraph. Greenlit explains

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*how to develop, research,
pitch and sell your idea for
any type of factual or
reality television show. It
gives the inside track on: **
*What channel executives are
really looking for in a
pitch, * The life stories of*

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*hit factual shows such as
The Apprentice, Deadliest
Catch and Strictly Come
Dancing * Advice from
channel commissioners,
development producers and on-
screen talent on both sides
of the Atlantic. * Eleven*

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*steps that will increase
your chance of winning a
commission In a rapidly
expanding TV market,
Greenlit is packed with
resource lists, sample
proposals, case studies and
exercises designed to boost*

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*your skills and develop
commission-winning
proposals.*

*People often say that black
men do not talk. However
that is not the case with
this book anthology. The
thirteen co-authors in Our*

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Stories, Our Voices: Black Men Speak Their Truth open up and share their trials and tribulations in this journey called life. They share stories of love, pain, weakness and strength and how each of their unique

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journies helped to mold them into the men they are today. Their willingness to open up and share their hearts and in some cases writing words that have never been spoken to others is not only commendable, but will

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*inspire deeper conversations
within our communities. The
co-authors and their
chapters are: WHEN THE ODDS
ARE STACKED AGAINST YOU -
TRUST GOD! by Kevin Lamar
Byrd TALK ABOUT IT! by
Michael James WAKE UP! by*

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*Bernard McArthur BETTER DAYS
AHEAD by Malcolm Boyd
SUCCESS PRINCIPLES by Jason
Murray THE MAN BEHIND THE
THREE-PIECE SUIT by Richard
A. Celestin, Esq. AN ODE TO
AUNT PERZELLA by Dr. Terry
Grant ABUNDANT LIFE AFTER A*

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HEART ATTACK by Rev. Dr.
Phil Craig *STAGE 5* by Milton
Shelton Jr. *THE MAKING OF A
CHAMPION* by Phil Andrews
DIVINE CONNECTION by Lee
Scott Coleman *MY RECIPES FOR
LIFE* by Shawn D. Farnum *MY
LIFE'S JOURNEY TO TRUTH* by

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*Dr. Samuel Gilmore For
additional information
please visit [http:
//www.ourstoriesourvoices.co
m](http://www.ourstoriesourvoices.com)*

*Learn Adobe Animate CC for
Multiplatform Animations
Unity in Action*

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Shirin Neshat

*Books and Resistance in a
Troubled Time*

To Create

*C# 10 and .NET 6 - Modern
Cross-Platform Development*

Until recently, most independent or
hobbyist game programming took

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place on the Microsoft Windows platform. Mac OS and Linux weren't nearly as popular, and programming on home game consoles was out of the question. Today's game-programming world is more diverse. THE BLACK ART OF MULTIPLATFORM GAME

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PROGRAMMING is for developers working across a variety of platforms- Windows, Linux, MacOS, Android, etc. Using SDL (Simple DirectMedia Layer), a cross-platform software library, this book features demos and video tutorials for each chapter, and,

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in addition to multiplatform game programming, covers game engine development, software design, and programming a complete game. Get started in cross-platform development today with THE BLACK ART OF MULTIPLATFORM GAME

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"What does a flirty bard, a jolly barbarian, a naïve druid, and a pair of murderous twins have in common? One hell of a good time! Follow the group of adventurers as they team up for the first time, facing unexpected foes and

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picking up two new members as the origin of the acclaimed Critical Role cast rolls their way through the lands! The hit series Critical Role: Vox Machina returns in this hardcover collection of Vox Machina: Origins I and II with never-before-seen

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artwork!" --

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master

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the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

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Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C#

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programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy

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games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to

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creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices,

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updates, and more! 2D and 3D games
Characters that run, jump, and bump
into things Connect your games to the
internet About the Reader You need to
know C# or a similar language. No
game development knowledge is
assumed. About the Author Joe

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Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents
PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing

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Programming

graphics for your game PART 2 -
Getting comfortable Building a
Memory game using Unity's 2D
functionality Creating a basic 2D
Platformer Putting a GUI onto a game
Creating a third-person 3D game:
player movement and animation

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Adding interactive devices and items within the game PART 3 - Strong finish
Connecting your game to the internet
Playing audio: sound effects and music
Putting the parts together into a complete game
Deploying your game to players' devices

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A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6

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class library, and Entity Framework
Core 6 Create professional websites
and services with ASP.NET Core 6 and
Blazor Build cross-platform apps for
Windows, macOS, Linux, iOS, and
Android Book Description Extensively
revised to accommodate all the latest

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features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and

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inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy

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cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple

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console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learnBuild rich web experiences using Blazor,

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Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET CoreBuild your own types with object-oriented programmingWrite, test, and debug functionsQuery and manipulate data using LINQIntegrate and update

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databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLiteBuild and consume powerful services using the latest technologies, including gRPC and GraphQLBuild cross-platform apps using XAMLWho this book is for

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Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have

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a general understanding of programming before you jump in.

One Drop

Good Night Stories for Rebel Girls:

100 Real-Life Tales of Black Girl

Magic

The Professional Guide to Pitching

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Programming
Factual Shows

Conservation of Modern Oil Paintings

Critical Role: Vox Machina Origins

Library Edition: Series I & II

Collection

Max and Charlie

THE BLACK ART OF

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MULTIPLATFORM GAME PROGRAMMING covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development.

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Written with beginners in mind, this book assumes no prior knowledge of game programming--anyone can learn how to program exciting video games using this book. Inside you'll find

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***an introduction to game
development on multiple
platforms using SDL,
extensive coverage of
coding techniques used by
programming gurus, a
complete guide to game***

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***engine design and
implementation, a modern
approach to software
architecture, and advanced
programming procedures
and optimizations.
Downloadable files include***

Online Library The Black Art Of
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Programming

***all the source code used in
this book, video tutorials for
each chapter, standard tools
used for game development,
and the SDL standard
development library.
In Mounting Frustration***

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Susan E. Cahan uncovers the moment when the civil rights movement reached New York City's elite art galleries. Focusing on three controversial exhibitions that integrated African

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***American culture and art,
Cahan shows how the art
world's racial politics is far
more complicated than
overcoming past exclusions.
This book examines the
creative strategies,***

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***narrative characteristics,
industrial practices and
stylistic tendencies of
complex serial drama.
Exemplified by shows like
HBO's The Sopranos, AMC's
Mad Men and Breaking Bad,***

***Showtime's Dexter, and
Netflix's Stranger Things,
complex serials are
distinguished by their
conceptual originality,
narrative complexity,
transgressive lead***

***characters and serial allure.
As a drama form that
continues to expand and
diversify in today's
television, HBO's Boardwalk
Empire and Game of
Thrones, Netflix's Orange Is***

***the New Black and Hulu's
The Handmaid's Tale
provide further examples.
Dunleavy investigates the
strategies that underpin the
innovations, influence and
success of complex serial***

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***drama, giving students and
scholars a nuanced
understanding of this
contemporary TV form.
Adobe Certified Associate
Exam Preparation
The Lost Art of Reading***

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A Novel