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Why Forests? Why Now? - Frances Seymour 2016-12-27
Tropical forests are an undervalued asset in meeting the greatest global challenges of our time—averting climate change and promoting development. Despite their importance, tropical forests and their ecosystems are being destroyed at a high and even increasing rate in most forest-rich countries. The good news is that the science, economics, and politics are aligned to

support a major international effort over the next five years to reverse tropical deforestation. *Why Forests? Why Now?* synthesizes the latest evidence on the importance of tropical forests in a way that is accessible to anyone interested in climate change and development and to readers already familiar with the problem of deforestation. It makes the case to decisionmakers in rich countries that rewarding

developing countries for protecting their forests is urgent, affordable, and achievable.

Level Up! - Scott Rogers
2010-09-29

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-

human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

The Routledge Companion to Design Research - Paul Rodgers
2014-10-17

The Routledge Companion to Design Research offers a comprehensive examination of design research, celebrating the plurality of design research and the wide range of conceptual, methodological, technological and theoretical approaches evident in contemporary design research. This volume comprises 39 original and high quality design research chapters from contributors around the world, with offerings from the vast array of disciplines in and around modern design praxis, including areas such as industrial and product design, visual communication, interaction design, fashion design, service design,

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engineering and architecture. The Companion is divided into five distinct sections with chapters that examine the nature and process of design research, the purpose of design research, and how one might embark on design research. They also explore how leading design researchers conduct their design research through formulating and asking questions in novel ways, and the creative methods and tools they use to collect and analyse data. The Companion also includes a number of case studies that illustrate how one might best communicate and disseminate design research through contributions that offer techniques for writing and publicising research. The Routledge Companion to Design Research will have wide appeal to researchers and educators in design and design-related disciplines such as engineering, business, marketing, computing, and will make an invaluable contribution to state-of-the-art design research at postgraduate, doctoral, and

post-doctoral levels and teaching across a wide range of different disciplines.

How to Draw Fantasy Art and RPG Maps - Jared Blando 2015-09-01

Learn to create authentic fantasy maps step-by-step! Orcs prepare for battle against high Elves, Dwarves retreat to the mountains and men march to the sea to reclaim crumbling fortresses. Fortunes are decided. Kingdoms are lost. Entire worlds are created. This book will teach you to bring your fictional realm to life with simple step-by-step instructions on how to draw authentic fantasy maps. Set the stage for adventure by illustrating domains, castles and battle lines, mountains, forests and sea monsters! Learn to create completely unique and fully functional RPG maps time and time again on which your world can unfold. All the skills necessary to create awe-inspiring maps are covered! • Landscapes. Add depth, balance and plausibility with rocky coastlines, towering mountains, dark forests and

rolling plains. • Iconography. Mark important places--towns and cities, fortresses and bridges--with symbolic iconography for easy-to-understand maps. • Typography. Learn how to place readable text and the basics of decorative script. Bonus instruction teaches you to create fonts for Orcs, Elves, Vikings and dragons. • Heraldry and shield design. Depict cultural and political boundaries with shields and colors. • Advanced cartography. Includes how to draw landmarks, country boundaries and political lines. Build roads to connect merchants and troops, troll cairns and dragon lairs. And complete your maps with creative backgrounds, elaborate compasses and thematic legends. 30+ step-by-step demonstrations illustrate how to construct an entire fantasy world map from start to finish--both digitally and by hand!

Book-plates of To-day - Wilbur Macey Stone 1902

A collection of richly illustrated

essays about bookplates from the late 1800s and early 1900s.

Facial Expressions - Mark Simon 2011-09-21

All artists are tired of persuading their nearest and dearest to look sad...look glad...look mad...madder...no, even madder...okay, hold it. For those artists (and their long-suffering friends), here is the best book ever. *Facial Expressions* includes more than 2,500 photographs of 50 faces—men and women of a variety of ages, shapes, sizes, and ethnicities—each demonstrating a wide range of emotions and shown from multiple angles. Who can use this book? Oh, only every artist on the planet, including art students, illustrators, fine artists, animators, storyboarders, and comic book artists. But wait, there's more! Additional photos focus on people wearing hats and couples kissing, while illustrations show skull anatomy and facial musculature. Still not enough? How about a one-of-a-kind series of photos of lips

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pronouncing the phonemes used in human speech? Animators will swoon—and artists will show a range of facial expressions from happy to happiest to ecstatic.

The Weatherly Guide to Drawing Animals - 2003

"The Weatherly Guide to Drawing Animals focuses on learning how to draw animals using solid drawing principles."--Publisher.

The Book of the Damned -

Charles Fort 1972

"Time travel, UFOs, mysterious planets, stigmata, rock-throwing poltergeists, huge footprints, bizarre rains of fish and frogs-nearly a century after Charles Fort's Book of the Damned was originally published, the strange phenomenon presented in this book remains largely unexplained by modern science. Through painstaking research and a witty, sarcastic style, Fort captures the imagination while exposing the flaws of popular scientific explanations. Virtually all of his material was compiled and documented from reports

published in reputable journals, newspapers and periodicals because he was an avid collector. Charles Fort was somewhat of a recluse who spent most of his spare time researching these strange events and collected these reports from publications sent to him from around the globe. This was the first of a series of books he created on unusual and unexplained events and to this day it remains the most popular. If you agree that truth is often stranger than fiction, then this book is for you"--Taken from Good Reads website.

Framed Perspective Vol. 1 - Marcos Mateu-Mestre 2016-09 Perspective is a discipline often set aside when it comes to general art study, though it is essential to master in order to produce any piece of art that is and feels realistic. As intimidating as perspective may seem, best-selling author and artist Marcos Mateu-Mestre delivers each lesson in an accessible and informative way that takes the mystery out of achieving successful scenes.

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How to Draw - Scott Robertson 2013

Provides instruction on drawing objects and environments from the imagination, constructing accurate perspective grids, and experimenting with various mediums.

Glamour Magic - Deborah Castellano 2017-08-08

"Castellano's *Glamour Magic* makes sure that you have the magical tools you need in order to tip the scales in your favor."—Devin Hunter, author of *The Witch's Book of Power* and *The Witch's Book of Spirits Revolutionize Your Witchcraft to Achieve Your Greatest Desires* Glamour is the art of taking what makes you exciting and interesting to others and using it as leverage in accomplishing your Great Work. This fun romp of a book helps you use glamour to accomplish total world domination...or to revolutionize your magical practice if ruling the world isn't your thing. *Glamour Magic* encourages you to be crafty, cunning, and unafraid to want something

fiercely. Learn how historical figures used glamour in their campaigns for greatness.

Discover experiments, exercises, and rites for your Craft. Glamour is your secret weapon—your guide to finding what you want and getting it, too. Praise: "*Glamour Magic* is an alchemical work of art. For the beginning and seasoned Witch alike, this book will tune you in to your Great Work and give you tools with which to achieve it."—Lasara Firefox Allen, author of *Jailbreaking the Goddess* and *Sexy Witch* "With wit and good humor, Castellano offers up a series of "experiments"—rituals and visualizations perfumed with hints of history, myth, pop culture and personal experience—that will lace your magic into a corset of enchantment that will steal your breath, but shape and sharpen your focus. Are you ready to unlock the power that lies within? You'll find the keys in *Glamour Magic*. Just. Say. Yes."—Natalie Zaman, author of *Magical Destinations of the Northeast* "An unapologetic

Witch, Deborah takes you on an journey to unlock your personal power and embrace all that you are. The Glamour Magic exercises are powerful tools to awaken your inner witch. This is a book to inspire and motivate you."—Jacki Smith, founder of Coventry Creations and author of *Coventry Magic with Candles, Oils, and Herbs* "Deb re-captures the idea of the Witch as Enchantress and lays out the work, both magical and mundane, needed to fascinate and charm anyone—even yourself."—Jason Miller, author of *Protection & Reversal Magick* "Solid advice on self-improvement wrapped in the transgressive strength of witchcraft. Real power comes from within, and this book shows you how."—Lupa, author of *Nature Spirituality From the Ground Up*
[Nat Goodwin's Book](#) -
Nathaniel Goodwin 2021-12-02

Bread Book - Chad Robertson
2021-12-21
Visionary baker Chad
Robertson unveils what's next

in bread, drawing on a decade of innovation in grain farming, flour milling, and fermentation with all-new ground-breaking formulas and techniques for making his most nutrient-rich and sublime loaves, rolls, and more—plus recipes for nourishing meals that showcase them. "The most rewarding thing about making bread is that the process of learning never ends. Every day is a new study . . . the possibilities are infinite."—from the Introduction
More than a decade ago, Chad Robertson's country levain recipe taught a generation of bread bakers to replicate the creamy crumb, crackly crust, and unparalleled flavor of his world-famous Tartine bread. His was the recipe that launched hundreds of thousands of sourdough starters and attracted a stream of understudies to Tartine from across the globe. Now, in *Bread Book*, Robertson and Jennifer Latham, explain how high-quality, sustainable, locally sourced grain and flours respond to hydration and

fermentation to make great bread even better. Experienced bakers and novices will find Robertson's and Latham's primers on grain, flour, sourdough starter, leaven, discard starter, and factoring dough formulas refreshingly easy to understand and use. With sixteen brilliant formulas for naturally leavened doughs—including country bread (now reengineered), rustic baguettes, flatbreads, rolls, pizza, and vegan and gluten-free loaves, plus tortillas, crackers, and fermented pasta made with discarded sourdough starter—Bread Book is the wild-yeast baker's flight plan for a voyage into the future of exceptional bread.

How to Render - Scott Robertson 2014

Explains how the human brain interprets the visual world around us, as well as the subject of visually communicating the form of an object in easy to understand lessons through the use of drawings, photography, and more.

Gospel-worship, Or, The Right Manner of Sanctifying the Name of God in General - Jeremiah Burroughs 1648

How to Render - Scott Robertson 2013

'How to Render' shows how the human brain interprets the visual world around us. Author Scott Robertson explains the subject of visually communicating the form of an object in easy to understand step-by-step lessons through the use of drawings, photography and even 3D digital imagery.

Maya Studio Projects - Todd Palamar 2009-12-17

The only hands-on book devoted to mastering Maya's dynamics tools for water, wind, and fire In the world of animation, the ability to create realistic water, wind, and fire effects is key. Autodesk Maya software includes powerful dynamics tools that have been used to design breathtaking effects for movies, games, commercials, and short films. This professional guide teaches you the primary techniques you

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need to make the most of Maya's toolkit, so you'll soon be creating water that ripples, gusting winds and gentle breezes, and flickering fires the way Hollywood pros do. The one-of-a-kind book is completely project-based.

Learn the intricacies of Maya's Dynamics tools and continue to build your skills with projects that increase in complexity. A DVD is included with additional video training. Maya is the industry-leading 3D animation and effects software; Maya dynamics tools create water and other fluids, wind, fire, fur, particles, and more Build professional skills in Maya Dynamics with this project-based guide Put your skills to work by completing a series of projects on water, wind, and fire effects A DVD included with the book provides additional video training Maya Studio Projects: Dynamics is one of a new series of books designed to teach animators and designers fresh skills through project-based instruction. Note: CD-ROM/DVD and other

supplementary materials are not included as part of eBook file.

Creating Comics from Start to Finish - Buddy Scalera

2011-03-20

You Can Work Professionally in Comics! Jump-start your comic book career! Creating Comics From Start to Finish tells you everything about how today's mainstream comic books are produced and published. Top working professionals detail how comics are created from concept to completion. Dig deep into every step of the process including writing, editing, penciling, inking, coloring, lettering and even publishing. Working professionals talk candidly about breaking into (and staying in) this exciting industry. Interviews and advice from: Mike Marts, Editor—Batman Mark Waid, Writer—Kingdom Come, Flash, Irredeemable Darick Robertson, Penciler—Wolverine, The Boys, Transmetropolitan Rodney Ramos, Inker—Green Lantern, Punisher Brian Haberlin,

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Colorist—Witchblade, Spawn
Chris Eliopoulos, Letterer—Pet
Avengers, Spider-Man, X-Men
Joe Quesada, Chief Creative
Officer—Marvel Comics Stan
Lee, Former President,
Chairman—Marvel Comics

Sketching People - Jeff
Mellem 2009-07-22

Life Lessons: Learn How to
Capture a World Constantly in
Motion Fluid, fast and
expressive life drawing starts
here. Step by step, you'll learn
to render fleeting gestures
from memory, capture
expressions simply and more
quickly, give your drawing a
life of its own with body
language, and more. Along the
way, you'll develop a more
spontaneous approach for
successfully working from life.
Inside you'll find: • A
comprehensive course on
drawing from life, based on
classic principles • Essential
techniques for drawing
gesture, figures, clothing,
expression, body language and
more • Lots of exercises that
bring lessons to life The skills
you'll learn from this book are
so fundamental that every

artist will find something in
these useful lessons for making
the most of all the inspiration
that life has to offer.

Imaginative Realism - James
Gurney 2009-10-20

Shares tips and techniques on
creating a realistic picture of
aliens and creatures, places,
and machines.

The heart of Mid-Lothian -
Sir Walter Scott 1818

The Barren Grounds - David A.
Robertson 2020-09-08

Narnia meets traditional
Indigenous stories of the sky
and constellations in an epic
middle grade fantasy series
from award-winning author
David Robertson. Morgan and
Eli, two Indigenous children
forced away from their families
and communities, are brought
together in a foster home in
Winnipeg, Manitoba. They each
feel disconnected, from their
culture and each other, and
struggle to fit in at school and
at their new home -- until they
find a secret place, walled off
in an unfinished attic bedroom.
A portal opens to another
reality, Askí, bringing them

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onto frozen, barren grounds, where they meet Ochek (Fisher). The only hunter supporting his starving community, Misewa, Ochek welcomes the human children, teaching them traditional ways to survive. But as the need for food becomes desperate, they embark on a dangerous mission. Accompanied by Arik, a sassy Squirrel they catch stealing from the trapline, they try to save Misewa before the icy grip of winter freezes everything -- including them.

A Night to Remember -

Walter Lord 2012-03-06

#1 New York Times Bestseller:

The definitive book on the sinking of the Titanic, based on interviews with survivors, by the author of *The Miracle of Dunkirk*. At first, no one but the lookout recognized the sound. Passengers described it as the impact of a heavy wave, a scraping noise, or the tearing of a long calico strip. In fact, it was the sound of the world's most famous ocean liner striking an iceberg, and it served as the death knell for 1,500 souls. In the next two

hours and forty minutes, the maiden voyage of the Titanic became one of history's worst maritime accidents. As the ship's deck slipped closer to the icy waterline, women pleaded with their husbands to join them on lifeboats. Men changed into their evening clothes to meet death with dignity. And in steerage, hundreds fought bitterly against certain death. At 2:15 a.m. the ship's band played "Autumn." Five minutes later, the Titanic was gone. Based on interviews with sixty-three survivors, Lord's moment-by-moment account is among the finest books written about one of the twentieth century's bleakest nights.

The Good, the Bad, and the Grace of God - Jep and Jessica Robertson 2015-06-23

A Moving Story of Redemption and Second Chances Jep Robertson, the youngest son of Duck Commander Phil Robertson, and his wife, Jessica, open up about their personal trials, their early years together, and the challenges that might have

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destroyed them both had the grace of God not intervened. Jep describes being molested as a child and his reluctance to tell anyone until only a few years ago, his downward spiral into drug and alcohol abuse, and the eventual intervention of his family. Jessica shares about the difficult failure of her first marriage while still a teenager and the hurt that came along with it, much of it from the church. Her insecurities spun out of control as she wondered whether she would ever be good enough or pretty enough. This book is their love story but, more importantly, their love story for God. "We are desperate to let people know that no matter what you've done; no matter what you've lived through, you can come out of it. You can be washed clean. You are redeemed."

More Money Than God - Sebastian Mallaby 2011-05-03
Wealthy, powerful, and potentially dangerous, hedge-fund managers have emerged as the stars of twenty-first century capitalism. Based on

unprecedented access to the industry, *More Money Than God* provides the first authoritative history of hedge funds. This is the inside story of their origins in the 1960s and 1970s, their explosive battles with central banks in the 1980s and 1990s, and finally their role in the financial crisis of 2007-9. Hedge funds reward risk takers, so they tend to attract larger-than-life personalities. Jim Simons began life as a code-breaker and mathematician, co-authoring a paper on theoretical geometry that led to breakthroughs in string theory. Ken Griffin started out trading convertible bonds from his Harvard dorm room. Paul Tudor Jones happily declared that a 1929-style crash would be 'total rock-and-roll' for him. Michael Steinhardt was capable of reducing underlings to sobs. 'All I want to do is kill myself,' one said. 'Can I watch?' Steinhardt responded. A saga of riches and rich egos, this is also a history of discovery. Drawing on insights from mathematics, economics

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and psychology to crack the mysteries of the market, hedge funds have transformed the world, spawning new markets in exotic financial instruments and rewriting the rules of capitalism. And while major banks, brokers, home lenders, insurers and money market funds failed or were bailed out during the crisis of 2007-9, the hedge-fund industry survived the test, proving that money can be successfully managed without taxpayer safety nets. Anybody pondering fixes to the financial system could usefully start here: the future of finance lies in the history of hedge funds.

Decades of Lead - Pete Fowler
2019-02-21

Over the last three decades, Pete Fowler - the acclaimed artist and designer of album covers for Super Furry Animals, among others - has collected his thoughts, sketches and drafts in a series of notebooks. *Decades of Lead*, featuring over 350 of his favourite drawings, is a whimsical and eclectic journey into his mind. From hairy synth

players to mythical galleons, battered sneakers to bizarre monsters... welcome to the world of Pete Fowler.

Good and Cheap - Leanne Brown 2015-07-14

By showing that kitchen skill, and not budget, is the key to great food, *Good and Cheap* will help you eat well—really well—on the strictest of budgets. Created for people who have to watch every dollar—but particularly those living on the U.S. food stamp allotment of \$4.00 a day—*Good and Cheap* is a cookbook filled with delicious, healthful recipes backed by ideas that will make everyone who uses it a better cook. From Spicy Pulled Pork to Barley Risotto with Peas, and from Chorizo and White Bean Ragù to Vegetable Jambalaya, the more than 100 recipes maximize every ingredient and teach economical cooking methods. There are recipes for breakfasts, soups and salads, lunches, snacks, big batch meals—and even desserts, like crispy, gooey Caramelized Bananas. Plus there are tips on

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shopping smartly and the minimal equipment needed to cook successfully. And when you buy one, we give one! With every copy of Good and Cheap purchased, the publisher will donate a free copy to a person or family in need. Donated books will be distributed through food charities, nonprofits, and other organizations. You can feel proud that your purchase of this book supports the people who need it most, giving them the tools to make healthy and delicious food. An IACP Cookbook Awards Winner.

God's Way of Peace -
Horatius Bonar 1878

Perspective! for Comic Book Artists - David Chelsea
1997-10-01

This clever book teaches artists the unique skill of drawing perspective for spectacular landscapes, fantastic interiors, and other wildly animated backgrounds to fit comic-strip panels.

Literature and Theology as a Grammar of Assent - David Jasper 2017-05-15

Examining the roots of the relationship between literature and theology, this book offers the first serious attempt to probe the deep theological purposes of the study of literature. Through an exploration of themes of evil, forgiveness, sacrament and what it means to be human, David Jasper draws from international research and discussions on literature and theology and employs an historical and profoundly personal journey through the later part of the last century up to the present time. Combining fields such as bible and literature, poetry and sacrament, this book sheds new light on how Christian theology seeks to remain articulate in our global, secular and multi-faith culture.

Drawing Ideas - Mark Baskinger 2013-11-19
A primer for design professionals across all disciplines that helps them create compelling and original concept designs by hand--as opposed to on the computer--in order to foster collaboration

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and win clients. In today's design world, technology for expressing ideas is pervasive; CAD models and renderings created with computer software provide an easy option for creating highly rendered pieces. However, the accessibility of this technology means that fewer designers know how to draw by hand, express their ideas spontaneously, and brainstorm effectively. In a unique board binding that mimics a sketchbook, Drawing Ideas provides a complete foundation in the techniques and methods for effectively communicating to an audience through clear and persuasive drawings.

Framed Ink 2 - Marcos Mateu-Mestre 2020-12-18

The highly anticipated follow-up to Framed Ink from Marcos Mateu-Mestre, Framed Ink 2 provides insight into another compositional tool that Marcos uses every day to create his amazing artwork--the energy within the working frame. In each piece of art, regardless of its format, one must consider essential factors such as the

push-pull, tension-relaxation, pressure-release, balance and imbalance that happen inside the working area to support our storytelling. All of these factors apply in any aspect ratio, whether it be horizontal, vertical or square, each a format to consider when working in the movie, gaming, animation and graphic novel industries, which in our day and age can be presented through a variety of outlets such as a movie theater, home theater, social media and a number of personal devices. Marcos encourages and educates us on how not to be limited by the format but to embrace and rise to the challenge of designing for each format. A perfect accompaniment to his prior releases Framed Ink, Framed Perspective Vol. 1 and Vol. 2 and Framed Drawing Techniques, this book will take a reader's knowledge base to the next level and allow them to build on their expertise as an effective visual storyteller.

Introduction to Information Retrieval - Christopher D.

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Manning 2008-07-07

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help

course instructors prepare their lectures.

Concept Design 2 - Neville Page 2006

Following the success of Concept Design, the result of seven entertainment designers' shared desire to create and explore new images and ideas, Concept Design 2 features seventeen guest artists along with the original seven to show us worlds, vehicles, monsters and creations beyond your wildest imagination! Concept Design 2 contains over 470 original works, from finished pieces to support sketches and roughs, with each piece accompanied by text detailing the design ideas and illustration techniques used. Take a journey into the minds of talented and successful concept design professionals as they bring fantastic new worlds to life!

Seeing Like a State - James C. Scott 2020-03-17

“One of the most profound and illuminating studies of this century to have been published in recent decades.”—John Gray, New York Times Book

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Review Hailed as “a magisterial critique of top-down social planning” by the New York Times, this essential work analyzes disasters from Russia to Tanzania to uncover why states so often fail—sometimes catastrophically—in grand efforts to engineer their society or their environment, and uncovers the conditions common to all such planning disasters. “Beautifully written, this book calls into sharp relief the nature of the world we now inhabit.”—New Yorker “A tour de force.”— Charles Tilly, Columbia University

When the Beat Was Born - Laban Carrick Hill 2013-08-27
Before there was hip hop, there was DJ Kool Herc. On a hot day at the end of summer in 1973 Cindy Campbell threw a back-to-school party at a park in the South Bronx. Her brother, Clive Campbell, spun the records. He had a new way of playing the music to make the breaks—the musical interludes between verses—longer for dancing. He called himself DJ Kool Herc and this is When the

Beat Was Born. From his childhood in Jamaica to his youth in the Bronx, Laban Carrick Hill's book tells how Kool Herc came to be a DJ, how kids in gangs stopped fighting in order to breakdance, and how the music he invented went on to define a culture and transform the world.

Blinding as a Solution to Bias - Christopher T Robertson 2016-01-30

What information should jurors have during court proceedings to render a just decision? Should politicians know who is donating money to their campaigns? Will scientists draw biased conclusions about drug efficacy when they know more about the patient or study population? The potential for bias in decision-making by physicians, lawyers, politicians, and scientists has been recognized for hundreds of years and drawn attention from media and scholars seeking to understand the role that conflicts of interests and other psychological processes play. However, commonly proposed solutions to biased decision-

making, such as transparency (disclosing conflicts) or exclusion (avoiding conflicts) do not directly solve the underlying problem of bias and may have unintended consequences. Robertson and Kesselheim bring together a renowned group of interdisciplinary scholars to consider another way to reduce the risk of biased decision-making: blinding. What are the advantages and limitations of blinding? How can we quantify the biases in unblinded research? Can we develop new ways to blind decision-makers? What are the ethical problems with withholding information from decision-makers in the course of blinding? How can blinding be adapted to legal and scientific procedures and in institutions not previously open to this approach? Fundamentally, these sorts of questions—about who needs to know what—open new doors of inquiry for the design of scientific research studies, regulatory institutions, and courts. The volume surveys the theory, practice, and future of

blinding, drawing upon leading authors with a diverse range of methodologies and areas of expertise, including forensic sciences, medicine, law, philosophy, economics, psychology, sociology, and statistics. Introduces readers to the primary policy issue this book seeks to address: biased decision-making. Provides a focus on blinding as a solution to bias, which has applicability in many domains. Traces the development of blinding as a solution to bias, and explores the different ways blinding has been employed. Includes case studies to explore particular uses of blinding for statisticians, radiologists, and fingerprint examiners, and whether the jurors and judges who rely upon them will value and understand blinding.

How to Illustrate and Design Concept Cars - Adrian Dewey 2011-11-15

The automobile seems to be as popular now as it ever was. Posters of cars still adorn many a child's bedroom wall, and school exercise books are full of doodles of cars. This book

takes those notebook sketches and teaches you how to develop them into the car designs you see in magazines. Using simple to follow step-by-step drawings it guides you from pencil sketch to marker rendering, from doodle to highly visual computer generated artwork. Adrian Dewey has worked on designs as diverse as small sports cars to double decker buses, modified motors to concept Formula 1 cars, using various techniques and styles. In this book, he uses his knowledge of the different styles to guide the reader in creating great artwork and designs of their own. The book shows in detail how to use different materials and how to get the most out of each one, whether it be a great pencil sketch or a photo realistic vector illustration. The book also features an easy to follow index for quick reference on different types of drawing.

How to Draw Cars the Hot

Wheels Way - Scott Robertson
2004-08-14

This book provides excellent how-to-draw detail that is appealing and easy to follow for Hot Wheels(tm) and drawing enthusiasts from ages 10 to adult. Detailed drawing techniques with descriptive captions allow readers to create their own automotive designs. Illustrations emphasize how to draw fantasy, custom, concept, and hot rod cars. Author Scott Robertson uses original Mattel artwork throughout the book. With real Mattel artwork featured in detail, the book has great appeal for collectors, even if they aren't aspiring artists. Because Hot Wheels(tm) diecast cars are modeled after both real and fantasy vehicles, the techniques and interest to readers is the same as for real-life car enthusiasts. Officially licensed by Mattel.

Figure Drawing - Michael Hampton 2010