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Digital Expressions-Susan Tuttle 2010-05-11 Express yourself on a digital canvas Imagine flying through an inky night sky tethered to a red, heart-shaped balloon. Now imagine expressing that dream artistically. With Digital Expressions you can take ordinary photos and, with the help of Adobe Photoshop Elements, voice your flights of fancy. Digital Expressions guides you through 25 digital art projects created with Photoshop Elements. With this easy-to-follow guide, you'll get inspired to tackle all kinds of digital mixed-media techniques using stock photography, custom brushes, textured backgrounds and your own digital photos. Use your digital palette to: Manipulate single images by adding texture layers, color fills and text Re-create the look of traditional art like drawings and abstract paintings Build collages using transparent layers and photo filters Blend seamless montages with various effects Incorporate your own traditional art into digital works Mixed-media artists, art journalers and scrapbookers alike can turn the ordinary into extraordinary! Express yourself in digital form as you learn to master creative digital art techniques. Please note that the digital version of this book does not include the bonus CD.

Digital Art Studio-Karin Schminke 2004 Resource added for the Marketing program 101043, Digital Marketing 311045, and Design and Graphic Technology program 101117.

Photo Craft-Susan Tuttle 2012-10-19 Digital Photography and Mixed Media--a creative match made in heaven! Love photography? Want to make yours better? Want to use your photography as a springboard for fabulous and diverse mixed media and digital projects? Photo Craft will help you elevate the average into the extraordinary! Using Adobe's Photoshop Elements and following thorough, easy-to-follow step-by-step instructions, you'll learn to make basic adjustments to your photographs that will yield stunning and artistic results. You'll also learn to use those photographs--along with some everyday mixed-media supplies--to create unique and personal art. Inside You'll Find: • 13 stepped out mixed media techniques and projects • 16 stepped out digital techniques • 9 stellar techniques and projects from contributing artists including Michele Beschen and Claudine Hellmuth • Dozens of great examples of and tips for iPhoneography • Countless inspirational suggestions for photo field trips and photo shoots • An author curated list of recommended apps to take your photos to the next level • Access to exclusive online materials including new techniques and projects and downloadable materials for your personal use So get to it! Take new pictures today (any every day!), look through those boxes of old and long-forgotten photos, and free those lonely images from your hard drive. Make them better, make them new and make them art. Soon you'll be seeing things in a whole new way!

Digital Alchemy-Bonny Pierce Lhotka 2010-12-20 In Digital Alchemy, acclaimed printmaker Bonnie Pierce Lhotka shows how to turn your standard inkjet printer into a seemingly magical instrument capable of transforming your printed images into true works of art. Using plenty of visuals and straightforward terms, Lhotka walks you step-by-step through over a dozen projects. Forget printing on boring old paper, in Digital Alchemy, you'll learn how to transfer and print images to a variety of surfaces including metal, wood, fabric, stone, and plastic using the techniques Lhotka's spent years developing. If you're a photographer looking for new ways to personalize your work or a digital artist who's ready to take your work to the next level, you'll find all of the tools, techniques, and inspiration you need in this book. Lhotka's enthusiasm for experimenting with unusual printing materials and processes has led her to create new and amazing transfer techniques, including one that resembles a Polaroid™ transfer on steroids. She also shows you how to make prints using unexpected, everyday materials such as hand sanitizer and gelatin. You'll even learn direct printing, the technique for sending your custom substrate through your printer almost as if it were paper. In Digital Alchemy, you'll learn how to: Transfer images to metal, wood, plastic, and other materials that will not feed through an inkjet printer Print directly on metal for a fraction of the cost of using a print service Simulate a print from an expensive UV flatbed printer using an inexpensive desktop printer Use carrier sheets and paintable precoats to print on almost any surface Achieve near-lithographic quality digital prints with transfer processes to uncoated fine art paper In addition to the tutorials in the book, you can watch Lhotka in action on the included DVD-ROM, which has over 60 minutes of video footage where you'll learn how to perform an alcohol gel transfer, transfer an image to a wooden surface, use your inkjet printer to achieve remarkable prints, and more. Simply insert the DVD-ROM into your computer's DVD drive. Note, this DVD-ROM will not work in TV DVD players.

Photoshop for Artists-Sylvie Covey 2012-10-02 ENRICH, ENHANCE, AND TRANSFORM YOUR ART WITH THE MAGIC OF PHOTOSHOP® For artists, Adobe® Photoshop® offers an exciting entry into a new world of limitless color, textures, and effects that can be applied with just the touch of a keyboard or click of a mouse. Intended for serious artists -- painters, photographers, and printmakers -- Photoshop for Artists provides a comprehensive series of detailed tutorials, cataloging the various tools, techniques, and methods for producing an infinite variety of creative imagery with Photoshop. With thirty tutorials divided into sections for fine artists, photographers, and printmakers, this book contains easy-to-follow step-by-step examples that include all the information serious professional artists need to master the digital art techniques of Photoshop. Each tutorial features screenshots and detailed directions, so artists can see exactly how the specific effects are achieved and applied to artwork. Featuring stunning and dramatic imagery produced by the author and other accomplished artists, Photoshop for Artists is essential reading for artists looking to take their work to the next digital level.

Digital Collage and Painting-Susan Ruddick Bloom 2012-12-11 If you already know your way around Photoshop and Painter and want to use these amazing programs to take your skills further, this book is for you! Much more than a simple "how-to" guide, Susan Ruddick Bloom takes you on a full-fledged journey of the imagination and shows you how to create incredible works of fine art. Supplemented by the work of 20+ world renowned artists in addition to Sue's own masterpieces, you'll learn how to create watercolors, black and white pencil sketches, texture collages, stunning realistic and fantastical collages, and so much more, all from your original photographs. If you are eager to dive into the world of digital art but need a refresher on the basics, flip to Sue's essential techniques chapter to brush up on your Photoshop and Painter skills, and you'll be on your way in no time. Whether you're a novice or an established digital artist, you'll find more creative ideas in this book than you could ever imagine. Fully updated for new versions of Painter and Photoshop and including brand new work from contemporary artists, Digital Collage and Painting provides all the inspiration you need to bring your artistic vision to light.

100% Photoshop-Steve Caplin 2012-11-12 Just when you think you've learned all that you could ever know about working in Photoshop, digital artist and photomontage king Steve Caplin comes along with yet another masterful method for creating incredible works of art in Photoshop. This time, he'll show you how to create complete images, from start to finish, entirely within the software program. No source material, photographs, or existing files from other software packages are needed, saving you valuable time and resources. The techniques you'll learn in this ground-breaking new book will help you combine your artistic vision and skills with an understanding of how to manipulate the built-in Photoshop filters to produce impressive, eye-catching artwork. Each chapter opens with a complete double page illustration, created entirely in Photoshop. Then, carefully laid out step-by-step instructions show you how each element in the illustration is created, and how they are all combined in the end to make a convincing final image. Using Steve's proven methods for success, you'll be able to produce images that reflect a more finely crafted, hand drawn approach, whether you're an artist for your own enjoyment or a working professional looking for a leg up on the competition.

The Art of Digital Photo Painting-Marilyn Sholin 2009 Beginners who desire a great introduction to digital painting techniques need look no further! With this guide, photographers can go beyond the camera to turn image files into creative works that resemble traditional handmade art. Everything required to develop your personal vision is covered here, with a special focus on Corel Painter Essentials and Corel Painter. Find out about multiple softwares, available products and plug-ins, and methods for creating digital art outputting it to various papers and materials. In addition to the award-winning author, several internationally known photographers showcase their best pieces and offer tips and techniques. With more than 1.5 million new digital camera owners last year, this well-priced book has an audience that's ready and waiting!

Mixed-Media Paint Box-Editors of North Light Books 2010-11-18 Play With Paint All Year Long! Incorporating paint into your mixed-media art has never been easier or more fun. Open up your paint box and delve into a year of creative ideas from 45 of your favorite artists. Whether you've used paint for years or have

been anxious to try a new medium, you'll find great advice and ideas inside Mixed-Media Paint Box. Each week, you'll be guided with step-by-step instructions through a different project or technique that will add instant depth and drama to your art! Inside you'll find:

- 52 projects and techniques, one for every week of the year, to inspire a weekly dose of creativity.
- Tips, hints and suggestions from some of your favorite authors, including Ruth Rae, Claudine Hellmuth, Chrissie Grace, Bernie Berlin and Margot Potter.
- Step-by-step instructions for jewelry-making, assemblage, journaling, collage and a variety of painting techniques to incorporate into your own art. Discover inspiration and new ways to express yourself every week inside Mixed-Media Paint Box!

Born Digital-John Palfrey 2016-07-12 The first generation of Digital Natives—children who were born into and raised in the digital world—are coming of age, and soon our world will be reshaped in their image. Our economy, our politics, our culture, and even the shape of our family life will be forever transformed. But who are these Digital Natives? And what is the world they're creating going to look like? In *Born Digital*, leading Internet and technology experts John Palfrey and Urs Gasser offer a sociological portrait of these young people, who can seem, even to those merely a generation older, both extraordinarily sophisticated and strangely narrow. Exploring a broad range of issues, from the highly philosophical to the purely practical, *Born Digital* will be essential reading for parents, teachers, and the myriad of confused adults who want to understand the digital present—and shape the digital future.

Going Digital-Joseph Nalven 2005 Examines the process of creating digital art, provides an insight into the creative process, and includes the works of seventeen artists.

New Media Futures-Donna Cox 2018-04-15 Trailblazing women working in digital arts media and education established the Midwest as an international center for the artistic and digital revolution in the 1980s and beyond. Foundational events at the University of Illinois and the School of the Art Institute of Chicago created an authentic, community-driven atmosphere of creative expression, innovation, and interdisciplinary collaboration that crossed gender lines and introduced artistically informed approaches to advanced research. Interweaving historical research with interviews and full-color illustrations, *New Media Futures* captures the spirit and contributions of twenty-two women working within emergent media as diverse as digital games, virtual reality, medicine, supercomputing visualization, and browser-based art. The editors and contributors give voice as creators integral to the development of these new media and place their works at the forefront of social change and artistic inquiry. What emerges is the dramatic story of how these Midwestern explorations in the digital arts produced a web of fascinating relationships. These fruitful collaborations helped usher in the digital age that propelled social media. Contributors: Carolina Cruz-Niera, Collen Bushell, Nan Goggin, Mary Rasmussen, Dana Plepys, Maxine Brown, Martyl Langsdorf, Joan Truckenbrod, Barbara Sykes-Dietz, Abina Manning, Annette Barbier, Margaret Dolinsky, Tiffany Holmes, Claudia Hart, Brenda Laurel, Copper Giloth, Jane Veeder, Sally Rosenthal, and Lucy Petrovic. **The Photoshop and Painter Artist Tablet Book**-Cher Threinen-Pendarvis 2013-08-29 Provides instructions for blending traditional drawing and painting skills with technological advances to create digital art.

The Elemental Journal-Tammy Kushnir 2011-02-11 Create Expressive Books from Salvaged Treasures Rusty doorknobs, cardboard containers and plastic packaging may seem like trash to some, but through the creative mind, they are transformed into beautiful expressions - equally parts artful book and assemblage. The *Elemental Journal* will show you how to craft a wide variety of journals to hold your secrets or express your inner thoughts, and discover new ways to use wood, paper, fabric, plastic and metal in your art. Peek inside *The Elemental Journal* and you will find:

- 15 stepped-out journal projects made from unusual materials and found objects, from tree bark to dismantled photo albums to tin boxes.
- Tips for seeking out materials for your journals in flea markets, garage sales, and in your own attic or trash can.
- Inspiring gallery projects from 9 contributing artists, including Susan Tuttle, Jen Osborn and Jill Berry. One artist's trash is another's treasure. Discover yours with *The Elemental Journal*.

Digital Image Transfer-Ellen G. Horovitz 2011 Presents instructions on how to transfer photographs onto a variety of substrates, including fabric, glass, wood, and assorted papers to create works of art.

Art of Everyday Photography-Susan Tuttle 2014-08-20 In this easy-to-understand book, Susan Tuttle encourages the reader to get her camera off of "auto mode" and finally learn how to use its features to create beautiful photos capturing the everyday moments of life, including portraiture, landscape, still-life scenes, food, pet photography, street photography and more. In addition to camera basics, Susan includes many tips and techniques for getting the most out of smart phone cameras and photo apps.

The New Digital Storytelling-Bryan Alexander 2011 This book surveys the many ways of telling stories with digital technology, including blogging, gaming, social media, podcasts, and Web video. * Provides a bibliography listing sources consulted * Contains an index of key words and concepts from the text

The Handbook of Art Therapy and Digital Technology-Cathy A Malchiodi 2018-06-21 Interest in the use of digital technology in art therapy has grown significantly in recent years. This book provides an authoritative overview of the applications of digital art therapy with different client groups and considers the implications for practice. Alongside Cathy Malchiodi, the contributors review the pros and cons of introducing digital technology into art therapy, address the potential ethical and professional issues that can arise and give insight into the effect of digital technology on the brain. They cover a wide range of approaches, from therapeutic filmmaking to the use of tablet and smartphone technology in therapy. Detailed case studies bring the practicalities of using digital technology with children, adolescents and adults to life and the use of social media in art therapy practice, networking and community-building is also discussed.

Crafty Birds-Kristy Conlin 2013-02-08 You'll be as proud as a peacock to make these enchanting projects! Freedom, grace, happiness, simplicity—all are traits associated with the humble bird, a subject favored by artists and crafters everywhere. *Crafty Birds* celebrates those fine feathered friends with a captivating collection of mixed-media projects. From jewelry to collage to soldering and more—and from all your favorite North Light authors, including Kelly Rae Roberts, Josie Cirincione and Stephanie Lee—you'll enjoy feathering your nest with:

- Jewelry projects, including necklaces, earrings and bracelets.
- Collage projects, including paper, fabric and digital media.
- Mixed-media projects, including assemblage, soldering and art journaling. And you'll learn expert techniques for working with resin, wire, plaster, encaustic, Adobe Photoshop, and more! So spread your wings and get started—*Crafty Birds* will leave you soaring!

Digital Painting Techniques-3DTotal.com (Firm) 2009 "User level: intermediate to advanced 2D artists, concept artists, illustrators and matte painters"—P. [4] of cover.

Digital Texturing & Painting-Owen Demers 2002 Accompanying CD includes exercise files and products to assist with working with the book.

Making Faces-8Fish 2008-07-25 Chances are, you already know how to draw some expressions. But face it, your stories can only get so far with "happy," "sad" and "angry." In order to give your characters some character, you need to know what they look like when they're about to sneeze, when they smell something stinky or when they're flirting, horrified or completely blotto. Lucky for you, that's what this book is all about! *Making Faces* contains everything you need to give your characters a wide range of expressions! Part 1: The Basics. How to draw heads, mouths, noses and eyes, and how they change shape when they move. Part 2: The Faces. Over 50 step-by-step demonstrations for a variety of expressions divided into scenarios. Each scenario shows four or five expressions from a single character, from simple emotions to more subtle and complex variations, so you see how a face changes with each emotion. Sidebars illustrate the same expressions on a variety of other characters. Part 3: Storytelling. How to move your story along using expression, point of view, body language and composition. See how it all comes together with damsels in distress, a noir-style interrogation, a Western standoff and other situations. Illustrated with a diverse cast of characters from hobos to superheroes to teenage girls, this guide will help you create the looks that say it all.

The Creative Digital Darkroom-Katrin Eismann 2008-02-26 Eismann is world known for her talent as a Photoshop expert and photographer, but above all she's considered one of the best teachers her field has ever seen. In this book she uses the tutorial approach that made her two previous Photoshop books bestsellers to take photographers beyond quick tips and gimmicky effects.

Digital Arts-Cat Hope 2014-06-19 *Digital Arts* presents an introduction to new media art through key debates and theories. The volume begins with the historical contexts of the digital arts, discusses contemporary forms, and concludes with current and future trends in distribution and archival processes. Considering the imperative of artists to adopt new technologies, the chapters of the book progressively present a study of the impact of the digital on art, as well as the exhibition, distribution and archiving of artworks. Alongside case studies that illustrate contemporary research in the fields of digital arts, reflections and questions provide opportunities for readers to explore relevant terms, theories and examples. Consistent with the other volumes in the *New Media* series, a bullet-point summary and a further reading section enhance the introductory focus of each chapter.

Digital Fantasy Painting-Michael Burns 2002 Offers a step-by-step guide for fantasy painting on your computer, and presents the work of thirty-five artists along with three-dimensional display systems.

Fine Art Inkjet Printing-Jim Nickelson 2017-06-15 In an era of digital capture, digital darkrooms, and online galleries, serious photographers still have a deep respect for the photographic print. There is a profound difference between posting your image to a website and printing and sharing your photographic work. For many, the photographic print is the only way to complete the photographic process that begins with the image's capture. In *Fine Art Inkjet Printing: The Craft and the Art of the Fine Digital Print*, photographers learn all they need to know to be able to create beautiful prints worthy of building a print portfolio, selling to clients, or hanging in a home or gallery. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px 'Avenir Next'} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px 'Avenir Next'; min-height: 16.0px} span.s1 {font: 11.0px Symbol} span.Apple-tab-span {white-space:pre} Author Jim Nickelson—photographer, master printer, and educator—guides you through the entire process step by step, beginning with the principles of creating a fine print. In *Fine Art Inkjet*

Printing, you'll learn all about: • Hardware considerations, including Epson and Canon printers • The color management process, from camera to software (Adobe Lightroom and Photoshop) to your printer's color profiles • The best ways to capture images for maximum post-processing flexibility • Both global and local adjustments in Lightroom and Photoshop • Sharpening and noise reduction for printing • Creating black-and-white conversions for optimal printing results • Soft-proofing • Print settings for both hardware and software • Different paper options, including surfaces, substrates, brightness, color, thickness, and optical brightening agents (OBAs) • Finishing and protecting your print (flattening, drying and outgassing, trimming, signing, and using protective sprays) • Printer maintenance • How to make artistic choices based on intent and interpretation

Being Digital-Nicholas Negroponte 2015-01-21 In lively, mordantly witty prose, Negroponte decodes the mysteries--and debunks the hype--surrounding bandwidth, multimedia, virtual reality, and the Internet, and explains why such touted innovations as the fax and the CD-ROM are likely to go the way of the BetaMax. "Succinct and readable. . . . If you suffer from digital anxiety . . . here is a book that lays it all out for you."--Newsday.

Memes in Digital Culture-Limor Shifman 2014 Taking "Gangnam Style" seriously: what Internet memes can tell us about digital culture. In December 2012, the exuberant video "Gangnam Style" became the first YouTube clip to be viewed more than one billion times. Thousands of its viewers responded by creating and posting their own variations of the video—"Mitt Romney Style," "NASA Johnson Style," "Egyptian Style," and many others. "Gangnam Style" (and its attendant parodies, imitations, and derivations) is one of the most famous examples of an Internet meme: a piece of digital content that spreads quickly around the web in various iterations and becomes a shared cultural experience. In this book, Limor Shifman investigates Internet memes and what they tell us about digital culture. Shifman discusses a series of well-known Internet memes—including "Leave Britney Alone," the pepper-spraying cop, LOLCats, Scumbag Steve, and Occupy Wall Street's "We Are the 99 Percent." She offers a novel definition of Internet memes: digital content units with common characteristics, created with awareness of each other, and circulated, imitated, and transformed via the Internet by many users. She differentiates memes from virals; analyzes what makes memes and virals successful; describes popular meme genres; discusses memes as new modes of political participation in democratic and nondemocratic regimes; and examines memes as agents of globalization. Memes, Shifman argues, encapsulate some of the most fundamental aspects of the Internet in general and of the participatory Web 2.0 culture in particular. Internet memes may be entertaining, but in this book Limor Shifman makes a compelling argument for taking them seriously.

The Creative Photographer-Catherine Anderson 2011 For most photographers the picture is the end product of the creative process. For Catherine Anderson, it's just the beginning. In a wide array of projects using techniques from Photoshop to needle and thread, she shows beginner and experienced photographers alike how to turn their pictures into handmade objects of art, from books and collages to customised greeting cards.

Art & Max-David Wiesner 2010-10-04 Max and Arthur are friends who share an interest in painting. Arthur is an accomplished painter; Max is a beginner. Max's first attempt at using a paintbrush sends the two friends on a whirlwind trip through various artistic media, which turn out to have unexpected pitfalls. Although Max is inexperienced, he's courageous—and a quick learner. His energy and enthusiasm bring the adventure to its triumphant conclusion. Beginners everywhere will take heart.

Multimedia Fingerprinting Forensics for Traitor Tracing-K. J. Ray Liu 2005 The popularity of multimedia content has led to the widespread distribution and consumption of digital multimedia data. As a result of the relative ease with which individuals may now alter and repackage digital content, ensuring that media content is employed by authorized users for its intended purpose is becoming an issue of eminent importance to both governmental security and commercial applications. Digital fingerprinting is a class of multimedia forensic technologies to track and identify entities involved in the illegal manipulation and unauthorized usage of multimedia content, thereby protecting the sensitive nature of multimedia data as well as its commercial value after the content has been delivered to a recipient. "Multimedia Fingerprinting Forensics for Traitor Tracing" covers the essential aspects of research in this emerging technology, and explains the latest development in this field. It describes the framework of multimedia fingerprinting, discusses the challenges that may be faced when enforcing usage policies, and investigates the design of fingerprints that cope with new families of multiuser attacks that may be mounted against media fingerprints. The discussion provided in the book highlights challenging problems as well as future trends in this research field, providing readers with a broader view of the evolution of the young field of multimedia forensics. Topics and features: Comprehensive coverage of digital watermarking and fingerprinting in multimedia forensics for a number of media types. Detailed discussion on challenges in multimedia fingerprinting and analysis of effective multiuser collusion attacks on digital fingerprinting. Thorough investigation of fingerprint design and performance analysis for addressing different application concerns arising in multimedia fingerprinting. Well-organized explanation of problems and solutions, such as order-statistics-based nonlinear collusion attacks, efficient detection and identification of colluders, group-oriented fingerprint design, and anti-collusion codes for multimedia fingerprinting. Presenting the state of the art in collusion-resistant digital fingerprinting for multimedia forensics, this invaluable book is accessible to a wide range of researchers and professionals in the fields of electrical engineering, computer science, information technologies, and digital rights management.

Handbook of Research on Digital Media and Creative Technologies-Harrison, Dew 2015-03-31 Emerging technologies enable a wide variety of creative expression, from music and video to innovations in visual art. These aesthetics, when properly explored, can enable enhanced communication between all kinds of people and cultures. The Handbook of Research on Digital Media and Creative Technologies considers the latest research in education, communication, and creative social expression using digital technologies. By exploring advances in art and culture across national and sociological borders, this handbook serves to provide artists, theorists, information communication specialists, and researchers with the tools they need to effectively disseminate their ideas across the digital plane.

24 Assets-Daniel Priestley 2017-05 In every industry, there are companies that take off. They effortlessly hire talented people, attract loyal customers, create cool products and make lots of money. These companies seem to stand out and scale up quickly with support from investors, partners and the media. Sadly, most companies don't perform this way. Most entrepreneurs aren't building anything of value. They work hard, make sacrifices, struggle, dream, plan and strive, but in the end, it doesn't pay off. This book sets out a method for building a business that becomes a valuable asset. It focuses you on transforming your organisation into something scalable, digital, fun and capable of making an impact. It's time to, stand out, scale up and build a business that has a life of its own. Start now by reading this book.

Manga-ImagineFX 2011 Explains how to use digital painting programs to create manga fantasy art, with tips and techniques for beginners and details on creating images from initial line drawing through finished color art.

Digital Art Masters:-3dtotal.Com, 2012-12-06 Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

The Art of Game Design-Jesse Schell 2008-08-04 Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Philosophy manual: a South-South perspective-Chanthalangsy, Phinith 2014-12-31

Digital Minimalism-Cal Newport 2019 "It's official: excessive "internetting," smartphoning, and social media make us miserable. But it doesn't have to be that way. Over the last decade, recognized journalist Blake Snow rigorously researched, tested, and developed several connectivity strategies for finding offline balance in an online world, which resulted in this, his first book. In Log Off: How to Stay Connected after Disconnecting, Snow passionately, succinctly, and sometimes humorously explains how to hit refresh for good, do more with less online, live large on low-caloric technology, increase facetime with actual people, outperform workaholics in half the time, and tunefully blend both analog and digital lives with no regrets. If the "offline balance movement" is real, this is its playbook." -- Back Cover

The Art of Digital Fabrication-Erin E Riley 2019-05-06 The Art of Digital Fabrication makes the case for designing and making art with digital fabrication technology and provides the resources for bringing that work to life. Contains over twenty-five beautiful makerspace tested STEAM projects, a material and process inventory for digital fabrication, and hardware and software guides.

Digital Art Masters: Volume 4-3dtotal.Com, 2012-10-12 Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breathtaking images is a breakdown of the techniques, challenges and tricks the artists employed

while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. This book offers inspiration and insight for the advanced amateur and professional CG artists. The Digital Art Masters series has expanded upon the competition's gallery book concept and has added the insight and experiences of professional CG artists worldwide. Divided into 5 sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segment will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover the tips, tricks and techniques that really work.

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