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This book teaches readers how to put a working system together by showing them the equipment available to them, and what it can do. Readers will learn how to create video products using the computer as an editing tool, and how to refine sound and combine graphics with video. Information on web distribution is included. With the advent of the new digital camcorders developed by Panasonic and Sony in the new DV format, professional quality video is available in consumer-level equipment. At the same time, digital editing is now available for the PC using video capture cards in the \$500-\$1,000 price range, and digital editing software in the \$800-\$1,200 range, such as Adobe Premiere. This combination enables users such as the sophisticated amateur video maker, the wedding or business presentation video maker, and people working in multimedia for educational, training, or other presentation purposes, to edit their own work and turn out competent professional-quality video. A comprehensive guide to the Canon EOS Rebel T5i/700D camera written by bestselling For Dummies author Julie Adair King Expert author and photography instructor Julie Adair King is exactly who you want to explain Canon's hot new Rebel T5i/700D camera for you. Her friendly, step-by-step style - honed to a fine point from helping over 300,000 readers use their cameras - will have you snapping great shots on the new Rebel in no time. Find all the info you need, backed by clear images of camera controls and menus, so you know exactly what she's explaining, when she's explaining it. More than 300 fabulous full-color photos help you see what you and your DSLR Rebel T5i/700D can achieve. Canon's EOS Rebel T5i/700D is an entry-level DSLR camera from Canon and features an 18 megapixel sensor, full 1080 video capability, 5fps shooting, and a 3-inch viewscreen Covers how to shoot in Auto mode, manage playback, organize your images, and get better results from exposure, lighting, focus and color Gives you professional editing tricks and offers plenty of beautiful full-color images so you can see what you can achieve Popular bestselling author Julie Adair King author has written more than 15 For Dummies books on Nikon and Canon cameras, and she helps you really get a feel for the camera Canon EOS Rebel T5i/700D For Dummies...there's so much here to get you on your way to taking great photos! Build students' reading comprehension skills with these fun and easy-to-play games that give kids practice in identifying the main idea, understanding plot, predicting outcomes, recognizing cause and effect, and more. A great way to get students ready for the standardized tests! Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. Covers impromptu tricks, banded decks, stacked-deck tricks, gambling secrets, sleight-of-hand tricks, prepared-card tricks, shuffle systems, four-ace tricks, one-way decks, and sample card routines International Review of Research in Mental Retardation This unique hands-on lab manual in child development provides great ideas and resources for teaching research courses involving child subjects. It includes projects in psychomotor/perceptual, cognitive, and social development. Projects are preceded by background essays on the history of that topic, related research, theoretical issues, and controversies. Each project has hypotheses to test, detailed procedures to follow, all stimuli, individual and group data sheets, empty tables, suggested statistics, discussion questions, and an updated bibliography. Special features of this second edition: *The introductory text portion details research considerations, including an introduction to psychological research, sections on developmental research, children as subjects, and general experimental research procedures. *The popular Infant Observation project has the student visit homes with babies for a semester and provides practice in observational data collection, reliability assessment, and report writing. *The cognitive development section includes two new subfields: Theory of Mind and Language--Children's Interpretation of the Word Big, in addition to classic studies of Piaget's spatial perspective-taking and attention and memory. The final chapter describes a suggested neuropsychological project. *The socialized child section includes a new study on sibling relationships as seen by the older or younger sibling, in addition to the earlier projects on self-esteem, sex identity, and cooperation-competition. The final section describes a suggested cross-cultural interview project. A Concise And Select History Of Color Photography. Reproduction of the original: Sleight of hand by Edwin Sachs * An invaluable insight into the use of visual effects in film and television * Fully illustrated with diagrams to show you step-by-step techniques * Covers visual effects processes from front-of-camera to post-production * Integrated approach to film, video and digital techniques * Redefines the rules of photography so that they can be broken for effects * Shows the line of development from the oldest to the newest processes * A must for cinematographers, editors, designers and students of VFX alike * Everything you need to know to plan and supervise visual effects shots * Essential reading for anyone working in commercials/advertising photography or effects Written by an experienced professional, this manual is the essential guide to understanding the principles and background of modern visual effects. Visual effects are at the forefront of a digital revolution in the film and video industry and are becoming more and more important to movie language. This book teaches the practical techniques and skills required to incorporate effects successfully into both film and television production. Vocabulary is now well recognized as an important focus in language teaching and learning. Now in its third edition, this book provides an engaging, authoritative guide to the teaching and learning of vocabulary in another language. It contains descriptions of numerous vocabulary learning strategies, which are supported by reference to experimental research, case studies, and teaching experience. It also describes what vocabulary learners need to know to be effective language users. This new edition has been updated to incorporate the wealth of research that has come out of the past decade. It also includes a new chapter on out-of-classroom learning, which explores the effect of the Internet and electronic resources on learning. This vital resource for all vocabulary researchers shows that by taking a systematic approach to vocabulary learning, teachers can make the best use of class time and help learners get the best return for their learning effort. This book is a complete guide to the Sony Cyber-shot DSC-RX10 IV camera. With this book, author Alexander S. White provides users of the RX10 IV with a manual covering all aspects of the camera's operation. Using a tutorial-like approach, the book shows beginning and intermediate photographers how to accomplish things with the RX10 IV, and explains when and why to use the camera's many features. The book provides details about the camera's shooting modes as well as its menu options for shooting, playback, setup, video, Wi-Fi, and special effects. The book covers all features of the RX10 IV that are new for this model, including its enhanced focusing system with phase detection autofocus; its ability to use a touch screen for focusing and enlarging images in some situations; and a variety of new or enhanced menu options. The book includes more than 500 color photographs that illustrate the camera's controls, display screens, and menus. The images include photographs taken using the RX10 IV's Scene mode, with settings optimized for subjects such as landscapes, sunsets, portraits, and action shots; and its Creative Style and Picture Effect menu options, with settings that alter the appearance of images. The book provides concise introductions to topics such as street photography and infrared photography, and explains how to use the camera's Wi-Fi and Bluetooth features to transfer images to a smartphone or tablet, to control the camera from such a device, and to add location information to images. The book includes a full discussion of the video features of the RX10 IV, which can shoot HD and 4K (ultra-HD) movies, with manual control of exposure and focus during recording. The book explains the camera's numerous features for professional-level videography, including Picture Profiles that allow adjustment of settings such as gamma curve, black level, knee, and detail. The book describes steps for recording 4K video to an external video recorder using the "clean" video output from the camera's HDMI port. In three appendices, the book discusses accessories for the RX10 IV, including cases, power sources, remote controls, microphones and external flash units, and includes a list of websites and other resources for further information. The book includes an appendix with "quick tips" on how to take advantage of the camera's features in the most efficient ways possible. This guide to the RX10 IV includes a detailed index, so the reader can quickly locate information about any particular feature or aspect of the camera. This activity book shows how music can be an enjoyable way to enhance the development of children with special needs. Packed with inspiring tips, activities and song ideas, this resource will have everybody singing, clapping and playing along! It explains simple ways of using songs, instruments and games to connect with children of all abilities. Check out Magic: The Gathering, Heroclix, and more Explore popular games like Legend of the Five Rings, build decks, and trade online Whether you're already hooked on trading card games, want to understand what your kids are into, or are just curious to see what all the fuss is about, you've come to the right place. Here's the scoop on the hottest games, secrets of successful collecting, tips for customizing your dream deck, and ways to make your hobby pay. Discover how to * Get started with the VS System, Yu-Gi-Oh, Pokemon, and others * Identify basic types of cards * Buy and sell online -- wisely * Play around with collectible miniatures * Safely store and transport your collection An American Bookseller Pick of the Lists! "This is a perfect choice for very young children, and extra-large print makes it even more accessible." —Publisher's Weekly One of Tomie's most popular young picture books, this charming story about Cookie the cat makes a perfect read along. With its bright watercolor illustrations and one sentence of text per page, toddlers will love following Cookie through the days of the week—and seeing all the trouble he causes around the house! This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples) . Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike. Huge collection of some of the greatest card magic of all time, from beginner to pro, sleights and non sleights, make your own trick decks, literally something for everyone and all the effects are WINNERS! FALSE SHUFFLES AND CUTS INCLUDING THE FALSE OVERHAND SHUFFLE, FALSE OVERHAND SHUFFLE, HUGH JOHNSTONE FALSE SHUFFLE, RIFFLE FALSE SHUFFLE, JORDAN FAKE CUT, TRIPLE FALSE CUT. PALMING CARDS INCLUDING METHOD ONE, SECOND METHOD, THIRD METHOD, RETURN PALMED CARD TO DECK, PALMING CARDS ON THE TABLE, THE SIDE STEAL, THE TOP CHANGE, TURN A CARD OVER IN THE PACK, THE PALM LOCATION, CLASSIC STACKED DECK SYSTEMS INCLUDING ABBOTTS MAGIC CARD SYSTEM, SPELLING THE DECK, SI STEBBINS STACKED DECK, DECK SWITCHING INCLUDING THE "MAGICIAN'S COAT" SWITCH, DIT IN DIT OUT, THE SNIFF SWITCH, SHELL CASE SWITCH, HERO SWITCH. GENERAL CARD EFFECTS SUCH AS MATCHED PICTURE CARD EFFECTS (3 VERSIONS), IMPROMPTU CARD RISE (MULTIPLE VERSIONS), A QUICK FOUR ACE TRICK, ALL DO AS I DO, ANOTHER CARD LOCATION, BOMBAY, CARD AND PENCIL PENETRATION, CARD-IN-CASE, CARD IN ORANGE, CARD TRICK EXTRAORDINAIRE, CLIMAX THREE-CARD TRICK, CLOSE-UP RISING CARDS, COLOR I DO AS YOU, DOUBLE WHAMMY PREDICTION, EVERY CARD RISES, EYES AND NO EYES, FLIP, GAMBLERS EXPOSE, GILBREATH POKER DEAL, GILBREATH BOTTOM DEAL, INGENIO, MARKED CARDS MEANDERING, MONTE CARLO, OUT OF THIS WORLD, OUT OF THIS WORLD ANOTHER HANDLING, RAPID FLIGHT CARDS, RISING CARD (2 METHODS)SEPTACON, SILK OR HANKY CARD FORCE, SIMPLEX FOUR ACE TRICK, TEHKAI'S MANIPULATIVE CARD ROUTINE, TEN, TORN CARD TRICK, TRICKY DEAL, TROST TEN CARD SPELLER, ZENS 15 CARD TRICK, ZENS CARD MIRACLE. DOUBLE FACE OR BACKED OR BLANK CARD EFFECTS SUCH AS IN CASE, TWO CARD MONTE, ACES UP, INSTANT PRINTOUT, SLOW MOTION COLOR-CHANGING BACKS, BLANKETY-BLANK ROUTINE, SYMPATHETIC ACES. ROUGHING FLUID EFFECTS SUCH AS A RED HOT NUMBER, ALDINI'S PREDICT - O - DECK, ALDINI MORE THOUGHTS ANTICIPATED, A REMARKABLE COINCIDENCE. NARROW, SHORT, AND STRIPPER CARD EFFECTS INCLUDING SHORT TIPS ON THE SHORT CARD, SHORT CARD LOCATION, LIGHT & HEAVY CARDS, EXPERT THUMB-COUNTER EFFECT, HARLEQUIN DECK EFFECT, MIRACLE IN REVERSE, GUARDIANS OF THE CASTLE, DIAMOND KING, EXPERT CARD STABBER, SURE CARD STABBER, UBIQUITOUS CARD, TRIALS IN THE DARK, ORDERLY CARD, MYSTIC SEVEN, BACK TO BACK, EXPERT POKER DEALER, CARD CALLING, REVERSO CAVALCADE, THE HOTEL MYSTERY-UPDATED, SVENGALI MAGIC CARDS. Contains over 230 sequentially organized activities, games, and exercises to correct specific skill weaknesses in reading. Is it magic...or are spirits at work? Your audience won't know for sure when you perform these spooky tricks! They'll wonder warily just how you managed to read their minds, knot that haunted handkerchief, pull a vampire from the empty box, and produce a ghostly message on a slate. Have no fear--with these sequence drawings and zany cartoons, it's easy to master the sleight of hand and patter you need to become a wizard! Angles on Psychology Teacher Support Pack (Edexcel AS) is designed to support the teacher in delivering this course, and save them hours in preparing for lessons. This comprehensive, indexed volume includes short, one-page listings of pertinent facts about a particular movement, its founder, how it claims to work, scientific evaluations done, and its potential dangers. Some topics covered are angels, visualization, shamanism, hypnosis, new age medicine and martial arts. "... designed to provide teachers with a collection of skills, ideas and techniques to support current curriculum requirements in the visual arts learning areas." -- Bk. A. p. i. A practical guide to all major elements of today's television production. Zetl takes a systems approach that considers TV production as an interactive process among people, equipment and procedures. This edition is completely updated on all aspects of colour production. This latest update to the bestselling OS X guide will have you working miracles in no time with Mavericks, which brings popular iOS apps to OS X, including eBooks and Maps. With this comprehensive guide, you can learn in your own way, whether it is working through the lessons from start to finish, jumping straight to step-by-step exercises about new features, or looking up just what you need to know at that moment, there are hundreds of exciting tools and hidden gems in OS X. Author Lynn Beighley uses her gentle, expert instruction to help you find those tools and gems and master them, taking full advantage of all that Mavericks has to offer. If you are new to OS X, you'll learn the basics of how to use OS X efficiently and joyfully. From there, you can move on to customize Mavericks to suit the way you work. And if you've been using OS X already, you'll learn how to get the most out of iCloud integration, Notifications, Maps, eBooks, Finder tabs, multiple displays, and more. This title will provide the reader with the advanced techniques to truly master the new photographic media. Structured around the three main areas of shooting the image, enhancing the image and enjoying the image, the Digital Photography series makes the world of digital imaging simple while concentrating on the photographic aspect. With the aid of inspirational images we are shown in easy steps how the image was taken, manipulated on the computer and output in the desired form. The view of exemplar-based second language learning emphasizes the importance of frequency in learning grammar. According to this view, type frequency rather than token frequency contributes to learning generalized knowledge beyond item-based constructions. This book investigates how frequency in experiencing exemplars affects the learning of the English primary verb be by junior high school students in Japan. The study consists of a quasi-experiment and stimulated-recall analysis of the data. The quasi-experiment compares three kinds of output practice: practice with increased type frequency, practice with increased token frequency, and practice without increased frequency. The experiment also explores how the frequency effects relate to the extent of explicit knowledge about the target structures. In the stimulated-recall analysis, learners engaging in the type frequency practice and those engaging in the token frequency practice are compared in terms of thought processes employed while practicing. The book discusses how frequency promotes classroom second language learning by taking the role of awareness of form-meaning connections into consideration.

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