

Sketch Pro User Guide

This book de-mystifies the jargon of webcams and computer processing, and provides detailed hints and tips for imaging the Sun, Moon and planets with a webcam. It demonstrates how inexpensive tools are revolutionizing imaging in amateur astronomy. Anyone with a modest telescope and a webcam can now obtain jaw-dropping lunar and planetary images to rival those taken with mid-range astronomical CCD cameras costing thousands of dollars. A glance through the images in this book shows just what spectacular results can be achieved by using a webcam with your telescope! Your scientific results will be sought by professional astronomers.

A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the design process Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much more Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks Written for professional architects, as well as professionals in interior design and landscape architecture, The SketchUp Workflow for Architecture offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

From the suburbs to the subway, Sketch and Go: 5 Minute Fashion Illustration shows you how to capture fashion anywhere and everywhere. Fashion is fast and furious, and fashion illustrators need to work the same way to keep up with the latest trends. Part technique, part sketchbook, Sketch and Go: 5 Minute Fashion Illustration is ideal for beginners looking to learn tips and tricks for sketching fashion illustrations, both quickly and on the go. First, you'll learn basic fashion illustration skills and practical techniques for inspired "live fashion sketching". Once you've conquered the basics, you can sketch your own collection on the 500 pre-printed model templates. Featuring a variety of different poses, these templates allow you to get down to business and sketch your designs right away, without worrying about drawing models. The sketchpad pages are specially designed so that they can be photocopied without the templates, leaving just the fashion sketch! In need of inspiration? Don't worry! You'll also find an inspirational gallery of four-color illustrations from fashion designer and illustrator, Emily Brickel Edelson. So what are you waiting for? Get sketching!

The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, including: Rendering process: Learn a step-by-step process focused on workflow within SketchUp's familiar workspace. Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render**. These programs are easy to learn and function in SketchUp. > Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces. Component details: Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance. Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs. Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output. Computer specifications: Find out how computers produce renders and the type of computer hardware required to streamline the process. Photoshop post-processing: Learn how to further refine rendered images in Photoshop. **Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional integrated rendering programs including SU Podium, Twilight Render, and more.

An overview of the digital editing application for Macs that has been updated for integration with OS X explains how to prepare film clips, work with timelines, and add transitions and special effects to tape and video clips.

e-Design is the first book to integrate discussion of computer design tools throughout the design process. Through this book, the reader will understand... Basic design principles and all-digital design paradigms. CAD/CAE/CAM tools available for various design related tasks. How to put an integrated system together to conduct All-Digital Design (ADD). Industrial practices in employing ADD and tools for product development. Provides a comprehensive and thorough coverage on essential elements for practicing all-digital design (ADD) Covers CAD/CAE methods throughout the design process, including solid modelling, performance simulation, reliability, manufacturing, cost estimates and rapid prototyping Discusses CAD/CAE/CAM/RP/CNC tools and data integration for support of the all-digital design process Reviews off-the-shelf tools for support of modelling, simulations, manufacturing, and product data management Provides tutorial type projects using ProENGINEER and SolidWorks for readers to exercise design examples and gain hands-on experience A series of running examples throughout the book illustrate the practical use of the ADD paradigm and tools

The fourth book of a four-part series, Design Theory and Methods using CAD/CAE integrates discussion of modern engineering design principles, advanced design tools, and industrial design practices throughout the design process. This is the first book to

integrate discussion of computer design tools throughout the design process. Through this book series, the reader will: Understand basic design principles and all digital modern engineering design paradigms Understand CAD/CAE/CAM tools available for various design related tasks Understand how to put an integrated system together to conduct All Digital Design (ADD) product design using the paradigms and tools Understand industrial practices in employing ADD virtual engineering design and tools for product development The first book to integrate discussion of computer design tools throughout the design process Demonstrates how to define a meaningful design problem and conduct systematic design using computer-based tools that will lead to a better, improved design Fosters confidence and competency to compete in industry, especially in high-tech companies and design departments A Tutorial Guide to PT/Modeler™ and Pro/ENGINEER is the ideal tool for beginners getting started with powerful design and production tools from Parametric Technology Corporation. This book provides an overview of basic PT/Modeler commands. Because PT/Modeler is a derivative of the powerful Pro/ENGINEER package and their interfaces are virtually identical, this text can also be used to learn the basics of Pro/ENGINEER. This manual presents basic concepts in an efficient, accessible way, allowing the user to get up and running quickly. Topics from getting-started basics to advanced assemblies are covered in 62 short tutorials-all accompanied by detailed supporting text. The book is organized so that it is useful during the tutorial phase, during review, and later as a reference. You will also find in this text important background information on such topics as parametric design, 3D solid modeling, hierarchical design, and creating engineering drawings. Additional Features Overview material on PT/Render and PT/Library, popular add-on packages Step-by-step tutorials in a handy, easy-to-follow table format Supporting data files, available via the world wide web, for use with some of th

Discusses tasks that can be performed with the Tablet PC, peripherals that can be used to control it, and how it can be used in conjunction with Microsoft Office applications.

This book will help you explore some features of your iPad Pro that you probably didn't know existed and also get you started on your device in no time. You can also buy it as a gift for that son or daughter of yours who already like fiddling with devices, this book will get him or her up to speed in no time. ??? A Comprehensive User Guide and Manual for New Users of the iPad Pros ??? Even though iPad Pros are great right out of the box, you are likely to get more from them if you know how to use them by reading a book like this one. So, if you are someone who has recently acquired the new iPad Pro and now needs guidance on how best to take advantage of its many features that are not immediately obvious to ordinary end users? Or you may even be someone who is not new to the Apple ecosystem, but only just made an upgrade from previous versions of the iPad and it is beginning to seem as if Apple has completely changed the interface and removed or relocated some of your previous favorite features, then this book was written with you in mind. We all know that the iPad Pro from Apple remains one of the world's most renowned flagships, when set up properly, it can become more than being just a phone. You can use it as a productivity tool in your business, you can make it an indispensable social media aide, e-book reader and a travel companion. All these can become possible once you learn how to better utilize the iPad Pro. This book has been written as a step-by-step guide for you to go through what you need to navigate around the iPad Pro. It covers many of the important features that users need to know and allows users to jump to any section of the book that they feel they want to focus on. That means the guide is written in a way that even if you do not want to follow the order in which it was written, you are still able to make the most of it. Some of the included contents: •Simple and easy to understand step by step instructions on how to first setup your device •Latest tips and tricks to help you enjoy your device to the fullest. •Using the Face ID •Hidden features •Organizing apps with the App Library •Buying, removing, rearranging, and updating apps •Taking, editing, organizing, and sharing photos •Introducing some important Apple Services •Using Siri •And lots more This book will help you explore some features of your iPad Pro that you probably didn't know existed and also get you started on your device in no time. You can also buy it as a gift for that son or daughter of yours who already like fiddling with devices, this book will get him or her up to speed in no time. Special Bonus That is not all, we have a special gift for you, something we believe you will love. Click the "Add to Cart" button to purchase on your closeout or you can buy straight away with the "Buy Now with a Click" button to buy right away. PUBLISHER: TEKTIME

Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists. ENGINEERING DRAWING AND DESIGN, 5E provides your students with an easy-to-read, A-to-Z coverage of drafting and design instruction that complies with the latest (ANSI & ASME) industry standards. This fifth edition continues its twenty year tradition of excellence with a multitude of actual quality industry drawings that demonstrate content and provide problems for real world, practical application. The engineering design process featured in ENGINEERING DRAWING AND DESIGN, 5E follows an actual product design from concept through manufacturing, and provides your students with a variety of design problems for challenging applications or for use as team projects. Also included in this book is coverage of Civil Drafting, 3D CADD, solid modeling, parametric applications, and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

Developed for the Ultimate Introductory Engineering Course Introduction to Engineering: An Assessment and Problem-

Solving Approach incorporates experiential, and problem- and activity-based instruction to engage students and empower them in their own learning. This book compiles the requirements of ABET, (the organization that accredits most US engineering, computer science, and technology programs and equivalency evaluations to international engineering programs) and integrates the educational practices of the Association of American Colleges and Universities (AAC&U). The book provides learning objectives aligned with ABET learning outcomes and AAC&U high-impact educational practices. It also identifies methods for overcoming institutional barriers and challenges to implementing assessment initiatives. The book begins with an overview of the assessment theory, presents examples of real-world applications, and includes key assessment resources throughout. In addition, the book covers six basic themes: Use of assessment to improve student learning and educational programs at both undergraduate and graduate levels Understanding and applying ABET criteria to accomplish differing program and institutional missions Illustration of evaluation/assessment activities that can assist faculty in improving undergraduate and graduate courses and programs Description of tools and methods that have been demonstrated to improve the quality of degree programs and maintain accreditation Using high-impact educational practices to maximize student learning Identification of methods for overcoming institutional barriers and challenges to implementing assessment initiative A practical guide to the field of engineering and engineering technology, Introduction to Engineering: An Assessment and Problem-Solving Approach serves as an aid to both instructor and student in developing competencies and skills required by ABET and AAC&U.

First Published in 1998. This volume will surely be regarded as the standard guide to Russian literature for some considerable time to come... It is therefore confidently recommended for addition to reference libraries, be they academic or public.

The completely updated NETWORK+ GUIDE TO NETWORKS, 6th Edition gives students the technical skills and industry know-how required to begin an exciting career installing, configuring, and troubleshooting computer networks. The text also prepares students for CompTIA's Network+ N10-005 certification exam with fundamentals in protocols, topologies, hardware, and network design. After exploring TCP/IP, Ethernet, wireless transmission, and security concepts, as well as an all-new chapter on virtual networks, students can increase their knowledge with the practical On-the-Job stories, Review Questions, Hands-On Projects, and Case Projects. NETWORK+ GUIDE TO NETWORKS, 6th Edition also includes reference appendices, a glossary, and full-color illustrations. The features of the text combined with its emphasis on real-world problem solving, provides students with the tools they need to succeed in any computing environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Incorporate SketchUp into every phase of your design If you want to go beyond the basics and start using SketchUp 3D modeling software in all phases of your design, The SketchUp Workflow for Architecture is the perfect place to start. From preliminary schematics to construction documentation and everything in between, the book sketches out a workflow that is flexible enough to use from start to finish. You'll discover helpful techniques, smart tips, and best practices that will make your design process easier, as well as helping you easily export your models into BIM programs. The book includes in-depth coverage of the lightly-documented LayOut toolset and video tutorials on more advanced methods. Goes beyond the basics into intermediate and advanced techniques for architects, designers, and engineers who want to use SketchUp in all stages of design Guides you from basic schematics through design development to construction documentation Includes best practices for organizing projects and workflows and helpful tips Provides special coverage of the LayOut toolset, an often-underused component of SketchUp Pro The SketchUp Workflow for Architecture is a valuable addition to your design toolkit.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

"The BIM Handbook presents the technology and processes behind BIM and how architects, engineers, contractors and sub-contractors, construction and facility owners (AECO) can take advantage of the new technology and work process. Unlike CAD, BIM is a major paradigm shift in the documentation, work processes and exchange of project information. It facilitates collaboration and further automation, in both design and construction. AEC professionals need a handbook to guide them through the various BIM technologies and related processes. The collaborative nature of BIM requires professionals to view BIM from various industry perspectives and understand how BIM supports multiple project participants. The BIM Handbook reviews BIM processes and tools from multiple perspectives: the owner, architects and engineers, contractors, subcontractors and fabricators"--

Spectral sequences are among the most elegant and powerful methods of computation in mathematics. This book describes some of the most important examples of spectral sequences and some of their most spectacular applications. The first part treats the algebraic foundations for this sort of homological algebra, starting from informal calculations. The heart of the text is an exposition of the classical examples from homotopy theory, with chapters on the Leray-Serre spectral sequence, the Eilenberg-Moore spectral sequence, the Adams spectral sequence, and, in this new edition, the Bockstein spectral sequence. The last part of the book treats applications throughout mathematics, including the theory of knots and links, algebraic geometry, differential geometry and algebra. This is an excellent reference for students and researchers in geometry, topology, and algebra.

The SketchUp to LayOut book is the essential guide for woodworkers, carpenters, architects, contractors, builders, and designers who already know the basics on how to use SketchUp, but are looking to create stunning presentations to visualize their ideas with their clients using LayOut. Learn the workflow for creating models specifically for LayOut Before you even begin modeling that first rectangle, you'll need to fully understand which type of model you should be building for LayOut. Don't make the mistake of creating twice the amount of work for yourself because you didn't properly organize your model ahead of time. I'll teach you how to save time and frustration by organizing your model so YOU are in control of how your model viewports look. The entire first half of the book is dedicated to preparing your model for LayOut. From organizational workflow, to scenes and styles. I share with you my 5 point method I use to visualize and prepare every scene I create for LayOut. Not only will you understand exactly what those five points are, you'll learn multiple ways to control them. Using these methods, you will gain complete control over the look of your viewports in LayOut. You will master every aspect of a SketchUp scene and style, to enable you to create impressive presentations and drawings in the least amount of time possible. Is this too advanced for me? This

book is designed for construction professionals who don't have any prior experience in LayOut at all. But it's also structured in a way that lets you look up specific tasks or methods without having to read the book cover to cover. I'll save you all the time and frustration that I went through when I first learned LayOut by quickly orienting you with the workspace, then jumping right in to creating your own titleblock, inserting SketchUp models, and adding dimensions. You should have some basic knowledge on how to use SketchUp. But if you're just starting out, you'll have complete access to my entire library of tutorials and videos for free on my website to bring you up to speed quickly. Every important aspect of LayOut is explained in the book, with step by step instructions for you to follow along. Learn exactly what you need to know and skip over all the little details you don't need to worry about. The book has been updated for 2014 so you'll even learn about the new Auto-Text tag feature, saving you a ton of time on those redundant text edits. You'll see REAL examples The sample projects in the book are real projects, not hypothetical meaningless shapes and boxes, so you can see exactly how to apply the concepts you learn in context with the real world. Plus, the SketchUp and LayOut files are included with each book download so you'll be able to follow along and discover for yourself how to organize a similar project of your own. The sample projects include a woodworking table project, a kitchen project, and a three story house project. At the same time, each step by step instruction can be read and followed independently from the project. So if you need to go back and reference a certain part of the book to learn how to do something specific, you'll be able to do that too. Advanced Techniques I've consulted with many of the best SketchUp gurus in the world! I've hung out with Nick Sonder at the SketchUp basecamp conference. I've interviewed Aidan Chopra, SketchUp evangelist and author of "Google SketchUp for Dummies", Eric Schimelpfenig from SketchThis.net, and Alexander Schreyer, author of "Architectural Design with SketchUp". I've also consulted with Mike Brightman, author of "The SketchUp Workflow for Architecture", Daniel Tal, author of "Rendering In SketchUp", and many other great SketchUp experts.

Designed as a desktop companion for both editors and motion graphics pros, this is the perfect at-a-glance guide to Motion 4. Master trainer Jem Schofield delivers a crash course on how Motion thinks (groups, layers, objects, and behavior-based animation), and meticulously guides you through the essential techniques and tools for animation, motion graphics, visual effects, and 3D design in a concise look-up format. The guide also provides a great summary of what's new in Motion including enhanced 3D shadows, reflections, and depth of field; the ability to "fly" a camera from one object to another; ripple text characters on and off the screen with ease; animate date and time sequences automatically; Motion's remarkable new linking behavior, and more.

If you want to learn to create 3-D models using Google SketchUp, this Missing Manual is the ideal place to start. Filled with step-by-step tutorials, this entertaining, reader-friendly guide will have you creating detailed 3-D objects, including building plans, furniture, landscaping plans -- even characters for computer games -- in no time. Google SketchUp: The Missing Manual offers a hands-on tour of the program, with crystal-clear instructions for using every feature and lots of real-world examples to help you pick up the practical skills you need. Learn to use the basic tools, build and animate models, and place your objects in Google Earth. With this book, you will: Learn your way around the SketchUp workspace, and explore the differences between working in 2-D and 3-D Build simple 3-D shapes, save them as reusable components, and use SketchUp's Outliner to show or hide them as you work Tackle a complicated model building with lots of detail, and discover timesaving tools for using many components Animate the model by creating an interior walkthrough of your building Dress up your model with realistic material shading and shadows, and place it in Google Earth It's easy to get started. Just download the program from Google.com, and follow the instructions in this book. You'll become a SketchUp master in a jiffy.

Complete Manual for the 2018 iPad Pro with iPadOS/iOS 13 The 2018 iPad Pro was shipped with iOS 12 as the default operating system; skips forward and there's a new operating system, it's called the iPadOS which is a version of the iOS 13 and comes along with new features such as to zip and unzip files without using a third-party app, pairing an Xbox One or DualShock controller with your iPad, screenshot multiple pages document, turn your iPad into a second screen with your MacBook, new gesture for copying, pasting, undo and redo tasks, and there's an improvement in the integration of the Apple Pencil to your iPad. This book will save you the stress of a "trial and error" method. This manual contains everything you need to know about your iPad Pro running on the iPadOS. This book will help you master your iPad in a very quick, easy, and straightforward manner. Master how to split your device screen for multitasking, swipe typing, scan documents without using a third-party app, automatically block spam emails, set screen time, create and edit memoji, activate Siri, master the new map features and so much more. Things you'll learn in this guide include: Features of iPadOS 13 How to update your iPad Set Up iPad Pro How to backup and restore iPad from macOS Catalina How to Create a New Apple ID Configure Apple Pay on the iPad How to Use a Wireless or USB Mouse with iPad How to Mirror iPad screen on your macOS Catalina How to Use the New Camera App Customize d104 Message Tones Set Wallpapers that Reacts to Dark Mode Set Messages to Share Your Personalized Contact Data Filter Unknown Calls and Messages Turn Off Required Attention on Face ID Format to Store Pictures & Videos How to Activate Siri Sketch and Draw with your iPad How to charge the Apple Pencil How to Use the New Scroll Bar How to Scan Documents in the Files App Share Photos Without Location Information Delete Apps from the Notification Screen Take Long Screenshots of Websites Set Up Monthly Cycle Data Set Up Fertility Predictions and Notifications Disable True Tone Display Edit Videos on Your iPad How to Record 4K Selfie Rotate/Straighten Videos Features of New Apple Maps App How to Use Memoji Feature Turn on Automatic Brightness Adjustment How to Take Smarter Selfies Enable Location Services on Find My App Enable Offline Finding Receive Notification When Sending Message via Reminder App Set a Custom Name and Profile Picture via iMessage Pair a DualShock 4 Controller with Your iPhone Pair Xbox One Controller With iPhone How to Use the New d104 Format Gestures Scan Documents from the Files App How to Apply Filter to Video Save and Share Webpage as a PDF Enable Content Blockers in Safari Enable/Disable Limit Ad Tracking How to Block Email Senders Zip and unzip files And lots more! Don't wait, get this guide now by clicking the BUY NOW button and learn everything about your iPad Pro!

This book is for designers, user experience pros, creative directors, developers, or anyone who wants to create rich, interactive, and compelling products. If you want to communicate innovative ideas, research, experiment, and prototype in the language of the interface, Dynamic Prototyping with SketchFlow in Expression Blend is the perfect text. Learn how

to sketch, iterate, and validate ideas—utilizing the power and productivity within SketchFlow.

Google SketchUp is the exciting free software package that makes 3D available to everybody. Whether you need to build 3D models for work, or you've just always wanted to explore 3D modeling, Google SketchUp was made for you. Still, it does take a bit of understanding to get started, so turn to Google SketchUp 7 For Dummies. In classic For Dummies tradition, Google SketchUp 7 For Dummies gets right to the point so you can start creating 3D models right away. You'll learn to: Set up SketchUp, learn about edges and faces, use inferences and guides, and build your first model Establish a basic end-to-end workflow for creating and sharing models Model non-boxy objects like terrain, characters, bottles, and spheres Add details like stairs, gutters, and eaves Spruce up your models with styles and shadows to add effects, make objects pop, and enhance realism Use the LayOut function to draw with vector tools, add text and callouts, and print your work Design buildings and objects, export your models to other design programs or to Google Earth, and explore 3D animation On the book's companion Web site, you'll also find a bonus chapter and videos demonstrating more about what you can do with Google SketchUp. Google SketchUp 7 For Dummies also shows you what SketchUp can and can't do, and offers tips for solving common problems. Add a new dimension to your work today!

Organizations are expected to spend \$26 billion on business intelligence initiatives in 2008. Now that all the data is in relational databases, it's time to start getting value at the organizational level from that data. Microsoft has a host of tools to provide easy access to aggregated business data from multiple back ends and to display that data in comprehensive, easy-to-read graphics and reports, namely PerformancePoint Server. This book, written by a Microsoft-employed PerformancePoint expert, walks the reader through the entire product.

Design almost anything in 3D with SketchUp Whether you've dabbled in drawing in 3D or are interested in learning the basics of design, SketchUp For Dummies makes it fast and easy to learn the ropes of a powerful, user-friendly tool to bring your design ideas to life. From creating a basic 3D model to showing off your work via 3D print or animation, this all-access guide pulls back the curtain on using SketchUp to do anything from redesigning your house to mocking up the next great invention. With an emphasis on usability, SketchUp has found very wide success as a tool even non-designers can use to make basic drawings. And now, thanks to the insight and expert tips from former SketchUp product director Aidan Chopra and co-author Rebecca Huehls, this easy-to-follow guide makes it more accessible than ever! Create buildings and components Alter the appearance of your model Tour your designs via SketchUp Get quick tips on troubleshooting If you're a designer with sketchy computer modeling skills, SketchUp For Dummies is the trusted reference you'll turn to again and again.

Do you want to learn how to navigate your new iPhone 13, iPhone 13 Mini, iPhone 13 Pro, and iPhone 13 Pro Max? Would you want to learn about every exciting new feature on the new iPhone with hacks, tips and tricks? Then this iPhone 13 Pro Max 5G User Guide Book is perfect for you. The iPhone 13 smartphone models are unarguably one of the best smartphones in the market today, with a great deal of exceptional capabilities and first-class features. This book encompasses all you need to know about the iPhone 13, iPhone 13 Mini, iPhone 13 Pro, iPhone 13 Pro Max, its accessories, and more. This book goes beyond the technical know-how of your iPhone to guide you through new iPhone 13 devices and iOS 15 operating system. In this guide, you will: Learn about the fine features of the iPhone 13, iPhone 13 Mini, iPhone 13 Pro, and iPhone 13 Pro Max. Discover how to use your new phone to its fullest potential. Find out everything you need to know about the new iOS 15. Learn how to setup your new iPhone. Learn how to transfer contents from a previous iPhone, a Mac or an Android smartphone. Discover all you need to know about the iPhone 13 Pro camera, and how to navigate it. And so much more. This book is your go-to guide for a comprehensive overview on how to use the new iPhone 13 devices. Order Your Copy now and Start Navigating Through Your Phone Like a Pro.

The proof of any group's importance to history is in the detail, a fact made plain by this informative book's day-by-day documentation of the impact of African Americans on life in the United States. • More than 365 chronologically arranged entries featuring events and information about African Americans • An introduction that overviews the importance of African American history in a day-by-day approach • A preface that explains the scope, methodology, and rationale for coverage • Primary source excerpts for some events and two vetted books and websites for all events

Helps readers harness the capabilities of the LEGO MINDSTORMS NXT set and effectively plan, build and program NXT 2.0 robots, offering an overview of the pieces in the NXT set, practical building techniques, instruction on the official NXT-G programming language and step-by-step instructions for building, programming and testing a variety of sample robots. Original.

es extensive illustrations and sample design sessions to teach sound parametric design practices and techniques. Includes changes and enhancements to Assembly and other modes and modules. Fully indexed.

A modern, comprehensive, and practical guide to help you master SketchUp. Whether you are looking to learn the basics or hone your skills and get winning tips, The Complete Guide to SketchUp Pro will give you the tools you need. This guide encompasses the entire software, demonstrates the complete set of commands, and is accompanied by examples, exercises, and screenshots. It is adapted to all versions of SketchUp and is suitable for professionals of the extended design community. In this step-by-step guide you will learn: how to incorporate advanced commands how to create an impressive presentation how to export data, while emphasizing the correct and most efficient ways of working in SketchUp Yael Kedem, interior designer, founder, and owner of SketchUp Center in Israel has a rich experience of mentoring thousands of people. In her book, she shares her knowledge to help you make your wild design ideas a simple reality.

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