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Learn to master your Sony Alpha a7 IV and take full advantage of all its capabilities! Mastering the Sony Alpha a7 IV by Darrell Young provides a wealth of experience-based information and insights for owners of the new a7 IV camera. Darrell is determined to help the user navigate past the confusion that often comes with complex and powerful professional camera equipment. This book explores the features and capabilities of the cameras in a way that far surpasses the user's manual. It guides readers through the cameras' features with step-by-step setting adjustments; color illustrations; and detailed how, when, and why explanations for each option. Every button, dial, switch, and menu configuration setting is explored in a user-friendly manner, with suggestions for setup according to various shooting styles. Darrell's friendly and informative writing style allows readers to easily follow directions, while feeling as if a friend dropped in to share his knowledge. The information in this book goes beyond the camera itself and also covers basic photography technique. Poetry. "I am spending my 39th year practicing uncreativity. On Friday, September 1, 2000, I began retyping the day's NEW YORK TIMES word for word, letter for letter, from the upper left hand corner to the lower right hand corner, page by page." With these words, Kenneth Goldsmith embarked upon a project which he termed "uncreative writing", that is: uncreativity as a constraint-based process; uncreativity as a creative practice. By typing page upon page, making no distinction between article, editorial and advertisement, disregarding all typographic and graphical treatments, Goldsmith levels the daily newspaper. DAY is a monument to the ephemeral, comprised of yesterday's news, a fleeting moment concretized, captured, then reframed into the discourse of literature. "When I reach 40, I hope to have cleansed myself of all creativity"-Kenneth Goldsmith. Chasing Technoscience is a ground-breaking, state-of-the-art look at current developments in technoscience. A collection of writings by a digital artist that blends personal memoir, net art theory, fictional narrative, satirical reportage, scholarly history, and network-infused language art. It tells the early history of a

net art world "gone wild," while constructing a parallel poetics of net art that complements the author's own artistic practice. If you want to ride like a pro, you should learn from a pro! In *Mastering Mountain Bike Skills, Third Edition*, world-champion racer Brian Lopes and renowned riding coach Lee McCormack share their elite perspectives, real-life race stories, and their own successful techniques to help riders of all styles and levels build confidence and experience the full exhilaration of the sport. *Mastering Mountain Bike Skills* is the best-selling guide for all mountain biking disciplines, including enduro, pump track racing, dual slalom, downhill, cross-country, fatbiking, and 24-hour races. It absolutely captures the sport and offers everything you need to maximize performance and excitement on the trail. Learn how to select the proper bike and customize it for your unique riding style. Develop a solid skills base so you can execute techniques with more power and precision. Master the essential techniques to help you carve every corner, nail every jump, and conquer every obstacle in your path. Last, but not least, prepare yourself to handle every type of weather and trail condition that the mountain biking world throws at you. Whether you're a recreational rider looking to rock the trails with friends, are a seasoned enthusiast, or are aspiring to be a top pro, *Mastering Mountain Bike Skills* will improve your ride and dust the competition. Don't just survive the trail—own the trail, and enjoy the thrill of doing it. A fascinating, eclectic analysis of the changing geographies of play in contemporary society.

Congratulations on acquiring your new CANON "EOS" R3 device. And are you looking for a guide to help you make the most out of your device? Welcome on board as this user guide has been specifically written to give you a well detailed explanation on all you need to know. Firstly Canon EOS (Electro-Optical System) is a Canon Inc. autofocus single-lens reflex camera (SLR) and mirrorless camera series. All EOS cameras, beginning with the Canon EOS 650 in 1987, utilized 35 mm film until October 1996, when the EOS IX was launched utilizing the new and short-lived APS film. The D30 was unveiled in 2000 as the first digital SLR designed and manufactured exclusively by Canon. Since 2005, all new EOS cameras have employed digital image sensors instead of film. Canon's current digital SLR (DSLR) range, as well as, with the release of the Canon EOS M in 2012, Canon's mirrorless interchangeable-lens camera (MILC) system, is based on the EOS series. The system was expanded in 2018 with the release of the EOS R camera, Canon's first full frame mirrorless interchangeable lens system. The development project was known as (Electro Optical System). EOS is also the name of the goddess of dawn in Greek mythology, which adds to the design's generational significance. [1] Handel Gothic typeface was used to design the EOS symbol. It primarily competes with Nikon's F series and successors, as well as autofocus SLR systems from Olympus Corporation, Pentax, Sony/Minolta, and Panasonic/Leica. The EF lens mount, which replaced the preceding FD lens mount, is at the heart of the system, supporting mostly manual-focus lenses. The RF mount was added to the system with the EOS R full frame camera. On this guide, we focused on how you can explore the possibilities of the Canon EOS R3 device on movie recording and shooting mode. For example how you can record movies during still photo shooting and lots more. Contains "Records in review."

En este libro se esboza el desarrollo de un espectrómetro óptico para el estudio del plasma inducido por láser. El instrumento se diseñó utilizando un banco óptico tipo Czerny-Turner con red de difracción plana; un detector óptico de arreglo lineal o CCD modelo ILX511 con 2048 celdas fotosensibles, un microcontrolador programable PIC18F4550 y un módulo de memoria de acceso aleatorio. El código del microcontrolador fue escrito en lenguaje C con el compilador CCS 4.018. Los datos espectrales adquiridos por el instrumento son enviados hacia una computadora personal, a través del bus serie universal USB. Para esto último se diseñaron instrumentos virtuales bajo la programación gráfica de LabVIEW 8. La calibración del instrumento se realizó con lámparas espectrales de mercurio y sodio. Finalmente, se midieron los espectros de emisión de muestras de cobre, magnesio y plomo. Tales mediciones fueron comparadas con las de un espectrómetro óptico comercial.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

In the late 1980s the rave phenomenon swept the youth culture of the United Kingdom, incorporating the generations' two newest social stimulants: modern electronic dance music and a notorious designer drug known as Ecstasy. Although the movement began in rebellion against mainstream culture, its underground dynamism soon attracted the interest of novelists, screenwriters, and filmmakers who attempted to reflect the phenomenon in their works. Through artistic and commercial popularization, the once obscure subculture was transformed into a pop-culture behemoth with powerful links to the entertainment industry. This study deals with the transformative effects of film, television and literature on club culture. Chapters furthermore reflect club culture's own effect on crime, ethnicity, sexuality and drug use. As the study traces artistic depictions of club culture's development, each chapter focuses on individual books, films and television shows that reflect the transformation of the club culture into what it is today. Albert Abramson published (with McFarland) in 1987 a landmark volume titled *The History of Television, 1880-1941* (massive...research--Library Journal; voluminous documentation--Choice; many striking old photos--The TV Collector). At last he has produced the follow-up volume; the reader may be assured there is no other book in any language that is remotely comparable to it. Together, these two volumes provide the definitive technical history of the medium. Upon the development in the mid-1940s of new cameras and picture tubes that made commercial television possible worldwide, the medium rose rapidly to prominence. Perhaps even more

important was the invention of the video tape recorder in 1956, allowing editing, re-shooting and rebroadcasting. This second volume, 1942 to 2000 covers these significant developments and much more. Chapters are devoted to television during World War II and the postwar era, the development of color television, Ampex Corporation's contributions, television in Europe, the change from helical to high band technology, solid state cameras, the television coverage of Apollo II, the rise of electronic journalism, television entering the studios, the introduction of the camcorder, the demise of RCA at the hands of GE, the domination of Sony and Matsushita, and the future of television in e-cinema and the 1080 P24 format. The book is heavily illustrated (as is the first volume). Rock Song Index: The 7500 Most Important Songs of the Rock and Roll Era: 1944-2000 is an index to the classic songs of the rock canon in its many forms - from the original '50s rock 'n' roll through the British Invasion; Disco; Punk; R&B; Motown; New Wave; Glam; Heavy Metal; Rap; Hip Hop; and many more genres. All vital artists of the rock era are included, from the Beatles to David Bowie, Frank Zappa, and ZZ Top. With indexes by title, artist, and year, descriptive commentary, and bibliography, the Rock Song Index is an invaluable reference. It offers a unique picture of how rock and roll grew through its literature of songs.

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