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Digital Multimedia is the best selling core text for undergraduate and masters courses in the exciting discipline of multimedia, combining a broad and deep account of technology with an inside understanding of multimedia content and its practical application. Beginning with an overview of the nature of multimedia and digital representations, it continues with chapters devoted to each media type, detailing how they are represented in digital form and how they are created and manipulated on ...

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Nigel Chapman. Dr. Nigel Chapman is an internationally respected author of major textbooks and professional books on Web design, digital media and programming languages, and is a Web and multimedia applications developer and Web designer. A graduate of Cambridge University, Nigel Chapman has taught and studied at several of the world ' s best universities.

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Digital Multimedia 3rd edition Nigel Chapman and Jenny Chapman © 2009 Published by John Wiley & Sons, Ltd. The material in this sampler provides an indication of the content, style and teaching and learning features in the fully revised and re-illustrated 3rd edition of Digital Multimedia. We have included short excerpts from most chapters.

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A new edition of the bestselling book that covers the basic principles of digital multimedia Digital multimedia combines text, graphics, video, animation, sound, and other components and presents endless options and potential for computer users. This new edition of a perennial bestseller serves as an ideal foundation to the basic principles of each media type and describes their digitization and the possibilities that exist when different media elements are combined. Offering completely revised and rewritten material, the book features an emphasis on Web/Flash and provides in-depth coverage of MPEG4 and DVD in accordance with current trends. Offers a clear, easy-to-understand introduction to digital multimedia and examines the elements that comprise it, including text, graphics, video, animation, sound, and more Walks you through the fundamentals and basic principles of digital multimedia Looks at vector graphics, bitmapped images, hypermedia, interactivity, accessibility, and scripting Explores the possibilities that exist when various media are combined With this new edition by your side, you'll quickly discover how to make the most of every aspect of digital multimedia!

Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors ' extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors ' latest course Web Design: A Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org

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Simply the best introduction to all aspects of the design and development of successful Web sites. As the World Wide Web has matured, the need for high quality education in all aspects of Web design has become widely acknowledged. This book is a core text for undergraduate and masters courses that provides a complete introduction to every aspect of the building of Web pages and Web sites. A complete understanding of the basics of all aspects of Web design is essential to the development of good practice. Starting from a review of Web experiences, the text provides a deep and thorough introduction to Web technology, markup, stylesheets, Web graphics, Web animation and embedded video, client-side scripting, Web applications, usability, accessibility, page design and site design. At all times, the focus remains on good practice, underpinned by sound principles, in the context of the real World Wide Web. Full coverage of the essential technologies is provided: HTTP, XHTML, CSS, Javascript and the DOM, and the use of Web Standards is emphasized throughout as an essential part of the authors' forward-looking approach. Some elementary programming knowledge is required for use of this text. Suitable for course use or self-study, this comprehensive introduction represents a complete overview of the practice of Web design, providing clear summaries and a wealth of exercises and short practical assignments, as well as a valuable survey of the most popular software tools used in Web design. An extensive glossary and a wide rage of other supplementary material are provided on the supporting Web site.

A practical guide to the industry-leading multi-media authoring tools Creating multimedia presentations requires an understanding of how to manipulate media such as graphics, video, or text, and how to bring them together using a variety of complex software tools. This book offers a clearly focused introduction to the most popular applications used for multimedia authoring, including Photoshop, Premier, and Flash. With an emphasis on multimedia authoring for the Web, the authors provide step-by-step tutorials on how to use these software tools to prepare illustrations, still images, video animation, and sound. Readers will acquire a basic fluency with these tools, discover what they do best and what are their limitations, and learn how they compare with other commonly used software tools.

Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekATPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Daz3d.com and includes exclusive Daz3d models.

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A top crime journalist reveals precisely how the world-shattering murder of John Lennon happened—and why In Let Me Take You Down, Jack Jones penetrates the borderline world of dangerous fantasy in which Mark David Chapman stalked and killed Lennon: Mark David Chapman rose early on the morning of December 8 to make final preparations. . . . Chapman had neatly arranged and left behind a curious assortment of personal items on top of the hotel dresser. In an orderly semicircle, he had laid out his passport, an eight-track tape of the music of Todd Rundgren, his little Bible, open to The Gospel According to John (Lennon). He left a letter from a former YMCA supervisor at Fort Chaffee, Arkansas, where five years earlier, he had worked with refugees from the Vietnam War. Beside the letter were two photographs of himself surrounded by laughing Vietnamese children. At the center of the arrangement of personal effects, he had placed the small Wizard of Oz poster of Dorothy and the Cowardly Lion. " I woke up knowing, somehow, that when I left that room, that was the last time I would see the room again," Chapman recalled. " I truly felt it in my bones. I don ' t know how. I had never seen John Lennon up to that point. I only knew that he was in the Dakota. But I somehow knew that it was it, this was the day. So I laid out on the dresser at the hotel room . . . just a tableau of everything that was important in my life. So it would say. " Look, this is me. Probably, this is the real me. This is my past and I ' m going, gone to another place. " " I practiced what it was going to look like when police officers came into the room. It was like I was going through a door and I knew I was going to go through a door, the poet ' s door, William Blake ' s door, Jim Morrison ' s door. . . . I was leaving what I was, going into a future of uncertainty. " Praise for Let Me Take You Down " Jack Jones has written a beautiful book, rare in its attention to the social context giving rise to stalkers and assassins of celebrities . . . celebrity worship is ambivalent—admiration shares the altar with envy. When the worshipped disappoints, a " nobody " can become a " somebody " by killing the pop culture idol. Let Me Take You Down is both fascinating and brilliant. " —Ladd Wheeler, Professor of Psychology, University of Rochester, Former President of the Society for Personality and Social Psychology

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