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vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers. ePubublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications. John Wiley & Sons. You have a great idea for a simple mobile web app. Or, you have a great idea for a complicated mobile web app. Either way, Learn HTML5 and JavaScript

for iOS will help you build, fine-tune, and publish your app for iPhone, iPad, or iPod touch. Scott Preston will walk you through building a mobile web app from scratch using real-world examples. You'll learn about design considerations, mobile web frameworks, and HTML5 features like animation and graphics using Canvas. You'll also learn how to

customize your app for a variety of platforms, and you'll explore testing and performance tips for your app. Get an overview of HTML5, JavaScript, and mobile web frameworks. Discover tips for iOS usability as well as performance. Dig into features like images, animation, and even geolocation.

Starting a Business All-in-One For

Dummies Peachpit Press
Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwidth and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

The Art of Theatrical Design Addison-Wesley Longman
PCMag.com is a leading authority on technology,

delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Enduring CSS
Quarry Books
Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.

Computers Helping People with Special Needs
Frontiers Media SA
In Digital Hand Lettering and Modern

Calligraphy, Shelly Kim—popular Instagram lettering artist and workshop instructor @lettersbyshells—offers lettering enthusiasts at all levels of experience a step-by-step course that shows how to develop and adapt traditional lettering skills and techniques to a variety of digital platforms. *Lettering Essentials*. The basics of lettering and modern calligraphy, along with guidance for embellishing and designing quotes. *Digitizing Your Lettering*. Options for scanning, photographing, and creating a digital lettering file. *Lettering on a*

Tablet. A hands-on guide to working on the iPad with the Apple Pencil and the Procreate app, from an overview of common functions and how to create a simple lettering brush to making shapes and patterns, choosing colors, creating gradients, glitter, and foil effects, and combining Procreate and Adobe Sketch. *Projects & Inspiration: DIY projects that show you how to achieve what you can't with traditional techniques, plus stunning gallery pieces from Karin Newport of @ipadlettering and*

Myriam of @halfapx. *Digital Hand Lettering and Modern Calligraphy* will guide you to the future of lettering! [Responsive Web Design with HTML5 and CSS](#) TechHive Editors Apple has taken iPhoto 08 to a whole new level. Now, in addition to handling upwards of 250,000 images, the program lets you easily categorize and navigate through those photos with a feature called Events. Plus, new editing tools let you copy and paste adjustments between photos.

Books and calendars have been improved, too, as has the program's ability to publish pictures on the Web. Apple makes it all sound easy: drag this, click that, and you're done. But you can still get lost, especially if you're a newcomer. iPhoto '08: The Missing Manual explains how to take advantage of all these powerful tools and new features without confusion or frustration. Bestselling authors David Pogue and Derrick Story give you a witty,

objective, and clear-cut explanation of how things work, with plenty of undocumented tips and tricks for mastering the new iPhoto. Four sections help you import, organize, edit, share, and even take your photos: Digital Photography: The Missing Manual offers a course in picture-taking and digital cameras -- how to buy and use your digital camera, how to compose brilliant photos in various situations (sports, portraits, nighttime shots, even kid photography), and how to get the

most out of batteries and memory cards. iPhoto Basics covers the fundamentals of getting your photos into iPhoto, organizing and filing them, searching and editing them. Meet Your Public teaches you all about slideshows, making or ordering prints, creating books, calendars and greeting cards, and sharing photos on web sites or by email. iPhoto Stunts explains how to turn photos into screen savers or desktop pictures, using plug-

ins, managing Photo Libraries, and even getting photos to and from camera phones and Palm organizers. You also learn how to build a personal web site built with iWeb, and much more in this comprehensive guide. It's the top-selling iPhoto book for good reason. Touch Screen Tablets Touching Children's Lives Ashgate Publishing, Ltd. This book focuses on novel design and systems engineering approaches, including theories and best practices,

for promoting a better integration of people and engineering systems. It covers a range of hot topics related to: development of activity-centered and user-centered systems; interface design and human-computer interaction; usability and user experience; cooperative, participatory and contextual models; emergent properties of human behavior; innovative materials in manufacturing, and many more. Particular emphasis is placed

on applications in sports, healthcare, and medicine. The book, which gathers selected papers presented at the 1st International Conference on Human Systems Engineering and Design: Future Trends and Applications (IHSED 2018), held on October 25-27, 2018, at CHU-Universit é de Reims Champagne-Ardenne, France, provides researchers, practitioners and program managers with a snapshot of the state-of-the-art and current challenges in the

field of human systems engineering and design. Mobile HTML5 CRC Press This book constitutes the refereed proceedings of the IFIP WG 8.4, 8.9, TC 5 International Cross Domain Conference and Workshop on Availability, Reliability and Security, CD-ARES 2012, held in Prague, Czech Republic, in August 2012. The 50 revised papers presented were carefully reviewed and selected for inclusion in the volume. The papers concentrate on the many aspects of

information systems bridging the gap between research results in computer science and the many application fields. They are organized in the following topical sections: cross-domain applications: aspects of modeling and validation; trust, security, privacy, and safety; mobile applications; data processing and management; retrieval and complex query processing; e-commerce; and papers from the colocated International Workshop on Security and Cognitive Informatics for

Homeland Defense, SeCIHD 2012. IPhoto '08 John Wiley & Sons Apple's definitive guide to the powerful AppleScript scripting language, this book provides essential information for Macintosh power users and programmers who want to use AppleScript to write new scripts, modify existing scripts, or write scriptable applications. Adobe Creative Suite 6 Design & Web Premium Classroom in a Book Taylor & Francis Using iPad 2 (covers iOS 5) Que

Publishing
Beginner's Guide to
Digital Painting in
Procreate "O'Reilly
Media, Inc."

In this book, we'll
walk you through
our favorite tips for
mobile

photography: Learn
the best way to
capture bright
sunsets, how to hold
your device so it
doesn't shake, and
tips for taking quick
shots. After that, we
take an in-depth
look at photography
on each of the
major smartphone
operating systems:

You'll learn how to
take, edit, and share
images whether
you're using an
iPhone, an Android
phone, or a
Windows Phone 8
device. Once you've

gotten a handle on
great mobile
photography, we
suggest some third-
party apps to
enhance the
experience. And if
you're a professional
photographer, don't
miss our section on
using your iPad or
Android tablet to
improve your
workflow. The only
surefire way to
become a better
photographer is
experience. Luckily,
digital photography
allows you to make
as many mistakes,
cost-free, as your
memory card can
hold. And as you
combine technical
knowledge and
compositional
awareness with lots
of practice, you'll be
able to capture

moments of
brilliance. We hope
this book will help
you along that
journey.

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and with illustrative
screenshots,
through a real
example. Are you
writing two websites
- one for mobile
and one for larger
displays? Or
perhaps you've
heard of Responsive
Design but are
unsure how to bring
HTML5, CSS3, or
responsive design
all together. If so,
this book provides
everything you need
to take your web
pages to the next

level - before all your competitors do! Programming the Mobile Web "O'Reilly Media, Inc." The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other

features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development. Discover the particulars and pitfalls of building

mobile apps with HTML5, CSS, and other standard web tools. Create effective user interfaces in the mobile environment for touch and non-touch devices. Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms. Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications. Build apps for the App Store, Google Play Store, Windows Marketplace, App

World, and other online retailers
Universal Access in Human-Computer Interaction: Applications and Services for Quality of Life CRC Press
Almost overnight, EPUB has become the favored standard for displaying digital text on ereaders. The EPUB specification is a powerful method for creating gorgeous ebooks for EPUB-capable readers such as the iPad, Nook, and Kindle. Alas, it is far from perfect, with frustrating limitations, sketchy documentation, and incomplete creation tools. This extensively

researched guide to creating EPUB files by best-selling author Elizabeth Castro shows you how to prepare EPUB files, make the files look great on the screen, work around EPUB weaknesses, and fix common errors. In this essential book, Liz shares her hard-earned experience for how to: Create EPUB files from existing Microsoft Word or Adobe InDesign files, or from scratch. Tweak EPUB files to take full advantage of the power of EPUB in each respective ereader. Control spacing, indents, and margins. Insert images and sidebars and wrap text

around them. Create links to external sources and cross-references to internal ones. Add video to ebooks for the iPad.
CSS: The Definitive Guide epubli
The two volume set LNCS 9758 and 9759, constitutes the refereed proceedings of the 15th International Conference on Computers Helping People with Special Needs, ICCHP 2015, held in Linz, Austria, in July 2016. The 115 revised full papers and 48 short papers presented were carefully reviewed and selected from 239 submissions. The papers included in the second volume are organized in the following topics: environmental

sensing technologies for visual impairments; tactile graphics and models for blind people and recognition of shapes by touch; tactile maps and map data for orientation and mobility; mobility support for blind and partially sighted people; the use of mobile devices by individuals with special needs as an assistive tool; mobility support for people with motor and cognitive disabilities; towards e-inclusion for people with intellectual disabilities; At and inclusion of people with autism or dyslexia; AT and inclusion of deaf and hard of hearing people; accessible computer input; AT and rehabilitation for people with motor and mobility

disabilities; HCI, AT and ICT for blind and partially sighted people.

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Using iPad 2 (covers iOS 5)

All the essential information in one place Starting a Business All-in-One For Dummies, 3rd Edition is a treasure trove of useful information for new and would-be business owners. With content compiled from over ten best-selling For Dummies books, this guide will help with every part of starting your own business—from

legal considerations to business plans, bookkeeping, and beyond. Whether you want to open a franchise, turn your crafting hobby into a money-maker, or kick off the next megahit startup, everything you need can be found inside this easy-to-use guide. This book covers the foundations of accounting, marketing, hiring, and achieving success in the first year of business in any industry. You'll find toolkits for doing all the paperwork, plus expert tips for how to make it work,

even when the going is rough. Access six books in one, covering the whole process of starting and running a new business. Learn how to easily jump the hurdles that many new business owners face. Tackle taxes, determine the best business model for you, and create a solid plan. Keep the engine running with marketing tips, accounting ideas, and the basics on how to be a manager. This book is perfect for any new or veteran entrepreneur looking to build a business from the

ground up. iOS Game Development Apress. If you're a web designer or app developer interested in sophisticated page styling, improved accessibility, and saving time and effort, this book is for you. This revised edition provides a comprehensive guide to CSS implementation, along with a thorough review of the latest CSS specifications. CSS is a constantly evolving language for describing the presentation of web content on screen, printers, speech synthesizers, screen readers, and chat windows. It is used by all browsers on all screen sizes on all types of IoT devices,

including phones, computers, video games, televisions, watches, kiosks, and auto consoles. Authors Eric Meyer and Estelle Weyl show you how to improve user experience, speed development, avoid potential bugs, and add life and depth to your applications through layout, transitions and animations, borders, backgrounds, text properties, and many other tools and techniques. This guide covers: Selectors, specificity, and the cascade. Values, units, fonts, and text properties. Padding, borders, outlines, and margins. Colors, backgrounds, and gradients. Floats and positioning tricks. Flexible box layout. The new Grid layout system. 2D and 3D.

transforms, transitions, and animation Filters, blending, clipping, and masking Media and feature queries

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The Truth About HTML5 is for web designers, web developers, and front-end coders who want to get up to speed with HTML5. The book isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. It will show you what rocks in HTML5 today and what the future holds. Marking up a basic web page shouldn't be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the

holy texts (the HTML5 spec). Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong information on the Internet. Get the truth on HTML5's markup here. You'll also find out about HTML5's new microdata standard that's being used on major websites, such as eBay and IMDB, right now, and get the low-down on the Canvas object and what it can and can't do for you. The book also covers how HTML5 affects CMSs and web apps, what HTML5 means for mobile, and what the future holds. HTML5 isn't one big blob of technology that will be "finished" at some point in the future. It's a grab bag of cool stuff, much of

which has been around for years. Learn what's well supported and ready to go today. Now that the initial wave of hype is over, it's time to learn the truth about HTML5.

The Truth About HTML5 Springer Lively and engaging, How to Launch a Magazine in this Digital Age adopts a practical guide students or inexperienced editors to the process of setting up and launching a new publication -- be it digital, print or a combination of both. Using case studies, theoretical/critical insights, and tests/exercises, this is the first how-to to embrace digital technologies, including a companion website

with additional support with podcasts, web links, forums and timed live author chats. The key to the text's success is its ability to encompass the complete process. It begins with the initial idea and follows the process through to developing a business plan as well as setting an editorial strategy to achieve and maintain an audience in a digital age -- where traditional print formats face an uncertain future. It includes checklists and realistic timescales for producing a digital/print magazine, for both the working professional and the student in the classroom setting.