
Ipad Retina Display Resolution Dpi

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Designing Web and Mobile Graphics "O'Reilly Media, Inc."

Rhyming text and illustrations animate the feeling of "up" as experienced by a little girl with her father.

Learn Corona SDK Game

Development Houghton Mifflin Harcourt

Add Affinity Designer to your creative skillset while creating innovative designs and illustrations, building a solid foundation for your future Key Features Understand Affinity Designer's interface and setup, discover its capabilities, and develop an efficient workflow Harness the power of an easy and flexible vector and pixel workflow in one application Learn practical skills and gain the confidence to power your own creative projects Book

Description Affinity Designer is a widely adopted creative application, and in a reasonably short space of time, it has become a leading design and illustration application. Affinity Designer, along with Affinity Photo and Affinity Publisher, is part of a suite of award-winning creative software applications developed by Serif Europe. Built on the latest technologies, which make it fast and smooth, Affinity Designer is quickly becoming the go-to professional creative application for vector drawing and pixel-based painting. Up and Running with Affinity Designer is a comprehensive hands-on guide to the Affinity Designer software. Whether you're new to the creative industry, a seasoned professional looking for a proven alternative, or an enthusiastic hobbyist, this book will help you get up to speed in no time. You'll learn how to create documents and explore workflow best practices while working

through practical exercises using the knowledge and skills developed in each chapter to solidify your understanding of the fundamentals. Finally, you'll bring it all together with real-world practical applications by building a fun logo and professional illustration, forming a base for in-depth exploration in your own projects. By the end of this Affinity Designer book, you'll have gained the knowledge and confidence to use Affinity Designer as part of your creative toolset. What you will learn

- Explore the interface and unique UX characteristics of Affinity Designer
- Discover features that allow you to manipulate and transform objects
- Apply color, shading, and effects to create unique compositions
- Employ layers to organize and simplify complex projects
- Use grids, guides, and snapping features as design aids
- Adapt to Affinity Designer's custom workspaces and keyboard shortcuts
- Explore the workflow and design best practices for

more predictable and successful outcomes Identify potential stumbling blocks in your design process and learn how to avoid them Who this book is for This Affinity Designer book is for graphic designers, artists, illustrators, and hobbyists. Anyone curious about Affinity Designer's unique toolset and vector and pixel workflows or looking for cost-effective alternatives to the Adobe suite will find this book useful. Experience in working with other similar tools will be helpful, but not necessary.

Responsive Web Design with HTML5 and CSS3
Apress

Updated and expanded for the new Apple iOS8, *The Business of iOS App Development*, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible

chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a "gold rush" for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS

app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

Mobile HTML5

Pearson Education

Digital Imaging targets anyone with an interest in digital imaging, professional or private, who uses even quite modest equipment such as a PC, digital camera and scanner, a graphics editor such as PAINT, and an inkjet printer.

Uniquely, it is intended to fill the gap between the highly technical texts for academics (with access to expensive equipment), and the superficial introductions for amateurs. The four-part treatment spans

theory, technology, programs and practice. Theory covers integer arithmetic, additive and subtractive color, greyscales, computational geometry, and a new presentation of discrete Fourier analysis; Technology considers bitmap file structures, scanners, digital cameras, graphic editors, and inkjet printers; Programs develops several processing tools for use in conjunction with a standard Paint graphics editor and supplementary processing tools; Practice discusses 1-bit, greyscale, 4-bit, 8-bit, and 24-bit images for the practice section. Relevant QBASIC code

is supplied an accompanying CD and algorithms are listed in the appendix. Readers can attain a level of understanding and the practical insights to obtain optimal use and satisfaction from even the most basic digital-imaging equipment.

The Mobile Web National Geographic Books

Learn to apply new digital design technologies at your own firm with this practical and insightful resource *Digital Sketching: Computer-Aided Conceptual Design* delivers a comprehensive and insightful examination of how architects and other design professionals can best use digital design technology to become better designers. Celebrated professional, professor, and author John Bacus provides readers with practical and timely information on

emerging digital design technologies and their effect on professional practice. By focusing on the big picture, this rigorous survey of conceptual design technology offers professionals realistic strategies for reclaiming time for design in the ever increasing speed of project delivery. This book helps architects (and others like them) learn to use digital sketching techniques to be better designers, right from the project 's very first sketch. As part of the groundbreaking *Practical Revolutions* series of books, *Digital Sketching* furthers the conversation of the practical deployment of emerging technologies in the building industries. This book provides readers with the information they need to evaluate digital design technology and decide whether or not to adopt and integrate it into their own processes. Readers will receive: An accelerated and accessible

introduction to a highly technical topic Practical and applicable guidance on how to adapt a firm ' s business to adopt new technology without losing the benefit of existing intuition, skill, and experience. Real world implementations of specific techniques in the form of illuminating case studies that include results and lessons learned Perfect for professional architectural designers, Digital Sketching also belongs on the bookshelves of interior designers, landscape architects, urban planners, contractors, and specialty fabricators of every kind. A disciplined sketching practice, especially through the digital methods discussed in this book, is a transformational benefit to anyone who designs and builds for a living.

IOS Core Animation Springer Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and

smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the

mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Values, Units, and Colors
CRC Press

Graphics are key to the user experience of online content, especially now that users are accessing that content on a multitude of devices: smartphones, tablets, laptops, and desktops. This book provides foundational methodology for optimal use of graphics that begins with HTML and CSS, and delves into the worlds of typography, color, transparency, accessibility, imagery, and layout for

optimal delivery on all the different devices people use today. It serves beginners and intermediate web builders alike with a complete foundation needed to create successful illustrative and navigational imagery for web and mobile.

Coverage includes: lessons on typography, icons, color, and images the latest information on HTML5, CSS3, and other modern technologies in-depth exploration of image formats: GIF, PNG, JPEG, and SVG ways to employ adaptive strategies for responsive web design Expert Guide to the New iPad Apress

Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this

guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5. Takes you through the steps for building web applications for the iPhone and Android. Details how to enhance your app through faster launching, touch vs. click,

storage capabilities, and a cache. Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more. Shares tips for creating hybrid apps that run natively. If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.

[Learning IOS Programming](#)
Springer Science & Business Media

This book will lead you, step by step 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!

Digital Sketching John Wiley & Sons

There is no product on the planet that enjoys the devotion of a Macintosh computer.

Famously dedicated to their machines, many Mac fans eat, sleep, and breathe Macintosh.

The Cult of Mac is the first book about Macintosh culture, arguably the largest distinct subculture in computing. Written by Wired News managing editor Leander Kahney, The Cult of Mac is an in-depth look at Mac users and their unique, creative, and often very funny culture.

Like fans of a football team or a rock group, Macintosh fans have their own customs, with clearly defined obsessions, rites and passages. From people who get Mac tattoos and haircuts, to those who furnish their apartments with empty Mac boxes, this book details Mac fandom in all of its forms. The paperback edition includes an all-

new chapter about the iPod, updates throughout, and new photos that reflect current Apple technology.

Handbook of Biometric Anti-Spoofing John Wiley & Sons

Corona SDK is one of the most popular app and game mobile development

platforms in the world, and

Learn Corona SDK Game

Development walks you

through creating a full-featured Corona game from scratch to the App Store.

You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use

controls like multitouch, accelerometer, and

gyroscope. You'll also learn

how to use Box2D (Corona physics under the hood),

and how to add sound

effects and music. As you're

polishing your game, you'll

also learn about ads, in-app

purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, *Learn Corona SDK Game Development* explains just what you need to launch your career as a mobile game developer.

Swift Development with Cocoa "O'Reilly Media, Inc." Describes how to use Xcode tools, the Objective-C programming language, and the core frameworks to build several sample applications. [Learning Cocoa with Objective-C](#) "O'Reilly Media, Inc."

Templates are among the most powerful features of C++, but they remain misunderstood and underutilized, even as the C++

language and development community have advanced. In *C++ Templates, Second Edition*, three pioneering C++ experts show why, when, and how to use modern templates to build software that 's cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details

and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today ' s most effective idioms and techniques Reuse source code without compromising performance or safety Benefit from utilities for generic programming in the C++ Standard Library Preview the upcoming concepts feature The companion website, tmplbook.com, contains sample code and additional updates.

ePublishing with InDesign CS6 Rawewan M. This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by

Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Up! "O'Reilly Media, Inc." Do you want to build mobile games, but lack game development experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity ' s features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you ' ll learn hands-on how to build 2D and 3D games from scratch that will hook and delight players. If you have basic programming skills, you ' re ready to get

started. Explore the basics of Unity, and learn how to structure games, graphics, scripting, sounds, physics, and particle systems Use 2D graphics and physics features to build a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity ' s advanced features, such as precomputed lighting, shading, customizing the editor, and deployment iOS Game Development David Bergsland

This authoritative and comprehensive handbook is the definitive work on the current state of the art of Biometric Presentation Attack Detection (PAD) – also known as Biometric Anti-Spoofing. Building on the success of the previous, pioneering edition, this

thoroughly updated second edition has been considerably expanded to provide even greater coverage of PAD methods, spanning biometrics systems based on face, fingerprint, iris, voice, vein, and signature recognition. New material is also included on major PAD competitions, important databases for research, and on the impact of recent international legislation. Valuable insights are supplied by a selection of leading experts in the field, complete with results from reproducible research, supported by source code and further information available at an associated website. Topics and features: reviews the latest developments in PAD for fingerprint biometrics, covering optical coherence tomography (OCT)

technology, and issues of interoperability; examines methods for PAD in iris recognition systems, and the application of stimulated pupillary light reflex for this purpose; discusses advancements in PAD methods for face recognition-based biometrics, such as research on 3D facial masks and remote photoplethysmography (rPPG); presents a survey of PAD for automatic speaker recognition (ASV), including the use of convolutional neural networks (CNNs), and an overview of relevant databases; describes the results yielded by key competitions on fingerprint liveness detection, iris liveness detection, and software-based face anti-spoofing; provides analyses of PAD in fingervein recognition, online

handwritten signature verification, and in biometric technologies on mobile devices includes coverage of international standards, the E.U. PSDII and GDPR directives, and on different perspectives on presentation attack evaluation. This text/reference is essential reading for anyone involved in biometric identity verification, be they students, researchers, practitioners, engineers, or technology consultants. Those new to the field will also benefit from a number of introductory chapters, outlining the basics for the most important biometrics. [Programming the Mobile Web](#) Packt Publishing Ltd Adobe 's Lightroom has emerged as a must-have software due to its powerful editing tools and time saving organizational capabilities but

how you establish a personalized, creative workflow that optimizes this technology, your time, and your art eludes most photographers. Jason Bradley, award-winning photographer and Lightroom pro, shares the answers to these questions in this practical and easy to follow guide that taps into the "how" and the "why" of a professional photographer's creative workflow in Lightroom. Bradley will show you how all workflows can be simplified into three steps: establishing, managing, and rendering the file, alongside stunning photographs and explanations from his own experiences. This book will not only teach you how to work within Lightroom but, ultimately, how to make Lightroom work for you. Learn Design for iOS Development O'Reilly Media This is a major update for me. The ePUB production techniques have changed quite

a bit: both for fixed layout and for reflowable ePUBs. Many of the changes I've been waiting for with ePUB production have been implemented. InDesign now stands at the top of the heap for book production in general and ePUB production in particular. You do not need to know code, though understanding how HTML and CSS works will aid your conceptual understanding. I was lukewarm about FXL until I realized that the new fixed layout ePUBs would show gradient paragraph rules, gradient strokes and fills in tables, and much more. The only major things we're missing are justification and hyperlinked test does not work in FXL. The exported ePUBs upload flawlessly to the iBooks Store and Kobo Writing Life. Finally, the 21st century book publishing software we need is within our grasp. There's still more to come, but this version is very good.

The Business of iPhone and iPad
App Development Microsoft
Press

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with

documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing Reskin Game In A Day "O'Reilly Media, Inc." 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.