

New Ipad Resolution Dpi

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iOS Game Development Universal Access in Human-Computer Interaction: Applications and Services for Quality of Life Sams Teach Yourself iPad™ 2 in 10 Minutes offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you ' ll learn everything you need to use your iPad 2 to get online, get apps, use the Web, manage email, use maps, books, photos, music, video – anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Use FaceTime for personal video phone calls and conferences Take photos and make video clips with the front-facing and rear-facing cameras Manage settings for the iPad 2 Use iTunes to buy and synchronize multimedia—music, videos, movies, documents and more—between the computer and the iPad 2 Hook up to external devices such as a camera, a presentation screen, TV, or HDTV. Use Safari to access the Web Use email of many kinds, including Gmail, with and without a live connection Manage personal information with the Calendar, Contacts, and Notes Use the Maps app for local searches and navigation Get full-screen iPad apps, as well as iPhone-sized apps

from the App Store Use iBooks and the iBooks Store Get and play music on iPad Use the iWork apps for creating presentations and working with numbers Category: iPad Covers: Apple Digital Media User Level: Beginning

Beginning Flash, Flex, and AIR Development for Mobile Devices

McGraw Hill Professional

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

How to Launch a Magazine in this Digital Age Que Publishing

Offers information on using the iPad for business, covering such topics as connecting to a network, syncing email, using productivity apps, and managing a project.

Writing In InDesign CC 2014 Producing Books Sams Publishing

Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google

Android, Apple iOS, and BlackBerry platforms.

Plus, hands-on instructions detail how to leverage the unique hardware and software features that are available to each various device and platform. Serves an ideal starting point for learning to create rich, interactive applications for mobile devices Includes hands-on examples that demonstrate how to best use the variety of hardware and software features Escorts you through mobile app concept to completion with sample code and step-by-step instructions Discusses such topics as enabling multitouch; developing for multiple screen sizes; maintaining app data; and much more Start building standalone mobile applications today with Beginning Flash, Flex, and AIR Development for Mobile Devices.

Your iPad at Work (Covers iOS 6 on iPad 2, iPad 3rd/4th generation, and iPad mini) Springer Supercharge your business effectiveness with any model of iPad – in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you ' re a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 7 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + Cellular Internet connectivity. It ' s packed with easy, nontechnical business solutions you can use right now – each presented with quick, foolproof, full-color instructions. Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad ' s latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you! Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today ' s most powerful iPad business apps Manage your contacts and relationships with a Contact Relationship Manager (CRM) app Do your word processing, spreadsheet, and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files, from Microsoft Office to Adobe PDF Use your iPad more efficiently on the road and while traveling Manage your company ' s social networking presence from your tablet Participate in real-time video calls and virtual meetings using FaceTime, Skype, or another app Create and distribute iPad content, or have a custom app developed for your business Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini) David

Bergsland

Understanding Computers: Today and Tomorrow gives your students a classic introduction to computer concepts with a modern twist! Known for its emphasis on industry insight and societal issues, this text makes concepts relevant to today's career-focused students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Your iPad at Work John Wiley & Sons

Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today's e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication. Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product. Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications. Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers. ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

ePublishing with InDesign CS6 "O'Reilly Media, Inc."

A full-color guide to designing cutting-edge web sites for the iPhone, iPad, and iPod touch! Apple's touchscreen devices have created worldwide techno-lust, conjuring a record-breaking market out of thin air. iPads, iPhones, and iPods are so in demand that they outsell every other device in their categories. If your website is not designed to take advantage of the extraordinary new capabilities of these popular devices, then you will miss out on an increasingly important part of your audience. With all the focus on the App Store (thanks to the ubiquitous "There's an App for that..." ad campaign), you could be forgiven for

overlooking the fact that the single most popular app on the iPhone and iPad is Safari. That's right. The humble web browser that comes installed on every iOS device, ready to surf at the flick of a finger. This is where iPhone & iPad Web Design For Dummies comes in. Based on real-world experience, this guide (written in a language that real human beings can read) shows you how to use HTML5, CSS3, and jQuery to produce interactive websites that will delight your users and keep them coming back for more. You'll discover how to plan the perfect mobile web experience, create interactivity and multimedia, test and optimize your creations, and publish and market your final design with iPhone & iPad Web Design For Dummies! Sams Teach Yourself iPad 2 in 10 Minutes "O'Reilly Media, Inc."

Discover hacks to quickly get started with Procreate with the help of this color guide and learn how to use it on an iPad to create exquisite illustrations and animations. Key Features Follow step-by-step instructions and tips on how to use Procreate to get the most out of it. Work through hands-on tutorials with real artwork that will boost your confidence to explore Procreate further. Highly recommended for iPad users who want to be able to paint on the go. Book Description Procreate is robust, industry-grade painting software that is extremely versatile yet an affordable alternative to subscription-based applications. If you're new to Procreate, Get Set Procreate 5 will help you get up to speed with creating professional illustrations in no time. Complete with step-by-step instructions, detailed explanations, and practical application guidelines, this easy-to-follow guide will cover the ins and outs of Procreate 5.2 and show you how to use each feature effectively. You'll learn how to draw using assistive tools, apply effects, create animations, and develop amazing artwork by implementing the skills learned throughout the book. Once you've got to grips with the new features of Procreate 5 for creating beautiful illustrations, animations, and graphics, you'll be able to explore the tools at your disposal and even create your own brushes, shortcuts, and menus to work efficiently. By the end of this Procreate book, you'll be able to navigate the application confidently and take your artwork to a new level. What you will learn Become well-versed with the fundamentals of Procreate Personalize the Procreate application to suit your workflow Gain preliminary knowledge of the tool to further explore it for your artwork Speed up your workflow with gestures and shortcuts Explore, edit, and create a wide range of brushes with the help of Brush Library and Brush Studio Use assisted drawing tools to enhance your accuracy Learn animation using Procreate's Animation Assist tools Get up-to-date with the new features of Procreate 5.2 like Page Assist and 3D painting. Who this book is for If you're a beginner who wants to start illustrating professionally on Procreate, but feel lost about where to start, this is the right book for you! Start learning right from the very basics, and build up your knowledge step-by-step. This book is also a perfect fit for experienced illustrators/animators accustomed to other software like Photoshop, who would like to pick up a new skill.

Sams Teach Yourself iPad in 10 Minutes Apress

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

Frontiers Media SA

To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of previously unpublished information about the iOS platform. The text focuses on the concrete requirements of game developers, presenting in-depth details on each step in the mobile game development process. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It also covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine. To better understand the explanations, the author encourages you to access more than 30 iOS example apps from his website. Each app represents a small piece of the complex field of game development in a straightforward manner. The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions. Suitable for both newcomers and more advanced developers, this color book helps you get started with iOS game development. By following the book's clear descriptions and example programs, you will understand how to implement the fundamentals in smaller game projects and be able to create your first game for the App Store.

Cocos2d-x Cookbook Que Publishing

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 text 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.

Human Systems Engineering and Design CRC Press
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.

What is e-book? Apress

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.

Creating Mobile Apps with jQuery Mobile - Second Edition Editora Casa do C ó digo

Artists have always looked for new ways of making images and today's technology offers a whole range of exciting possibilities. This practical book shows you how an Apple iPad and stylus can transform the way you paint and draw the human figure. As an accessible and convenient device, the iPad can simulate the practical materials you know whilst discovering and exploring further possibilities to bring your subject and ideas to life. Combining the skills of rendering the human figure with the potential of the iPad, this book is a must-have for all artists new to this medium and all iPad owners keen to start painting the body. The book introduces the basic approaches of observational drawing and painting from the figure whilst guiding you through some of the many available apps, in particular Procreate, and explains how to start making images quickly and easily. It stresses the significance and use of layers, as well as selecting and adapting brushes, working with the palette, storing colour, styluses, saving, sending and sharing. It then suggests how to see and record the figure, focusing on measuring and proportion, tone, line drawing and colour. Illustrated examples explain what to look for in the figure and how to render it, offering practical advice in order to encourage dynamic individual development. Superbly illustrated with 169 illustrations.

Life Drawing on the iPad Peachpit Press

This book details the state-of-the-art of research and development in design computing and design cognition. It features more than 35 papers that were presented at the Sixth International Conference on Design Computing and Cognition, DCC ' 14, held at University College, London, UK. Inside, readers will find the work of expert researchers and practitioners that explores both advances in theory and application as well as demonstrates the depth and breadth of design computing and design cognition. This interdisciplinary coverage, which includes material from international research groups, examines design synthesis, design

cognition, design creativity, design processes, design theory, design grammars, design support and design ideation. Overall, the papers provide a bridge between design computing and design cognition. The confluence of these two fields continues to build the foundation for further advances and leads to an increased understanding of design as an activity whose influence continues to spread. As a result, the book will be of particular interest to researchers, developers and users of advanced computation in design and those who need to gain a better understanding of designing that can be obtained through empirical studies.

How to Read a Nautical Chart, 2nd Edition

(Includes ALL of Chart #1) "O'Reilly Media, Inc." Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning iOS 5 Games

Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. Programming the Mobile Web John Wiley & Sons Your iPad at Work iOS 6 on iPad 2 and iPad 3rd generation Supercharge your business effectiveness with any model of iPad—in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you ' re a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 6 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + 3G/4G Internet connectivity. It ' s packed with easy , nontechnical business solutions you can use right now—each presented with quick, foolproof, full-color instructions.

Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad ' s latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you!

- Secure your iPad with passwords and data encryption
- Connect your iPad to a wireless printer
- Discover today ' s most powerful iPad business apps
- Manage your contacts and relationships with a Contact Relationship Manager (CRM) app
- Do your word processing, spreadsheet and database management while on the go
- Access your email and surf the Web from almost anywhere
- Make winning sales and business presentations from your iPad
- Read PC and Mac files, from Microsoft Office to Adobe PDF
- Use Siri as your virtual assistant to control your iPad using your voice
- Use your iPad more

- efficiently on the road and while traveling
- Manage your company ' s social networking presence from your tablet
- Participate in real-time video conferences and virtual meetings using FaceTime, Skype, or another app
- Print wirelessly from your iPad to almost any printer
- Create and distribute iPad content, or have a custom app developed for your business
- Add hardware and accessories that make your iPad even more useful

Values, Units, and Colors John Wiley & Sons Nearly everything you do with CSS involves units for determining the look and formatting of your web page elements. With this concise guide, you ' ll learn how to work with an array of units—including measurements and keywords—that help you define color, text, distance between elements, location of external files, and other values. This book contains chapters from the upcoming fourth edition of CSS: The Definitive Guide. When you purchase either the print or the ebook edition of Values, Units, and Colors, you ' ll receive a significant discount on the entire Definitive Guide when it ' s released. Why wait when you can learn how to use units and other key CSS3 features right away? Use RGB or HSL values to mix your own colors, and designate the degree of opacity Learn how to apply global keywords introduced in CSS3 Use string values to wrap a sequence of text characters in quotes Describe margins, letter spacing, and other properties, with either fixed or relative length units Understand how number, integer, and percentage values differ Explore CSS3 unit types for describing display resolution Use time values for transitions and animations Learn Corona SDK Game Development CRC Press

Hand Lettering on the iPad with Procreate is the ultimate guide to every step of the digital hand lettering process. Using the versatile and intuitive iPad drawing and design app Procreate, author and noted lettering instructor Liz Brown composes a series of fun and easy lettering projects that will build confidence by giving all the necessary tools to create gorgeous compositions from the ground up. Each project comes with its own Procreate brush downloads so users can follow along to create their own unique hand lettered quotes, words, and phrases.

Featuring step-by-step lessons including:

- Finding inspiration with color palettes and letterforms for unique styles

- Using Procreate tools for creating and decorating letters

- Tips and tricks for adding textures, layers, shading, and depth to lettering projects

- Creative ideas for jazzing up space around letters

And much, much more! Whether you ' re a beginner interested in learning a fun new skill, or an experienced letterer ready to start creating on

your iPad, this book will give you everything you need to take the next step in your iPad hand lettering journey.