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Everything you need to know about developing hardware-accelerated 3D graphics with WebGL! As the newest technology for creating 3D graphics on the web, in both games, applications, and on regular websites, WebGL gives web developers the capability to produce eye-popping graphics. This book teaches you how to use WebGL to create stunning cross-platform apps. The book features several detailed examples that show you how to develop 3D graphics with WebGL, including explanations of code snippets that help you understand the why behind the how. You will also develop a stronger understanding of WebGL development from coverage that: • Provides a comprehensive overview of WebGL and shows how it relates to other graphics-related technologies • Addresses important topics such as the WebGL graphics pipeline, 3D transformations, texturing and lighting • Teaches you how to write vertex shaders and fragment shaders for WebGL • Includes a lot of useful guidelines, tips, and tricks for WebGL performance optimizations Professional WebGL Programming is the first book on the market to delve into this fascinating topic and it puts you on your way to mastering the possibilities that exist with WebGL.

This Reese Witherspoon Book Club Pick and New York Times bestseller is "a captivating story of love lost and found" (Kirkus Reviews) set in the lush Sicilian countryside, where one woman discovers the healing powers of food, family, and unexpected grace in her darkest hours. It was love at first sight when actress Tembi met professional chef, Saro, on a street in Florence. There was just one problem: Saro's traditional Sicilian family did not approve of his marrying a black American woman. However, the couple, heartbroken but undeterred, forged on. They built a happy life in Los Angeles, with fulfilling careers, deep friendships, and the love of their lives: a baby girl they adopted at birth. Eventually, they reconciled with Saro's family just as he faced a formidable cancer that would consume all their dreams. From Scratch chronicles three summers Tembi spends in Sicily with her daughter, Zoela, as she begins to piece together a life without her husband in his tiny hometown hamlet of farmers. Where once Tembi was estranged from Saro's family, now she finds solace and nourishment—literally and spiritually—at her mother-in-law's table. In the Sicilian countryside, she discovers the healing gifts of simple fresh food, the embrace of a close knit community, and timeless traditions and wisdom that light a path forward. All along the way she reflects on her and Saro's romance—an incredible love story that leaps off the pages. In Sicily, it is said that every story begins with a marriage or a death—in Tembi Locke's case, it is both. "Locke's raw and heartfelt memoir will uplift readers suffering from the loss of their own loved ones" (Publishers Weekly), but her story is also about love, finding a home, and chasing flavor as an act of remembrance. From Scratch is for anyone who has dared to reach for big love, fought for what mattered most, and those who needed a powerful reminder that life is...delicious.

Sketching User Experiences approaches design and design thinking as something distinct that needs to be better understood—by both designers and the people with whom they need to work—in order to achieve success with new products and systems. So while the focus is on design, the approach is holistic. Hence, the book speaks to designers, usability specialists, the HCI community, product managers, and business executives. There is an emphasis on balancing the back-end concern with usability and engineering excellence (getting the design right) with an up-front investment in sketching and ideation (getting the right design). Overall, the objective is to build the notion of informed design: molding emerging technology into a form that serves our society and reflects its values. Grounded in both practice and scientific research, Bill Buxton's engaging work aims to spark the imagination while encouraging the use of new techniques, breathing new life into user experience design. Covers sketching and early prototyping design methods suitable for dynamic product capabilities: cell phones that communicate with each other and other embedded systems, "smart" appliances, and things you only imagine in your dreams Thorough coverage of the design sketching method which helps easily build experience prototypes—without the effort of engineering prototypes which are difficult to abandon Reaches out to a range of designers, including user interface designers, industrial designers, software engineers, usability engineers, product managers, and others Full of case studies, examples, exercises, and projects, and access to video clips that demonstrate the principles and methods

Productivity for Librarians provides tips and tools for organizing, prioritizing and managing time along with reducing stress. The book presents a resources guide for continued learning about and exploration of productivity in relation to individual circumstances featuring motivation, procrastination and time management guidelines. Addressing the unique challenges faced by librarians, the author supplies a balanced view of a variety of tools and techniques for dealing with overwork and stress. There are many books on productivity, but none specifically targeted at library workers. We face unique challenges in our profession and this book will address these This book will not espouse a single approach to dealing with overwork and stress, but will instead present a balanced view of several tools and techniques that are of assistance This book provides a resource guide for continued learning about and exploration of productivity as applied to the reader's individual circumstances. The author has also created an online community for readers to share information and continue their work

This textbook is a guide to success during the PhD trajectory. The first part of this book takes the reader through all steps of the PhD trajectory, and the second part contains a unique glossary of terms and explanation relevant for PhD candidates. Written in the accessible language of the PhD Talk blogs, the book contains a great deal of practical advice for carrying out research, and presenting one's work. It includes tips and advice from current and former PhD candidates, thus representing a broad range of opinions. The book includes exercises that help PhD candidates get their work kick-started. It covers all steps of a doctoral journey in STEM: getting started in a program, planning the work, the literature review, the research question, experimental work, writing, presenting, online tools, presenting at one's first conference, writing the first journal paper, writing and defending the thesis, and the career after the PhD. Since a PhD trajectory is a deeply personal journey, this book suggests methods PhD candidates can try out, and teaches them how to figure out for themselves which proposed methods work for them, and how to find their own way of doing things.

An edition expanded with more than 100 pages of new content offers a blueprint for a better life, whether one's dream is escaping the rat race, experiencing high-end world travel, earning a monthly five-figure income with zero management or just living more and working less.

Map concepts and ideas in domain-driven design (DDD) and transpose them into clean, testable, and quality code that is effective alongside the Laravel framework. This book teaches you how to implement the concepts and patterns present in DDD in the real world as a complete web application. With these tactics and concepts in place, you'll engage in a variety of example applications, built from the ground up, and taken directly from real-world domains. Begin by reviewing foundational stepping stones (with small, manageable examples to show proof of concepts as well as illustrations to conceptualize the more complex topics) of both DDD and Laravel. Specifically, such topics as entities, value objects, developing an ubiquitous language, DTOs, and knowledge discovery. Next, you will dive into some more advanced topics of DDD and use these concepts as a guide to make customizations to the default Laravel installation, giving you an understanding of why these alterations are vital to the DDD and Laravel platform. Finally, you will cover the very powerful Eloquent ORM that comes stock with Laravel and understand how it can be utilized to represent entities, handle repositories, and support domain events. Although there is a basic coverage chapter and a setup tutorial for Laravel (along with a high level intro about the components used within it), Domain-Driven Laravel is best suited to readers who have been at least exposed to the framework and have had the opportunity to tinker around with it. What You'll Learn Utilize a blazing-fast rapid development pipeline built from DDD building blocks and facilitated with Laravel Implement value objects, repositories, entities, anti-corruption layers and others using Laravel as a web framework Apply enhanced techniques for quick prototyping of complex requirements and quality results using an iterative and focused approach Create a base framework (Laravel) that can serve as a template to start off any project Gain insight on which details are important to a project's success and how to acquire the necessary knowledge Who This Book Is For Ideal for for frontend/backend web developers, devops engineers, Laravel framework lovers and PHP developers hoping to learn more about either Domain Driven Design or the possibilities with the Laravel framework. Those with a working knowledge of plain PHP can also gain value from reading this book.

"Many dedicated years working for the NYPD didn't mean much when criminal psychologist Trajan Jones was fired from the force. Now living in exile on a dairy farm in upstate New York, Trajan is reduced to teaching an online course in criminal investigation, along with his partner Mike Li, an expert in DNA evidence. But Trajan is called back to duty when a friend in county law enforcement consults him on the suspicious death of several local kids. They're called "throwaways" because their parents have abandoned them, and the official response to their deaths seems equally callous. Trajan and Mike, armed only with their instincts and the help of a precocious neighborhood boy, fight for justice on behalf of the victims, but it soon puts them in a merciless killer's crosshairs"--

Experimenting with Ethnography collects twenty-one essays that open new paths for doing ethnographic analysis. The contributors—who come from a variety of intellectual and methodological traditions—enliven analysis by refusing to take it as an abstract, disembodied exercise. Rather, they frame it as a concrete mode of action and a creative practice. Encompassing topics ranging from language and the body to technology and modes of collaboration, the essays invite readers to focus on the imaginative work that needs to be performed prior to completing an argument. Whether exchanging objects, showing how to use drawn images as a way to analyze data, or working with smartphones, sound recordings, and social media as analytic devices, the contributors explore the deliberate processes for pursuing experimental thinking through ethnography. Practical and broad in theoretical scope, Experimenting with Ethnography is an indispensable companion for all ethnographers. Contributors. Patricia Alvarez Astacio, Andrea Ballestero, Ivan da Costa Marques, Steffen Dalsgaard, Endre Dányi, Marisol de la Cadena, Marianne de Laet, Carolina Domínguez Guzmán, Rachel Douglas-Jones, Clément Dréano, Joseph Dumit, Melanie Ford Lemus, Elaine Gan, Oliver Human, Alberto Corsín Jiméñez, Graham M. Jones, Trine Mygind Korsby, Justine Laurent, James Maguire, George E. Marcus, Annemarie Mol, Sarah Pink, Els Roding, Markus Rudolfi, Ulrike Scholtes, Anthony Stavrianakis, Lucy Suchman, Katie Ulrich, Helen Verran, Else Vogel, Antonia Walford, Karen Waltp, Laura Watts, Brit Ross Winthereik

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