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### SGABT9 - CASSIUS CARLIE

The must-have guidebook for creating great food photographs! The Complete Guide to Food Photography is a visually stunning, eminently useful, and comprehensive resource for creating fantastic food photographs. In this book, professional food photographer Lauren Short teaches you her entire image-making process, as she covers lighting, composition, styling, storytelling, editing, and processing great food photographs. In the first part of the book, Lauren covers the core concepts, where you'll learn: \* How to work with both natural and artificial light (as well as modifiers) \* The tools, guides, and rules of composition for food photography \* Techniques, tips, and tricks for styling your food so it looks its best \* How to build a story with the use of backgrounds, props, and other supporting elements \* Processing, retouching, and compositing techniques to finish your image Additionally, Lauren explains the why behind her creative decisions. By understanding her decision-making process and walking through her problem-solving techniques, you'll become better equipped to make informed creative decisions so you can excel at food photography, no matter what scenarios you encounter. In the second part of the book, Lauren walks you through multiple case studies of complete, start-to-finish shoots so that you can see every aspect of her image-making process and understand how it all comes together. Each case study also includes a link to a full video for each shoot so that you can easily follow along. Filled with beautiful imagery as well as behind-the-scenes photos and helpful diagrams, The Complete Guide to Food Photography is a must-have for any food photographer looking to create images that stand out from the crowd.

The GIMP is a free alternative to Photoshop that can be used for photo retouching, image composition, and image authoring. With this new book, artists and graphics professionals will learn how to use the GIMP and its tools to produce specific effects.

Presents a guide to the 3D design tool which uses three representative models to demonstrate such techniques as object manipulation, texture mapping, lighting, rendering, sculpting, and compositing.

The Linux Professional Institute (LPI) is the leader in obtaining the independent, vendor-neutral certification that provides proof of the necessary skills in demand by IT departments. LPI Linux Certification in a Nutshell is written with the LPI exams in mind by including information on the required Topics and Objectives. Beyond preparing to pass the LPIC Level 1 exams, this book provides an excellent understanding of Linux concepts and functions. LPI Linux Certification in a Nutshell prepares system administrators for both of the General Linux LPIC Level 1 exams (101 and 102). The book is divided into two parts (one for each of the LPIC Level 1 exams), and each part features a summary of the exam, a Highlighter's Index, labs, suggested exercises, and practice exams. Part 1 covers Exam 101: GNU and Unix commands; devices, Linux filesystems, and the filesystem hierarchy standard; boot, initialization, shutdown, and run levels; documentation; and administrative tasks. Part 2 covers Exam 102: hardware and architecture; Linux installation and package management; the Linux kernel; text editing, processing, and printing; shells, scripting, programming, and compiling; the X Window System; networking fundamentals; network services; and security. While this book is designed to help system administrators prepare for the LPI certification exams, the tutorial-style approach will help newbies learn more about their Linux system. For those preparing to take the LPI certification exams, this book will prove to be invaluable in its scope and breadth.

The GIMP User Manual. 656 pages paperback print edition of the latest electronic manual for GIMP version 2.4 and higher. Written by the Gimp DocumentationTeam and officially released at gimp.org. GIMP, the GNU Image Manipulation Program, is a free Photo and Image Software for Photo Retouching, Image Composition and Image Authoring.

This work follows the 2021 curriculum of the Association for Computing Machinery for specialists in Data Sciences, with the aim of producing a manual that collects notions in a simplified form, facilitating a personal training path starting from specialized skills in Computer Science or Mathematics or Statistics. It has a bibliography with links to quality material but freely usable for your own training and contextual practical exercises. First of a series of books, it covers methodological aspects, data acquisition, management and cleaning, analysis and visualization. It describes the CRISP DM methodology, the working phases, the success criteria, the languages and the environments that can be used, the application libraries. Since this book uses Orange for the application aspects, its installation and widgets are described. Dealing with da-

ta acquisition, the book describes data sources, the acceleration techniques, the discretization methods, the security standards, the types and representations of the data, the techniques for managing corpus of texts such as bag-of-words, word-count, TF-IDF, n-grams, lexical analysis, syntactic analysis, semantic analysis, stop word filtering, stemming, techniques for representing and processing images, sampling, filtering, web scraping techniques. Examples are given in Orange. Data quality dimensions are analysed, and then the book considers algorithms for entity identification, truth discovery, rule-based cleaning, missing and repeated value handling, categorical value encoding, outlier cleaning, and errors, inconsistency management, scaling, integration of data from various sources and classification of open sources, application scenarios and the use of databases, datawarehouses, data lakes and mediators, data schema mapping and the role of RDF, OWL and SPARQL, transformations. Examples are given in Orange. The book is accompanied by supporting material and it is possible to download the project samples in Orange and sample data.

Presents digital photography for people who use the Nikon D90. This book shows you how to capture decisive moments, including fast-moving objects, and discover ways to use a flash indoors and outdoors. It lets you learn about different lenses, and the best time to use them. It discusses the use the D90's ability to shoot high definition video.

The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

Millions of images are uploaded to social media every day, and students are increasingly being asked to participate in such image-rich research projects as websites and blogs. Image manipulation and photo editing are commonplace, but the visual literacy skills needed to detect that kind of misinformation aren't. College students need help learning how to find, evaluate, and use images in an ethical and effective manner. Digital Visual Literacy is designed to introduce visual literacy to instructional librarians. This concise introduction teaches visual literacy as a digital skill, complete with digital humanities-based workshops and assignments to make instruction informative and engaging. It covers all aspects of visual literacy, from copyright to image evaluation. Each chapter clearly explains visual literacy standards and proficiencies and offers practical instructional assignments, in-class demonstrations, and more through the use of digital humanities tools.

Photoshop Elements 13 looks sharper, performs better, and has more sophisticated photo-editing and slideshow features than previous versions—but knowing which tools to use when can be confusing. The new edition of this bestselling book removes the guesswork. With candid, jargon-free advice and step-by-step guidance, you'll get the most out of Elements for everything from sharing and touching-up photos to fun print and online projects. The important stuff you need to know: Get to work right away. Import, organize, edit, crop, and color-correct your photos with ease. Retouch any image. Repair and restore old and damaged photos, and patch undesirable areas with Content-Aware Fill. Add pizzazz. Dress up your photos with dozens of filters, layer styles, and special effects. Create the perfect picture. Seamlessly insert people and objects from other photos, using Photomerge Compose. Share your photos. Use new methods to quickly create and email stunning slideshows to friends. Use your words. Make greeting cards, calendars, and flyers by adding text to images. Unleash your creativity. Design photo books, scrapbooks, collages, and other projects.

GIMP is a multi-platform photo manipulation tool. GIMP is an acronym for GNU Image Manipulation Program. The GIMP is suitable for a variety of image manipulation tasks, including photo retouching, image composition, and image construction. GIMP has many capabilities. It can be used as a simple paint program, an expert quality photo retouching program, an online batch processing system, a mass production image renderer, an image format converter, etc. GIMP is expandable and extensible. It is designed to be augmented with plug-ins and extensions to do just about anything. The advanced scripting interface allows everything from the simplest task to the most complex image manipulation proce-

dures to be easily scripted. One of The GIMP's strengths is its free availability from many sources for many operating systems. Most GNU/Linux distributions include The GIMP as a standard application. The GIMP is also available for other operating systems such as Microsoft Windows or Apple's Mac OS X (Darwin). This reference manual is based on the online manual. It contains only the first half of it due to physical book size restrictions. Chapter 16 to 18 are included in this volume. Chapter 1-15 are included in the first volume. To keep it consistent with the online manual we did not change the index or page numbering. It is highly suggested to get both volumes (1/2 and 2/2) together.

Make the most out of the world's first truly compact computer! It's the size of a credit card, it can be charged like a smartphone, it runs on open-source Linux, and it holds the promise of bringing programming and playing to millions at low cost. And now you can learn how to use this amazing computer from its co-creator, Eben Upton, in Raspberry Pi User Guide. Cowritten with Gareth Halfacree, this guide gets you up and running on Raspberry Pi, whether you're an educator, hacker, hobbyist, or kid. Learn how to connect your Pi to other hardware, install software, write basic programs, and set it up to run robots, multimedia centers, and more. Gets you up and running on Raspberry Pi, a high-tech computer the size of a credit card Helps educators teach students how to program Covers connecting Raspberry Pi to other hardware, such as monitors and keyboards, how to install software, and how to configure Raspberry Pi Shows you how to set up Raspberry Pi as a simple productivity computer, write basic programs in Python, connect to servos and sensors, and drive a robot or multimedia center Adults, kids, and devoted hardware hackers, now that you've got a Raspberry Pi, get the very most out of it with Raspberry Pi User Guide.

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As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: -Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo -Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders -Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering -Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

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version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

The authors comprehensively cover GIMP by teaching readers all aspects ranging from installing to scripting to working faster and more efficiently through shortcuts. Features a 32-page Color Studio with inspiring images readers can create by learning all of the program's techniques in the book. The CD-ROM contains core GIMP software, plug-ins, and libraries that add file formats and effects to harness the power of this expandable and extensible program.

The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

A two-in-one guidebook and reference manual to the free graphics-editing program provides a comprehensive introduction to GIMP's many features while offering step-by-step instructions for a series of projects that encompass photo retouching, logo animation and website visuals. Original.

This work follows the 2021 curriculum of the Association for Computing Machinery for specialists in Data Sciences, with the aim of producing a manual that collects notions in a simplified form, facilitating a personal training path starting from specialized skills in Computer Science or Mathematics or Statistics. It has a bibliography with links to quality material but freely usable for your own training and contextual practical exercises. Second of a series of books, it covers methodological aspects, analysis and visualization. It describes the CRISP DM methodology, the working phases, the success criteria, the languages and the environments that can be used, the application libraries. Since this book uses Orange for the application aspects, its installation and widgets are described. In visualization, historical notes are made, and next the book describes the characteristics of an effective visualization, the types of messages that can be conveyed, the Grammar of Graphics, the use of a graph and a dashboard, the software and libraries that can be used, the role and use of color. 55 types of graphs are then analyzed, reporting meaning, use, examples and visual dimensions also with a vocabulary of graphs and summary tables. Examples are given in Orange and the possible use of Python with Orange is explained. Visualization-based inference is discussed, exploratory and confirmatory analysis is defined and techniques are reported. The book is accompanied by supporting material and it is possible to download the project samples in Orange and sample data.

Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your

own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

With the ever-increasing competitions in digital painting how do you think you can stand out and be noticed? Painting with GIMP is a compilation made to help painting artists do more in their field. It teaches them how to post results in a short while. The birth of GNU GIMP has made digital painting easier and more interesting than before. Learn how it can help you. Topics covered in this book: The Selection: Feathering, Making a Selection Partially Transparent, Creating and Using Selections, Moving a Selection, Adding or subtracting selections. The QuickMask: Overview, Properties, Using QuickMask Mode. Paths: Path Creation, Path Properties, Paths and Selections, Transforming Paths, Stroking a Path, Paths and Text, Paths and SVG files Brushes: Adding New Brushes, The GIH Dialog Box, Varying brush size, How to vary the height of a brush, Creating a brush quickly. Drawing Simple Objects: Drawing a Straight Line, Creating a Basic Shape. Plus Others: Gradients, Patterns, Presets, Palettes, Colormap. Bonus: you will get a 939-page GIMP book for free after purchase.

Image editing is a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.8 for Photographers is a beginner's guide to the only open source image editing tool that provides a no-cost alternative to expensive programs such as Photoshop. Topics include the new user interface and tools, the basics of image editing and simple adjustments, advanced techniques using layers and masks, developing RAW images, working with the improved text tool, and preparing high-quality black-and-white images. The most important editing functions are presented in individual, easy-to-follow workshops. A bonus section on the included DVD describes special techniques for web graphics. GIMP 2.8 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP.

Have you always wanted to do the things the pro's are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned! Everything will be shown in easy to follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing "plug-in" suite, used by professional photographers. The Google Nik Collection and its integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white plugin on the market, and you will learn how to sharpen images and remove noise. We'll look at making vignettes, and HDR photography. We'll look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called "frequency separation", and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and it's direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to

keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands.

Demonstrates the image editing functions of GIMP 2, covering such topics as scanning and editing an image, using layers and masks, and working with black-and-white images.

Quickly design and develop compelling user interfaces for your Android applications.

Learn the fundamentals of version control through step-by-step tutorials that will teach you the ins-and-outs of Git. This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into three parts - Version Control, Project Management and Teamwork - this book reveals what waits for you in the real world and how to resolve the problems you may run into. Once past the basics of Git, you'll see how to manage a software project, and finally how to utilize Git and GitHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics. Beginning Git and GitHub will help you cover all the bases right at the start of your career. What You'll Learn Review basic and advanced concepts of GitApply Project Management skills using GitHub Solve conflicts or, ideally, avoid them altogetherUse advanced concepts for a more boosted workflow Who This book Is For New developers, developers that have never worked in a team environment before, developers with basic knowledge of Git or GitHub, or anyone who works with text documents.

This book is part of a series entitled A Quick Guide To, and does just this. In this book series, you have the opportunity to get started on a particular topic in less than 60 minutes, delving right into the information that you really need. Of course, you can, after reading this book, move-on to more comprehensive books; however, quite often, you may have little time to complete a project or to get comfortable with a topic fast. In this book entitled A Quick Guide to Procedural Levels with Unity, you will discover how to create your game levels from your code using simple techniques, use text, images and XML file to design your levels and save you a lot of time in the process using a hands-on approach where you learn and practice as you go.

When photographing people, you can have a great composition, perfect light, and the right camera settings, but if your subject doesn't look right—if the pose is off—the shot will not be a keeper. Posing is truly a crucial skill that photographers need to have in order to create great photographs. If you're looking to improve your ability to pose your subjects—whether they're men, women, couples, or groups—best-selling author and photographer Lindsay Adler's *The Photographer's Guide to Posing: Techniques to Flatter Everyone* is the perfect resource for you. In the first half of *The Photographer's Guide to Posing*, Lindsay discusses how the camera sees, and thus how camera angle, lens choice, and perspective all affect the appearance of your subject. Lindsay then covers things that ruin a pose—such as placement of the hands, and your subject's expression and posture. Next, Lindsay dives into "posing essentials," outlining her approach to start with a "base pose," then build on that to create endless posing opportunities. She also discusses posing the face—with specific sections dedicated to the chin, jaw, eyes, and forehead—as well as posing hands. In the second half of the book, Lindsay dedicates entire chapters to posing specific subject matter: women, men, couples, curly women, families and small groups, and large groups. In each chapter, Lindsay addresses that subject matter's specific challenges, provides "go-to poses" you can always use, and covers how to train the eye to determine the best pose for your subject(s). Lindsay also teaches you how to analyze a pose so that you can create endless posing opportunities and continuously improve your work.

This second edition of a book/CD-ROM guide to installing and running Red Hat Linux on a PC has been upgraded to cover installation and configuration of Red Hat version 7.2, with improved sections on how to use the GNOME and KDE desktop environments and the use of the Red Hat Package Manager. The two CD-ROMs contain tools needed to install and configure a Red Hat Linux system. The book is written for first-time Linux users. McCarty teaches management information systems at Azusa Pacific University. Annotation copyrighted by Book News, Inc., Portland, OR.

Get the concise information you need to start using OS X Mountain Lion, the latest version of the Mac operating system. This handy guide goes right to the heart of the OS, with details on system preferences, built-in applications, utilities, and other features. Once you're familiar with the fundamentals, use this book as a resource for problem-solving on the fly. You get configuration tips, lots of step-by-step instructions, guides for troubleshooting, and other advice—all in an easy-to-read format. Learn what's new, including improved iCloud integration and other iPad-inspired features Discover how working with multiple devices is easier and more streamlined with Mountain Lion Get a guide to the Finder,

Dock, user accounts, and other essentials Use Mountain Lion's system preferences to customize your Mac Take advantage of OS X applications, such as FaceTime and Time Machine Manage passwords and secure your data Work more efficiently with a complete list of keyboard shortcuts

This insightful volume focuses on scripting programmers to manipulate graphics for the Web. The book documents new ways to use Perl modules for generating graphics.

This comprehensive guide is directed at Linux and UNIX users but is also the best how-to book on the use of LaTeX in preparing articles, books and theses. Unlike other LaTeX books, this one is particularly suitable for anyone coming to LaTeX for the first time.

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This Guide (Manual) is Part 2 of a series of e-books. Part 2 explores character drawing using the GIMP application software. You will follow the steps illustrated in the book, thereby learning new tools and functions of the GIMP software. You will cover 2 methodologies in character design. GIMP version: 2.10.8

GIMP for Absolute Beginners gives us an easy way to use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features. \*\*The print version of this book is black & white, but the ebook version is in color on color-enabled devices. \*\*

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In this book, X-Pert Corner columnist and workshop mentor Rico Pfisteringer teaches you all about the capabilities of the Fujifilm X series lineup of cameras, which he's discovered through years of in-depth research, experience, and experimentation. No matter which X series camera you own—whether it be the X-T3, X-H1, X-T2, X-Pro2, X100F, X-T20, X-E3, GFX, or any other Fuji X series camera—Rico cuts to the chase and provides a plethora of tips and practical instructions not found in user manuals or anywhere else. With this knowledge, you will be able to take full advantage of your X series camera.

The Fujifilm X series boasts amazing features, but some users may require an adjustment period if they are new to these cameras—even photographers who have been lifetime DSLR shooters. This guide will help you to quickly feel comfortable using your camera so that you can achieve excellent results.

Rico reveals many hidden features, functions, and procedures, so photographers of every level—beginners, enthusiasts, and experienced pros—will learn new and better ways to use their Fuji X series camera to its full potential. Beyond beneficial practices for all X series shooters, Rico also covers advanced concepts, such as the capabilities of Fujifilm's ISOless sensors with Dual Conversion Gain, and offers solutions for common issues, such as inaccurate focus or RAW conversion artifacts.

Topics covered include:

- Firmware upgrades, lens issues, OIS and IBIS
- Menu shortcuts, Custom Settings, My Menu, Quick Menu, and Fn buttons
- Mirrorless exposure metering
- Maximizing dynamic range
- ISOless photography
- Autofocus settings, challenges, and strategies
- Film simulations, white balance, and JPEG settings
- RAW conversion (internal and external)
- Flash photography
- And much more...

While Mac OS X garners all the praise from pundits, and Windows XP attracts all the viruses, Linux is quietly being installed on millions of desktops every year. For programmers and system administrators, business users, and educators, desktop Linux is a breath of fresh air and a needed alternative to other operating systems. The Linux Desktop Pocket Guide is your introduction to using Linux on five of the most popular distributions: Fedora, Gentoo, Mandriva, SUSE, and Ubuntu. Despite what you may have heard, using Linux is not all that hard. Firefox and Konqueror can handle all your web browsing needs; GAIM and Kopete allow you to chat with your friends on the AOL, MSN, and Yahoo! networks; and the email programs Evolution and Kontact provide the same functionality as Microsoft Outlook, with none of the cost. All of these programs run within the beautiful, feature-packed, and easy-to-use GNOME or KDE desktop environments. No operating system truly just works, and Linux is no exception. Although Linux is capable of running on most any computing hardware that

Microsoft Windows can use, you sometimes need to tweak it just a little to make it work the way you really want. To help you with this task, Linux Desktop Pocket Guide covers essential topics, such as configuring your video card, screen resolution, sound, and wireless networking. And laptop users are not left out—an entire section is devoted to the laptop issues of battery life, sleep, and hibernate modes.

The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: -Improve the lighting and composition of images -Remove distortions and noise to make old and damaged photos look like new -Create stunning panoramas and digital collages using a series of photos -Make, edit, and export custom textures, logos, and animated GIFs -Work with selections, channels, and masks to edit images like a pro -Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.