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The Ultimate Gimp 2.10 Guide: Learn Professional Photo Editing
I Don't Want to Eat Bugs
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GIMP Bible

Anybody can start building multimedia apps for the Android platform, and this book will show you how! Now updated to include both Android 4.4 and the new Android L, *Android Apps for Absolute Beginners, Third Edition* takes you through the process of getting your first Android apps up and running using plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. This book cuts through the fog of jargon and mystery that surrounds Android apps development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development. Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss. Offers clear code descriptions and layout so that you can get your apps running as soon as possible. This book covers both Android 4.4 (KitKat) and Android L, but is also backwards compatible to cover the previous Android releases since Android 1.5.

LINUX

Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work

smarter and faster. Automate common chores and install plug-ins for complex tasks.

Blender Master Class

A guide for experienced users explains how to configure the word processing program, record macros, organize large documents, and record mathematical expressions with WordPerfect's equation editor

The Book of Audacity

GIMP 2.8 for Photographers

High-quality images have an amazing power of attraction. Just add some stunning photos and graphics to your website or app and watch your user engagement and conversion numbers climb. It can be tricky, but with this practical guide, you'll master the many facets of delivering high performance images on the internet—without adversely affecting site performance. You'll learn the nuts and bolts of color theory, image formats, storage and management, operations delivery, browser and application behavior, the responsive web, and many other topics. Ideal for developers, this book also provides useful tips, tricks, and practical theory for processing and displaying powerful images that won't slow down your online product. Explore digital image theory and the different formats available Dive into JPEGs, SVG and vector images, lossless compression, and other formats Use techniques for downloading and rendering images in a browser, and for loading images on mobile devices and cellular networks Examine specific rendering techniques, such as lazy loading, image processing, image consolidation, and responsive images Take responsive images to the next level by using content negotiation between browser and server with the Client Hints HTTP standard Learn how to operationalize your image workflow Contributors include Colin Bendell, Tim Kadlec, Yoav Weiss, Guy Podjarny, Nick Doyle, and Mike McCall from Akamai Technologies.

GIMP for Absolute Beginners

WINNER OF THE PULITZER PRIZE From the highly acclaimed, multiple award-winning Anthony Doerr, the beautiful, stunningly ambitious instant New York Times bestseller about a blind French girl and a German boy whose paths collide in occupied France as both try to survive the devastation of World War II. Marie-Laure lives with her father in Paris near the Museum of Natural History, where he works as the master of its thousands of locks. When she is six, Marie-Laure goes blind and her father builds a perfect miniature of their neighborhood so she can memorize it by touch and navigate her way home. When she is twelve, the Nazis occupy Paris and father and daughter flee to the walled citadel of Saint-Malo, where Marie-Laure's reclusive great-uncle lives in a tall house by the sea. With them they carry what might be the museum's most valuable and dangerous jewel. In a mining town in Germany, the orphan Werner grows up with his younger sister, enchanted by a crude radio they find. Werner becomes an expert at building and

fixing these crucial new instruments, a talent that wins him a place at a brutal academy for Hitler Youth, then a special assignment to track the resistance. More and more aware of the human cost of his intelligence, Werner travels through the heart of the war and, finally, into Saint-Malo, where his story and Marie-Laure's converge. Doerr's "stunning sense of physical detail and gorgeous metaphors" (San Francisco Chronicle) are dazzling. Deftly interweaving the lives of Marie-Laure and Werner, he illuminates the ways, against all odds, people try to be good to one another. Ten years in the writing, a National Book Award finalist, *All the Light We Cannot See* is a magnificent, deeply moving novel from a writer "whose sentences never fail to thrill" (Los Angeles Times).

The Linux Command Line

Bugs are for the birds! Lisbon is hungry and it's hard to wait for dinner. When her animal friends try to help her find something tasty to eat, the real the problems begin! Join Lisbon on her funny misadventures. Each beautiful illustration is designed to inspire the imaginations of children. An activity page at the end of the book allows for more fun as they search for special items in the illustrations. This version of *I Don't Want to Eat Bugs* has been designed specifically for ebook with a fixed layout and larger text for easy reading. While this is a great read-aloud book for parents, teachers, and other adults to share with children, we have chosen fonts that are similar to the way children form letters for easy recognition as they begin to read on their own. The print book is also available in 8.5" x 11" format. Author's Note: *I Don't Want to Eat Bugs* was written for my daughter, who was two when I wrote this story and didn't like salad, but now she's four and a half and loves it—if I give her plenty of salad dressing! (But don't worry—this isn't a book about eating salad.) Of course birds, cats, and dogs have a very different idea of what's good to eat, but through this fun adventure, Lisbon learns there is also food meant just for her—and it's good, especially compared with all the offerings from her animal friends. My daughter and I privately call this book the "Ice Cream Story" (she LOVES ice cream so there had to be ice cream involved), and now whenever something funny happens, she says, "We should write a new ice cream story about that." And we have! *I Don't Want to Eat Bugs* is the first book in a planned series called *Lisbon's Misadventures*. I've written the next three books in the series, and Tim Petersen is hard at work creating the illustrations. Tim is obviously a fabulous artist, and I'm excited to be working with him. You can sign up on my website to learn when the next book comes out (<http://teylarachelbranton.com/>). Thank you and enjoy!

The Charm of Confrontation

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.

The Commercial and Financial Chronicle

In the book *¿GIMP for Textile Design¿* you will learn such essential skills as color reduction, recoloring a design, repeats (square and half-drop), photodraping (texture mapping) bodies, and creating plaids. You¿ll also learn many tricks that will give you the skills to handle the most challenging designs. My hope is that you will feel as though you were literally taken by the hand while you¿re being introduced to all aspects of textile design (and have fun doing it). The CD that is included with this book will give you a multitude of images, weaves and photographs to practice with. Besides practice images there are also color charts will help you match colors accurately and quickly. The original textile designs on the CD will give you the varied experiences you will need to be comfortable in any design situation (apparel, home furnishings, textile converter)

Beginning SUSE Linux

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

Using Corel WordPerfect 8 for Linux

Technology in Action

In today's technological age, computer literacy is important for everyone, and now learning the basics is easier than ever. A Computer Concepts Text Focused on Today's Student! *Technology in Action* engages students by combining a unique teaching approach with rich companion media. The sixth edition has been updated to reflect the latest developments in computer technology. New interactive learning tools have also been added to enhance student engagement. Why

Computers Matter to You: Becoming Computer Literate; The History of the PC; Looking at Computers: Understanding the Parts; Using the Internet; Ethics; Application Software: Programs That Let You Work and Play; Using System Software: The Operating System, Utility Programs, and File Management; Understanding and Assessing Hardware; Networking and Security: Hackers and Viruses; Protecting Your Computer and Backing Up Your Data; Mobile Computing; Digital Entertainment; System Hardware With an array of fun and engaging learning tools, Technology in Action teaches students computer fundamentals, from learning Microsoft Office to setting up their own home network.

Beginning Fedora

This is the official guide and reference manual for Subversion 1.6 - the popular open source revision control technology.

The City Record

In this thrilling exploration of the mysteries of life and death, good and evil, and the original source of our darkest fears, the bestselling author of the Lt. Jack Daniels series digs into the vaults and unearths a technohorror tale from the depths of hell.

Subversion 1.6 Official Guide

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.

Onco-Nephrology E-Book

Your Linux desktop gets Garage! A complete, real world guide to making your desktop as comfortable as your couch.

Beginning GIMP

The GIMP.

The Charm of Confrontation shows how mastering the skill of confrontation-which is simply a situation of opposing parties-can open doors to your success in relationships and your career. Different than most self-help books, The Charm of Confrontation uses my spiritual journey and background in theater to give you tools as a framework for your confrontations. And you don't have to be an actor or a Christian to use these tools. Anyone who wants to get better at confrontation can use them! This is not an expert-telling-you-what-to-do kind of self-help book, but the kind where I'm helping myself by writing it. I'm reminding myself of what I've learned on the subject, sharing it and continuing to practice my own confrontations. For a free audio version go to www.TheCharmofConfrontation.com!

Beginning Photo Retouching and Restoration Using GIMP

Full of tips, tricks, and helpful pointers, this is a hands-on, project-based guide to Ubuntu, a completely free Linux operating system. The authors tackle topics of interest to the everyday user, such as customizing the desktop, installing programs, and playing audio and video.

Origin

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Android Apps for Absolute Beginners

Blender is a powerful and free 3D graphics tool used by artists and designers worldwide. But even experienced designers can find it challenging to turn an idea into a polished piece. For those who have struggled to create professional-quality projects in Blender, author Ben Simonds offers this peek inside his studio. You'll learn how to create 3D models as you explore the creative process that he uses to model three example projects: a muscular bat creature, a futuristic robotic spider, and ancient temple ruins. Along the way, you'll master the Blender interface and learn how to create and refine your own models. You'll also learn how to: -Work with reference and concept art in Blender and GIMP to make starting projects easier -Block in models with simple geometry and build up more complex forms -Use Blender's powerful sculpting brushes to create detailed organic models -Paint textures with Blender and GIMP and map them onto your 3D artwork -Light,

render, and composite your models to create striking images Each chapter walks you through a piece of the modeling process and offers detailed explanations of the tools and concepts used. Filled with full-color artwork and real-world tips, Blender Master Class gives you the foundation you need to create your own stunning masterpieces. Covers Blender 2.6x

All the Light We Cannot See

Laboratory Imaging and Photography: Best Practices for Photomicrography and More is the definitive guide to the production of scientific images. Inside, the reader will find an overview of the theory and practice of laboratory photography, along with useful approaches to choosing equipment, handling samples, and working with microscopic subjects. Drawing from over 150 years of combined experience in the field, the authors outline methods of properly capturing, processing and archiving the images that are essential to scientific research. Also included are chapters on applied close-up photography, artificial light photography and the optics used in today's laboratory environment, with detailed entries on light, confocal and scanning electron microscopy. A lab manual for the digital era, this peerless reference book explains how to record visual data accurately in an industry where a photograph can serve to establish a scientific fact. Key features include: Over 200 full-color photographs and illustrations A condensed history of scientific photography Tips on using the Adobe Creative Suite for scientific applications A cheat sheet of best practices Methods used in computational photography

Laboratory Imaging & Photography

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.

Getting Started with p5.js

The Book of Audacity is the definitive guide to Audacity, the powerful, free, cross-platform audio editor. Audacity allows anyone to transform their Windows, Mac, or Linux computer into a powerful recording studio. The Book of Audacity is the perfect book for bands on a budget, solo artists, audiophiles, and anyone who wants to learn more about digital audio. Musician and podcaster Carla Schroder will guide you through a range of fun and useful Audacity projects that will demystify that geeky audio jargon and show you how to get the most from Audacity. You'll learn how to:

- Record podcasts, interviews, and live performances
- Be your own backing band or chorus
- Edit, splice, mix, and master multitrack recordings
- Create super high-fidelity and surround-sound recordings
- Digitize your vinyl or tape collection and clean up noise, hisses, and clicks
- Create custom ringtones and sweet special effects

In addition, you'll learn how to choose and use digital audio hardware like mics and preamps, and tune your computer for flawless audio performance. You'll also find out how to package your work for digital distribution, whether you want to share a podcast through iTunes or sell your own CDs. Become your own producer with The Book of Audacity. The fun starts now.

FreeBSD Unleashed

Beginning Fedora: From Novice to Professional guides you through the tasks most new Linux users desire to perform while explaining potentially confusing concepts along the way. It provides an illustrated, step-by-step guide to Fedora installation and hardware configuration. You'll also learn how to install it alongside Windows, allowing you to switch between the operating systems at will. The book eases the transition from the Windows to the Linux desktop by focusing on key everyday tasks such as file management, peripheral configuration, MP3/video playback, and office tasks.

The Artist's Guide to GIMP, 2nd Edition

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.

Beginning GIMP

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. **

Grokking the GIMP

A guide to SUSE Linux covers such topics as installation, managing files, the BASH Shell, using multimedia, using OpenOffice.org, and backing up data.

The Book of GIMP

Image editing has become 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 2.6 for Photographers is a beginner's guide to the only open source image editing tool that provides a low-cost alternative to expensive programs such as Photoshop. Topics include the basics of image editing and simple adjustments, as well as advanced techniques using layers and masks, stitching panoramic images, and preparing high-quality black and white images. The most important editing functions are presented in individual, easy-to-follow workshops. GIMP 2.6 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP. The upgrade to GIMP 2.8 that is discussed in the book can be found at rockynook.com for a preview and more details.

Photoshop CC: The Missing Manual

Ubuntu Made Easy

This book teaches the reader everything he/she needs to know in order to use FreeBSD to its full potential. It will show individuals how to use the same FreeBSD power that Yahoo!, the Internet Movie Database, and many other high profile Internet sites depend on. Whether someone needs an enterprise class server, a

small business server, or a dependable workstation, this book can be a very economical and powerful solution to your needs.

Linux Journal

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. AN AMAZING NEW VERSION OF THE PHOTOSHOP BOOK THAT BREAKS ALL THE RULES! Scott Kelby, Editor and Publisher of Photoshop User magazine—and the best-selling photography techniques author in the world today—once again takes this book to a whole new level as he uncovers more of the latest, most important, and most useful Adobe Photoshop techniques for photographers. This update to his award-winning, record-breaking book does something for digital photographers that's never been done before—it cuts through the bull and shows you exactly “how to do it.” It's not a bunch of theory; it doesn't challenge you to come up with your own settings or figure it out on your own. Instead, Scott shows you step by step the exact techniques used by today's cutting-edge digital photographers, and best of all, he shows you flat-out exactly which settings to use, when to use them, and why. LEARN HOW THE PROS DO IT The photographer's workflow in Photoshop has evolved greatly over time, and in this current version of book you'll wind up doing a lot of your processing and editing in Photoshop's Adobe Camera Raw feature (whether you shoot in RAW, JPEG or TIFF—it works for all three). That's because for years now, Adobe has been adding most of Photoshop's new features for photography directly into Camera Raw itself. Since today's photography workflow in Photoshop is based around Camera Raw, about one third of this book is about mastering Camera Raw like a pro. Plus, you'll learn:

- The sharpening techniques the pros really use.
- The pros' tricks for fixing the most common digital photo problems fast!
- The most useful retouching techniques for photographers, and how to make “impossible” selections like wind-blown hair (it's easy, once you know the secrets), and how to use Layers like a pro.
- How to seamlessly remove distracting junk from your images.
- How to stitch panoramas, how to process HDR for a realistic look, and tricks for pulling way more out of your images than you ever dreamed possible.
- The latest Photoshop special effects for photographers (there's a whole chapter just on these!).
- A host of shortcuts, workarounds, and slick “insider” tricks to send your productivity through the roof!

Scott includes a special chapter with his own workflow, from start to finish, plus, each chapter ends with a Photoshop Killer Tips section, packed with time-saving, job-saving tips that make all the difference. He also provides four bonus chapters, along with the images used in the book for download so you can follow right along. If you're ready to learn all the “tricks of the trade”—the same ones that today's leading pros use to correct, edit, retouch, and sharpen their work—then you're holding the book that will do just that.

Linux Desktop Garage

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.

GIMP 2.6 for Photographers

Learn the practical techniques of digital image manipulation. Out of the hundreds of functions and filters in the GIMP, which were the right ones to use, and why?

The Adobe Photoshop CC Book for Digital Photographers (2017 release)

Since the advent of digital photography, we have been able to post-process our pictures. However, to do it properly, we have to become digital art apprentices. Sebastian Montabone is a computer vision expert who wants us to use our cameras and image processing software to come up with works of art. In this book, he teaches image processing techniques of ascending difficulty based on freely available tools. The book teaches you to use the best tools for the job, and it focuses on the techniques, not the environments or toolchains in which they run. Also in this book, you'll learn about the Canon Hack Development Kit (CHDK), which expands the features of some cameras.

High Performance Images

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.

GIMP for Textile Design

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to:

- * Create and delete files, directories, and symlinks
- * Administer your system, including networking, package installation, and process management
- * Use standard input and output, redirection, and pipelines
- * Edit files with Vi, the world's most popular text editor
- * Write shell scripts to automate common or boring tasks
- * Slice and dice text files with cut, paste, grep, patch, and sed

Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

The Ultimate Gimp 2.10 Guide: Learn Professional Photo Editing

Get running fast on Linux by learning its leading applications. Maximize productivity, learn how to use Linux Internet services, how to work with Emacs and much more. Latest distributions covered include: RedHat 6, Caldera 2, Debian, and SuSE 6. Two CD-ROMs contain both RedHat 6 and SuSE 6.

I Don't Want to Eat Bugs

Beginning Photo Retouching & Restoration Using GIMP teaches the reader how to achieve professional results using this high end image editor. You'll learn how to do everything from making dull images "pop" to resurrecting badly damaged photographs deemed beyond any hope of rescue. There's no need to shell out good money month after month for the "big name" software package. GIMP 2.8 is a world-class image editor that wields almost as much power, and is completely free! Learning the art of photo retouching and restoration is fun and rewarding. Reclaim those treasured images from the ravages of time and neglect, and pass them on to future generations. Beginning Photo Retouching & Restoration Using GIMP will provide you with a wide array of editing exercises to help you develop a high degree of proficiency. Whether you are the designated "family archivist" wanting to preserve your family history, or a professional photographer with a desire to add an extra revenue generating service, this book will be an invaluable aid. • Shows how to acquire the best scans and digitize large photographs. • Teaches you how to digitally repair damaged prints, correct color shifts, reclaim lost detail-even colorize black and white images. • Offers great tips on how to maintain and preserve your newly printed restored photographs, and how to properly store originals.

Beginning Digital Image Processing

Kidney disease and cancer are frequent comorbidities that require specialized knowledge and expertise from both the nephrologist and the oncologist. Written by three pioneers in this growing subspecialty, Onco-Nephrology provides authoritative, definitive coverage of the mechanism and management of these two life-threatening diseases. This unique, single-volume resource covers current protocols and recommends management therapies to arrest kidney failure and allow oncologic treatments to continue and succeed. Addresses acute and chronic kidney diseases that develop from a variety of cancers. This includes direct kidney injury from the malignancy, paraneoplastic effects of the cancer, and various cancer agents used to treat the malignancy. Discusses key issues regarding kidney disease in patients with cancer, including conventional chemotherapeutic regimens and new novel therapies (targeted agents and immunotherapies) or the malignancies themselves that may promote kidney injury; patients with chronic kidney disease who acquire cancer unrelated to renal failure; and kidney transplantation, which has been shown to carry an increased risk of cancer. Contains dedicated chapters for each class of the conventional chemotherapeutic agents, targeted cancer agents, and cancer immunotherapies including the basic science, pathogenic mechanisms of injury, clinical manifestations, and treatment. Includes special chapters devoted to the individual classes of chemotherapies that relate to kidney disease for quick reference. Discusses increasingly complex problems due to more numerous and specialized anti-cancer drugs, as well as increased survival rates for both cancer and renal failure requiring long-term patient care. Covers anti-VEGF (antivascular endothelial growth factor) agents and cancer immunotherapies – treatments that are being recognized for adverse kidney effects. Utilizes a clear, logical format based on the ASN Core Curriculum for Onco-Nephrology, making this reference an excellent tool for board review, as well as a practical resource in daily practice.

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