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Introduction to Human Anatomy for Artists I Tried Doing Design Work on a Chromebook 3d Modeling Wordpress
If you have a 3D printer, it is a good bet you've at least seen or heard of Tinkercad. There's pros and cons to doing your design in a Web browser, but Tinkercad is very easy to use and great ...

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NASA has a bunch of its 3D models up on GitHub, and if you didn't know about it before, you do now. It's a ridiculously large download, at over one and a half jiggabytes, but it's full of ...

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Running a Wordpress server will teach you how to work ... can be used to install Microsoft's operating system on the Raspberry Pi 3 Model B or B+ boards. Previously, only the stripped-down Windows ...

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This time around, he has designed a series of custom wallpapers that add a subtle but unique 3D effect to the iPhone ... each of Apple's newest iPhone models. If you're a longtime iPhone ...

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The 4K model also has a standalone mode, enabling it to display a 3D image without being hooked up to a PC. The 4K Gen 2 model. (Credit: Looking Glass Factory) The new displays are available for ...

Looking Glass Unveils Second-Gen Holographic Displays at 4K, 8K Resolutions
New Open 3D Foundation launching with over 20 founding members, including Adobe, AWS, Huawei, Niantic, and Red Hat to accelerate developer collaboration on 3D engine development for AAA-games and high ...

Linux Foundation to Form New Open 3D Foundation
And you may pay less than you expect: Many once-high-end features have migrated down to inexpensive models. PC Labs has been reviewing 3D printers since 2013. Today, the state of 3D printing is ...

The Best Cheap 3D Printers for 2021
The industrial design focused on making professional 3D laser scanning accessible to a broad group ... real-time communications and office software for processing, modeling and data analytics. Using ...

Trimble X7 and Perspective 3D Scanning Solution Garners Three International Design Awards
The HP Envy x2 isn't really the model. It's a family of 2-in-1 Windows ... a few other sensors that are used for the Windows Hello 3D infrared facial recognition log-in. It works beautifully!

HP Envy x2 Review (2018 Qualcomm)
Finding all the best Android apps for your device can be a time-consuming task. We've rounded up our top 100 apps, with something for every occasion.

The 100 best Android apps (July 2021)
Matterport uses artificial intelligence to create interactive 3D models of physical spaces, such as buildings for lease or sale, allowing potential tenants or buyers to tour the space virtually.

Gores Group SPAC to have merger vote July 20
For community members coming to the Loveland Public Library for more than just books, Erik Rock is the person to see. Rock, who now serves as technology services assistant manager, was the first ...

Five Questions: Erik Rock offers tech services, creative opportunities at Loveland library
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This book, and interactive video CD, is a learner centered graphic narrative teaching Sketch Up 4.0 3D modeling software for design and construction professionals: architects, contractors and students. Uses experiential learning in project based illustrations for a hands on feel of basic construction techniques in sequence animations, process presentations and collaborative analysis.

Over 50 simple but incredibly effective recipes to take control of dynamic Flash content in Wordpress.

A behind-the-scenes look at the firm behind WordPress.com and the unique work culture that contributes to its phenomenal success 50 million websites, or twenty percent of the entire web, use WordPress software. The force behind WordPress.com is a convention-defying company called Automattic, Inc., whose 120 employees work from anywhere in the world they wish, barely use email, and launch improvements to their products dozens of times a day. With a fraction of the resources of Google, Amazon, or Facebook, they have a similar impact on the future of the Internet. How is this possible? What's different about how they work, and what can other companies learn from their methods? To find out, former Microsoft veteran Scott Berkun worked as a manager at WordPress.com, leading a team of young programmers developing new ideas. The Year Without Pants shares the secrets of WordPress.com's phenomenal success from the inside. Berkun's story reveals insights on creativity, productivity, and leadership from the kind of workplace that might be in everyone's future. Offers a fast-paced and entertaining insider's account of how an amazing, powerful organization achieves impressive results Includes vital lessons about work culture and managing creativity Written by author and popular blogger Scott Berkun (scottberkun.com) The Year Without Pants shares what every organization can learn from the world-changing ideas for the future of work at the heart of Automattic's success.

Art History is centrally concerned with a vast array of three-dimensional objects, such as sculptures, and spaces, such as architecture. Digital technologies allow the creation of virtual spaces, which in turn allow us to simulate and compare aspects of a visual culture's three-dimensional timespace that cannot be communicated as a single, still image. The third issue, thus, focusses on the third dimension in Art History, and the digital realm that continues to mediate and transform it.

Render three-dimensional data and maps with ease. Written as a self-study workbook, Introduction to 3D Datademystifies the sometimes confusing controls and proceduresrequired for 3D modeling using software packages such as ArcGIS 3DAnalyst and Google Earth. Going beyond the manual that comes with the software, thisprofusely illustrated guide explains how to use ESRI's ArcGIS3D Analyst to model and analyze three-dimensional geographicalsurfaces, create 3D data, and produce displays ranging fromtopographically realistic maps to 3D scenes and sphericalearth-like views. The engagingly user-friendlyinstruction: ● Walks you through basic concepts of 3D data, progressingto more advanced techniques such as calculating surface area andvolume ● Introduces you to two major software packages: ArcGIS 3DAnalyst (including ArcScene and ArcGlobe) and Google Earth ● Reinforces your understanding through in-depthdiscussions with over thirty hands-on exercises and tutorialdatasets on the support website at www.wiley/college/kennedy ● Helps you apply the theory with real-worldapplications Whether you're a student or professional in geology,landscape architecture, transportation system planning, hydrology,or a related field, Introduction to 3D Data willquickly turn you into a power user of 3D GIS.

This work takes an in-depth look at the world of comic books through the eyes of a Native American reader and offers frank commentary on the medium's cultural representation of the Native American people. It addresses a range of portrayals, from the bloodthirsty barbarians and noble savages of dime novels, to formulaic secondary characters and sidekicks, and, occasionally, protagonists sans paternal white hero, examining how and why Native Americans have been consistently marginalized and misrepresented in comics. Chapters cover early representations of Native Americans in popular culture and newspaper comic strips, the Fenimore Cooper legacy, the "white" Indian, the shaman, revisionist portrayals, and Native American comics from small publishers, among other topics.

Interdisciplinary research is a rewarding enterprise, but there are inherent challenges, especially in current anthropological study. Anthropologists investigate questions concerning health, disease, and the life course in past and contemporary societies, necessitating interdisciplinary collaboration. Tackling these "big picture" questions related to human health-states requires understanding and integrating social, historical, environmental, and biological contexts and uniting qualitative and quantitative data from divergent sources and technologies. The crucial interplay between new technologies and traditional approaches to anthropology necessitates innovative approaches that promote the emergence of new and alternate views. Beyond the Bones: Engaging with Disparate Datasets fills an emerging niche, providing a forum in which anthropology students and scholars wrestle with the fundamental possibilities and limitations in uniting multiple lines of evidence. This text demonstrates the importance of a multi-faceted approach to research design and data collection and provides concrete examples of research questions, designs, and results that are produced through the integration of different methods, providing guidance for future researchers and fostering the creation of constructive discourse. Contributions from various experts in the field highlight lines of evidence as varied as skeletal remains, cemetery reports, hospital records, digital radiographs, ancient DNA, clinical datasets, linguistic models, and nutritional interviews, including discussions of the problems, limitations, and benefits of drawing upon and comparing datasets, while illuminating the many ways in which anthropologists are using multiple data sources to unravel larger conceptual questions in anthropology. Examines how disparate datasets are combined using case studies from current research. Draws on multiple sub-disciplines of anthropological research to produce a holistic overview that speaks to anthropology as a discipline. Explores examples drawn from qualitative, quantitative, and mixed methods research to illustrate the breadth of anthropological work.

Model-making: Materials and Methods focuses primarily on the wide variety of materials that can be employed to make models; those which have been favoured for a while and those which are relatively new. The book looks at how these materials behave and how to get the best out of them, then illustrates a range of relatively simple methods of building, shaping, modelling, surfacing and painting with them. Useful features of the book include: the different uses of models in various disciplines; the sequence of making; planning and construction, creating surfaces, painting and finishing; methods of casting, modelling and working with metals; step-by-step accounts of the making of specially selected examples; simple techniques without the need for expensive tools or workshop facilities; a 'Directory' of a full range of materials, together with an extensive list of suppliers. This book is intended for students of theatre production, art & architecture, animation and theatre/television set designers where accurate scale models are necessary, and is also of interest to anyone involved with the process of making forms in 3D and the challenge of making small-scale forms in general. Superbly illustrated with 185 colour photographs.

Primary and Secondary education is a formative time for young students. Lessons learned before the rigors of higher education help to inform learners' future successes, and the increasing prevalence of learning tools and technologies can both help and hinder students in their endeavors. K-12 Education: Concepts, Methodologies, Tools, and Applications investigates the latest advances in online and mobile learning, as well as pedagogies and ontologies influenced by current developments in information and communication technologies, enabling teachers, students, and administrators to make the most of their educational experience. This multivolume work presents all stakeholders in K-12 education with the tools necessary to facilitate the next generation of student-teacher interaction.

Desktop or DIY 3D printers are devices you can either buy preassembled as a kit, or build from a collection of parts to design and print physical objects including replacement household parts, custom toys, and even art, science, or engineering projects. Maybe you have one, or maybe you're thinking about buying or building one. Practical 3D Printers takes you beyond how to build a 3D printer, to calibrating, customizing, and creating amazing models, including 3D printed text, a warship model, a robot platform, windup toys, and arcade-inspired alien invaders. You'll learn about the different types of personal 3D printers and how they work; from the MakerBot to the RepRap printers like the Huxley and Mendel, as well as the whiteAnt CNC featured in the Apress book Printing in Plastic. You'll discover how easy it is to find and design 3D models using web-based 3D modeling, and even how to create a 3D model from a 2D image. After learning the basics, this book will walk you through building multi-part models with a steampunk warship project, working with meshes to build your own action heroes, and creating an autonomous robot chassis. Finally, you'll find even more bonus projects to build, including wind-up walkers, faceted vases for the home, and a handful of useful upgrades to modify and improve your 3D printer.