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KEY=HOME - COLLINS BRONSON

HOME THEATER FOR DUMMIES

John Wiley & Sons Overwhelmed with big screen TV and home theater audio options? What do you need to build the perfect home theater experience? Home Theater For Dummies, 3rd Edition shows you how to plan a home theater system and choose components that fit your budget and your room. Beginning with the most basic information, this guide helps you choose what you need and put it all together. It explains DLP, 3LCD, HDMI, DTV, and HDTV so you can talk intelligently with salespeople at the electronics store. You'll find out about Blu-ray, explore HD and satellite radio options, and see how to incorporate a Wii, Xbox, or Playstation 3 into your set-up. Learn to: Choose among plasma, LCD, and projection TVs Know the difference between digital TV and HDTV Assess and choose an LCD TV, a new 3D TV, or an HD radio Set up your audio system and TV for maximum performance Use a Media Center or Home Theater PC Fine-tune your system and add cool touches such as accessing home theater content from your cell phone Explore HD and satellite radio options, CD players, DVD-Audio disks, and options for old cassettes and vinyl Set up your system with the proper cables for each component, or learn what it takes to go wireless Calibrate your video with a calibration disk, an optical comparator, or a DVD containing THX Optimizer Get the perfect home theater experience by following the expert tips and techniques presented in Home Theater For Dummies, 3rd Edition. You'll be watching movies and listening to audio in no time!

HOUSEHOLD ALMANAC

TIPS FOR EVERYDAY LIVING FROM COSTCO

Articles, charts, lists, photographs and illustrations to help you eliminate confusion and uncertainty about topics such as stocking your kitchen, talking about your health, straightening up your home office, taking, editing, storing and sharing digital photos, doing laundry, preparing a home emergency kit and buying electronic gadgets for you car.

TACTICAL SHOOTER PRO GAMING PERFORMANCE GUIDE

FIRST PERSON SHOOTER TACTICS TIPS AND TRICKS. EVERYTHING YOU'LL EVER NEED TO KNOW FOR ULTIMATE FPS PERFORMANCE IN MULTILAYER GAMES LIKE CALL OF DUTY AND BATTLEFIELD.

Brent Bergeron Jr. First Person Shooter tactics tips and tricks. Everything you'll ever need to know for your ultimate performance in FPS multilayer games like Call of Duty and Battlefield.

THE BIG EXIT

A NOVEL

Abrams Fresh out of prison, Richie Forman tries to settle back into his life in the Bay Area. By day, he works at a law firm dedicated to freeing innocent men from prison. By night, he makes a living impersonating Frank Sinatra. But then his ex-best friend is found hacked to death in his garage, and Richie becomes the prime suspect. In a murder mystery with the intricacies of a microchip, David Carnoy weaves his characters like a master.

BUILD IT. FIX IT. OWN IT

A BEGINNER'S GUIDE TO BUILDING AND UPGRADING A PC

Que Publishing BUILD IT. FIX it. OWN IT. A Beginner's Guide to Building and Upgrading a PC Build It. Fix It. Own It. is the ultimate beginner's guide to building and fixing your own PC. With a friendly, knowledgeable tone, this book shows the beginning PC builder everything he or she needs to know to build a computer or upgrade an existing one. We step you through the parts that lurk inside a PC, from the motherboard and power supply to the CPU, memory, hard drive, video card, sound card, and networking hardware. In each case, you will learn how the hardware works, what it does, what types of hardware are available, and what to look for when buying the hardware. Then we walk you step-by-step though a series of PC building projects. We show you how to build five different types of PC: a basic business PC, a home theater PC, a high-performance PC, a killer gaming PC, and a budget PC. And if building a new PC from scratch isn't in your budget, we show you how to resurrect an old PC by swapping out a few key components. When you have your PC built and running, we show you how to set up a wireless network and the BIOS and maintain your new rig. Build It. Fix It. Own It. is the ultimate PC builder's guide, even if you've never ventured inside a PC case before! Author Bio Paul McFedries is one of the industry's most well known and respected technical writers and is a passionate computer tinkerer. He is the author of more than 70 computer books that have sold more than three million copies worldwide. His recent titles include the Sams Publishing books

Windows Vista Unleashed and Windows Home Server Unleashed and the Que Publishing books Networking with Microsoft Windows Vista, Formulas and Functions with Microsoft Excel 2007, Tricks of the Microsoft Office 2007 Gurus, and Microsoft Access 2007 Forms, Reports, and Queries. Paul also is the proprietor of Word Spy (www.wordspy.com), a website devoted to tracking new words and phrases as they enter the English language. Category Hardware Covers PC Hardware User Level Beginner—Intermediate

UNDERSEA ATROPHIA

Geoffrey Morrison A great silence has settled upon a drowned world. In the final battle of their final war, the massive citysubs Universalis and Population reduced each other to ruins. One lays wrecked on the seafloor. The other, beached and lifeless, litters the island of pristine polar ice it tried to destroy. Pockets of survivors huddle together. On the frigid surface, Ralla Gattley and Thom Vargas cling to life and each other. Below, the soldier Geran Lo fights relentlessly to free trapped and drowning civilians. As they struggle against a world determined to kill them, a new and even more dangerous menace approaches. Undersea Atrophia is the second book in the Undersea Saga.

WILLIAM SHAKESPEARE'S STAR WARS

VERILY, A NEW HOPE

Quirk Books The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic Star Wars in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, Star Wars abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars galaxy. Zounds! This is the book you're looking for.

WINDOWS SERVER 2012 SECURITY FROM END TO EDGE AND BEYOND

ARCHITECTING, DESIGNING, PLANNING, AND DEPLOYING WINDOWS SERVER 2012 SECURITY SOLUTIONS

Newnes Windows Server 2012 Security from End to Edge and Beyond shows you how to architect, design, plan, and deploy Microsoft security technologies for Windows 8/Server 2012 in the enterprise. The book covers security technologies that apply to both client and server and enables you to identify and deploy Windows 8 security features in your systems based on different business and deployment scenarios. The book is a single source for learning how to secure Windows 8 in many systems, including core, endpoint, and anywhere access. Authors Tom Shinder and Yuri Diogenes, both Microsoft employees, bring you insider knowledge of the Windows 8 platform, discussing how to deploy Windows security technologies effectively in both the traditional datacenter and in new cloud-based solutions. With this book, you will understand the conceptual underpinnings of Windows 8 security and how to deploy these features in a test lab and in pilot and production environments. The book's revolutionary "Test Lab Guide" approach lets you test every subject in a predefined test lab environment. This, combined with conceptual and deployment guidance, enables you to understand the technologies and move from lab to production faster than ever before. Critical material is also presented in key concepts and scenario-based approaches to evaluation, planning, deployment, and management. Videos illustrating the functionality in the Test Lab can be downloaded from the authors' blog http://blogs.technet.com.b.security_talk/. Each chapter wraps up with a bullet list summary of key concepts discussed in the chapter. Provides practical examples of how to design and deploy a world-class security infrastructure to protect both Windows 8 and non-Microsoft assets on your system Written by two Microsoft employees who provide an inside look at the security features of Windows 8 Test Lab Guides enable you to test everything before deploying live to your system

CABLE VISION

MEDIA PIRACY IN EMERGING ECONOMIES

Lulu.com

PC WORLD

MCSE WINDOWS 2000 SERVER STUDY GUIDE (EXAM 70-215)

McGraw Hill Professional Taking hands-on approach to the exam, this test guide includes knowledge-based multiple choice questions, scenario questions, and numerous screen shots designed to illustrate topics.

HEALTHY BUILDINGS

HOW INDOOR SPACES DRIVE PERFORMANCE AND PRODUCTIVITY

A healthy building does more than conserve resources: it improves the health and productivity of the people inside. Joseph Allen and John Macomber look at everything from the air we breathe to the water we drink to how light, sound, and materials impact our performance and wellbeing and drive business profit.

FORTUNE

BE MORE JAPAN

THE ART OF JAPANESE LIVING

Penguin Be More Japan is a celebration of all things Japanese - from the country's fascinating, ancient traditions to its unique and influential modern culture. Blending both travel information and cultural insights into a single book, Be More Japan helps you understand and experience the best of Japan, both at home and abroad. Beginning with an overview of the four seasons - a key theme in Japanese culture - you'll learn about the festivals, food, fashion and flowers that change throughout the year and make this country so full of fun and variety. Then dive into the captivating culture of Japan, with topics such as art, music, food, wellness and spirituality all split into separate sections to help you pinpoint the areas that interest you. Learn about the traditional skills of the tea ceremony and calligraphy, and where you can go to see and practice them yourself. Find out more about the country's most popular sports and where to catch a game of baseball or see a martial arts exposition. For pop culture fans, there are dedicated sections on J-Pop, anime and video games, with plenty of information on the best places to enjoy them in Japan. And if you want to get a feel for modern Japanese lifestyle, you'll find enough details on topics such as transportation, karaoke, ikigai, shopping and hot springs to help you make the most of even a short trip to Japan. You can pick and choose what interests you to plan your perfect trip, or explore a bit of everything to get a sense of the essentials of Japanese life and culture. And for those who can't make the trip to Japan, or who want to carry on the experience when they return, there are tips and suggestions for how to bring Japanese culture to you, and places where you can see its influence around the world.

THE FOURTH INDUSTRIAL REVOLUTION

Currency Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement

HABIT FACTOR (R)

Equilibrium Enterprises Inc This text encapsulates nearly 3,000 years of philosophy and success literature to reveal the most elemental and profound truth governing all personal achievement: habit is the single-greatest determinant in a person's ability to realize a life of success and achievement. This edition reveals its proven step-by-step methodology.

HOMEPAGE USABILITY

50 ENTTARNTE WEBSITES

Pearson Deutschland GmbH

DESIGN IS HOW IT WORKS

HOW THE SMARTEST COMPANIES TURN PRODUCTS INTO ICONS

Penguin "It's not just what it looks like and feels like. Design is how it works."-Steve Jobs There's a new race in business to embrace "design thinking." Yet most executives have no clue what to make of the recent buzz about design. It's rarely the subject of business retreats. It's not easily measurable. To many, design is simply a crapshoot. Drawing on interviews with top executives such as Virgin's Richard Branson and Nike's Mark Parker, Jay Greene illuminates the methods of companies that rely on design to stand out in their industries. From the experiences of those at companies from Porsche to REI to Lego, we learn that design isn't merely about style and form. The heart of design is rethinking the way products and services work for customers in real life. Greene explains how: -Porsche pit its designers against each other to create its bestselling Cayenne SUV -Clif listened intently to customers, resulting in the industry-changing Luna energy bar -OXO paid meticulous attention to the details, turned its LiquiSeal mug from an abysmal failure into one of its greatest successes -LEGO started saying no to its designers-saving its brick business in the process Greene shows how important it is to build a culture in which design is more than an after-the-fact concern-it's part of your company's DNA. Design matters at every stage of the process. It isn't easy, and it increases costs, but it also boosts profits, sometimes to a massive extent. In an increasingly competitive marketplace, design represents the best chance you have of transcending your competitors.

MAXIMUM PC

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

ETHICS FOR THE INFORMATION AGE

Addison-Wesley Widely praised for its balanced treatment of computer ethics, Ethics for the Information Age offers a modern presentation of the moral controversies surrounding information technology. Topics such as privacy and intellectual property are explored through multiple ethical theories, encouraging readers to think critically about these issues and to make their own ethical decisions.

THE SECOND MACHINE AGE: WORK, PROGRESS, AND PROSPERITY IN A TIME OF BRILLIANT TECHNOLOGIES

W. W. Norton & Company A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

UNDERSEA

Booktrope Editions In a world flooded and irradiated by a nearly forgotten cataclysm from generations passed, all that remains of civilization clings to life in two war-torn, city-sized submarines. For fifty years, the only peace between them had come from separation. Now, young council woman Ralla Gattley has uncovered mysteries that will bring these two factions face-to-face, initiating a series of events that will forever change their undersea world. She didn't expect to meet Thom Vargas, a bored fisherman and aspiring drunk who merely wants to climb one rung on the social ladder. Little did he know that single step may well put the fate of the world in his hands.

COUNT CROWLEY: RELUCTANT MIDNIGHT MONSTER HUNTER

Dark Horse Comics Lock your doors and gather close . . . if you dare! Once a rising TV journalist, Jerri Bartman has returned to her small Midwest hometown station. Demoted to hosting the nightly Creature Feature, Jerri's professional humiliation is eclipsed by the discovery that her new job comes with a secret, supernatural duty. Her missing predecessor, Count Crowley, was one of the last "Appointed" hunters of monsters. Yes. Monsters. They're real and they're hell bent on controlling the news and information consumed by humans. Everything we've ever been taught about monsters is a lie and Jerri's only possible advisor is a senile male chauvinist. It's 1983 and the outlook for humanity is getting . . . gnarly and their only hope is an alcoholic, acerbic horror host from Missouri. David Dastmalchian's authorial comics debut with artist Lukas Ketner--this terrifying trade collects issues #1-#4 of the Dark Horse Comics series Count Crowley: Reluctant Midnight Monster Hunter!

MAKERBOT EDUCATORS GUIDEBOOK

THE DEFINITIVE GUIDE TO 3D PRINTING IN THE CLASSROOM

The MakerBot Educators Guidebook is the most comprehensive blueprint for introducing 3D printing into the classroom. MakerBot collaborated with the largest community of 3D printing educators to create a crash course 3D printing, 9 classroom-ready 3D printing projects, and more!

438 DAYS

AN EXTRAORDINARY TRUE STORY OF SURVIVAL AT SEA

Simon and Schuster Declared "the best survival book in a decade" by Outside Magazine, 438 Days is the true story of the man who survived fourteen months in a small boat drifting seven thousand miles across the Pacific Ocean. On November 17, 2012, two men left the coast of Mexico for a weekend fishing trip in the open Pacific. That night, a violent storm ambushed them as they were fishing eighty miles offshore. As gale force winds and ten-foot waves pummeled their small, open boat from all sides and nearly capsized them, captain Salvador Alvarenga and his crewmate cut away a two-mile-long fishing line and began a desperate dash through crashing waves as they sought the safety of port. Fourteen months later, on January 30, 2014, Alvarenga, now a hairy, wild-bearded and half-mad castaway, washed ashore on a nearly deserted island on the far side of the Pacific. He could barely speak and was unable to walk. He claimed to have drifted from Mexico, a journey of some seven thousand miles. A "gripping saga," (Daily Mail), 438 Days is the first-ever account of one of the most amazing survival stories in modern times. Based on dozens of hours of exclusive interviews with Alvarenga, his colleagues, search-and-rescue officials, the remote islanders who found him, and the medical team that saved his life, 438 Days is not only "an intense, immensely absorbing read" (Booklist) but an unforgettable study of the resilience, will, ingenuity and determination required for one man to survive more than a year lost and adrift at sea.

IMOVIE: THE MISSING MANUAL

2014 RELEASE, COVERS IMOVIE 10.0 FOR MAC AND 2.0 FOR IOS

"O'Reilly Media, Inc." This edition covers iMovie 10.0 for Mac and iMovie 2.0 for iOS. iMovie's sophisticated tools make it easier than ever to turn raw footage into sleek, entertaining movies—once you understand how to harness its features. Experts David Pogue and Aaron Miller give you hands-on advice and step-by-step instructions for creating polished movies on your Mac, iPhone, or iPad. Dive in and discover why this is the top-selling iMovie book. The important stuff you need to know Get started. Import footage, review clips, and create movies, using iMovie's new, streamlined layout. Include stunning effects. Introduce instant replays, freeze frames, fast-forward or slo-mo clips, and fade-outs. Add pro touches. Create cutaways, picture-in-picture boxes, side-by-side shots, and green-screen effects. Make movies on iOS devices. Tackle projects on your iPhone, iPad, or iPod Touch with our book-within-a-book. Produce stunning trailers. Craft your own Hollywood-style "Coming Attractions!" previews. Share your masterpiece. Quickly post movies to YouTube, Facebook, Vimeo, CNN iReport, and iTunes. Watch iMovie Theater. Play your movies on any Apple gadget in iMovie's new full-screen cinema.

A POCKET GUIDE TO PUBLIC SPEAKING

Macmillan Higher Education This best-selling brief introduction to public speaking offers practical coverage of every topic typically covered in a full-sized text, from invention, research and organization, practice and delivery, to the different speech types. Its concise, inexpensive format makes it perfect not only for the public speaking course, but also for any setting across the curriculum, on the job, or in the community. This newly redesigned full-color edition offers even stronger coverage of the fundamentals of speechmaking, while also addressing the changing realities of public speaking in a digital world. It features fully updated chapters on online presentations and using presentation software, and a streamlined chapter on research in print and online.

HOMEPAGE USABILITY. 50 SITI WEB ANALIZZATI

Apogeo Editore

THE PHOTOSHOP AND PAINTER ARTIST TABLET BOOK

CREATIVE TECHNIQUES IN DIGITAL PAINTING USING WACOM AND THE IPAD

Pearson Education Provides instructions for blending traditional drawing and painting skills with technological advances to create digital art.

MAXIMUM PC

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

KNIFE MUSIC

A NOVEL

Harry N. Abrams Six months after saving the life of teenage accident victim Kristen Kroiter, emergency room surgeon Ted Cogan is shocked when he is questioned by police in the wake of her baffling suicide, which causes the womanizing Cogan to be wrongly accused of rape.

BOOK LOVERS

Penguin "One of my favorite authors."—Colleen Hoover An insightful, delightful, instant #1 New York Times bestseller from the author of Beach Read and People We Meet on Vacation. Named a Most Anticipated Book of 2022 by Oprah Daily • Today • Parade • Marie Claire • Bustle • PopSugar • Katie Couric Media • Book Bub • SheReads • Medium • The Washington Post • and more! One summer. Two rivals. A plot twist they didn't see coming... Nora Stephens' life is books—she's read them all—and she is not that type of heroine. Not the plucky one, not the laidback dream girl, and especially not the sweetheart. In fact, the only people Nora is a heroine for are her clients, for whom she lands enormous deals as a cutthroat literary agent, and her beloved little sister Libby. Which is why she agrees to go to Sunshine Falls, North Carolina for the month of August when Libby begs her for a sisters' trip away—with visions of a small town transformation for Nora, who she's convinced needs to become the heroine in her own story. But instead of picnics in meadows, or run-ins with a handsome country doctor or bulging-forearmed bartender, Nora keeps bumping into Charlie Lastra, a bookish brooding editor from back in the city. It would be a meet-cute if not for the fact that they've met many times and it's never been cute. If Nora knows she's not an ideal heroine, Charlie knows he's nobody's hero, but as they are thrown together again and again—in a series of coincidences no editor worth their salt would allow—what they discover might just unravel the carefully crafted stories they've written about themselves.

THE BIG PICTURE

THE FIGHT FOR THE FUTURE OF MOVIES

Houghton Mifflin Harcourt A chronicle of the massive transformation in Hollywood since the turn of the century and the huge changes yet to come, drawing on interviews with key players, as well as documents from the 2014 Sony hack

A PRACTICAL GUIDE TO EARNED VALUE PROJECT MANAGEMENT

Berrett-Koehler Publishers The Best Resource on Earned Value Management Just Got Better! This completely revised and updated guide to earned value (EV) project management is the go-to choice for both corporate and government professionals. A Practical Guide to Earned Value Project Management, Second Edition, first offers a general overview of basic project management best practices and then delves into detailed information on EV metrics and criteria, EV reporting mechanisms, and the 32 criteria of earned value management systems (EVMS) promulgated by the American National Standards Institute and the Electronic Industries Alliance and adopted by the Department of Defense. This second edition includes new material on: • EV metrics • Implementing EVMS • Government contracts • Time-based earned schedule metrics • Critical chain methodologies

THE ABSOLUTE SOUND

THE MICROPHONE HANDBOOK

Elar Publishing Company

DIGITAL PHOTOGRAPHY SOLUTIONS

Muska & Lipman Pub You don?t have to be a professional photographer or a graphics specialist to create amazing digital images! "Digital Photography Solutions" will show you how to do that and more. Whether you want to share family photos electronically or produce professional-looking product catalogs for your business, this is your start-to-finish guide to the world of digital photography. Grab your digital camera and dive in!

WOMANTHOLOGY

SPACE

Idea & Design Works Llc Womanthology: Space, the follow up to the hit Kickstarter project, Womanthology: Heroic, brings tales, pinups, how-tos, and more by women of all ages and experience.

ATTRACT MODE: THE RISE AND FALL OF COIN-OP ARCADE GAMES

Steel Gear Press From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In Attract Mode: The Rise and Fall of Coin-Op Arcade Games, author Jamie Lendino celebrates both the biggest blockbusters (Pac-Man, Star Wars: The Arcade Game) and the forgotten gems (Phoenix, Star Castle) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of Robotron: 2084, the barrel-jumping whimsy of Donkey Kong, or the stunning graphics and animation of Dragon's Lair, Attract Mode will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever.