

Pg Strike Freedom Gundam Manual

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Manga High Michael Bitz 2009-05-01 Based on a four-year study, Manga High explores the convergence of literacy, creativity, social development, and personal identity in one of New York City's largest high schools. Since 2004, students at Martin Luther King, Jr., High School in Manhattan have been creating manga—Japanese comic books. They write the stories, design the characters, and publish their works in print and on the Internet. These students—African-American and Latino teenagers—are more than interested in the art and medium of manga. They have become completely engrossed in Japanese language, culture, and society. Manga High is highlighted by reproductions and content analysis of students' original art and writing. An appendix includes guidelines for educators on starting a comic book club.

A Kingdom Keepers Adventure The Syndrome Ridley Pearson 2015-03-03 Fans of the Kingdom Keepers will devour this captivating stand-alone adventure told from the point of view of the Fairlies. When Amanda travels east to Orlando on a hunch, she's met with the worst news possible. Kingdom Keeper Finn Whitman is missing. Calling on her own gift (she's telekinetic), her sister Jess's ability to dream the future, and their fellow Fairlie Mattie

Weaver's unexplained ability to read minds through physical contact, the three gifted girls must navigate treachery, deception, and the stubborn, unwilling parents of the missing Keepers if they're to save their friends. As a special bonus, an excerpt of Disney Lands, the first book in the new Kingdom Keepers series, The Return, is included.

?????? ??? 2005 English and Japanese text explore the complexity of postwar Japanese art, focusing on the influence popular culture has had on Japanese art and tracing the development of the manga and anime genres.

Kallamity Sketchbook Luca Zampriolo 2015-03-31 From the creative force who brought us the sci-fi tale Abakan 2288 comes Kallamity Sketchbook: Mech in Ink, the latest collection of drawings from world-renown artist and sculptor Luca Zampriolo. Discover his wondrous mech suits and vehicles and meet many fascinating characters, plus, learn about the treasured tools he uses from specific fountain pens and inks to different types of paper to bring his remarkable drawings to life."

Better Game Characters by Design Katherine Isbister 2018-04-30 Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. Better Game Characters by Design gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

Aeon Legion J. P. Beaubien 2016-07-11 Time travel has made the Edge of Time a dangerous place. To protect the Edge of Time from the disastrous alterations of time travelers, the Aeon Legion seeks the greatest soldiers and warriors from the most bloody, war-torn eras in history. Those they deem worthy gain a chance to compete in the toughest training program ever designed. Terra Mason, a plain eighteen-year-old girl from the modern United

States, has an impressive stubborn streak. Her persistence and bravery gains the notice and sponsorship of one of the Aeon Legion's greatest heroines. Now Terra must turn that stubbornness into determination if she is to contend with history's finest soldiers and somehow pass the Aeon Legion's final test, the mysterious Labyrinth. She will not quit. Terra will prove that even someone as average as her can still be a heroine. Hanns Speer is polite, good-natured, charming, a genius inventor of a time travel machine, and a dedicated member of the Nazi Party. Yet he cannot understand why people from the future regard him and his fellow Nazis as monsters. Now he must use his charisma and cunning to challenge the seemingly invincible Aeon Legion and its monopoly on time travel. He will not quit. Hanns will steal history itself if he has to, mistakenly believing it will prove him to be a hero.

A Manual of the District of Vizagapatam, in the Presidency of Madras D. F. Carmichael 1869

Ready Player One Ernest Cline 2011-08-18 PRE-ORDER NOW - READY PLAYER TWO: THE SEQUEL

_____ THE BOOK BEHIND THE MAJOR MOTION PICTURE DIRECTED BY STEVEN SPIELBERG Now available for the first time in a beautiful hardback edition, perfect for hardcore fans and collectors A world at stake. A quest for the ultimate prize. Are you ready? It's the year 2044, and the real world has become an ugly place. We're out of oil. We've wrecked the climate. Famine, poverty, and disease are widespread. Like most of humanity, Wade Watts escapes this depressing reality by spending his waking hours jacked into the OASIS, a sprawling virtual utopia where you can be anything you want to be, where you can live and play and fall in love on any of ten thousand planets. And like most of humanity, Wade is obsessed by the ultimate lottery ticket that lies concealed within this alternate reality: OASIS founder James Halliday, who dies with no heir, has promised that control of the OASIS - and his massive fortune - will go to the person who can solve the riddles he has left scattered throughout his creation. For years, millions have struggled fruitlessly to attain this prize, knowing only that the riddles are based in the culture of the late twentieth century. And then Wade stumbles onto the key to the first puzzle. Suddenly, he finds himself pitted against thousands of competitors in a desperate race to claim the ultimate prize, a chase that soon takes on terrifying real-world dimensions - and that will leave both Wade and his world profoundly changed. _____ If you loved READY PLAYER ONE and can't wait for more, check out ARMADA, Ernest Cline's geek masterpiece! 'Wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut' Independent 'Part intergalactic scavenger hunt, part romance, and all heart' CNN 'Ernest Cline's novel deserves to be a modern

classic' SciFiNow 'Gorgeously geeky, superbly entertaining, this really is a spectacularly successful debut' Daily Mail Handwriting Analysis Karen Kristin Amend 2000-06-19 Learn the many ways handwriting can reveal personality traits in this comprehensive introduction to graphology. In *Handwriting Analysis*, graphology expert Karen Kristin Amend offers a fresh approach to the principles of graphology. Covering all aspects of handwriting, from size and spacing to pace and form quality, this book is designed to help readers learn the skills of whole-person profiling. Amend demonstrates how to determine various personality traits ranging from mood to moral character, self-confidence, and emotional needs. She also shows how to detect emotional disturbance or mental illness. With new material for understanding the significance of the writing rhythm, this volume also provides handwriting samples of famous people.

Complications Danielle Steel 2021-08-19 *Complications* is a riveting story of scandal and tragedy set against the backdrop of an exclusive Paris hotel from the world's favourite storyteller, Danielle Steel. Known for its luxury and discrete service, the Hotel Louis XVI in Paris has attracted an international clientele of the rich and famous for many decades. Now, after extensive renovation and under new management, an esteemed group of loyal returning guests is set to descend upon the hotel, joined by a group of new faces who have managed to secure coveted reservations. Anxiously awaiting the guests is the new manager, Olivier Bateau, and his assistant, Yvonne Philippe. Both strive to continue the hotel's tradition for excellence but even they were not prepared for what happened on that September evening. A successful art consultant arrives to seek solace after a brutal divorce and is surprised to find new love. A new guest contemplates ending his life and ends up saving someone else's. A high-profile politician's career will be tarnished with scandal after a mystery meeting conducted at the hotel. And a couple will find their once-in-a-lifetime trip struck by a medical emergency, leaving the future they've longed for hanging in the balance. Rocked by the events of this one fateful night, guests and staff alike brace themselves for the aftershock, as it quickly becomes apparent that there is much more drama in store . . . Danielle Steel tells an unforgettable story about a famed hotel, where a few complications quickly escalate into a matter of life and death, changing the lives of everyone who passes through its doors.

Flight to Freedom Ana Veciana-Suarez 2002 Writing in the diary which her father gave her, thirteen-year-old Yara describes life with her family in Havana, Cuba, in 1967 as well as her experiences in Miami, Florida, after

immigrating there to be reunited with some relatives while leaving others behind.

Armada Ernest Cline 2015-07-16 PRE-ORDER NOW - READY PLAYER TWO: THE HIGHLY ANTICIPATED SEQUEL TO READY PLAYER ONE _____ '[A] masterful tale of Earth's desperate struggle against a powerful alien foe.' - Andy Weir, bestselling author of The Martian _____ It's just another day of high school for Zack Lightman. He's daydreaming through another boring math class, with just one more month to go until graduation and freedom-if he can make it that long without getting suspended again. Then he glances out his classroom window and spots the flying saucer. At first, Zack thinks he's going crazy. A minute later, he's sure of it. Because the UFO he's staring at is straight out of the videogame he plays every night, a hugely popular online flight simulator called Armada-in which gamers just happen to be protecting the earth from alien invaders. But what Zack's seeing is all too real. And his skills-as well as those of millions of gamers across the world-are going to be needed to save the earth from what's about to befall it. Yet even as he and his new comrades scramble to prepare for the alien onslaught, Zack can't help thinking of all the science-fiction books, TV shows, and movies he grew up reading and watching, and wonder: Doesn't something about this scenario seem a little too... familiar? Armada is at once a rollicking, surprising thriller, a classic coming of age adventure, and an alien-invasion tale like nothing you've ever read before-one whose every page is infused with author Ernest Cline's trademark pop-culture savvy. _____ Here's what everyone's saying about this epic masterpiece: 'a modern classic' - R.M. Rangeley on Amazon, 5 stars 'A modern masterpiece full of a new style of literary magic' - Spiros Kagadis on Amazon, 5 stars 'Excellent. Even better than Ready Player One.' - David Hay on Amazon, 5 stars 'One of my favourite books of all time. Incredibly well written' - Erin Coppin on Amazon, 5 stars 'Awesome! If you liked Ready Player One, would be very surprised if you don't like this' - T. Llewellyn-Sanders on Amazon, 5 stars 'Absolutely awesome!!! Read in less than 24 hours, hooked on every page' - R. Nicholson on Amazon, 5 stars 'Amazing and a great follow up read to Ready Player One!' - Chris on Amazon, 5 stars 'an incredible story which had me on the edge of my seat the whole time... a joy to read' - Helen Ratcliffe on Amazon, 5 stars 'Cline brings you back to all those amazing, unbelievable things you imagined could happen as a kid and makes them real' - Amazon reviewer, 5 stars 'Absolutely brilliant! Couldn't put it down, a must read' - Sam Bean on Amazon, 5 stars 'a love letter to old school alien invasion sci-fi... Highly, HIGHLY recommended for all fans of Cline's previous novel, Ready Player One, as well as any classic science fiction fan' - Izzy on Amazon, 5 stars 'Ernest Cline is celebrating this

culture in a way that's not just adding another book to the genre, but actually truly celebrating it, the possibilities, wonders and madness of it all' - Heather on Amazon, 5 stars 'majorly, fantastically geeky... Armada just ticked all my boxes' - H. Ross on Amazon, 5 stars This book has been published with two different covers and may be delivered with either cover. Please rest assured that regardless of the cover, the content of the book is the same. Cambridge Checkpoint English Workbook 7 Marian Cox 2012-08-23 The Cambridge Checkpoint English suite provides a comprehensive, structured resource which covers the Secondary 1 framework for English and seamlessly progresses into the next key stage (covered by our Cambridge IGCSE® First Language English series). This skill-building, write-in Workbook for Stage 7 is designed to support students' learning and provides extra language tasks and reading and writing skills development.

Lost Lines Geoffrey Lloyd 2020-07-05 Take a nostalgic steam-powered journey back in time on the long-closed line from Abergavenny to Merthyr. This was one of the steepest gradients in Britain, offering spectacular views of mountains and gorges as it meandered across the wind-swept heads of the south Wales Valleys. The line was also built to capitalise on the rich coal mining and ironworks that sprang up during the Industrial Revolution, the birthplace of the railways that became famous throughout the world. Includes an essay on the history of the line and fascinating photography of its locomotives, trains and stations.

The Beautiful Renée Ahdieh 2019-10-08 Instant New York Times and Indie Bestseller! New York Times bestselling author Renée Ahdieh returns with a sumptuous, sultry and romantic new series set in 19th century New Orleans where vampires hide in plain sight. In 1872, New Orleans is a city ruled by the dead. But to seventeen-year-old Celine Rousseau, New Orleans is a safe haven after she's forced to flee her life as a dressmaker in Paris. Taken in by the sisters of the Ursuline convent in the middle of the carnival season, Celine is quickly enraptured by the vibrant city, from its music to its fancy soirées and even its danger. She becomes embroiled in the city's glitzy underworld, known as La Cour des Lions, after catching the eye of the group's enigmatic leader, Sébastien Saint Germain. When the body of one of the girls from the convent is found in Sébastien's own lair--the second dead girl to turn up in recent weeks--Celine battles her attraction to Sébastien and suspicions about his guilt along with the shame of her own horrible secret. After a third murder, New Orleans becomes gripped by the terror of a serial killer on the loose--one who has now set Celine in his sights. As the murderer stalks her, Celine finally takes matters into her own hands, only to find herself caught in the midst of an age-old feud between the darkest creatures of the

night, where the price of forbidden love is her life. At once a sultry romance and a decadent, thrilling mystery, master storyteller Renée Ahdieh embarks on her most potent fantasy series yet.

Gundam Sentinel Masaya Takahashi 2015-07-17

Robotics and Automation in Construction Carlos Balaguer 2008-10-01 This book addresses several issues related to the introduction of automaton and robotics in the construction industry in a collection of 23 chapters. The chapters are grouped in 3 main sections according to the theme or the type of technology they treat. Section I is dedicated to describe and analyse the main research challenges of Robotics and Automation in Construction (RAC). The second section consists of 12 chapters and is dedicated to the technologies and new developments employed to automate processes in the construction industry. Among these we have examples of ICT technologies used for purposes such as construction visualisation systems, added value management systems, construction materials and elements tracking using multiple IDs devices. This section also deals with Sensorial Systems and software used in the construction to improve the performances of machines such as cranes, and in improving Human-Machine Interfaces (MMI). Authors adopted Mixed and Augmented Reality in the MMI to ease the construction operations. Section III is dedicated to describe case studies of RAC and comprises 8 chapters. Among the eight chapters the section presents a robotic excavator and a semi-automated façade cleaning system. The section also presents work dedicated to enhancing the force of the workers in construction through the use of Robotic-powered exoskeletons and body joint-adapted assistive units, which allow the handling of greater loads.

Gundam Mark Simmons 2002 This complete guide to the top-rated "anime" series on the Cartoon Network covers all the TV series, movies, comics, graphic novels, video games, and model kits from the world of "Gundam." Included are detailed synopses of all the different "Gundam" episodes. Full color.

Aaron Marks' Complete Guide to Game Audio Aaron Marks 2017-03-16 Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound, Aaron Marks' Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi-million dollar video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty O'Donnell, Richard Jacques and Tom Salta, use to create their work and to help newcomers in the field prepare their own sound studios. Sample contracts are reviewed

within the text as well as helpful advice about contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience. Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations. Aaron Marks' Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry. Key Features New, full color edition with a complete update of information. Added and expanded coverage of field recording for games, creating voiceovers, adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem, Bradley Meyer, Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen, Henning Nugel and Christos Panayides. Expanded and updated game console coverage of the Wii, Wii U, Xbox 360, Xbox One, PS3 and PS4. Includes new scripting and middleware concepts and techniques and review of powerful tools such as FMOD and Wwise.

Commerce Monthly 1921

Airbrushing 101 The Airbrush Institute LLC 2019-07-29 This is a complete "Intro to Airbrushing" course in a workbook form. A classroom in a book! There is only so much an airbrush can do - dots, lines, daggers, and shading. We introduce each skill in a logical and exciting way. In our book, each skill is cumulative, so grasping each technique is easier than tackling them out of order as you would if you were self taught and left to sift through a cluster of internet information that is not necessarily correct. Our method is successful, because we have taken the entire contents of an Intro to Airbrushing class, and made it into a workbook... yes a WORKBOOK! The skills are introduced in an interesting way, and each lesson has a corresponding workbook page that can be practiced over and over until you are proficient at each skill! There has never been anything like this before! With over 50 lessons, you will master each skill and work up to the four beautiful and challenging final projects. We cover all the basics that you need to know to get set up in airbrushing: types of airbrushes, compressors, paint, substrates, etc....even how to properly hold an airbrush and how to clean it. We are so thorough and innovative, we have earned the endorsement of Anest Iwata-Medea, Inc., the maker of the best, and our favorite, airbrushes! A course like this costs hundreds of dollars just for tuition if you were to attend a workshop. With travel and lodging, you can spend

thousands of dollars for just ONE course. With this book, you get the same content but are free to take it at your own pace. This is an excellent way to introduce airbrushing into your skill set and develop a life-long passion and income source.

Mobile Suit Gundam 0079 Kazuhisa Kondo 2002-02 After a temporary truce between the Earth Federation and the former Earth colonies calling themselves the Principality of Zeon, the war begins anew, and it seems that the Federation has now developed mobile suits to match those of Zeon.

Catalyst Chandramouli Venkatesan 2018-02-15 A good job, hard work, IQ, EQ, good communication skills-these are all ingredients for a successful life. The presence of these elements alone, however, does not guarantee success. To convert them into long-term success, you need certain stimuli which precipitate or accelerate your growth. This robustly effective book identifies the various catalysts that you can cultivate and how you can leverage them to propel yourself in your work and life. Accessible, engaging and easy to follow, and written by someone who has experienced all this in real life and not in theory, Catalyst will arm you with the right tools to succeed at your work place and get the most out of every moment, every day.

Mobile Suit Gundam Yoshiyuki Tomino 2012-04-03 The Gundam creator's own vision of his spectacularly successful cult franchise, in a new edition for hungry fans.

Anime from Akira to Princess Mononoke S. Napier 2003-05-02 With the popularity of Pokemon still far from waning, Japanese animation, known as anime to its fans, has a firm hold on American pop culture. However, anime is much more than children's cartoons. It runs the gamut from historical epics to sci-fi sexual thrillers. Often dismissed as fanciful entertainment, anime is actually quite adept at portraying important social and cultural issues like alienation, gender inequality, and teenage angst. This book investigates the ways that anime presents these issues in an in-depth and sophisticated manner, uncovering the identity conflicts, fears over rapid technological advancement, and other key themes present in much of Japanese animation.

Drawing Futures Bob Sheil 2016-11-11 Drawing Futures brings together international designers and artists for speculations in contemporary drawing for art and architecture. Despite numerous developments in technological manufacture and computational design that provide new grounds for designers, the act of drawing still plays a central role as a vehicle for speculation. There is a rich and long history of drawing tied to innovations in technology as well as to revolutions in our philosophical understanding of the world. In reflection of a society now underpinned

by computational networks and interfaces allowing hitherto unprecedented views of the world, the changing status of the drawing and its representation as a political act demands a platform for reflection and innovation. Drawing Futures will present a compendium of projects, writings and interviews that critically reassess the act of drawing and where its future may lie. Drawing Futures focuses on the discussion of how the field of drawing may expand synchronously alongside technological and computational developments. The book coincides with an international conference of the same name, taking place at The Bartlett School of Architecture, UCL, in November 2016. Bringing together practitioners from many creative fields, the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas.

The Journey to the West, Revised Edition, Volume 2 Cheng'en Wu 2012-12-10 The story of Xuanzang, the monk who went from China to India in quest of Buddhist scriptures.

Boat Crew Handbook - Boat Operations (BCH16114.1 - December 2017) United States Coast Guard 2020-03-06 1. PURPOSE. This Handbook presents the approved methods and procedures for the conduct of Coast Guard boat operations. Major topics within this handbook are boat crew duties and responsibilities, towing, person in the water recovery, rescue assistance and fire fighting, and air operations. 2. DIRECTIVES AFFECTED. The Boat Crew Seamanship Manual, COMDTINST M16114.5C, is canceled. 3. DISCUSSION. This Handbook provides guidance on how to engage in safe and effective boat operations. 4. MAJOR CHANGES. First issue.

Castes and Tribes of Southern India Edgar Thurston 2001 This Seven Volume Set Provides A Comprehensive Overview Of The Social Construction Of Southern India. First Published In 1909.

Celestial Being Noboru Kimura 2010 In the year 2307, a private organization called Celestial Being arises, promising to end all wars through the use of armed interventions in the world's conflicts utilizing their four supremely advanced mobile suits, the Gundams.

Pioneering Cartoonists of Color Tim Jackson 2016-02-01 The marvelous recovery of neglected black artists and their awesome body of comics creativity

Boat Crew Seamanship Manual U.S. Coast Guard 2012-08 The Boat Crew Seamanship Manual presents the approved methods and procedures for the conduct of Coast Guard boat operations. The Coast Guard Auxiliary, for the conduct of vessel facility operations, also uses this Manual.

Disciple IV Abingdon Press 2005-05 DISCIPLE IV UNDER THE TREE OF LIFE is the final study in the four-phase

DISCIPLE program and is prepared for those who have completed BECOMING DISCIPLES THROUGH BIBLE STUDY. The study concentrates on the Writings (Old Testament books not in the Torah or the Prophets), the Gospel of John, and Revelation. Emphasis on the Psalms as Israel's hymnbook and prayer book leads natural to an emphasis on worship in the study. Present through the entire study is the sense of living toward completion - toward the climax of the message and the promise, extravagantly pictured in Revelation. The image of the tree and the color gold emphasize the prod and promise in the Scriptures for DISCIPLE IV: UNDER THE TREE OF LIFE. The word under in the title is meant to convey invitation, welcome, sheltering, security, and rest - home at last.

Commitment and Time Involved 32 week study Three and one-half to four hours of independent study each week (40 minutes daily for leaders and 30 minutes daily for group members) in preparation for weekly group meetings. Attendance at weekly 2.5 hour meetings. DVD Set Four of the five videos in this set contain video segments of approximately ten minutes each that serve as the starting point for discussion in weekly study sessions. The fifth video is the unique component that guides an interactive worship experience of the book of Revelation. Under the Tree of Life Scriptures lend themselves to videos with spoken word, art, dance, music, and drama. Set decorations differs from segment to segment depending on the related Scripture and its time period. Set decoration for video segments related to the Writings generally has a Persian theme. Set decoration for the New Testament video segments emphasizes the simpler life of New Testament times.

Tokyo Geek's Guide Gianni Simone 2017-07-11 Tokyo is ground zero for Japan's famous "geek" or otaku culture--a phenomenon that has now swept across the globe. This is the most comprehensive Japan travel guide ever produced which features Tokyo's geeky underworld. It provides a comprehensive run-down of each major Tokyo district where geeks congregate, shop, play and hang out--from hi-tech Akihabara and trendy Harajuku to newer and lesser-known haunts like chic Shimo-Kita and working-class Ikebukuro. Dozens of iconic shops, restaurants, cafes and clubs in each area are described in loving detail with precise directions to get to each location. Maps, URLs, opening hours and over 400 fascinating color photographs bring you around Tokyo on an unforgettable trip to the centers of Japanese manga, anime and geek culture. Interviews with local otaku experts and people on the street let you see the world from their perspective and provide insights into Tokyo and Japanese culture, which will only continue to spread around the globe. Japanese pop culture, in its myriad forms, is more widespread today than ever before--with J-Pop artists playing through speakers everywhere, Japanese manga filling every bookstore;

anime cartoons on TV; and toys and video games, like Pokemon Go, played by tens of millions of people. Swarms of visitors come to Tokyo each year on a personal quest to soak in all the otaku-related sights and enjoy Japanese manga, anime, gaming and idol culture at its very source. This is the go-to resource for those planning a trip, or simply dreaming of visiting one day!

Infrastructure for Asian Connectivity Biswa N. Bhattacharyay 2012-01-01 This book addresses the prospects and challenges concerning both soft and hard infrastructure development in Asia and provides a framework for achieving Asian connectivity through regional infrastructure cooperation towards a seamless Asia. Key topics included are: ' demand estimates of national and regional infrastructure in transport, electricity, information and communication technology, and water and sanitation; ' empirical results on the costs and benefits of regional infrastructure for economies and households; ' the impact of infrastructure development on the environment and climate; ' sources and instruments of infrastructure financing; ' best practices and lessons learned from the experiences of the Asian region and other regions; and ' experiences of public-private partnership projects. This insightful book will serve as a definitive knowledge product for policymakers, academics, private sector experts and infrastructure practitioners interested in the regional and national infrastructure demand, investment and benefits in the region. Concerned officials from private and public sectors, and other experts involved in environmental and natural resources studies will also find this compendium invaluable.

Ultramarines 2019

Intelligent Projects Using Python Santanu Pattanayak 2019-01-31 Implement machine learning and deep learning methodologies to build smart, cognitive AI projects using Python Key FeaturesA go-to guide to help you master AI algorithms and concepts8 real-world projects tackling different challenges in healthcare, e-commerce, and surveillanceUse TensorFlow, Keras, and other Python libraries to implement smart AI applicationsBook Description This book will be a perfect companion if you want to build insightful projects from leading AI domains using Python. The book covers detailed implementation of projects from all the core disciplines of AI. We start by covering the basics of how to create smart systems using machine learning and deep learning techniques. You will assimilate various neural network architectures such as CNN, RNN, LSTM, to solve critical new world challenges. You will learn to train a model to detect diabetic retinopathy conditions in the human eye and create an intelligent system for performing a video-to-text translation. You will use the transfer learning technique in the healthcare domain and

implement style transfer using GANs. Later you will learn to build AI-based recommendation systems, a mobile app for sentiment analysis and a powerful chatbot for carrying customer services. You will implement AI techniques in the cybersecurity domain to generate Captchas. Later you will train and build autonomous vehicles to self-drive using reinforcement learning. You will be using libraries from the Python ecosystem such as TensorFlow, Keras and more to bring the core aspects of machine learning, deep learning, and AI. By the end of this book, you will be skilled to build your own smart models for tackling any kind of AI problems without any hassle. What you will learn

- Build an intelligent machine translation system using seq-2-seq neural translation machines
- Create AI applications using GAN and deploy smart mobile apps using TensorFlow
- Translate videos into text using CNN and RNN
- Implement smart AI Chatbots, and integrate and extend them in several domains
- Create smart reinforcement, learning-based applications using Q-Learning
- Break and generate CAPTCHA using Deep Learning and Adversarial Learning

Who this book is for This book is intended for data scientists, machine learning professionals, and deep learning practitioners who are ready to extend their knowledge and potential in AI. If you want to build real-life smart systems to play a crucial role in every complex domain, then this book is what you need. Knowledge of Python programming and a familiarity with basic machine learning and deep learning concepts are expected to help you get the most out of the book

Digging Up Love Chandra Blumberg 2021-12-07 From debut author Chandra Blumberg comes a playful, heartfelt romance about chasing your dreams and finding love in the process. Alisha Blake works her magic in the kitchen, creating delectable desserts for her grandfather's restaurant in rural Illinois. Though Alisha relishes the close relationship she has with her family, she can't help but dream about opening a cookie shop in Chicago. She may be a small-town baker, but Alisha has big ambitions. Then a dinosaur bone turns up in her grandparents' backyard. When paleontologist Quentin Harris arrives to see the discovery for himself, he's hoping that the fossil will distract him from a recent painful breakup. Instead, he finds Alisha--and sparks fly. The big-city academic and the hometown baker seem destined for a happily ever after. But Alisha is scared to fall in love. And Quentin's trying to make a name for himself in a competitive field, which gets even more complicated when the press shows up at the dig site. For love to prevail, the two may have to put old bones aside--and focus on the future.

Bailey & Love's Short Practice of Surgery Norman Williams 2008-06-27 Bailey & Love's Short Practice of Surgery remains one of the world's pre-eminent medical textbooks, beloved by generations of surgeons, with lifetime sales

in excess of one million copies. Now in its 25th edition, the content has been thoroughly revised and updated while retaining its traditional strengths. Under the stewardship of the eminent editorial team, comprising two editors with experience gained over previous editions and a third editor new to this edition, and in response to reader feedback, the content has been sub-divided into parts to ensure a logical sequence and grouping of related chapters throughout while the text features enthusiastically received in the last edition have been retained. The new edition opens with sections devoted to the underlying principles of surgical practice, investigation and diagnosis, and pre-operative care. These are followed by chapters covering all aspects of surgical trauma. The remainder of the book considers each of the surgical specialties in turn, from elective orthopaedics through skin, head and neck, breast and endocrine, cardiothoracic and vascular, to abdominal and genitourinary. Key features: Authoritative: emphasises the importance of effective clinical examination and soundly based surgical principles, while taking into account the latest developments in surgical practice. Updated: incorporates new chapters on a wide variety of topics including metabolic response to injury, shock and blood transfusion, and surgery in the tropics. Easy to navigate: related chapters brought together into clearly differentiated sections for the first time. Readable: preserves the clear, direct writing style, uncluttered by technical jargon, that has proved so popular in previous editions. User-friendly: numerous photographs and explanatory line diagrams, learning objectives, summary boxes, biographical footnotes, memorable anecdotes and full-colour presentation supplement and enhance the text throughout. Bailey and Love has a wide appeal to all those studying surgery, from undergraduate medical students to those in preparation for their postgraduate surgical examinations. In addition, its high standing and reputation for unambiguous advice also make it the first point of reference for many practising surgeons. The changes that have been introduced to the 25th edition will only serve to strengthen support for the text among all these groups.

Grenade Alan Gratz 2019-01-03 It's 1945, and the world is in the grip of war. Hideki lives with his family on the island of Okinawa, near Japan. When the Second World War crashes onto his shores, Hideki is drafted to fight for the Japanese army. He is handed a grenade and a set of instructions: Don't come back until you've killed an American soldier. Ray, a young American Marine, has just landed on Okinawa. This is Ray's first-ever battle, and he doesn't know what to expect -- or if he'll make it out alive. All he knows that the enemy is everywhere. Hideki and Ray each fight their way across the island, surviving heart-pounding ambushes and dangerous traps. But then the two of them collide in the middle of the battle... And choices they make in that single instant will change everything.

Alan Gratz, New York Times bestselling author of *Refugee*, returns with this high-octane story of how fear and war tear us apart, but how hope and redemption tie us together. Reviews for *Refugee*: "An absolute must read for people of all ages" - Hannah Greendale, Goodreads "Like RJ Palacio's *Wonder*, this book should be mandatory reading..." - Skip, Goodreads "I liked how the book linked history with adventure, and combined to make a realistic storyline for all three characters" - AJH, aged 11, Topsta