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Explores the latest release of Microsoft's groupware solution, Exchange Server 2007, discussing such features as its e-mail communication, calendaring, and shared databases, and provides real-world scenarios to help administrators deal with everyday maintenance and applications. The uncomplicated PowerPoint guide designed specifically for visual learners Are you a visual learner who wants to spend more time working on your presentations than trying to figure out how to create them? Teach Yourself Visually PowerPoint offers you an effortless approach to creating winning presentations with the latest version of PowerPoint. This accessible resource features visually rich tutorials and step-by-step instructions that will help you understand all of PowerPoint's capabilities—from the most basic to the most advanced. With Teach Yourself Visually PowerPoint, you'll learn how to create slides, dress them up using templates and graphics, add sound and animation, present in a business or Internet setting, and so much more. Covering the latest additions and changes in the new version of PowerPoint, a series of easy-to-follow, full-color tutorials helps you to quickly get up and running using PowerPoint like a pro! Highly visual tutorials and step-by-step screenshots make lessons easy to follow and understand Helps you learn the basic functions of PowerPoint—and beyond Walks you through PowerPoint's latest features Demonstrates how to create memorable and captivating presentations using PowerPoint Do you prefer instructions that show you how to do something—and skip the long-winded explanations? If so, Teach Yourself Visually PowerPoint is for you. **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. **Experiencing the Last Judgement** opens up new ways of understanding a Byzantine image type that has hitherto been considered largely uniform in its manifestations and to a great extent frightening, coercive and paralyzing. It

moves beyond a purely didactic understanding of the Byzantine image of the Last Judgement, as a visual eschatological text to be 'read' and learned from, and proposes instead an appreciation of each unique image as a dynamic site to be experienced. Paintings, icons and mosaics from the tenth to the fourteenth century, from inside and outside of the Byzantine Empire, are placed within their specific socio-historical milieus, their immediate decorative programmes and their architectural contexts to demonstrate that each unique image constituted a carefully orchestrated and immersive experience of judgement. Each case study outlines the differences that exist in reality between these images that are often subsumed under one iconographic label, making a case against condensing dynamic, lived images into apparently static pictorial 'types'. Images of the Last Judgement needed the body, mind and memory of the viewer for the creation of meaning, and so the experience of these images was unavoidably spatial, gendered, corporeal, mnemonic, emotional, rhetorical and most often liturgical. Unpacking Byzantine images of judgement in light of these various facets of experience for the first time helps to elucidate the interaction of past individuals with the image, and the ways in which such encounters were intended to benefit the communities that made and lived alongside them.

SharePoint provides a vital service to businesses--content sharing over Intranet and Internet sites. Microsoft is investing tons of research and development money into content sharing technologies: SharePoint is the "next big thing" for MS Office users, especially in a world where many work teams are becoming geographically dispersed. SharePoint 2007 is a big improvement over former releases, due to enhanced security, better search capabilities, and more robust functionality. Lots of change means that users will have to come up to speed on the new enhancements. With Microsoft SharePoint 2007 Technologies, readers will gain a working knowledge of the architecture, administration, and end user features offered by SharePoint 2007. This book also provides practical techniques to help IT professionals integrate Sharepoint with other MS products such as Exchange Server. The expertise of the authors, who have helped many businesses leverage Microsoft technologies, makes this book an invaluable tool to anyone interested in deploying Sharepoint '07. More than 50,000 HP employees already use SharePoint, and that's just one company! SharePoint 2007 enables businesses to share documents, implement version controls, intensify security, and create workgroups, all in real-time All companies using MS Exchange Server will examine the latest iteration of SharePoint

Divided into four thematic sections, *What's Eating You?* explores the deeper significance of food on screen-the ways in which they reflect (or challenge) our deepest fears about consuming and being consumed. Among the questions it asks are: How do these films mock our taboos and unsettle our notions about the human condition? How do they critique our increasing focus on consumption? In what ways do they hold a mirror to our taken-for-granted about food and humanity, asking if what we eat truly matters? Horror narratives routinely grasp those questions and spin them into nightmares. Monstrous "others" dine on forbidden fare; the tables of consumption are turned, and the consumer becomes the consumed. Overindulgence, as *Le Grande Bouffe* (1973) and *Street Trash* (1987) warn, can kill us, and occasionally, as films like *The Stuff* (1985) and *Poultrygeist* (2006) illustrate, our food fights back. From *Blood Feast* (1963) to *Sweeney Todd* (2007), motion pictures have reminded us that it is an "eat or be eaten" world.

Cisco Unity Connection The comprehensive guide to Cisco Unity Connection voice messaging system design, implementation, and troubleshooting David Schulz Cisco Unity Connection presents all the concepts and techniques you need to successfully plan, design, implement, and maintain Cisco Unity Connection voice messaging systems. For every stage of the system lifecycle, enterprise voice expert David Schulz offers clear explanations, practical examples, realistic case studies, and best-practice solutions. The author begins by introducing Cisco Unity Connection's core features, capabilities, and components. Next, he provides thorough, step-by-step coverage of configuration, including users, contacts, call routing, dial plans, class of service, and templates. You will find extensive discussions of user features and access, administration and maintenance, redundancy and backup, and much more. Throughout, the author addresses many enhancements introduced in the new Cisco Unity Connection v8.5 software. This book concludes with a complete guide to troubleshooting, including case studies that identify common deployment challenges and help you build real-world problem-solving skills. Discover how to use ASP.NET to build, deploy, and run 10 distributed Web applications that can target any browser on any device ASP.NET provides developers with the functionality they need to create enterprise-level Web applications. This book clearly shows them how to use this framework to create the top ten enterprise applications that they will need for their organizations. To build these applications, Smith explains how to combine the functionality of ASP.NET with products and technologies such as VB.NET, C#, ADO.NET, SQL Server 2000, WAP, XML, HTML, JavaScript, and Cascading Style Sheets (CSS). The projects include an address book application, a contact manager application, advertising manager, online store, and a Web log analyzer. CD-ROM includes the complete source code for the ten projects, additional resource links, corrections, and FAQs. Companion Web site features a working version of the ten projects built in the book.

Microsoft Technologies .NET Platform: The next big overhaul to Microsoft's technologies that will bring enterprise distributed computing to the next level by fully integrating the Internet into the development platform. This will allow interaction between any machine, on any platform, and on any device. Visual Basic.NET: The update to this popular visual programming language will offer greater Web functionality, more sophisticated object-oriented language features, links to Microsoft's new common runtime, and a new interface. ASP.NET: A programming framework (formerly known as Active Server Pages) for building powerful Web-based enterprise applications; can be programmed using VB.NET or C#. C#: Microsoft's new truly object-oriented programming language that builds on the strengths of C++ and the ease of Visual Basic; promises to give Sun's Java a run for its money. Visit our Web site at www.wiley.com/compbooks/ Visit the author's Web site at www.10projectswithasp.net Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The connection between theology and film is a hot topic in the academy and the church. But research and writing on methodology and hermeneutics is lacking. This comprehensive collection identifies the overlooked or undervalued areas in the current discussions of film and theology. Including contributions from the leaders in the field, *Reframing Theology and Film* helps deepen the conversation while bringing it to a new level of prominence. Professors and students of theology and film, libraries, pastors, and film buffs will benefit from this much-needed resource.

Gian Vittorio Rossi (1577-1647) was an active participant in the intellectual and artistic community in Rome orbiting around Pope Urban VIII and the powerful Barberini family. His prolific literary output encompassed letters, dialogues, orations, biographies, poetry, and fiction. A superlative Latinist, Rossi unleashed his biting wit and deep knowledge of Classical literature against perceived societal wrongs. Set on the fictional island of Eudemia in the first century CE, *Eudemiae libri decem* is a satirical novel that criticizes Rossi's own society for its system of patronage and favors that he saw as rewarding wealth and opulence over skill and hard work. An understudied figure, Rossi's involvement with one of Rome's premier literary academies and his relationships with intellectuals in Italy and throughout Europe provide a unique insider view of seventeenth-century Rome.

Korean cinema as industry, art form, and cultural product. Artificial Intelligence is the study of how to build or program computers to enable them to do what minds can do. This volume discusses the ways in which computational ideas and computer modeling can aid our understanding of human and animal minds. Major theoretical approaches are outlined, as well as some promising recent developments. Fundamental philosophical questions are discussed along with topics such as: the differences between symbolic and connectionist AI, planning and problem solving, knowledge representation, learning, expert systems, vision, natural language, creativity, and human-computer interaction. This volume is suitable for any psychologist, philosopher, or computer scientist wanting to know the current state of the art in this area of cognitive science. Up-to-date account of how computational ideas and techniques are relevant to psychology Includes discussions of "classical" (symbolic) AI, of connectionism (neural nets), of evolutionary programming, and of A-Life Discusses a wide range of psychology from low-level vision to creativity By implementing effective Web marketing strategies, you can quickly build a successful Web site and business. But how do you take on search engine optimization and search engine marketing to achieve the results you want? *Web Marketing For Dummies, 2nd Edition* shows you how! This guide helps you apply your marketing knowledge to the Web world, taking you on the path to online marketing success. In this book you'll find out how to use online tools to spread your marketing message; establish a strong Web presence; promote your site with e-mail marketing, search engine optimization, pay-per-click, and social networking tools; and measure your marketing success. You'll also discover how to: Craft an online marketing plan, set site goals, and define your market Uncover what makes an effective online storefront and what your site must offer to encourage shoppers Use e-mail marketing effectively and spread the word via e-newsletters Safeguard copyrights, link legally, and use disclaimers, terms of use, and privacy policies Entice customers with video blogs, Webcasts and podcasts, or widgets and gadgets on your site Track site activity with Web analytics, interpret sales statistics, and determine where problems originate Take advantage of search engines where you can

submit your site for free Encourage visitors to come back and find subscribers for your online newsletter Utilizing the right online marketing strategies can dramatically boost the success of your Web site and build your business. Web Marketing For Dummies, 2nd Edition makes it easy! To the surprise of most Mac fans, the number one bestselling Macintosh software is Microsoft Office for the Macintosh. It's by far the most popular Macintosh software, and the first software purchase a new Mac user is likely to make. And for the first time, Office 2001 comes without a single page of printed instructions. The packaging is a five- inch-square clear plastic case housing the CD-ROM and little else. Fortunately, Pogue Press/O'Reilly is once again ready to embrace the befuddled and overwhelmed--with Office 2001 for Macintosh: The Missing Manual. It tackles each of the primary Office applications with depth, humor, and clarity, and provides relief for the hapless Mac user who'd rather read professionally written printed instructions than hunt through a maze of personality-free help screens. The book is structured to help the beginner as well as the seasoned user. Part One provides an overview of Word. From "What's New," to "Basic Word Processing," to "Document Design," to "Advanced Word Processing"--with in-depth details on creating Web pages and performing mail merges using Word. Part Two covers the new Palm-syncable calendar in Entourage, including all aspects of email, how to best use the calendar and address book, and crucial information on the Palm Hotsync. Part three explains all the finer points of Excel, including Microsoft's exciting new "List Manager," specifically designed for creating and manipulating lists without the prerequisite of learning spreadsheet tools. Office 2001 for Macintosh: The Missing Manual is coauthored by a dream team of Missing Manual alumni: David Reynolds, executive editor of MacAddict magazine and coauthor of AppleWorks 6: The Missing Manual, and Nan Barber, whose efforts as the copy editor of the first four Missing Manual titles gave her an intuitive feeling for the friendly, funny, authoritative voice of the series. Once again, the authors are joined by series founder David Pogue, who has closely edited the book to ensure excellence of depth, accuracy, and prose. This start-to-finish, complete guide to Nuke will give you the foundations on the state-of-the-art visual effects software used by professionals in the film and television industries. Along with the hard-won advice and techniques from expert compositor and teacher Ron Ganbar, each chapter covers a complete lesson in the fundamentals, with step-by-step instructions included so you can easily follow along and start using the program right away. The projects used throughout the book are based on real-world examples of professional productions and project files are included with each chapter so you can work through all the examples. After discovering how to use the tools and understanding the compositing workflow, you'll learn about basic and advanced compositing techniques, color correction, RotoPaint, keying, and tracking, as well as more advanced topics such as CGI and the 3D engine. In addition, you'll learn about:

- Working with nodes and process trees
- Using CGI passes in Nuke to control 3D render looks
- Camera Tracking techniques to combine 2D and 3D elements
- Camera Projection to turn a single frame into moving images
- Gizmos and all about creating your own tools in Nuke

Ron Ganbar has been a compositor since 1996 and visual effects instructor since 2001. He currently works on a variety of projects as a gun for hire as compositor, consultant, VFX supervisor, and trainer. Ron was made a "Teacher's Trainer" by Apple for Shake in 2005 and has written, taught, and evaluated courses for the National Film and Television School, Apple, Peachpit Press, Westminster University, and others. "As both a talented compositor (with years of in-the-trenches experience) and an excellent teacher, Ron Ganbar has the unique ability to make even the most difficult concepts crystal clear. If you want to get up and running with Nuke as quickly as possible then start by buying this book!" —Ron Brinkmann, author of The Art and Science of Digital Compositing This new edition of A Hitchcock Reader aims to preserve what has been so satisfying and successful in the first edition: a comprehensive anthology that may be used as a critical text in introductory or advanced film courses, while also satisfying Hitchcock scholars by representing the rich variety of critical responses to the director's films over the years. a total of 20 of Hitchcock's films are discussed in depth - many others are considered in passing section introductions by the editors that contextualize the essays and the films they discuss well-researched bibliographic references, which will allow readers to broaden the scope of their study of Alfred Hitchcock First published in 2005. Routledge is an imprint of Taylor & Francis, an informa company. The 15 essays in this volume bring together research and theoretical viewpoints in the areas of psychology, linguistics, anthropology, and neuroscience, presenting a synthesis across these diverse domains. Throughout, authors address and debate each others arguments and theories. Updated for Final Cut Pro 7 and written for professional video and film editors who know their way around Avid nonlinear systems, this book shows you how to translate your skills to Final Cut Pro quickly and efficiently. Producer, editor, and Apple Certified Trainer Diana Weynand takes you through a comprehensive "translation course" covering all the essential operations, from project set-up and basic editing through transitions and effects, color correcting, compositing, titling, and output. You'll find detailed feature comparisons, practical conversion tips, and instructions on how to use Final Cut Pro features that aren't available in Media Composer. You'll also learn what's new in Final Cut Pro 7. Packed with handy features, including comparison charts, look-up tables, keyboard shortcuts, and dozens of advanced editing and workflow tips, this book will have you editing with Final Cut Pro in record time. Each chapter represents a complete lesson in a key aspect of Final Cut Pro 7 and includes a review section and list of keyboard shortcuts. Accessible writing style puts an expert instructor at your side Ample illustrations and keyboard shortcuts help you master techniques fast Chapter review sections summarize what you've learned In Film and Video Intermediality, Janna Houwen innovatively rewrites the concept of medium specificity in order to answer the questions "what is meant by video?" and "what is meant by film?" How are these two media (to be) understood? How can film and video be defined as distinct, specific media? In this era of mixed moving media, it is vital to ask these questions precisely and especially on the media of video and film. Mapping the specificity of film and video is indispensable in analyzing and understanding the many contemporary intermedial objects in which film and video are mixed or combined. The V-chip is a highly significant part of the discussion about whether television (or broadcasting in general) deserves some special attention in terms of its accessibility to children, its particular power to affect conduct, and its invasiveness. But as this notion of filtering and labeling has caught the imagination of the regulator, the legislator, and all those who wish to consider new ways to alter bargaining over imagery in society, the very idea of the V-chip or its equivalent is moving across other technologies, including the Internet. The V-chip issue has also fueled the ongoing debate about violence and sexual practices in society, and how representations on television relate to those practices. Although the initial concept of the V-chip is simple, its flow into the public realm raises so many extraordinary questions that the introduction and production of the chip virtually serves as a case study in problems of law and public policy. The very conceptualization of speech in society is being affected by this issue. Accordingly, the place of the V-chip in this debate is increasingly important; indeed, it may be argued that the V-chip's contribution to legal argumentation may be greater than its ultimate contribution to the relationship between children and imagery. Among the questions the contributors address are: *What research basis is necessary to require a framework for labeling and rating? *What relationship between government and the image-producing industries can be characterized--for constitutional and other reasons--as voluntary as opposed to coercive? *Who should evaluate these images? *To what extent should the evaluation process be centralized and/or distributed? *What assessment is appropriate to evaluate whether the experiment is "successful?" In addition to the V-chip's origin's in Canada and its further evolution in the United States, this book discusses the development of the V-chip and television rating systems in Europe, Australia, and throughout the world. It also includes essays which contrast the very different approaches in Canada and the United States in terms of the role of regulatory agency, industry, and government. Provides instructions on using Articulate Studio '09 to create informational and instructional materials. Windows Server 2008: The Definitive Guide is a complete soup-to-nuts reference and practical guide to everything in the latest release of Microsoft's widely used server operating system. With this book, you'll come away with a firm understanding of what's happening under the hood of the server, with a thorough discussion and treatment of each of its major components. You'll find complete coverage of: Indispensable features such as the Domain Name System, Active Directory, and User Services New features such as the Internet Information Services 7, Server Core, and Windows Terminal Services And much more This is the only book you need to become familiar with Windows Server 2008. Whether you're an experienced system administrator or one who's just beginning, you'll turn to this practical and comprehensive guide again and again when you need to understand this complex but adaptable product. In Advanced Game Design, pioneering game designer and instructor Michael Sellers situates game design practices in a strong theoretical framework of systems thinking, enabling designers to think more deeply and clearly about their work, so they can produce better, more engaging games for any device or platform. Sellers offers a deep unifying framework in which practical game design best practices and proven systems thinking theory reinforce each other, helping game designers understand what they are trying to accomplish and the best ways to

achieve it. Drawing on 20+ years of experience designing games, launching game studios, and teaching game design, Sellers explains: What games are, and how systems thinking can help you think about them more clearly How to systematically promote engagement, interactivity, and fun What you can learn from MDA and other game design frameworks How to create gameplay and core loops How to design the entire player experience, and how to build game mechanics that work together to create that experience How to capture your game's "big idea" and Unique Selling Proposition How to establish high-level and background design and translate it into detailed design How to build, playtest, and iterate early prototypes How to build your game design career in a field that keeps changing at breakneck speed

When Mona Lisa smiled enigmatically from the cover of the Italian magazine *Epoca* in 1957, she gazed out at more than three million readers. As Emma Barron argues, her appearance on the cover is emblematic of the distinctive ways that high culture was integrated into Italy's mass culture boom in the 1950s and 1960s, a period when popular appropriations of literature, fine art and music became a part of the rapidly changing modern Italian identity. Popular magazines ran weekly illustrated adaptations of literary classics. Television brought opera from the opera house into the homes of millions. Readers wrote to intellectuals and artists such as Alberto Moravia, Thomas Mann and Salvatore Quasimodo by the thousands with questions about literature and self-education. Drawing upon new archival material on the demographics of television audiences and magazine readers, this book is an engaging account of how the Italian people took possession of high culture and transformed the modern Italian identity. Nationally syndicated computer columnist Dan Gookin details how to use Magellan to locate information quickly from all parts of a hard drive. He also includes how to create and use macros, view and manipulate data, launch programs, print files, and more. The Bulgarian-born scholar and author Elias Canetti was one of the most astute witnesses and analysts of the mass movements and wars of the first half of the 20th century. Born a Sephardic Jew and raised at first in the Bulgarian and Ladino languages, he chose to write in German. He was awarded the 1981 Nobel Prize in Literature for his oeuvre, which includes dramas, essays, diaries, aphorisms, the novel *Die Blendung* (*Auto-da-Fé*) and the long interdisciplinary treatise *Masse und Macht* (*Crowds and Power*). These works express Canetti's thought-provoking ideas on culture and the human psyche with special focus on the phenomena of power, conflict, and survival. Canetti's masterful prose, his linguistic innovations, his brilliant satires and conceits continue to fascinate scholars and general readers alike; his challenging, genre-bending writings merge theory and literature, essay and diary entry. This Companion volume contains original essays by renowned scholars from around the world who examine Canetti's writing and thought in the context of pre- and post-fascist Europe, providing a comprehensive scholarly introduction. Contributors: William C. Donahue, Anne Fuchs, Hans Reiss, Julian Preece, Wolfgang Mieder, Sigurd P. Scheichel, Helga Kraft, Harriet Murphy, Irene S. Di Maio, Ritchie Robertson, Johannes G. Pankau, Dagmar C.G. Lorenz, Penka Angelova and Svoboda A. Dimitrova, Michael Mack. Dagmar C. G. Lorenz is professor of Germanic Studies at the University of Illinois-Chicago. Beginning from a poststructuralist position, *Constructing the Child Viewer* examines three decades of U.S. research on television and children. The book concludes that historical concepts of the child television viewer are products of discourse and cannot be taken to reflect objective, scientific truths about the child viewer. Widely disseminated constructs of the passive viewer, the active viewer, the interactive viewer, and the media literate viewer are seen as problematic. Nearly all academic studies published from 1948 to 1979 on the subject are included in this volume. Each receives close textual analysis, making this a useful bibliographic resource and reference book. Methodologically and theoretically, this is the first text of its kind to read the history of research on television and children as an archaeology of knowledge. *Constructing the Child Viewer* is an extensive bibliographical resource, a preliminary introduction to Foucault's discourse theory, and an experimental application of that theory to one major strand of the discourse of mass communications research. Students of educational psychology, sociology, and communications/media will find this work invaluable. As mobile communication, social media, wireless networks, and flexible user interfaces become prominent topics in the study of media and culture, the screen emerges as a critical research area. This reader brings together insightful and influential texts from a variety of sources-theorists, researchers, critics, inventors, and artists-that explore the screen as a fundamental element not only in popular culture but also in our very understanding of society and the world. *The Screen Media Reader* is a foundational resource for studying the screen and its cultural impact. Through key contemporary and historical texts addressing the screen's development and role in communications and the social sphere, it considers how the screen functions as an idea, an object, and an everyday experience. Reflecting a number of descriptive and analytical approaches, these essays illustrate the astonishing range and depth of the screen's introduction and application in multiple media configurations and contexts. Together they demonstrate the long-standing influence of the screen as a cultural concept and communication tool that extends well beyond contemporary debates over screen saturation and addiction.

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