Apple 30 Inch Monitor Resolution

An Introduction to Desktop PublishingApple Library Users Group NewsletterBeginning iPhone DevelopmentThe Software CatalogMaximum PCCall-A.P.P.L.E.PC MagazineMacworldMaximum PCPC WorldInfoWorldApple Products Buyer's Guide 2015Reference Guide to Your MacintoshTeach Yourself Visually ILife '04Data SourcesPersonal ComputingComputer Buyer's Guide and HandbookConsumer Buying Guide 1993Outside the Apple MacintoshMacUserCinefexVerbumPopular PhotographyBusiness PublishingInCiderDigitMaximum PCIntegrating Macs into Windows NetworksThe British Journal of PhotographyVideo Made on a MacAmerican PrinterComputer Gaming WorldComputer ArtsPrinciples of Information SystemsPopular ComputingArchitectural RecordElectronics Buying GuideApple OrchardAndrew Seybold's Outlook on Professional ComputingByte

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Maximum PC

Call-A.P.P.L.E.

PC Magazine

On a Mac, the sky's the limit for creating professional video. With all the tools available though, it can be a daunting task to decide which ones offer the best solutions for combined efficiency and high-level results. How can you effectively communicate your vision to clients and crew? How should you calibrate your camera for multi-camera and green screen shoots? Is it better to do your keying in After Effects, Motion, or Final Cut? How should you set up your edit suite for efficiency and accuracy? How do you manage large amounts of media and a multitude of formats for multiple software applications? In Video Made on a Mac, you'll learn the answers and much more. Chock-full of practical advice and step-by-step instructions, each chapter provides insight on the critical components of production and postproduction that can make all the difference when you're up against a tight budget and schedule. The accompanying DVD supplies you with project files and high-definition footage so you can follow along with the examples,

as well as 50 training videos. Whether you're an advanced Mac user or just beginning to incorporate Adobe Creative Suite into your Final Cut Studio workflow, you'll learn to apply best-practice techniques to all your video projects.

Macworld

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.

PC World

InfoWorld

Apple Products Buyer's Guide 2015

Reference Guide to Your Macintosh

A guide to understanding and mastering the Macintosh. Organized in four sections, it is structured to take the novice user to a higher level of use.

Teach Yourself Visually ILife '04

Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, then Beginning iPhone Development is just the book for you. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iPhone Development offers a complete soup-to-nuts course in iPhone and iPod Touch programming. The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone software development kit, then stepping you though the creation of your first simple iPhone application. You'll move on from there, mastering all the iPhone interface elements that you've come to know and love, such as buttons, switches, pickers, toolbars, sliders, etc. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. You'll master the art of table-building and learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. You'll learn how to draw using Quartz 2D and OpenGL ES. You'll add multi-touch gesture support (pinches and swipes) to your applications, and work with the Camera, photo library, and Accelerometer. You'll master application preferences, learn how to localize your apps into other languages, and so much more. Apple's iPhone SDK, this book, and your imagination are all you'll need to start building

your very own best-selling iPhone applications.

Data Sources

Personal Computing

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Computer Buyer's Guide and Handbook

Consumer Buying Guide 1993

Outside the Apple Macintosh

MacUser

Cinefex

Are you a visual learner? Do you prefer instructions that show you how to do something – and skip the long-winded explanations? If so, then this book is for you. Open it up and you'll find clear, step-by-step screen shots that show you how to tackle more than 150 iTunes®, iPhoto™, iMovie®, iDVD™, and GarageBand™ tasks, from ripping songs and shopping at the iTunes music store to retouching photos, cropping video clips, building movie menu buttons, and creating real or software instrument tracks in GarageBand "What fantastic teaching books you have produced! Congratulations to you and your staff." Bruno Tonon P>"Like a lot of other people, I understand things best when I see them visually. Your books really make learning easy and life more fun." John T. Frey

Verbum

Popular Photography

Business Publishing

Consumer Guide takes the time to evaluate the goods most people buy most often--from camcorders to refrigerators to cars--ranking each product for durability, performance, efficiency, design, price, and value. As always, advertising is not

accepted, so the reviewers are unbiased and accurate.

InCider

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Digit

The journal of cinematic illusions.

Maximum PC

Integrating Macs into Windows Networks

The British Journal of Photography

Integrate Macs seamlessly into your Windows network These days, almost every Windows network must include Macs--and not just as second-class citizens with limited connectivity, but as full members of the network. Covering Mac OS X Snow Leopard and Windows Server 2008 R2, Integrating Macs into Windows Networks shows you how to incorporate Macs quickly and easily into your Windows Server network. You'll learn how to plan your Mac rollout, choose the best way of managing Macs, add Macs to the network seamlessly, and keep them secure and running smoothly. Select the right Macs for your organization's needs Make the physical connection to the network via Ethernet or AirPort Choose between extending Active Directory to handle Macs or building a "magic triangle" with Mac OS X Server Use proxy servers to give Macs safe internet access Connect Mac clients to Microsoft Exchange for e-mail and calendaring Provide Mac users with network home or mobile home folders Set up Macs to print to your Windows network printers Install software on Macs automatically both before and after deployment Run Windows programs on Macs using Boot Camp, virtual machines, or both Allow Mac users remote access to the network via virtual private networking Back up and restore data, and troubleshoot Mac hardware and software problems

Video Made on a Mac

American Printer

Computer Gaming World

Computer Arts

Principles of Information Systems

Built on the successful framework of previous editions, the eagerly anticipated eighth edition of Principles of Information Systems has been heavily revised and reorganized and now offers a streamlined text that covers the most up-to-date and relevant topics of information technology. The overall vision, framework, and pedagogy that made the previous editions so popular has been retained, making this a highly comprehensive IS text. Accomplished authors Ralph Stair and George Reynolds continue to expose their readers to clear learning objectives that are reinforced by timely, real-world business examples and hands-on activities. Regardless of their major, students can use this book to understand and practice fundamental IS principles so that they can function more efficiently and effectively as workers, managers, decision makers, and organizational leaders.

Popular Computing

Architectural Record

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Byte

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION

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