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KEY=MANUALS - ALICIA LEBLANC

DESIGNING SOFTWARE SYNTHESIZER PLUG-INS IN C++

FOR RACKAFX, VST3, AND AUDIO UNITS

CRC Press Bridging the gap from theory to programming, Designing Software Synthesizer Plug-Ins in C++ For RackAFX, VST3 and Audio Units contains complete code for designing and implementing software synthesizers for both Windows and Mac platforms. You will learn synthesizer operation, starting with the underlying theory of each synthesizer component, and moving on to the theory of how these components combine to form fully working musical instruments that function on a variety of target digital audio workstations (DAWs). Containing some of the latest advances in theory and algorithm development, this book contains information that has never been published in textbook form, including several unique algorithms of the author's own design. The book is broken into three parts: plug-in programming, theory and design of the central synthesizer components of oscillators, envelope generators, and filters, and the design and implementation of six complete polyphonic software synthesizer musical instruments, which can be played in real time. The instruments implement advanced concepts including a user-programmable modulation matrix. The final chapter shows you the theory and code for a suite of delay effects to augment your synthesizers, introducing you to audio effect processing. The companion website, www.focalpress.com/cw/pirkle, gives you access to free software to guide you through the application of concepts discussed in the book, and code for both Windows and Mac platforms. In addition to the software, it features bonus projects, application notes, and video tutorials. A reader forum, monitored by the author, gives you the opportunity for questions and information exchange.

FUTURE MUSIC

ELECTRONIC MUSICIAN

PARENTOLOGY

EVERYTHING YOU WANTED TO KNOW ABOUT THE SCIENCE OF RAISING CHILDREN BUT WERE TOO EXHAUSTED TO ASK

Simon and Schuster An award-winning scientist offers his unorthodox approach to childrearing: "Parentology is brilliant, jaw-droppingly funny, and full of wisdom...bound to change your thinking about parenting and its conventions" (Amy Chua, author of Battle Hymn of the Tiger Mother). If you're like many parents, you might ask family and friends for advice when faced with important choices about how to raise your kids. You might turn to parenting books or simply rely on timeworn religious or cultural traditions. But when Dalton Conley, a dual-doctorate scientist and full-blown nerd, needed childrearing advice, he turned to scientific research to make the big decisions. In Parentology, Conley hilariously reports the results of those experiments, from bribing his kids to do math (since studies show conditional cash transfers improved educational and health outcomes for kids) to teaching them impulse control by giving them weird names (because evidence shows kids with unique names learn not to react when their peers tease them) to getting a vasectomy (because fewer kids in a family mean smarter kids). Conley encourages parents to draw on the latest data to rear children, if only because that level of engagement with kids will produce solid and happy ones. Ultimately these experiments are very loving, and the outcomes are redemptive—even when Conley's sassy kids show him the limits of his profession. Parentology teaches you everything you need to know about the latest literature on parenting—with lessons that go down easy. You'll be laughing and learning at the same time.

KORG VOLCA KEYS - THE EXPERT GUIDE

*Tony Horgan ** NOW FEATURES NEW PATCHES AND SOUNDS CHAPTER!! ** The undisputed Korg Volca expert Tony Horgan continues his series of officially endorsed multimedia guides with this in-depth look at the Volca Keys. Straight-talking text, clear illustrations and beautiful photography combine to make this an essential companion to the Volca Keys. Every aspect of the Volca Keys is explained in easy-to-understand terms. You too can become a Volca expert! The full chapter list:1. About this book- Hello- Acknowledgements2. Quick-start guides- Start here- Select and play a pattern- Record a pattern- Save a pattern- Record a motion sequence- Sync with other Volca units- Connect via MIDI- Record a pattern in Flux mode3. Voice modes- Voice modes explained- Poly mode- Unison mode- Octave mode- Fifth mode- Unison Ring mode- Poly Ring mode4. Octave selector- Octave selector5. VCO section- What is a VCO?- Detune- Portamento- EG Int (VCO)6. VCF section- What is a VCF?- Cutoff- Peak- EG Int (VCF)7. LFO section- What is an LFO?- LFO wave shapes- Rate- Pitch Int- Cutoff Int8. EG section- What is an EG?- Attack- Decay / Release- Sustain9. Delay section- Delay Time- Delay Feedback10. Tempo and Volume- Tempo knob- Tempo division- Volume knob11. Soft buttons- Play / Active Step- Record / Erase- Memory / Write- Func12. Keyboard- About the keyboard- Motion sequence keys- LFO keys- Tempo division keys- Metronome- Step*

Trigger- Tempo delay- Flux- Clear keys¹³. MIDI In- MIDI: an overview- Selecting the MIDI channel- MIDI control change messages- MIDI control change numbers- MIDI cables- MIDI RX Short Message- MIDI Clock Source¹⁴. Sync In / Out- What is Sync?- Changing Sync polarity¹⁵. Headphone socket- Audio output cables¹⁶. Automatic tuning- How auto-tuning works

KORG VOLCA DRUM - THE EXPERT GUIDE

Tony Horgan It's here at last! Tony Horgan's Volca Drum guide will turn anyone into an expert. Every feature is explained and illustrated clearly, with inspirational tips and tricks to get you making big beats in an instant. Quick-start guides, over 50 patches, Wave Guide effects, hidden features and hacks, and detailed sequences reveal everything there is to know about this mighty little drum machine. This is the most visual Volca Expert Guide yet, with a treasure trove of concept images to back up the crystal clear text.

THE LIVING CHURCH

KEYBOARD FOR DUMMIES

John Wiley & Sons The easy way to get keyed up on the keyboard Where Piano For Dummies helps budding musicians to master the black-and-white musical keyboard, Keyboard For Dummies helps them understand the possibilities that unfold when those black-and-whites are connected to state-of-the-art music technology. Keyboard For Dummies explains the ins-and-outs of modern keyboards and helps you get the most out of their capabilities. Key content coverage includes: an overview of the types of keyboards available today and how they differ from acoustic pianos; expert advice on choosing the right keyboard for your wants/needs and how to shop and compare the various models; a close look at the types of sounds an electronic keyboard offers and how to achieve them; step-by-step instruction on how to use keyboards anywhere using external speakers, amps, home stereos, computers, and tablets; guidance on how to use keyboard software and applications to get the most out of keyboard technology; and much more. A multimedia component for this title will be hosted at Dummies.com and includes companion audio tracks that demonstrate techniques and sounds found in the book Step-by-step instructions make learning keyboard easy and fun Introduces you to the musical possibilities of the keyboard If you're new to the keyboard or looking to take your skills to the next level, Keyboard For Dummies is a thorough guide to the ins and outs of this popular instrument.

THE AMERICAN ORGANIST

KEYBOARD

MODERN RECORDING TECHNIQUES

CRC Press As the most popular and authoritative guide to recording Modern Recording Techniques provides everything you need to master the tools and day to day practice of music recording and production. From room acoustics and running a session to mic placement and designing a studio Modern Recording Techniques will give you a really good grounding in the theory and industry practice. Expanded to include the latest digital audio technology the 7th edition now includes sections on podcasting, new surround sound formats and HD and audio. If you are just starting out or looking for a step up in industry, Modern Recording Techniques provides an in depth excellent read- the must have book

MOODY'S MANUAL OF INVESTMENTS: AMERICAN AND FOREIGN

TRANSPORTATION

THE COMPLETE DX7

Music Sales Corporation

RADAR INSTRUCTION MANUAL

Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State Agencies. Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration's three region schools. It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook. This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation. Robert J. Blackwell Assistant Secretary for Maritime Affairs

LOOPTAIL

HOW ONE COMPANY CHANGED THE WORLD BY REINVENTING BUSINESS

Hachette UK Can a company be cool, socially responsible ... and still make money? Welcome to the looptail. This is the extraordinary true story of Bruce Poon Tip and how, with nothing more than two credit cards and a burning desire to create an authentic, sustainable travel experience like nothing the world had ever seen, he created G Adventures, the world's most successful adventure travel company. G Adventures operates in more than 100 countries, on all seven continents, serves more than 100,000 customers every year - and is now a significant player in Australia. In this unique first-person account, Poon Tip reveals his unusual management secrets that allowed him to keep growing his company, his employees fully engaged and energised, and his customers extremely

happy. This is a singularly stunning story of why community, culture and karma matter in business, and how one man's desire to do the right thing and generate profits can be blended into a win-win for all involved. In this special Australian edition, Bruce Poon Tip writes about the unique experiences and lessons learned which have fuelled the growth of his Australian business, and also about how Australia really could be better at presenting itself to the world's travellers. www.gadventures.com.au

KORG M1

SOUND MAKING BOOK, LEVEL 1

CLASSIC KEYS

KEYBOARD SOUNDS THAT LAUNCHED ROCK MUSIC

University of North Texas Press *Classic Keys* is a beautifully photographed and illustrated book focusing on the signature rock keyboard sounds of the 1950s to the early 1980s. It celebrates the Hammond B-3 organ, Rhodes and Wurlitzer electric pianos, the Vox Continental and Farfisa combo organs, the Hohner Clavinet, the Mellotron, the Minimoog and other famous and collectable instruments. From the earliest days of rock music, the role of keyboards has grown dramatically. Advancements in electronics created a crescendo of musical invention. In the thirty short years between 1950 and 1980, the rock keyboard went from being whatever down-on-its-luck piano awaited a band in a bar or concert hall to a portable digital orchestra. It made keyboards a centerpiece of the sound of many top rock bands, and a handful of them became icons of both sound and design. Their sounds live on: Digitally, in the memory chips of modern keyboards, and in their original form thanks to a growing group of musicians and collectors of many ages and nationalities. *Classic Keys* explores the sound, lore, and technology of these iconic instruments, including their place in the historical development of keyboard instruments, music, and the international keyboard instrument industry. Twelve significant instruments are presented as the chapter foundations, together with information about and comparisons with more than thirty-six others. Included are short profiles of modern musicians, composers, and others who collect, use, and prize these instruments years after they went out of production. Both authors are avid musicians, collect and restore vintage keyboards, and are well-known and respected in the international community of web forums devoted to these instruments.

DESIGNING SOFTWARE SYNTHESIZER PLUGINS IN C++

WITH AUDIO DSP

CRC Press *Designing Software Synthesizer Plugins in C++* provides everything you need to know to start designing and writing your own synthesizer plugins, including theory and practical examples for all of the major synthesizer building blocks, from LFOs and EGs to PCM samples and morphing wavetables, along with complete synthesizer example projects. The book and accompanying SynthLab projects include scores of C++ objects and functions that implement the synthesizer building blocks as well as six synthesizer projects, ranging from virtual analog and physical modelling to wavetable morphing and wave-sequencing that demonstrate their use. You can start using the book immediately with the SynthLab-DM product, which allows you to compile and load mini-modules that resemble modular synth components without needing to maintain the complete synth project code. The C++ objects all run in a stand-alone mode, so you can incorporate them into your current projects or whip up a quick experiment. All six synth projects are fully documented, from the tiny SynthClock to the SynthEngine objects, allowing you to get the most from the book while working at a level that you feel comfortable with. This book is intended for music technology and engineering students, along with DIY audio programmers and anyone wanting to understand how synthesizers may be implemented in C++.

AARON MARKS' COMPLETE GUIDE TO GAME AUDIO

FOR COMPOSERS, SOUND DESIGNERS, MUSICIANS, AND GAME DEVELOPERS

CRC Press *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.

SOUND SOUVENIRS

AUDIO TECHNOLOGIES, MEMORY AND CULTURAL PRACTICES

Amsterdam University Press In recent decades, the importance of sound for remembering the past and for creating a sense of belonging has been increasingly acknowledged. We keep "sound souvenirs" such as cassette tapes and long play albums in our attics because we want to be able to recreate the music and everyday sounds we once cherished. Artists and ordinary listeners deploy the newest digital audio technologies to recycle past sounds into present tunes. Sound and memory are inextricably intertwined, not just through the commercially exploited nostalgia on oldies radio stations, but through the exchange of valued songs by means of pristine recordings and cultural practices such as collecting, archiving and listing. This book explores several types of cultural practices involving the remembrance and restoration of past sounds. At the same time, it theorizes the cultural meaning of collecting, recycling, reciting, and remembering sound and music.

MINIATURIZATION IN SAMPLE PREPARATION

Walter de Gruyter GmbH & Co KG Miniaturization is a challenge thrown down to analytical chemistry. The replacement of conventional analytical systems by miniaturized alternatives during the last years is noticeable. Specifically, the miniaturization of traditional sample preparation techniques (e.g., solid-phase extraction or solvent extraction) led to the development of environmentally benign analytical methods. This book aims to provide an overview of the challenges and achievements in the application of the miniaturized sample preparation methods in analytical laboratories. It includes both theoretical and practical aspects of miniaturized sample preparation approaches and hence should be of interest to researchers, students and teachers of analytical and bioanalytical chemistry, environmental sciences and environmental engineering.

SYNTHESIZER EVOLUTION

FROM ANALOGUE TO DIGITAL (AND BACK)

From acid house to prog rock, there is no form of modern popular music that hasn't been propelled forwards by the synthesizer. As a result they have long been objects of fascination, desire and reverence for keyboard players, music producers and fans of electronic music alike. Whether looking at an imposing modular system or posing with a DX7 on Top of the Pops, the synth has also always had an undeniable physical presence. This book celebrates their impact on music and culture by providing a comprehensive and meticulously researched directory of every major synthesizer, drum machine and sampler made between 1963 and 1995. Each featured instrument is illustrated by hand, and shown alongside its vital statistics and some fascinatingly quirky facts. In tracing the evolution of the analogue synthesizer from its invention in the early 1960's to the digital revolution of the 1980s right up until the point that analogue circuits could be modelled using software in the mid-1990's, the book tells the story of analogue to digital - and back again. Tracing that history and showing off their visual beauty with art-book quality illustrations, this a must for any self-respecting synth fan.

RECORDING INDUSTRY SOURCEBOOK

MUSIC THEORY FOR COMPUTER MUSICIANS

Course Technology Ptr Many DJs, gigging musicians, and electronic music producers understand how to play their instruments or make music on the computer, but they lack the basic knowledge of music theory needed to take their music-making to the next level and compose truly professional tracks. Beneath all the enormously different styles of modern electronic music lie certain fundamentals of the musical language that are exactly the same no matter what kind of music you write. It is very important to acquire an understanding of these fundamentals if you are to develop as a musician and music producer. Put simply, you need to know what you are doing with regard to the music that you are writing. *Music Theory for Computer Musicians* explains these music theory fundamentals in the most simple and accessible way possible. Concepts are taught using the MIDI keyboard environment and today's computer composing and recording software. By reading this book and following the exercises contained within it, you, the aspiring music producer/computer musician, will find yourself making great progress toward understanding and using these fundamentals of the music language. The result will be a great improvement in your ability to write and produce your own original music!

BRATVA VOW

A FREE DARK MAFIA ROMANCE PREQUEL

Bell Press Monsters aren't born, they are created. Katya. After spending years in hospitals, I can finally have a life. Then my mom abandons me to the care of the most breathtaking man I've ever seen. He's like the embodiment of Death, a Greek tragedy waiting to unfold. Can I break through the darkness that has a hold on him? Kristoff. My soul is black as tar. I'm a cold-hearted killer, the leader of my own Bratva. What mother in her right mind would leave a teenage daughter on my doorstep? A desperate one who's willing to make a deal with the devil. Note: This is the free prequel novella to the Bratva Royalty duet. Trigger warning: this book contains some traumas and scenes of violence. For fans of Natasha Knight, Julia Sykes, CD Reiss, Aleatha Romig, Skye Warren, Anna Zaires, Renee Rose, Carrie Ann Ryan, Penelope Ward, Lauren Blakely, Hannah Hill, Meghan March, Katee Robert. Topics: adult romance, alpha male, romantic suspense, romance series, bad boy romance, emotional read, contemporary romance, free romance books, mafia romance, novels for free romance, series books free, revenge romance, age gap romance, steamy romance books free.

PYTHON ESSENTIAL REFERENCE

Addison-Wesley Python has grown into one of the world's most popular programming languages, with a wealth of reference information available for it. For Python programmers, the richness of modern Python presents new challenges. It can be overwhelming

to know where to begin--or even whether you're coding in a reasonable style. Problems like these are the foundation for Dave Beazley's new *Python Distilled*. Focusing solely on the latest versions of Python (3.5 and higher), this title returns to the roots of Beazley's classic *Python Essential Reference*. This new book is a concise but powerfully useful handbook on effective Python programming. Rather than trying to document everything, Beazley now focuses on what is truly essential. In so doing, he reflects all he's learned through years of teaching Python to scientists, engineers, and software professionals, as well as writing software libraries and pushing the envelope of what Python makes possible. Beazley covers abstraction techniques, program structure, data, functions, objects, modules, and other topics selected to serve programmers working on Python projects of any size. He never forgets that productivity isn't enough; programming ought to capture the magic that lives inside the computer. It should be fun, too.

AMGOV

LONG STORY SHORT

CQ Press All the fundamentals. No fluff. Learn more with less! A truly revolutionary American Government textbook, Christine Barbour's *AmGov: Long Story Short*, responds to the needs of today's students and instructors through brevity and accessibility. The succinct ten chapters are separated by tabs that make it easy to skim, flip, revisit, reorient, and return to content quickly. Reading aids like bullets, annotations and arrows walk students through important facts and break up the material in short, engaging bites of information that highlight not only what is important but why it's important. Though brief, this core book is still robust enough to provide everything that students need to be successful in their American Government course. Whether for the on-the-go student who doesn't have time to read and digest a lengthy chapter, or the instructor who wants a book that will stay out of their way and leave room for plenty of supplementary reading and activities, *AmGov* provides a perfectly simplified foundation for a successful American Government course.

THE CUMULATIVE BOOK INDEX

ZONE FOOD BLOCKS

THE QUICK AND EASY, MIX-AND-MATCH COUNTER FOR STAYING IN THE ZONE

Harper Collins Over two million people worldwide are already experiencing the health and performance benefits of the Zone diet. Based on the hormonal consequences of food rather than caloric content, the Zone treats food like a powerful drug. Properly administered, this drug allows you to maintain peak mental alertness throughout the day, increase your energy, and reduce the likelihood of chronic disease while losing body fat. Now, in this essential new Zone reference guide, Barry Sears, provides you with the Zone resources and Food Block information you need to make every meal you eat a Zone meal, including: How to use and adjust Zone Food to fit your own biochemistry Zone Food Blocks for every ingredient, including vegetarian and nondairy sources of protein Zone Food Blocks for fast food and prepackaged supermarket meals Rules for modifying prepared foods to make them Zone-perfect The Ten Zone Commandments for staying in the Zone Think better, perform better, look better, and live better into the Zone.

THE PUBLISHERS' TRADE LIST ANNUAL

BOOKS IN PRINT

AIRBUS A380

Haynes Publishing UK The Airbus A380 is the world's most recognised and most talked about airliner since the Boeing 747 and Concorde appeared in the skies in the late 1960s. Designed to challenge Boeing's monopoly in the large-aircraft market, it made its first flight in April 2005, entering commercial service two years later with Singapore Airlines. This jet has become so popular that every four minutes--24 hours a day, seven days a week--an A380 is taking off or landing somewhere in the world. There is no other development in recent aviation history to rival this remarkable aircraft.

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.

WON'T GET FOOLED AGAIN

THE WHO FROM LIFEHOUSE TO QUADROPHENIA

Jawbone Press (Book). From mid-1970 to early 1974, The Who undertook an amazing and peculiar journey in which they struggled to follow up Tommy with a yet bigger and better rock opera. One of those projects, Lifehouse, was never completed, though many of its songs formed the bulk of the classic 1971 album Who's Next. The other, Quadrophenia, was as down-to-earth as the multimedia Lifehouse was futuristic; issued as a double album in 1973, it eventually became esteemed as one of The Who's finest achievements, despite initial unfavorable comparisons to Tommy. Along the way, the group's visionary songwriter, Pete Townshend, battled conflicts within the band and their management, as well as struggling against the limits of the era's technology as a pioneering synthesizer user and a conceptualist trying to combine rock with film and theatre. The results included some of rock's most ambitious failures, and some of its most spectacular triumphs. In *Won't Get Fooled Again*, noted rock writer and historian Richie Unterberger documents this intriguing period in detail, drawing on many new interviews; obscure rare archive sources and recordings; and a vast knowledge of the music of the times. The result is a comprehensive, articulate history that sheds new light on the band's innovations and Pete Townshend's massive ambitions, some of which still seem ahead of their time in the early 21st century.

PYTHON COOKBOOK

RECIPES FOR MASTERING PYTHON 3

"O'Reilly Media, Inc." If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

PLAY IT LOUD

INSTRUMENTS OF ROCK AND ROLL

Metropolitan Museum of Art Play It Loud celebrates the musical instruments that gave rock and roll its signature sound. Seven engrossing essays by veteran music journalists and scholars discuss the technical developments that fostered rock's seductive riffs and driving rhythms; the evolution of the classic lineup of two guitars, bass, and drums; the thrilling innovations and expanded instrumentation musicians have explored to achieve unique effects; the powerful visual impact instruments have had; and the essential role they have played in the most memorable moments of rock and roll history. Abundant photographs depict rock's most iconic instruments—including Jerry Lee Lewis's baby grand piano, Chuck Berry's Gibson ES-350T guitar, John Lennon's twelve-string Rickenbacker 325, Keith Moon's drum set, and the white Stratocaster Jimi Hendrix played at Woodstock—both in performance and as works of art in their own right. Produced in collaboration with the Rock and Roll Hall of Fame, this astounding book goes behind the music to offer a rare, in-depth look at the instruments that inspired the musicians and made possible the songs we know and love.

PROFESSIONAL MICROPHONE TECHNIQUES

Artistpro.Com Llc This book, by the author of industry bestseller "Modern Recording Techniques", focuses on microphone usage for dozens of different instruments as well as vocals, amplifiers, Leslie cabinets and much more! Accompanied by an audio CD that allows you to hear the different effects of microphone placement techniques in real time for a full understanding of how to get the best recordings from any type of microphone!

15 EASY JAZZ, BLUES & FUNK ETUDES

INSTRUMENT

Alfred Music Publishing Written for a wide variety of musicians, *15 Easy Jazz, Blues & Funk Etudes* will appeal to both aspiring players and to more experienced musicians. For the younger player, particular care is given to range, rhythmic figures and overall playability. The more accomplished musician will appreciate the high level of musicality, the lyrical compositions and the opportunities to improvise. Either way, the format is simple: Bob Mintzer plays and demonstrates each etude with a stellar rhythm section on the included recording. You learn each etude slowly. When ready, you play the etude with the audio accompaniment.

TWELVE YEARS A SLAVE

Prabhat Prakashan "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

SUPER MARIO ENCYCLOPEDIA: THE OFFICIAL GUIDE TO THE FIRST 30 YEARS

Dark Horse Comics Power Up! Super Mario Bros. Encyclopedia: The Official Guide to the First 30 Years is jam-packed with content from all seventeen Super Mario games—from the original Super Mario Bros. to Super Mario 3D World. Track the evolution of the Goomba,

witness the introduction of Yoshi, and relive your favorite levels. This tome also contains an interview with producer Takashi Tezuka, tips to help you find every coin, star, sun, and mushroom—even explanations of glitches! With information on enemies, items, obstacles, and worlds from over thirty years of Mario, Super Mario Bros. Encyclopedia is the definitive resource for everything Super Mario!