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# Teach Yourself Gimp In 24 Hours

## Sams Teach Yourself In 24 Hours

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### COOLEY ERICK

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**Linux Hardware Handbook** Coriolis Group  
Twenty-four one-hour lessons explain the creation of Web pages using graphics, motion, interactivity, animation, tables and frames, sound, and video.

**Sams Teach Yourself iPhone Application Development in 24 Hours** Sams Publishing  
The Pruitts zoom in on the most useful techniques of Paint Shop Pro and teach how to polish those techniques by touching up photos, sprucing up colors in images, and creating composites. A 16-page Color Studio illustrates color-related tasks and gives results of projects

readers can create. **UNIX Hints & Hacks** Sams Publishing  
Consisting of 24 one-hour lessons, this book teaches the reader how to quickly and easily write graphical programs for both X Windows-based systems, such as Linux and Microsoft Windows. Six sections guide the reader through the basic to advanced functions and shows how to apply that knowledge to make a Qt programming language. **PHP and MySQL Web Development** Sams Publishing  
Preparing to use staroffice. Creating documents with starWrite. Creating spreadsheets starcalc. Working with presentations. Using internet and scheduling features in starOffice. **Sams Teach Yourself**

**Linux-Mandrake in 24 Hours** Apress  
GIMP for Absolute Beginners gives us an easy way to use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions

are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features. \*\*The print version of this book is black & white, but the ebook version is in color on color-enabled devices. \*\*

*The Book of GIMP* Sams Publishing

In Full Color! In just 24 sessions of one hour or less, learn how to make your own animations, games, simulations, and interactive stories with MIT Media Lab's amazingly easy Scratch 2.0! Using this book's straightforward, step-by-step approach, you'll walk through everything from joining the global Scratch community to adding audio/video and sensing the outside environment. You'll learn to write reliable, efficient code and take advantage of millions of Scratch programs shared online. Every hands-on lesson builds upon what you've already

learned, fully preparing you to create inspired projects of your own! Step-by-step instructions carefully walk you through the most common Scratch 2.0 programming tasks. Quizzes at the end of each chapter help you test your knowledge. Challenges give you the opportunity to extend upon what you've learned in each chapter and flex your new-found programming skills. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Create your first project Master basic features including the Stage, Backdrops, Sprites, and Costumes Make things happen with Motion blocks Add sophisticated logic without complicated coding Use audio and video you capture with a webcam or microphone Include your own drawings in your projects Sense what your game's players are doing and interact with them Write programs that respond to outside changes such as temperature and touch Test your projects to find and fix problems

Document and publish projects so others can help you improve them "Remix" projects with online Scratch code and content Create games with multiple game screens and button controls Master skills you can use with even the most powerful programming languages Who Should Read This Book Brand new to programming: Welcome! You don't need any prior experience with programming in order to gain value from this book. Considering a career change: Perhaps you are a K-12, junior college, or university student who has perhaps a bit of past programming experience, and you are pondering a full-time career as a software developer. Learning Scratch serves as an excellent diagnostic to gauge your aptitude and interest in the subject matter. Just tinkering: Maybe you are a technology buff who always wondered what work went into developing a software project. You have no real career aspirations in programming--you just enjoy tinkering and having fun. If you find that you don't belong in any of the previous three classifications, then don't

worry about it. Set your sights on learning as much as you can and, above all else, having fun, and you'll be fine!

*Sams Teach Yourself HTML and CSS in 24 Hours*  
Sams Publishing

Learn how to deploy TCP/IP networks with this proven format for getting up to speed quickly with a new technology. Readers will understand the essentials of TCP/IP and how to implement them on a multi-vendor network, from the basics of Open Systems and Protocols to more advanced topics like application integration.

**Sams Teach Yourself Inkscape, Gimp and Blender in 24 Hours**

Sams Publishing  
Linux Programming Unleashed is a complete and comprehensive reference for intermediate to advanced Linux developers that covers every possible use of Linux. Topics include: Core Linux Programming; Interprocess Communication; Device Drivers; Development Tools (make, Emacs, diff and patch, etc.); Programming the User Interface; programming (including Motif, Athena, GTK, QT, and more); Scripting; Security; System Programming

Using Libraries; Package Management; and Licensing. Linux Programming Unleashed contains hundreds of professional programming techniques and code for many real world applications.

Sams Teach Yourself Android Game Programming in 24 Hours  
Sams Publishing

Provides step-by-step instructions for common Minecraft mod development tasks, including creating recipes, items, blocks, and entities; making custom pickaxes, shovels, and original tools; and generating entire worlds.

**Sams Teach Yourself Red Hat Fedora 4 Linux All in One** Pearson Education

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games!

This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson

builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

*Paint Shop Pro 6 Visual Insight* Independently Published

"Linux Hardware Handbook" provides guidance to individuals on making purchasing and installation decisions concerning hardware for Linux computers. It provides general guidance and information on what types of products are known to work well at the time of writing.

Unity 2018 Game Development in 24 Hours,  
Sams Teach Yourself  
Apress

The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught

through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OS X, Linux, and Windows. This book shows how to install it on each platform. GIMP Bible Pearson Education  
 This book can help you migrate from Windows to Linux in just hours? By the time you have finished, you will be able to do virtually anything in Linux - without the aggravation, crashes, security risks, or high costs of running Windows! In this book you will learn: to convert your Windows PC to a Linux system that does more for your money - one step at a time ; browse the Internet, send and receive email, even send instant messages using your existing AOL, MSN, and Yahoo accounts ; connect your digital camera or scanner and discover the GIMP, Linux's powerful graphics program ; rip music and burn and play CDs with Linux's amazing collection of easy to use multimedia tools ; discover the world of

Linux games - from solitaire to flight simulators, and beyond ; and write, calculate and present with OpenOffice.org, the free office suite for Linux that can also read and write your existing Microsoft Office documents. *REDHAT* No Starch Press  
 PHP and MySQL Web Development, Fourth Edition The definitive guide to building database-driven Web applications with PHP and MySQL and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the

server. The fourth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP 5 through version 5.3, such as namespaces and closures, as well as features introduced in MySQL 5.1. This is the eBook version of the title. To gain access to the contents on the CD bundled with the printed book, please register your product at [informit.com/register](http://informit.com/register)  
*Sams Teach Yourself Mod Development for Minecraft in 24 Hours* Pearson Education  
 Learn HTML5 and CSS3 in 24 one-hour lessons!  
*Sams Teach Yourself HTML and CSS in 24 Hours* is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of *Sams Teach Yourself HTML and*

CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant  
 Format text for maximum clarity and readability  
 Create links to other

pages and to other sites  
 Add graphics, color, and visual pizzazz to your web pages  
 Work with transparent images and background graphics  
 Design your site's layout and typography using CSS  
 Get user input with web-based forms  
 Publicize your site and make it search-engine friendly  
 Test a website for compatibility with different browsers  
 Make your site easy to maintain and update as it grows  
 Use HTML5 semantic tags to better structure your pages  
 Create columns with CSS  
 Add HTML5-based video and audio to your site  
 Use CSS3 transforms, transitions, and animations to create great visual effects  
 Use HTML5's powerful form validation capability  
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**Sams Teach Yourself Mac OS X in 24 Hours**  
 Sams Publishing  
 A results oriented, step-by-step guide designed to help readers learn about the Linux-Mandrake distribution in a non-threatening environment. It gives a tour of the operating system and many of the applications that come with the distribution. After reading

this book and working through the exercises, users should be able to install and configure the Linux-Mandrake distribution on a variety of machines and possess a good knowledge of Linux in general. It provides a coherent introduction to command line usage and good opportunities to gain experience with command line usage as a logical part of a productive work exercise. (Operating Systems)

### **HTML and CSS in 24 Hours, Sams Teach Yourself**

Sams Publishing  
&>A clear, easy-to-understand tutorial for developers who want to write software for today's hottest market: iPhone, iPod, and App Store! The start-to-finish, hands-on introduction to iPhone programming for every developer, regardless of experience Introduces the iPhone development environment and teaches every essential Objective-C concept with fully-documented, carefully-explained code A complete tutorial package: step-by-step instructions, examples, Q and As, quizzes, exercises, tips, shortcuts, and more iPhone is the world's hottest application market: more than 500,000 developers have

downloaded Apple's iPhone software development kit in just one year. Now there's a friendly, accessible guide to iPhone development for every programmer, regardless of experience. In just 24 lessons of one hour or less, Sams Teach Yourself iPhone Application Development in 24 Hours will help beginning iPhone and mobile developers gain true mastery, so you can construct virtually any iPhone application. Each lesson builds on everything that's come before, helping you learn all they need to know without ever becoming overwhelmed. Coverage includes: preparing for iPhone development; navigating the development environment; mastering Objective-C and the MVC paradigm; using widgets and webviews; implementing multiple views; reading and writing data; building user interfaces; generating graphics; playing media; using maps; networking; using the touch interface; sensing motion; pushing application updates; debugging; optimization; distributing software via the App Store; and more. By the time you are finished you'll be

comfortable enough to write real-world apps that sell.

### Sams Teach Yourself

TCP/IP in 24 Hours Sams  
Sams Teach Yourself C in 24 Hours, Second Edition, shows you how to program in C in an easy-to-understand format. C is a powerful and flexible language used for a wide range of projects. You begin with learning the basics to write a first program and then move on to arrays, pointers, disk input/output, and functions. This book will allow you to understanding data types, loops, and strings to make your programs work for you. You'll also work with arrays, structures, and unions to expand your programming skills, use pointers to access and retrieve data elements, develop programs that process mathematical equations, functions, and variables, and explore memory management techniques.

*American Book Publishing Record* Pearson

Professional  
Rather than simply running down a list of GIMP's capabilities, this tutorial actually teaches graphic art techniques and Web media creation using GIMP. The CD-ROM contains the latest GIMP

release and the GIMP Toolkit, GTK+.

*Sams Teach Yourself Qt Programming in 24 Hours*  
Sams Publishing

Underneath the colorful interface of Mac OS X is a powerful, complicated operating system based on BSD Unix. And Mac users of all kinds need help both in figuring out

how to run OS X and in understanding how it worked and how to get the most out of it. In late Summer 2002 Apple is expected to release a new version of OS X -- code-named "Jaguar" -- that will add some end user features (like iChat), and that will improve OS X's stability. The second edition of Sams Teach

Yourself Mac OS X in 24 Hours helps new users to understand how the new OS (different from the traditional Mac OS, as well as Windows) functions, and how to use it successfully. The book also explores how to use the native OS X applications that ship with the product.