



LEARNING TO
PROGRAM

STEVEN FOOTE

Learning To Program Steven Foote

R Bogdan



Learning To Program Steven Foote:

Learning to Program Steven Foote,2014 *Learning to Program* will help students build a solid foundation in programming that can prepare them to achieve just about any programming goal Whether they want to become a professional software programmer learn how to more effectively communicate with programmers or are just curious about how programming works this book is a great first step in helping to get there

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Learning Blender Oliver Villar,2017-04-07 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book Master the Newest Blender Techniques for Creating Amazing 3D Characters From Design and Modeling to Video Compositing Now fully updated for Blender 2.78b and beyond *Learning Blender Second Edition* walks you through every step of creating an outstanding 3D animated character with Blender and then compositing it in a real video using a professional workflow This edition covers the powerful new selection and modeling tools as well as high efficiency improvements related to other parts of the project such as texture painting shading rigging rendering and compositing Still the only Blender tutorial to take you from preproduction to final result this guide is perfect for both novices and those moving from other software to Blender open source and free software Author Oliver Villar provides full color hands on chapters that

cover every aspect of character creation design modeling unwrapping texturing shading rigging animation and rendering He also walks you through integrating your animated character into a real world video using professional camera tracking lighting and compositing techniques The rich companion website blendtuts.com learning blender files will help you quickly master even the most complex techniques with bonus contents like video tutorials By the time you re done you ll be ready to create outstanding characters for all media and you ll have up to date skills for any 3D project whether it involves characters or not Learn Blender s updated user interface navigation and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient step by step pipeline to streamline workflow in any project Master modeling unwrapping and texturing Bring your character to life with materials and shading Create your character s skeleton and make it walk Use Camera Tracking to mix 3D objects into a real world video Transform a raw rendered scene into the final result using Blender s compositing nodes Register your product at informit.com/register for convenient access to downloads updates and corrections as they become available

Technical Debt in Practice Neil Ernst,Rick Kazman,Julien Delange,2021-08-17 The practical implications of technical debt for the entire software lifecycle with examples and case studies Technical debt in software is incurred when developers take shortcuts and make ill advised technical decisions in the initial phases of a project only to be confronted with the need for costly and labor intensive workarounds later This book offers advice on how to avoid technical debt how to locate its sources and how to remove it It focuses on the practical implications of technical debt for the entire software life cycle with examples and case studies from companies that range from Boeing to Twitter Technical debt is normal it is part of most iterative development processes But if debt is ignored over time it may become unmanageably complex requiring developers to spend all of their effort fixing bugs with no time to add new features and after all new features are what customers really value The authors explain how to monitor technical debt how to measure it and how and when to pay it down Broadening the conventional definition of technical debt they cover requirements debt implementation debt testing debt architecture debt documentation debt deployment debt and social debt They intersperse technical discussions with Voice of the Practitioner sidebars that detail real world experiences with a variety of technical debt issues

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