Iphone 5 Background Resolution

How to Do EverythingHarvard Business ReviewHow to Cheat in Adobe Flash CCA Thousand Pieces of YouCreating Fixed-Layout EBooksCreating Mobile Apps with Xamarin.Forms Preview Edition 2Team HumanLearning IOS ProgrammingIPhone: The Missing ManualBasic Sensors in IOSCocos2d Game Development BlueprintsBeginning iOS 5 Games DevelopmentiPhone ProgrammingiPhone 3D ProgrammingiPhone User Interface Design ProjectsIPod: The Missing ManualiPhone Game BlueprintsProgramming IOS 5Beginning IOS 5 Application DevelopmentBerenice Abbott's Changing New York, 1935-1939IPhone: The Missing ManualHTML5 & CSS3 For The Real WorldThunder CakeOpen Middle MathThe Sibley Guide to Bird Life & Behavior73 Amateur Radio TodayGideros Mobile Game DevelopmentiPhoto Tips & TricksCreating Mobile Apps with jQuery Mobile - Second EditionDeveloping C# Apps for iPhone and iPad using MonoTouchR MarkdownWatercolor with MeThe Yellow Wall PaperLong Way UpObama: An Intimate PortraitPresto SketchingA Spear of Summer GrassLearn Xcode Tools for Mac OS X and iPhone DevelopmentWindows Phone 7 For DummiesiOS Hacker's Handbook

How to Do Everything

Unleash the full power of your Windows Phone 7! Windows Phone 7 is the new and improved mobile platform for all Windows smartphones. The new platform has been completely rebuilt from the ground up and this guide walks you through everything that's new, from the look and feel to the underlying code to the revamped home screen and user interface experience. Placing special focus on the features and functionality that is shared across all Windows Phone 7 series models, this fun and friendly book covers a wide range of how-to topics on everything from making simple calls to using your handheld device as a mobile computer. Explores the exciting new Windows Phone 7 and the completely revamped platform that will revolutionize the way you experience mobile phone use Shows you how to personalize your interface and exchange and sync information with your Windows PC Covers how to download, install, and use Mobile Office applications Demonstrates creating, downloading, exchanging, and sharing digital media, such as photos, videos, sound, and music files with other mobile device and PC users Windows Phone 7 For Dummies takes your Windows Phone 7 experience to a whole new level!

Harvard Business Review

With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code—an

eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind—social networking app, game, or reference tool—you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to assure better results Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the realm of the iPhone Former Apple employee Dan Burcaw tailors user interfaces and adds the power of CoreLocation, Address Book, and Camera to the social networking app, Brightkite David Kaneda takes his Basecamp project management client, Outpost, from a blank page (literally) to a model of dashboard clarity Craig Kemper focuses on the smallest details to create his award-winning puzzle games TanZen and Zentomino Tim Novikoff, a graduate student in applied math with no programming experience, reduces a complex problem to simplicity in Flash of Genius: SAT Vocab Long-time Mac developer Chris Parrish goes into detail on the creation of the digital postcard app, Postage, which won the 2009 Apple Design Award Flash developer Keith Peters provides solutions for bringing games that were designed for a desktop screen to the small, touch-

sensitive world of the iPhone Jürgen Siebert, creator of FontShuffle, outlines the anatomy of letters and how to select the right fonts for maximum readability on the iPhone screen Eddie Wilson, an interactive designer, reveals the fine balance of excellent design and trial-by-fire programming used to create his successful app Snow Report Combined with Apress' best-selling Beginning iPhone 3 Development: Exploring the iPhone SDK, you'll be prepared to match great code with striking design and create the app that everyone is talking about.

How to Cheat in Adobe Flash CC

A Thousand Pieces of You

Discover all the security risks and exploits that can threateniOS-based mobile devices iOS is Apple's mobile operating system for the iPhone and iPad.With the introduction of iOS5, many security issues have come tolight. This book explains and discusses them all. The award-winningauthor team, experts in Mac and iOS security, examines thevulnerabilities and the internals of iOS to show how attacks can bemitigated. The book explains how the operating system works, itsoverall security architecture, and the security risks associatedwith it, as well as exploits, rootkits, and other payloadsdeveloped for it. Covers iOS security architecture,

vulnerability hunting,exploit writing, and how iOS jailbreaks work Explores iOS enterprise and encryption, code signing and memoryprotection, sandboxing, iPhone fuzzing, exploitation, ROP payloads,and baseband attacks Also examines kernel debugging and exploitation Companion website includes source code and tools to facilitateyour efforts iOS Hacker's Handbook arms you with the tools needed toidentify, understand, and foil iOS attacks.

Creating Fixed-Layout EBooks

5O No-Sketch Projects That Bring the Ocean to Life Dana Fox, author of Watercolor with Me: In the Forest and founder of Wonder Forest, provides fifty new marine-themed projects in this beginner-friendly watercolor guide. Known for her whimsical art style and straightforward instruction, Dana leads you through three major watercolor techniques: wet-on-wet, wet-on-dry, and ink-and-wash. Best of all, there's no sketching required, so you can focus on each painting method. Bring adorable sea creatures like octopuses and otters to life on high-quality art paper. Start simple with shading in a monochromatic orca, experiment with adding depth to color with a bright bobbing seahorse and practice stylizing your subject in a charming lighthouse scene. With inspired art and step-by-step instruction, it's easy to pick up a paintbrush, break out your palette, and create something beautiful.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

Grandma finds a way to dispel her grandchild's fear of thunderstorms.

Team Human

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone

development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

Learning IOS Programming

Cloud Atlas meets Orphan Black in this epic dimension-bending trilogy by New York Times bestselling author Claudia Gray about a girl who must chase her father's killer through multiple dimensions. Marguerite Caine's physicist parents are known for their groundbreaking achievements. Their most astonishing invention, called the Firebird, allows users to jump into multiple universes—and promises to revolutionize science forever. But then Marguerite's father is murdered, and the killer—her parent's handsome, enigmatic assistant Paul— escapes into another dimension before the law can touch him. Marguerite refuses to let the man who destroyed her family go free. So she races after Paul through different universes, always leaping into another version of herself. But she also meets alternate versions of the people she knows—including Paul, whose life entangles with hers in increasingly familiar ways. Before long she begins to question Paul's guilt—as well as her own heart. And soon she discovers the truth behind her father's death is far more sinister than she expected. A Thousand Pieces of You explores an amazingly intricate multi-universe where fate is unavoidable, the truth elusive, and love the greatest mystery of all.

IPhone: The Missing Manual

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Basic Sensors in IOS

Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to

create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, How to Cheat in Flash CSX, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX!

Cocos2d Game Development Blueprints

This book assumes a basic level of experience with standard web development. If you've used jQuery Mobile before, you're good to go. Otherwise, you can pick it up along the way.

Beginning iOS 5 Games Development

Do you feel like your thoughts, ideas, and plans are being suffocated by a constant onslaught of information? Do you want to get those great ideas out of your head, onto the whiteboard and into everyone else's heads, but find it hard to start? No matter what level of sketching you think you have, Presto Sketching will help you lift your game in visual thinking and visual communication. In this practical workbook, Ben Crothers provides loads of tips, templates, and exercises that help you develop your visual vocabulary and sketching skills to clearly express and communicate your ideas. Learn techniques like product sketching, storyboarding, journey mapping, and conceptual illustration. Dive into how to use a visual metaphor (with a library of 101 visual metaphors), as well as tips for capturing and sharing your sketches digitally, and developing your own style. Designers, product managers, trainers, and entrepreneurs will learn better ways to explore problems, explain concepts, and come up with well-defined ideas - and have fun doing it.

iPhone Programming

iPhone 3D Programming

Often referred to as "children's ebooks," "picture ebooks," "photo books," and similar monikers, fixed-layout ebooks are visually-rich layouts that offer much more than standard EPUB and KF8 format ebooks for iPad, iPhone, Kindle, Kindle Fire, Nook, Sony Reader, Kobo, and more. Fixed-layout ebooks behave very much like PDFs or even digital magazines, displaying the design, typography, and page geometry exactly as designed on all devices. This specialty type of ebook tends to be very reliant on imagery, either or both as inline graphics or page background images, and sometimes even as spread-spanning images. They support advanced typographic control and pixel-precise layout, and they can contain read-a-long, on-demand, or ambient audio. Limited interactivity may also be achieved through JavaScript integration. Objects can be placed anywhere on the page, aligned relative to one another, with absolute precision, and type control goes far beyond standard, flowable EPUB in the forms of support for any font (with embedding), accurate line wrapping, hyphenation, leading control, tracking (letter spacing), and even multiple columns. Fixed-layout EPUBs may have real sidebars, note or tip boxes, and live text image captions. And, like flowable EPUBs, all the text—even in such special features—is searchable, live text. All of these features make fixed-layout ebooks ideal for such projects as children's books, cookbooks, travel

journals, photography and design books, game guides, and any other project where page presentation is important to reader experience and sales. ePublishing with InDesign: Creating Fixed-Layout eBooks will teach you: Understanding Fixed-Layout eBooks Planning a Fixed-Layout eBook Creating Fixed-Layout in InDesign Adapting the HTML Editing the CSS Adding Advanced Features Creating Read Aloud Narration Creating Fixed-Layout for Kindle Converting Fixed-Layout for Nook Creating Fixed-Layout for Sony Reader Creating Fixed-Layout for Kobo Other Fixed-Layout Creation Tools Creating Fixed-Layout eBooks by Pariah S. Burke is a companion to ePublishing with InDesign CS6 by Pariah S. Burke (ISBN: 9781118305591, Dec. 2012, Sybex), which is a prerequisite title, and is part of the ePublishing with InDesign series of books, videos, and instructor materials.

iPhone User Interface Design Projects

IPod: The Missing Manual

Answers found here! In iOS 7, Apple gave the iPhone the most radical makeover in its history. The new software is powerful, sleek, and a perfect companion to the iPhone 5s and 5c—but it's wildly different. Fortunately, David Pogue is back with an expanded edition of his witty, full-color guide: the world's most popular iPhone

book. The important stuff you need to know: The iPhone 5s. This book unearths all the secrets of the newest iPhone—faster chip,dual-color flash, fingerprint scanner, and more—and its colorful companion, the 5c. The iOS 7 software. Older iPhones gain Control Center, AirDrop, iTunes Radio, free Internet phone calls, and about 197 more new features. This book covers it all. The apps. That catalog of 1,000,000 add-on programs makes the iPhone's phone features almost secondary. Now you'll know how to find, manage, and exploit those apps. The iPhone may be the world's coolest computer, but it's still a computer, with all of a computer's complexities. iPhone: The Missing Manual is a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone addict.

iPhone Game Blueprints

"The CAFE is an acronym for Comprehension, Accuracy, Fluency, and Expanding Vocabulary. The book provides a framework and system for teaching reading through these core components, and guides readers through the process of responsive teaching"--

Programming IOS 5

R Markdown: The Definitive Guide is the first official book authored by the core R

Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R

and the Tidyverse.

Beginning IOS 5 Application Development

Presents techniques for creating a variety of applications for Apple's mobile devices including the iPhone, iTouch, and iPad.

Berenice Abbott's Changing New York, 1935-1939

Explains how to use the portable music player to perform functions including play music, store personal contact and calendar information, download and use applications, and use as a video player.

IPhone: The Missing Manual

Describes how to use Xcode tools, the Objective-C programming language, and the core frameworks to build several sample applications.

HTML5 & CSS3 For The Real World

This book is a detailed guide to create and deploy mobile games on multiple

mobile platforms with an emphasis on practical examples that help you learn how to make your own games quickly and efficiently.This book is for developers who are new to mobile game development or who have tried the native development of mobile games and want a simpler, faster tool that can support a wide variety of platforms and devices. Readers are expected to be at least partially familiar with the Lua game scripting language that Gideros uses for its scripts.

Thunder Cake

Presents the features and functions available on the iPhone 5, including iOS6 and how to use iCloud, Notification Center, and Siri--

Open Middle Math

"A provocative, exciting, and important rallying cry to reassert our human spirit of community and teamwork."—Walter Isaacson Team Human is a manifesto—a fiery distillation of preeminent digital theorist Douglas Rushkoff's most urgent thoughts on civilization and human nature. In one hundred lean and incisive statements, he argues that we are essentially social creatures, and that we achieve our greatest aspirations when we work together—not as individuals. Yet today society is threatened by a vast antihuman infrastructure that undermines our ability to

connect. Money, once a means of exchange, is now a means of exploitation; education, conceived as way to elevate the working class, has become another assembly line; and the internet has only further divided us into increasingly atomized and radicalized groups. Team Human delivers a call to arms. If we are to resist and survive these destructive forces, we must recognize that being human is a team sport. In Rushkoff's own words: "Being social may be the whole point." Harnessing wide-ranging research on human evolution, biology, and psychology, Rushkoff shows that when we work together we realize greater happiness, productivity, and peace. If we can find the others who understand this fundamental truth and reassert our humanity—together—we can make the world a better place to be human.

The Sibley Guide to Bird Life & Behavior

Developing C# Applications for iPhone and iPad using MonoTouch shows you how to use your existing C# skills to write apps for the iPhone and iPad. Fortunately, there's MonoTouch, Novell's .NET library that allows C# developers to write C# code that executes in iOS. Furthermore, MonoTouch allows you to address all the unique functions of the iPhone, iPod Touch, and iPad. And the big plus: You needn't learn any Objective-C to master MonoTouch! Former Microsoft engineer and published app-store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C# and the .NET Base Class

Libraries. The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch. You'll master the same elegant and rich Cocoa environment, but without the need to learn a new programming language. Developing C# Applications for iPhone and iPad using MonoTouch takes you from your first "Hello, World" example through the major APIs and features of iOS. The coverage is comprehensive and makes use of frequent examples, complete with sample code you can download and reuse to create your own powerful and playful apps.

73 Amateur Radio Today

Gideros Mobile Game Development

HTML5 and CSS3 for the Real World is your perfect introduction to the latest generation of web technologies. This easy-to-follow guide covers everything you need to know to get started today. You'll master the semantic markup available in HTML5, as well as how to use CSS3 to create amazing-looking websites without resorting to complex workarounds. You'll learn how to: Lose that pesky Flash habit by embracing native HTML5 video Set type that truly supports your message Build intelligent web forms that users will love! Design modern web apps the shine on mobile devices Create dynamic, efficient graphics on the fly with SVG and canvas

Use shiny new APIs to add geolocation and offline functionality Build your own full featured HTML5 website, the HTML5 Herald This easy-to-follow guide is illustrated with lots of examples, and leads readers through the process of creating great websites from start to finish using HTML5 and CSS3.

iPhoto Tips & Tricks

Provides information on using iOS 5 to create applications for the iPhone, iPad, and iPod Touch.

Creating Mobile Apps with jQuery Mobile - Second Edition

"Programming the accelerometer, gyroscope, camera, and magnetometer"--Cover.

Developing C# Apps for iPhone and iPad using MonoTouch

iPhone Game Blueprints is a practical, hands-on guide with step-by-step instructions leading you through a number of different projects, providing you with the essentials for creating your own iPhone games.This book is for graphic designers, developers, illustrators, and simple enthusiasts, who dream about the creation of mobile games or who have already worked in that domain, but need

some additional inspiration and knowledge. This book can be considered as an illustrated handbook, worth having in your game development studio. It can work as a "paper art-director" for your project.

R Markdown

iOS 11 for the iPhone includes a host of exciting new features, including a revamped Control Center and all-new powers for some of your favorite apps—Siri, AirPlay 2, Maps, Photos, and Maps. You can even send payment via iMessages and type with one hand! And the best way to learn all of these features is with iPhone: The Missing Manual—a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone master. This easy-to-use book will help you accomplish everything from web browsing to watching videos so you can get the most out of your iPhone. Written by Missing Manual series creator and former New York Times columnist David Pogue, this updated guide shows you everything you need to know about the new features and user interface of iOS 11 for the iPhone.

Watercolor with Me

Whether you are a passionate gamer, like developing, or are just curious about

game development, this book is for you. The book has been written to teach 2D game development to app developers and to teach Objective-C to game developers, as learning Cocos2d is the perfect step for both roles.

The Yellow Wall Paper

This book will give you a thorough grounding in the principal and supporting tools and technologies that make up the Xcode developer tools suite. Apple has provided a comprehensive collection of developer tools, and this is the first book to examine the complete Apple programming environment for both Mac OS X and iPhone. Comprehensive coverage of all the Xcode developer tools Additional coverage of useful third-party development tools Not just a survey of features, but a serious examination of the complete development process for Mac OS X and iPhone applications

Long Way Up

Exiled to Kenya after her latest scandalous exploit, Delilah Drummond, now the mistress of her step-father's crumbling estate, falls into the decadent pleasures of society until she meets Ryder White who becomes her guide to the beauty of this complex world. Set in 1920s British Kenya.

Obama: An Intimate Portrait

Relive the extraordinary Presidency of Barack Obama through White House photographer Pete Souza's behind-the-scenes images and stories in this #1 New York Times bestseller -- with a foreword from the President himself. During Barack Obama's two terms, Pete Souza was with the President during more crucial moments than anyone else -- and he photographed them all. Souza captured nearly two million photographs of President Obama, in moments highly classified and disarmingly candid. Obama: An Intimate Portrait reproduces more than 300 of Souza's most iconic photographs with fine-art print quality in an oversize collectible format. Together they document the most consequential hours of the Presidency -- including the historic image of President Obama and his advisors in the Situation Room during the bin Laden mission -- alongside unguarded moments with the President's family, his encounters with children, interactions with world leaders and cultural figures, and more. Souza's photographs, with the behind-the-scenes captions and stories that accompany them, communicate the pace and power of our nation's highest office. They also reveal the spirit of the extraordinary man who became our President. We see President Obama lead our nation through monumental challenges, comfort us in calamity and loss, share in hard-won victories, and set a singular example to "be kind and be useful," as he would instruct his daughters. This book puts you in the White House with President Obama, and is a treasured record of a landmark era in American history.

Presto Sketching

Provides basic information about the biology, life cycles, and behavior of birds, along with brief profiles of each of the eighty bird families in North America.

A Spear of Summer Grass

Learn Xcode Tools for Mac OS X and iPhone Development

Windows Phone 7 For Dummies

Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5

game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

iOS Hacker's Handbook

What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a

3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

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