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Although Architecture and Structural Engineering have both had their own historical development, their interaction has led to many fascinating and delightful structures over time. To bring this interaction to a higher level, there is the need to stimulate the inventive and creative design of architectural structures and to persuade architects and structural engineers to work together in this process, exploiting constructive principles and aesthetic and static values. Structures and architecture presents over 250 selected contributions and addresses all major aspects of structures and architecture, including comprehension of complex forms, computer and experimental methods, concrete and masonry structures, emerging technologies, glass structures, innovative architectural and structural design, lightweight and membrane structures, special structures, steel and composite structures, the borderline between architecture and structural engineering, the tectonic of new solutions, the use of new materials, timber structures, the history of the relationship between architects and structural engineers, among others. This book of abstracts and the searchable CD-ROM with full papers contain the contributions presented at the 1st International Conference on Structures and Architecture (ICSA2010). This event was organized by the School of Architecture of the University of Minho, Guimarães, Portugal (July 2010), to promote the synergy between both disciplines. The contributions on creative and scientific aspects in the conception and construction of structures, on advanced technologies and on complex architectural and structural applications represent a fine blend of scientific, technical and practical novelties in both fields. This set is intended for both researchers and practitioners, including architects, structural and construction engineers, builders and building consultants, constructors, material suppliers, product manufacturers and other experts and professionals involved in the design and realization of architectural, structural and infrastructural projects. Provides an introduction to modern object-oriented design principles and applications for the fast-growing area of modeling and simulation Covers the topic of multi-domain system modeling and design with applications that have components from several areas Serves as a reference for the Modelica language as well as a comprehensive overview of application model libraries for a number of application domains Information Architecture: Blueprints for the Web, Second Edition introduces the core concepts of information architecture: organizing web site content so that it can be found, designing website interaction so that it's pleasant to use, and creating an interface that is easy to understand. This book helps designers, project managers, programmers, and other information architecture practitioners avoid costly mistakes by teaching the skills of information architecture swiftly and clearly. Whether it's your first venture into 3D technical drawing software or you're switching to SolidWorks from something else, you're probably excited about what this CAD program has to offer. Chances are, you figure it's going to take awhile to get the hang of it before you can begin cranking out those perfectly precise 3D designs. SolidWorks For Dummies, 2nd Edition, can help you dramatically shorten that get-acquainted period! SolidWorks For Dummies, 2nd Edition will help you get up and running quickly on the leading 3D technical drawing software. You'll see how to set up SolidWorks to create the type of drawings your industry requires and how to take full advantage of its legendary 3D features. You'll discover how to: Work with virtual prototypes Understand the user interface Use templates and sketch, assemble, and create drawings Automate the drawing process Review drawings and collaborate with other team members Define and edit sketches Create dimensions and annotations Print or plot your drawings Leverage existing designs Sample files on the bonus CD-ROM show you how to apply the latest version of SolidWorks and accomplish specific tasks. Even if you're brand-new to CAD software, SolidWorks For Dummies, 2nd Edition will have you feeling like a pro in no time. You'll find you've entered a whole new dimension. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. This book is titled Forgotten Heroes of American Education because it contains representative writings by significant educators who challenged mainstream thinking. The editors of this volume believe that the work of these thoughtful and important educators deserves to be remembered. They have been forgotten because in the great pedagogical battles of the twentieth century, they lost. Time and again, they battled with their Progressivist colleagues over the purpose and goals of elementary and secondary education. Because they lost the arguments, their role as leaders and thinkers was almost completely ignored by historians of education, who identified with the winners. We think this was a grand mistake. To honor the legacy of these eight educators, we have written this book and entitled it Forgotten Heroes of American Education. Is grief overshadowing your ability to live your life? The death of a loved one can be one of the most challenging things we'll ever have to deal with. Our whole world is ripped apart, and we are left floundering as waves of overwhelming emotions wash over us. Through a combination of personal stories and empathetic advice, certified professional coach Tabitha Jayne, CPC, ACC reveals how you can not merely survive after the death of a loved one but transform your grief, live fully and thrive. Learn to use the Tree of Transformation®, the five-step process that enables you to let go of the pain of loss forever. As you do, you'll discover how to: • create and maintain the necessary supportive roots to allow you to transform grief; • express and release your emotions; • understand who you are now after loss, as well as who you want to be; • reconnect to your loved one and yourself; • see the gifts and growth that can come from loss; • identify the beliefs that stop you from letting go of pain; • create the necessary steps to maintain your grief transformation; • use the power of nature to deepen your experience. This book presents a broad overview of computer graphics (CG), its history, and the hardware tools it employs. Covering a substantial number of concepts and algorithms, the text describes the techniques, approaches, and algorithms at the core of this field. Emphasis is placed on practical design and implementation, highlighting how graphics software works, and explaining how current CG can generate and display realistic-looking objects. The mathematics is non-rigorous, with the necessary mathematical background introduced in the Appendixes. Features: includes numerous figures, examples and solved exercises; discusses the key 2D and 3D transformations, and the main types of projections; presents an extensive selection of methods, algorithms, and techniques; examines advanced techniques in CG, including the nature and properties of light and color, graphics standards and file formats, and fractals; explores the principles of image compression; describes the important input/output graphics devices. In 1984, additive manufacturing represented a new methodology for manipulating matter, consisting of harnessing materials and/or energy to create three-dimensional physical objects. Today, additive manufacturing technologies represent a market of around 5 billion euros per year, with an annual growth between 20 and 30%. Different processes, materials and dimensions (from nanometer to decameter) within additive manufacturing techniques have led to 70,000 publications on this topic and to several thousand patents with applications as wide-ranging as domestic uses. Volume 1 of this series of books presents these different technologies with illustrative industrial examples. In addition to the strengths of 3D methods, this book also covers their weaknesses and the developments envisaged in terms of incremental innovations to overcome them. This book presents a co-design detailed methodology that will enable the reader to develop human-centered product designs, considering the user's needs, skills, and limitations. The purpose of this book is to produce an ergonomic design methodology in which the "user's voice" can be translated into product requirements in a way that designers and manufacturers can use, characterizing it as a co-design methodology. It discusses important topics including ergonomics and product design, design specifications, project evaluation, modeling and prototyping, product safety, human error, kansei/affective engineering, usability and user experience, models of usability, methods for research and evaluation of usability, methods for evaluation of user-experience, preliminary strategic design planning, detailing design, and design, ergonomic and pandemics. The book offers a human-centered design methodology that allows the reader to carry out analysis and design projects for both products aimed at the disabled user population and those that serve the general population. It will be a valuable reference text for undergraduate and graduate students and professionals in the fields of ergonomics, design, architecture, engineering, and related fields. It can also be used by students and professionals of physiotherapy and occupational therapy interested in designing products for people with special needs. How to bring peace to your home. Create your own Mother's Rule of Life, a pattern for living that combines the spiritual wisdom of the monastery with the practical wisdom of motherhood. With the help of your own rule, you can get control of your own household, grow closer to God, come to love your husband more, and raise up good Christian children. This handbook offers a systematic exploration of current key topics in travel writing studies. It addresses the history, impact, and unique discursive variety of British travel writing by covering some of the most celebrated and canonical authors of the genre as well as lesser known ones in more than thirty close-reading chapters. Combining theoretically informed, astute literary criticism of single texts with the analysis of the circumstances of their production and reception, these chapters offer excellent possibilities for understanding the complexity and cultural relevance of British travel writing. I Love My Work But, I Hate My Job will provide something of interest for every member of the workforce, from those in positions of power, to those assigned to the maintenance function of the organization. Principles contained in the book are as applicable to the employees of an organization of three, as they are to those working in a major conglomerate, and to all levels in between. The book will capture the interest of the vast majority of employees who will discover how to rise above the circumstances created by oppression and incompetence in the workplace. Highlights of the book: Discussion about all the fields of Computer Aided Engineering, Finite Element Analysis Sharing of worldwide experience by more than 10 working professionals Emphasis on Practical usage and minimum mathematics Simple language, more than 1000 colour images International quality printing on specially imported paper Why this book has been written ... FEA is gaining popularity day by day & is a sought after dream career for mechanical engineers. Enthusiastic engineers and managers who want to refresh or update the knowledge on FEA are encountered with volume of published books. Often professionals realize that they are not in touch with theoretical concepts as being pre-requisite and find it too mathematical and Hi-Fi. Many a times these books just end up being decoration in their book shelves ... All the authors of this book are from IITs & IISc and after joining the industry realized gap between university education and the practical FEA. Over the years they learned it via interaction with experts from international community, sharing experience with each other and hard route of trial & error method. The basic aim of this book is to share the knowledge & practices used in the industry with experienced and in particular beginners so as to reduce the learning curve & avoid reinvention of the cycle. Emphasis is on simple language, practical usage, minimum mathematics & no pre-requisites. All basic concepts of engineering are included as & where it is required. It is hoped that this book would be helpful to beginners, experienced users, managers, group leaders and as additional reading material for university courses. Vol. for 1890/92 includes History of education in West Virginia, by B. S. Morgan and J. F. Cork. Over 100,000 sold! This companion training manual to Real-Life Discipleship provides unique guidance and insight to pastors, church leaders, and their disciples as they work to create an effective discipleship program. With a thorough, results-oriented process that can be applied in other contexts and cultures, this manual explains the necessary components of disciple-making so that every church member can play a part in reaching others for Christ. A great leader's resource, it shows you how to cultivate new leaders for the future and equip them to make disciples. Fundamentals of Additive Manufacturing for the Practitioner Discover how to shift from traditional to additive manufacturing processes with this core resource from industry leaders Fundamentals of Additive Manufacturing for the Practitioner delivers a vital examination of the methods and techniques needed to transition from traditional to additive manufacturing. The book explains how traditional manufacturing work roles change as various industries move into additive manufacturing and describes the flow of the typical production process in additive manufacturing. Detailed explorations of the processes, inputs, machine and build preparation, post-processing, and best practices are included, as well as real-world examples of the principles discussed within. Every chapter includes a problems and opportunities section that prompts readers to apply the book's techniques to their own work. Diagrams and tables are distributed liberally throughout the work to present concepts visually, and key options and decisions are highlighted to assist the reader in understanding how additive manufacturing changes traditional workflows. Readers will also benefit from the inclusion of A thorough introduction on how to move into additive manufacturing, including the identification of a manufacturing opportunity and its characteristics An exploration of how to determine if additive manufacturing is the right solution, with descriptions of the origins of additive manufacturing and the current state of the technology An examination of the materials used in additive manufacturing, including polymers, composites, metals, plasters, and biomaterials A discussion of choosing an additive manufacturing technology and process Perfect for mechanical engineers, manufacturing professionals, technicians, and designers new to additive manufacturing, Fundamentals of Additive Manufacturing for the Practitioner will also earn a place in the libraries of technical, vocational, and continuing education audiences seeking to improve their skills with additive manufacturing workflows. It's your first day on the new job. You've got the programming chops, you're up on the latest tech, you're sitting at your workstation... now what? New Programmer's Survival Manual gives your career the jolt it needs to get going: essential industry skills to help you apply your raw programming talent and make a name for yourself. It's a no-holds-barred look at what really goes on in the office--and how to not only survive, but thrive in your first job and beyond. Programming at industry level requires new skills - you'll build programs that dwarf anything you've done on your own. This book introduces you to practices for working on large-scale, long-lived programs at a professional level of quality. You'll find out how to work efficiently with your current tools, and discover essential new tools. But the tools are only part of the story; you've got to get street-smart too. Succeeding in the corporate working environment requires its own savvy. You'll learn how to navigate the office, work with your teammates, and how to deal with other people outside of your department. You'll understand where you fit into the big picture and how you contribute to the company's success. You'll also get a candid look at the tougher aspects of the job: stress, conflict, and office politics. Finally, programming is a job you can do for the long haul. This book helps you look ahead to the years to come, and your future opportunities--either as a programmer or in another role you grow into. There's nothing quite like the satisfaction of shipping a product and knowing, "I built that." Whether you work on embedded systems or web-based applications, in trendy technologies or legacy systems, this book helps you get from raw skill to an accomplished professional.

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