

exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

Lovely and detailed papercraft projects that will brighten your home at Christmastime. Each of the ten intricate papercraft projects in this book will add a special touch to your next Christmas. Cut out the shapes and assemble them to create gorgeous decorations and ornaments for your home, or to give as gifts. Projects include nativity lanterns, pop-out greeting cards, and an elaborate cityscape to display on your mantle. Step-by-step instructions will guide you through the process of crafting each project, and suggestions for how to add a personal touch to each piece are included as well.

Eighteen punch-out models are easy to make, and they really fly! All are based on real airplanes and feature fascinating facts. Includes Blériot X1, Eurofighter Typhoon, Bell X-1, and many more.

Packed with information, this book opens before us like a tunnel through space, enabling us to make a fascinating tour of the planets in our solar system. Revised and updated, the new edition of this three-dimensional information book encourages children to study interesting data about each of the planets. Larger trim size and additional spread.

These 25 projects show how ammonites, lichen rosettes, honeycomb, and other natural forms can help you apply the rules of mathematics to create complexly beautiful works. Clear, paper-art-focused explanations teach you the principles of mathematics we see in nature, including the Golden Section and Golden Angle, Fibonacci numbers, and symmetry. Learn about using flaps and piercings with various projects, including "A Murmuration of Starlings." Benefit from lessons in the Japanese art of kirigami and geometric principles, with projects such as "Kirigami Cascade" and "Rotational Symmetry." Tessellations and 2-D weaving, 3-D form assembly, woven 3-D forms, and stacked layers come into play for projects such as "Radiolarian" and "Sea Urchin." The role that display plays in your work is covered too, including flexagons in the "Undersea Frieze," black light in "UV Jelly Fish," and light-box effects in "Art Deco Scarab" and "Diatoms through the Microscope." Art really does mirror nature, as these fascinating cut-paper sculptures show. Called "spellbinding" (Scientific American) and "thrilling...a future classic of popular science" (PW), the up close, inside story of the greatest space exploration project of our time, New Horizons' mission to Pluto, as shared with David Grinspoon by mission leader Alan Stern and other key players. On July 14, 2015, something amazing happened. More than 3 billion miles from Earth, a small NASA spacecraft called New Horizons screamed past Pluto at more than 32,000 miles per hour, focusing its instruments on the long mysterious icy worlds of the Pluto system, and then, just as quickly, continued on its journey out into the beyond. Nothing like this has occurred in a generation—a raw exploration of new worlds unparalleled since NASA's Voyager missions to Uranus and Neptune—and nothing quite like it is planned to happen ever again. The photos that New Horizons sent back to Earth graced the front pages of newspapers on all 7 continents, and NASA's website for the mission received more than 2 billion hits in the days surrounding the flyby. At a time when so many think that our most historic achievements are in the past, the most distant planetary exploration ever attempted not only succeeded in 2015 but made history and captured the world's imagination. How did this happen? Chasing New Horizons is the story of the men and women behind this amazing mission: of their decades-long commitment and persistence; of the political fights within and outside of NASA; of the sheer human ingenuity it took to design, build, and fly the mission; and of the plans for New Horizons' next encounter, 1 billion miles past Pluto in 2019. Told from the insider's perspective of mission leader Dr. Alan Stern and others on New Horizons, and including two stunning 16-page full-color inserts of images, Chasing New Horizons is a riveting account of scientific discovery, and of how much we humans can achieve when people focused on a dream work together toward their incredible goal.

This book explores the practicality of using the existing subsurface geology on the Moon and Mars for protection against radiation, thermal extremes, micrometeorites and dust storms rather than building surface habitats at great expense at least for those first few missions. It encourages NASA to plan a precursor mission using this concept and employ a "Short Stay" Opposition Class mission to Mars as the first mission rather than the "Long Stay" concept requiring a mission that is too long, too dangerous and too costly for man's first missions to Mars. Included in these pages is a short history on the uses of caves by early humans over great periods of time. It then describes the ongoing efforts to research caves, pits, tunnels, lava tubes, skylights and the associated technologies that pertain to potential lunar and Mars exploration and habitation. It describes evidence for existing caves and lava tubes on both the Moon and Mars. The work of noted scientists, technologists and roboticists are referenced and described. This ongoing work is more extensive than one would think and is directly applicable to longer term habitation and exploration of the Moon and Mars. Emphasis is also given to the operational aspects of working and living in lunar and Martian caves and lava tubes.

Discover mighty eagles and mythical heroes in this beautifully illustrated prose retelling of Finland's classic epic

A rich visual history of real and fictional space stations, illustrating pop culture's influence on the development of actual space stations and vice versa Space stations represent both the summit of space technology and, possibly, the future of humanity beyond Earth. Space Stations: The Art, Science, and Reality of Working in Space takes the reader deep into the heart of past, present, and future space stations, both real ones and those dreamed up in popular culture. This lavishly illustrated book explains the development of space stations from the earliest fictional visions through historical and current programs--including Skylab, Mir, and the International Space Station--and on to the dawning possibilities of large-scale space colonization. Engrossing narrative and striking images explore not only the spacecraft themselves but also how humans experience life aboard them, addressing everything from the development of efficient meal preparation methods to experiments in space-based botany. The book examines cutting-edge developments in government and commercial space stations, including NASA's Deep Space Habitats, the Russian Orbital Technologies Commercial Space Station, and China's Tiangong program. Throughout, Space Stations also charts the fascinating depiction of space stations in popular culture, whether in the form of children's toys, comic-book spacecraft, settings in science-fiction novels, or the backdrop to TV series and Hollywood movies. Space Stations is a beautiful and captivating history of the idea and the reality of the space station from the nineteenth century to the present day.

Ready, aim, blast! Using the fun and clear instruction book, construct a moveable, air-powered cannon and fire away at the included targets. Makers will explore the physics of projectiles, the mechanics of pneumatics, and how they work in everyday machines like bicycle pumps!

A beautifully produced board book with charming illustrations and adorable little woodland characters, with twinkly lights that shine out of the book. Mouse has no lights for Christmas so her friend Mole takes her out to find some. They find Rabbit hanging some lights on her door, Fox show them the many lights of the town, they see the bright stars in the sky but still Mouse has no twinkly tree.... until they return home to find that Mouse's woodland friends have got together to decorate a tree for mouse. A tale of good deeds and kindness amongst the woodland folk that literally glows! An enchanting Christmas gift for a small child.

No Marketing Blurb

The first hardcover picture book in the New York Times bestselling Ladybug Girl series, which encourages independence and creative play, and celebrates imagination for every preschool child! When Lulu puts on her ladybug costume, she becomes Ladybug Girl, a superhero who uses her imagination to have adventures right in her own backyard. Her dog, Bingo the basset hound, is always by her side and the two prove that they are not too little to explore nature, build forts, and make their own big fun. For fans of Fancy Nancy and Toot and Puddle, the Ladybug Girl series honors individuality, creativity, and a love of the outdoors!

How Do You Feel is a first book about emotions for young children. It is designed to introduce children to how they may feel in different situations and to help them recognise what these feelings are. Each spread follows four animal characters as they visit the doctor's, go to the swimming pool, and other scenarios. As well as a simple story to read, this book also allows children to discuss with their parents how they might feel by placing the face cards into a die-cut on every spread. The face cards are contained in a clamshell on the cover so they can be used again and again as children grow.

From Hugo Award-winning writer Tom King and artist Mitch Gerads, the team behind THE SHERIFF OF BABYLON, comes an ambitious new take on one of Jack Kirby's most beloved New Gods in MISTER MIRACLE! One of the best-reviewed series of the year and already a classic in the making, this Mister Miracle is magical, dark, intimate and unlike anything you've read before. Scott Free is the greatest escape artist who ever lived. So great, he escaped Granny Goodness' gruesome orphanage and the dangers of Apokolips to travel across galaxies and set up a new life on Earth with his wife, Big Barda. Using the stage alter ego of Mister Miracle, he has made quite a career for himself showing off his acrobatic escape techniques. He even caught the attention of the Justice League, who has counted him among its ranks. You might say Scott Free has everything--so why isn't it enough? Mister Miracle has mastered every illusion, achieved every stunt, pulled off every trick--except one. He has never escaped death. Is it even possible? Our hero is going to have to kill himself if he wants to find out. Collects MISTER MIRACLE #1-12.

Presents instructions for folding thirty-nine origami models, from geometrical figures to an elephant--each made from a single sheet of paper--that emphasize the mathematical principles behind each design. Little Eva: The Story of a Rusty VW is the amazing tale of one little car and the life it led. From its beginnings in the VW factory through war, homes, hippies, junkyards until finally being "found" Eva leads a life that entrances everyone who reads it.

In just two years, MAKE has rapidly become one of the hottest new magazines to hit the newsstands. Often coined "the bible of the Tech DIY movement", the MAKE team has passionately pursued its stated goal: to unite, inspire, inform and entertain a growing community of imaginative and resourceful people who pursue amazing projects in their backyards, basements, garages and even modified kitchen counter labs - tech enthusiasts, backyard scientists, hobbyists, renegade crafters, hackers, students and backyard inventors and dreamers of all ages. Their vision: To spread the knowledge, skills and clever workarounds of innovative Makers across the DIY marketplace to aspiring makers, students of all ages and educators; To grow the World's largest "Science Club" around the Makers Brand; a constellation of communities that nurture, support and inspire scientific and technological exploration, learning and mentoring for people of all ages, ethnicities, gender and cultural background. To inspire and re-engage youth from all walks of life in the joys of science, engineering, technology and the arts. Through the brilliantly written and beautifully illustrated magazine, podcasts and makezine.com website, the MAKE team has won broad acclaim for their clear yet down-to-earth coverage and uncanny instinct for what moves Makers, and their ability to nail the curiosity, vibrance, and passion of the rapidly emerging "tech DIY" movement. In this special re-release, all 4 volumes of MAKE's second year are combined in this special 4-Volume Collector's Set. Believe it or not, the following is mere sampling of the projects and articles you'll find in MAKE: The Next Year MAKE: Vol.05 It Came From My Garage Model kit makers bring B-movie monsters to your home. Calculate This! MAKE looks at slide rules. Jackhammer Headphones And a discourse on blind men, chipmunks, whales, and the future. Electric Avenue The street-legal electric car of the future is coming--not from Japan or Detroit--but from your neighbor's garage. Dive, Darn It, Dive! It's a matter of sink and swim at the 8th international autonomous underwater vehicle competition. Backyard Zip Line Be the hit of the neighborhood with a high-flying, tree-to-tree transporter. Soda Bottle Rocket by Steve Lodefink You don't have to be Burt Rutan to start your own rocket program. With a few empty soda bottles and some PVC pipe, you can build a high-performance water rocket. Wind Powered Generator by Abe and Josie Connally With a motor and some piping, it's surprisingly easy to build this inexpensive, efficient windmill generator--and enjoy free energy forever. The Jam Jar Jet Don't think you can build a jet engine at home? Here's a simple jet engine--a pulsejet--that you can make out of a jam jar in an afternoon. All it takes is bending some wire and punching a few holes. The Quick and Dirty: Holes, Rivets, and Bent Metal by Mister Jalopy Learn three essential shop fabrication techniques and reward yourself by making a wi-fi signal deflector. Sneaky Uses for Everyday Things Turn a remote control car into an alarm system. Olde-School Bookbinding Pages last longer, lie flatter, and look better inside a handsome, durable hardcover. Out Damned Spot! The chemistry of stain removal. Pump Down the Volume Five simple steps to a quieter PC. Geared Up Use a gunbelt and leg holster to hold your gear. Boost Your Signal Improving MyFi XM satellite radio reception. The World As Your Canvas Use GPS to create giant-sized works of art. Circuit Quiz Game Teach kids about circuitry in 30 minutes. iSight Tripod Mount Point your webcam anywhere you want. The Fauxlance Photographer How to get VIP treatment by dressing the part of a pro photographer. Ten Dollar Pseudoscope See everything inside out through this classic optical instrument. Citizen Weather Station Collect meteorological data on your roof and donate it to science. Launching Light Portable, collapsible model rocket launch pad. Firefly Meter Bioluminescence detector lights way toward insect-cyborg pollution sensor. Legal And Free Digital Satellite TV Use a long-obsolete Primestar dish to pull in a wide world of programming. Digital TV On The Cheap You can get many of the benefits of Digital TV (DTV) for as little as 20 bucks, if you're willing to do a little tinkering. Full Mast Reception Build your own satellite dish mast in three easy steps. Dumpster Cornucopia Reusing components from discarded electronics. Theory & Practice: IR Remote Control Protocol by Bunnie Huang Get an infrared remote to turn your room lights on and off. Sensor Interfaces How circuits communicate with the outside world. Computers in the Machine Emulation software gives you free, zero-footprint, vintage computers. Digital Video Production: Create Explosive Visuals Real movie explosions are dangerous, expensive, and usually unnecessary. MAKE VOL.06 Tones Dem Tones, Damn Ringtones Shouldn't people make their own ringtones, not buy them? Ship of Cards Popular card games become an exercise in miniature construction. Space Cases The balloon men at NASA's Jet Propulsion Laboratory. Totch Brown's Pit Pan Gator Boat Start your boat-building hobby by building this one. A Beginner's Guide to BEAM b The BEAM design approach creates nimble robots from simple

components, with no programming required. Panzeroids Become a desktop general with these battlin' bot tanks. Bots in a Snap The nuts and bolts of Lego robot design. Cogs and Cocktails Meet the drink-serving, drunk-driving droids at Roboexotica. The Vex Robotics Design System Versatile, powerful design raises the bot in prefab robotics construction kits. Mini Mars Rover A wireless remote control camera on wheels. Hot Air by Mister Jalopy in The Quick and Dirty Build a do-everything manifold to control, dry, route, and use compressed air. Two BEAMbots: Trimet and Solarroller Solder together one simple circuit and use it to control two very different solar-powered robo-critters: a little satellite that scoots and bumps around, and a mini cart that just keeps a-rolling until the sun goes down. Soccer-Playing Robot Make an autonomous robot that can chase a ping-pong ball, push it into a goal, and take other programmable actions. When you're finished, you'll have a few more wrinkles in your brain and no more fears of robot attacks. Building Tensegrity Models Make a "needle tower" sculpture from dowels and elastic cord that seems to defy the laws of physics. LED Throwies Make and toss a bunch of these inexpensive little lights to add color to any ferromagnetic surface in your neighborhood. It's Email Time Innocent-looking "clock" monitors the unread-message pileup in your inbox. Rumble Mouse For FPS gaming, a cellphone vibrator gives a kick to your clicks. Video Podcasting Producing TV shows on the cheap. Da Xerox Code How to read the tracking dots in your color Xerox printer. Let There Be (Front) Light Add an LED front light to your Game Boy Advance for \$5. Sticky Fingers Modifying tech for pre-mouse toddlers. Homecasting Digital Music Good old FM beats wi-fi for sending streamed music around your house. Born-Again Boomboxes Up from the ghetto blaster, a new life as a functional-art stereo component. Run, Lala, Run A rodent-powered nightlight. Spider Rifle Humane, compressed-air-powered bug trapper. 3D Photography Taking stereographs is easier and more fun than ever. Macro Photography On a Budget Pringles-can lens extender produces dazzling ultra close-ups for peanuts. \$130 Digital Picture Frame Build one in 15 minutes. The Secrets of Monitoring Atmospheric Haze Make a measuring instrument with an old video case and \$20 worth of parts. RFID for Makers by Joe Grand Build this kit to read radio frequency ID tags. The MAKE Controller Announcing a just-maybe-revolutionary microcontroller for all things DIY. MakeShift by Lee D. Zlotoff The creator of MacGyver challenges you to survive an earthquake, a flood, and a hungover neighbor. Roomba Tronic by Phillip Torrone Take a tour into the underground robotic relentlessness of Roomba hacks, robots in the streets of Austin, and robot cockfighting. Off-the-Shelf Parts, Off-the-Wall Ideas by George Dyson Looking for the dawn of the digital universe? Check in the basement, next to the lavatory. My Version of Einstein's Amplifier Tyler Rourke tells how he built a replica of a hi-fi system built by Jack Rosenberg for Albert Einstein's 70th birthday gift. MAKE: VOL.07 Penny-Powered LED Power an LED with some salty water and \$1.21. Shopping Cart Chair by Tim Anderson in Heirloom Technology Turn a shopping cart into a comfortable and stylish wheelchair. Digi-Comp Redux A maker in the middle recreates a kit classic. Magnetic Switches from Everyday Things Control many devices from afar with the magnetically sensitive Sneaky Switch. Arduino Fever The tale of a cute, blue microcontroller that fits nicely in the palm of your hand, and the expanding community of developers who love and support it. Life and Death at Low Temperatures b How to freeze and revive a garden snail. A Sublime Machine Mike Wilder makes Lego robots for time-lapse 3D videos of carnivorous plants. Kitchen Counter DNA Lab Extract, purify, and experiment with the blueprint of life. Home Molecular Genetics Extract, fingerprint, and replicate your own DNA. Hack Your Plants! Play God in your garden--create custom fruits, flowers, veggies, and more. Rocket-Launched Camcorder Hack a \$30, single-use camcorder to make it reusable, then launch it up in a model rocket and capture thrilling astronaut's view footage of high-speed neighborhood escape and re-entry. The Two-Can Stirling Engine b The Stirling engine has long captivated inventors and dreamers. Here are complete plans for building and operating a two-cylinder model that runs on almost any high-temperature heat source. Home Mycology Lab Use an off-the-shelf home air purifier to make a laminar flow hood for your own miniature mycology lab. Then use it to culture and grow mushrooms, and to perform other experiments that require a clean-room environment. Head-Mounted Water Cannon Use steel fire-extinguisher power to pummel plastic squirt toys. Weatherproof Wi-Fi Access Point b Outdoor router with minimal coaxial run maximizes network range. Convertible Jockey Box Portable cooler taps and dispenses ice-cold beer from both kegs and mini-kegs. Beepkiller: Parental Revenge Three ways to silence annoying toys. iPod Video Converter Cable An easier way to watch iPod video on your TV. Automate Your Voicemail Greeting Program Asterisk to daily update your outgoing message in your own voice. USB-Powered Fan 12 easy steps to a cooler you. Thumb Life USB keydrive lets you listen to, read, and play what you want on any machine. El Cheapo Cantenna "Mountain Grown" coffee can makes homegrown wi-fi range extender. Backup Power To Go 9V battery USB-compatible charger juices up portables in a pinch. Palm Pilot Notebook Modified hardback book contains extra-powered PDA and travel keyboard. Scribbler Bot Homemade two-axis plotter finds work as a caricature artist. How to Drink Beer on C-SPAN Put yourself into somebody else's video. Monster MIDI Detector Here's an easy-to-build MIDI detector packaged in a small Japanese action figure. Duct Tape and Cyclotrons Incredible machines at the Lawrence Berkeley National Laboratory. MakeShift by Lee D. Zlotoff The creator of MacGyver challenges you to save a man stuck in a fissure filled with toxic gas. Digital Spelunking Unearthing ancient Apple II files on AOL. Strange Love by George Dyson Or, how they learned to start worrying and love to hate the bomb. My Robosapien in a Can High-Flying Video from Rocket-Launched Camcorder MAKE Vol.08 Custom Travel-Game Mod Make a travel edition of your favorite, and otherwise housebound, board game. Heavy Lifting Placing huge towers up a mountain is just the start to reaching Troy Caldwell's ski-resort-on-a-budget dream. Charlie Asquith's Jet Dory Charlie is 78 years old and he'd been fishing for mullet in Hawks Nest, Australia, for over 60 years. Homebrew Magnetometer Build a torsion balance to measure tiny changes in the Earth's magnetic field. Shaker Flashlight Power Source Powering small electronics with your muscles. Homebrew Game Design Turning wacky ideas into fun board games. The Secret History of MYST Co-creator Robyn Miller reveals why it became the best-selling adventure game of all time. 1966: A Big Year for Games An afternoon with Ralph Baer, the "Father of Video Games." Photos from the Inside Toys sent through the X-ray machine give new insights. Pinball Restoring a crusty, beat up Cyclone and going inside the electromechanical underground. Chris Ware's ACME Papercraft Comics you can build! Tabletop Terrains That's no pile of trash; it's my asteroid mining colony! Making Your Own Video Game Microsoft's XNA Game Studio Express opens up game development. Pummer, Dude! Part robotic plant life, part techno-sculpture, these desktop toys are easy and fun to make. Roachball Goes Open Source In this fast-paced lunch-hour sport, changing the rules is part of the game. Building an Ornithopter For millennia, men and women have studied birds, bats, and beetles, observing and experimenting, attempting to determine what humans must do to fly by flapping. Killing Time Hack a retro gaming light gun with some tilt switches to control a vintage digital clock radio. After the alarm wakes you up, you can grab the gun and kill it off. Isn't that what you've always dreamed of doing? Coffee Roaster Lots of folks think that quaffing a cup of coffee from boutique beans comes close to nirvana, but roasting your own beans will bring you even closer. That's why I call this roaster the Nirvana Machine. Streamerator 2000 This favorite stage prop launches streams of toilet paper into mid-air, or can completely mummify someone in the front row. TV-to-Synth Interface Triggering sound from video images. World's Loudest iPod iBump crossover lets you crank it up without distortion. Project Redshark Turn your Xbox into a mobile media monstrosity. My Love Affair with LEDs Build a bright, low-powered desk lamp TV Spinner Motorized lazy Susan aims the screen where it's needed. Smart HVAC Energy-efficient A/C knows when you're in the room MIDI Controller Monkey A/V monkeyshines with flex sensors and a MIDIsense board Clean Out a Dishwasher Salvaging components from unwanted appliances. How Not to Make a How-To Video Ignore these handy rules and your instructional video will turn out great! Van TV b Big sights and sounds hit the streets. Quick and Dirty Light Table A storage bin, a pane of glass, and fluorescent light saves hundreds of dollars Moldmaking by Adam Savage How the pros replicate objects Gaming on the EDSAC and PDP-1 From the earliest computers came the first computer games Blast from the Past: The 1948 Union Hardware Catalog Old catalog provides a glimpse of how modern civilization was built without laser levels or pneumatic nail guns Paper Water Bomber Winged origami missile with front-load tank delivers wet payload Explore the beautiful, flowing, organic designs of the Art Nouveau era in this gorgeous book full of stylish patterns to colour. Art Nouveau Patterns to Colour features patterns taken from some of the most

popular items of the time, including glassware, ceramics, jewellery, tiles and furniture. Lots of snippets of information allow readers to discover more about the decorative arts produced around the turn of the nineteenth century, including the work of famous designers, such as Macintosh, Tiffany and Lalique.

Once perceived as distant, cold, dark, and seemingly unknowable, Pluto had long been marked as the farthest and most unreachable frontier for solar system exploration. After Voyager accomplished its final planetary reconnaissance at Neptune in 1989, Pluto and its cohort in the Kuiper Belt beckoned as the missing puzzle piece for completing the first reconnaissance of our solar system. In the decades following Voyager, a mission to the Pluto system was not only imagined but also achieved, culminating with the historic 2015 flyby by the New Horizons spacecraft. Pluto and its satellite system ("the Pluto system"), including its largest moon, Charon, have been revealed to be worlds of enormous complexity that fantastically exceed preconceptions. The Pluto System After New Horizons seeks to become the benchmark for synthesizing our understanding of the Pluto system. The volume's lead editor is S. Alan Stern, who also serves as NASA's New Horizons Principal Investigator; co-editors Richard P. Binzel, William M. Grundy, Jeffrey M. Moore, and Leslie A. Young are all co-investigators on New Horizons. Leading researchers from around the globe have spent the last five years assimilating Pluto system flyby data returned from New Horizons. The chapters in this volume form an enduring foundation for ongoing study and understanding of the Pluto system. The volume also advances insights into the nature of dwarf planets and Kuiper Belt objects, providing a cornerstone for planning new missions that may return to the Pluto system and explore others of the myriad important worlds beyond Neptune.

Rabbit and Bear must do everything they can to keep Icebear from becoming king in this story about friends, enemies, and how to avoid being pooped on by an icebear. Icebear has arrived in Rabbit and Bear's valley, and he wants to be king. He's big and scary, and the more kind and understanding the animals are, the meaner he becomes. Will Rabbit, Bear, and the other animals find the solution within themselves, or will they need to ask someone else for help? Find out in this hysterical addition to the beloved Rabbit & Bear series. With humorous illustrations throughout, the Rabbit & Bear series captures the attention of readers with its honest characters, sticky situations, and occasional poop jokes.

"At first glance, a wild animal's appearance may seem simple. But there is ... science behind every part of an animal's physique--from its nose to its toes ... Ward explores different kinds of fur, feathers, skin, and scales ... from porcupines and polar bears to octopuses and owls"--Amazon.com.

In How to Photograph Cars award winning car photographer James Mann teaches the skills and techniques needed to shoot outstanding car photographs. Whether it's on the road or in the studio for business, or just having fun in the driveway, this instructional has you covered. Over 200 images and informative text will illustrate a variety of techniques ranging from basics choosing the right equipment to blur negating panning techniques and working at motorsport events. Get started as professionally car photographer with a little guidance from the best and get there quick.

The infinite possibilities of paper folding inspired origami, a simple, traditional craft that appeals to both children and adults. This comprehensive guide to the materials, tools, techniques, symbols and skills behind the Japanese art of folding paper into wondrous shapes is illustrated with refreshingly simple step-by-step diagrams. Crafters of all ages can quickly learn to create the basic folds, from the beginner's box glider and fish to such advanced projects as Green Man and murex shell. THE ENCYCLOPEDIA OF ORIGAMI also takes readers on a whirlwind tour of the finest origami models being made around the world today.

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