

Create A Custom Street View Using Google Maps Apis And

Presenting the latest technological developments in arts and culture, this volume demonstrates the advantages of a union between art and science. Electronic Visualisation in Arts and Culture is presented in five parts: Imaging and Culture New Art Practice Seeing Motion Interaction and Interfaces Visualising Heritage Electronic Visualisation in Arts and Culture explores a variety of new theory and technologies, including devices and techniques for motion capture for music and performance, advanced photographic techniques, computer generated images derived from different sources, game engine software, airflow to capture the motions of bird flight and low-altitude imagery from airborne devices. The international authors of this book are practising experts from universities, art practices and organisations, research centres and independent research. They describe electronic visualisation used for such diverse aspects of culture as airborne imagery, computer generated art based on the autoimmune system, motion capture for music and for sign language, the visualisation of time and the long term preservation of these materials. Selected from the EVA London conferences from 2009-2012, held in association with the Computer Arts Society of the British Computer Society, the authors have reviewed, extended and fully

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updated their work for this state-of-the-art volume.

Drupal is a free and open-source content management system (CMS) that many libraries use to create well-designed, easy-to-use and manage websites. Ken Varnum guides you step by step through the decisions and tasks needed to develop and launch a Drupal-powered site and learn the advantages of the open source approach. The book offers hints and suggestions to work with your IT department, colleagues, and management as you develop your technical specifications. The implementation chapter guides you through installing Drupal, adding modules, developing your own themes (page layouts), and describes librarian created modules that have been shared with the community and can be downloaded and installed on anyone's site. You also get advice on marketing your site, best practices for project management and development, and measuring the success and impact of the site once it launches.

Virtual Reality in Higher Education: Instruction for the Digital Age contains eight chapters of graduate student research about how virtual reality is being used in institutions of higher education in specific areas of education, training, and athletic recruitment.

"The City of Cape Town is heading for disaster and is already in deep crisis if one cares to look close enough. The recent proliferation of public construction, public squares and public housing along the N2 towards the airport is little more than a mirage compared with the direction of more underlying trends. Cape Town's grim future is born out of the

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confluence of the globalised economic and ecological collapse that is fast becoming the defining feature of the twenty-first century. It is manifested most starkly in the dire situation that faces the majority of the city's residents, who are excluded from the formal economy and must rely on substandard public services and their own makeshift shelters. The scenario is serious enough to draw everyone's attention but should be set against the broader issues of long-term economic resilience and environmental sustainability to achieve a low-carbon society - so we have our work cut out for us. The purpose of this volume is to demystify these challenges and present readers with a creative portfolio of thinking, practice and strong vision to show that we can find alternatives - and, moreover, that these alternatives are already emerging in (marginal) sections of the state, civil society and the business sectors."--Introd.

Extensively updated to reflect the latest research in the field, MGMT continues to make concepts and theories accessible and relevant to students with timely, interesting examples of their applications at real businesses. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. Learn how to use the Processing programming language and environment to create Android applications with ease. This book covers the basics of the Processing

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language, allowing users to effectively program interactive graphics in 2D and 3D. It also details the application of these techniques to different types of Android devices (smartphones, tablets, wearables and smartwatches). Processing for Android walks you through the steps of taking an initial idea to a final app. With this book, you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device's sensors; including health data from the wearer, like step count and heart rate. An advantage of Processing for Android over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform. This book goes through a comprehensive series of hand-on projects, ranging from simple sketches to more complex projects involving sensors and integration with larger apps. It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world!

What You'll Learn

- Write apps and live wallpapers for smartphones and tablets
- Design and implement interactive watch faces
- Create Virtual Reality experiences for Cardboard devices
- Integrate Processing sketches into larger apps and Android Studio
- Export projects as completed apps ready to distribute through Google Play Store

Who This Book Is For Artists, designers, students, researchers, and hobbyists who are not necessarily Android experts, but are looking to write mobile apps that make creative use of interactive graphics, sensor data, and virtual reality.

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A visual learner's guide to creating beautiful, functional websites without writing a line of code Adobe Muse allows graphic and visual designers to leverage the skills they already have in graphic design programs such as Adobe InDesign to create engaging, visually stunning websites without needing to write code. Veteran web designers as well as those new to website creation will learn to outline what a site needs and who it serves, as well as all about generating a look and feel, implementing the design as a working page, testing functionality, taking the site live, and keeping it going. Adobe Muse empowers graphic designers to create spectacular, functional websites without coding, and this visual guide makes it fast and easy to learn Muse Covers planning the site, designing the page layout, converting the layout to a website, adding multimedia content, and publishing a site Presented in the highly acclaimed Visual step-by-step format that breaks big topics into bite-sized modules and shows exactly what to expect at every step A companion website provides materials for experimentation to help you plan and develop your site Adobe Muse provides graphic and visual designers with the flexibility they have longed for as they design websites; this full-color book helps visual learners master Adobe Muse quickly and easily.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the

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most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Integrate Google Maps with your Android application to offer feature-rich and interactive maps About This Book Set up the development environment and obtain the Google API key to create your first map application Create a cutting edge Google maps application by implementing all the concepts learned A step-by-step tutorial guide that is full of pragmatic examples Who This Book Is For If you are an Android developer and want to integrate maps into your application, then this book is definitely for you. This book is intended for novice Android application developers who would like to get up and running with map rich applications using Google Maps. Some basic development experience would be helpful but it's not a mandate. What You

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Will Learn Get to know about the basic development environment setup needed to create a successful map application Generate an SHA1 fingerprint, obtain an API key, and create a basic map application Detect different types of maps and implement them in your application Add information to your map such as markers, overlays, information windows, and shapes Explore the interaction with maps and work with gestures Change the different camera views in your map application Work with real-time GPS location data and implementing it in your application Apply Street View and integrate the StreetViewPanorama fragment to your application Employ the native Google maps application to solve some of the tasks using intents Create a cutting edge Google maps application by implementing all the concepts learned In Detail This book helps you to overcome the most common problems faced by users and helps you create a successful map application without any hassle. The book starts with a brief description of how to set up an environment and obtain an API key to create your map application. This book will teach you about adding markers, overlays, and information windows to the map in detail. You will then dive deep into customizing various types of maps and working with location data and Google Street view. By the end of this book, you will be able to create succinct map applications in Android using Google maps efficiently. Style and approach The book is tailored for the reader with a fundamental approach to Android Google Maps providing a step-by-step introduction to Android Google Maps. It focuses on simple, easy-to-understand examples that are pragmatic and serve as useful basis for real-world applications. Different topics are approached in a bottom-up fashion, gradually going from the simplest foundations to the most advanced features.

This book constitutes the refereed proceedings of the 9th International Symposium on Web

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and Wirelsss Geographical Information Systems, W2GIS 2009, held in Maynooth, Ireland, in December 2009. The 12 revised full papers presented together with two invited talks were carefully reviewed and selected from numerous submissions. The papers span a wide area including but not limited from geospatial analysis and personalization and semantic geo-spatial web to W2GIS case studies and web and mobile applications and prototypes.

Explains how to turn the extra space in one's home into a separate living quarters in order to house a relative or to rent out to a boarder to earn extra money, in a book with 275 full-color photos and 50 drawings. By the author of *Renovation: A Complete Guide*. Original.

Silverlight Recipes: A Problem-Solution Approach, Second Edition is your practical companion to developing rich, interactive web applications with Microsoft's latest technology. This book tackles common problems and scenarios that on-the-job developers face every day by revealing code and detailed solutions. You'll quickly be able to integrate real-world, functioning code into your applications—and save hours of coding time. The recipes included in *Silverlight Recipes* have been carefully selected and tested with the professional developer in mind.

You'll find problems stated clearly and succinctly, artful solutions explored, and ample discussion of the code and context so you're immediately clear how the solution will support your project. You'll also discover the innovations presented in Silverlight 4 and how to effectively employ them. Enjoy practical coverage of Silverlight development in many projects and contexts, including: Designing complete, rich, interactive user experiences Manipulating content and the runtime environment through the Silverlight Plug-in Runtime API Consuming, transforming, and displaying content in your Silverlight web application through XML, LINQ-based data access, and isolated storage Building custom controls for your Silverlight project

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Integrating rich media, including audio and video, to create a very dynamic user interface and experience Using new Silverlight features, including .NET Framework integration, the use of dynamic languages like Python and Ruby in Silverlight development, and digital rights management support Find instant solutions, comprehensive Silverlight coverage, and time-saving expert advice, all in one book.

Special Edition Using Microsoft Outlook 2002 is a business-focused guide to Microsoft Outlook. It focuses on maximizing user productivity with real-world techniques in real-world environments. Topics covered include: Using Outlook as a sharing tool Creating and changing security settings Customizing the folder list Using Outlook as a client for other messaging systems Using Outlook as a client for exchange server and other information systems

*** This USING Google Maps and Google Earth book is enhanced with nearly 2 hours of FREE step-by-step VIDEO TUTORIALS and AUDIO SIDEBARS! ***

Google Maps is a free, web-mapping service app and technology provided by Google to view local traffic conditions, display nearby businesses and plot driving directions between two points. Google Earth is a stand-alone, related product offering more globe-viewing features, including showing more of the polar areas. Google Maps and Google Earth are both used for fun, business, or travel! USING Google Maps and Google Earth is a media-rich learning experience designed to help new users master Google Maps and Google Earth quickly, and get the most out of it, fast! EVERY chapter has multiple video and audio files integrated into

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the learning material which creates interactive content that works together to teach everything mainstream Google Maps and Google Earth users need to know. You'll Learn How to: - Discover How to Map Your Favorite Places with Google Maps - See Actual Locations with Street View - Generate Driving, Walking, and Public Transit Directions - Find and Learn More About Businesses - Create and Share Custom Maps and Mashups - Use Google Maps on iPhone - Navigate Google Earth to Find Locations Fast - Create Life-like Roadmaps and Tour Your Route - Explore Google Sky, Google Moon, and Google Earth's Flight Simulator Examples of Topics Covered in VIDEO TUTORIALS, which Walk You Through Tasks You've Just Got to See! - Create and Share Custom Maps - Generate Driving Directions Right from your Smartphone - Create a Google Earth Roadmap Examples of Topics Covered in AUDIO SIDEBARS, which Deliver Insights Straight From the Experts! - Use Google Places with your Company's Online Marketing Strategy - Compare Driving Directions from Google Earth and Google Maps - Just How Accurate are Google Maps Anyway? Please note that due to the incredibly rich media included in your Enhanced eBook, you may experience longer download times. Please be patient while your product is delivered. This Enhanced eBook has been developed to match the Apple Enhanced eBook specifications for the iPad and may not render well on older

iPhones or iPods or perform on other devices or reader applications.

The advancement of technology in today's world has led to the progression of several professional fields. This includes the classroom, as teachers have begun using new technological strategies to increase student involvement and motivation. ICT innovation including virtual reality and blended learning methods has changed the scope of classroom environments across the globe; however, significant research is lacking in this area. ICTs and Innovation for Didactics of Social Sciences is a fundamental reference focused on didactics of social sciences and ICTs including issues related to innovation, resources, and strategies for teachers that can link to the transformation of social sciences teaching and learning as well as societal transformation. While highlighting topics such as blended learning, augmented reality, and virtual classrooms, this book is ideally designed for researchers, administrators, educators, practitioners, and students interested in understanding current relevant ICT resources and innovative strategies for the didactic of social sciences and didactic possibilities in relation to concrete conceptual contents, resolution of problems, planning, decision making, development of social skills, attention, and motivation promoting a necessary technological literacy.

If you are a geospatial analyst who wants to learn more about automating

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everyday GIS tasks or a programmer who is responsible for building GIS applications, this book is for you. The short, reusable recipes make concepts easy to understand. You can build larger applications that are easy to maintain when they are put together.

Features instructions for using e-mail, Netscape Navigator, Microsoft Internet Explorer, ActiveX, News, and JAVA and includes a directory of over 1,000 Internet resources

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your

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app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

Introduce your students to the latest that Microsoft Office has to offer with the new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With Microsoft Office 2013, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. In MICROSOFT OFFICE 2013: POST ADVANCED you'll find features that are specifically designed to engage students, improve retention, and prepare them for future success. Our trademark step-by-step, screen-by-screen approach now encourages students to expand their understanding of Microsoft Office 2013 software through experimentation, critical thought, and personalization. With these enhancements and more, the Shelly Cashman Series continues to deliver the most effective educational materials for you and your students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Over 50 comprehensive recipes to help you create spectacular maps with

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OpenLayers 3 About This Book Create highly customized mapping apps for the web with rich interactivity and diverse content using JavaScript See how successful mapping apps work and how they integrate with third-party services Packed full of code examples, screenshots, and explanations from professionals in the industry Who This Book Is For If you are a GIS-related professional with basic knowledge of web technologies and want to gain in-depth knowledge of creating web mapping applications, then this book is for you. The recipes will be appropriately mixed to suit JavaScript beginners or experts and cover basic to advanced topics on OpenLayers. What You Will Learn Create stunning maps, and understand projection Add customized raster and vector layers Work with important tile providers Work with OGC, WMS, and WFS compliant servers Read/write features from/to different data sources Style features to improve their visualization Understand events and work with the main controls Enhance maps with HTML5 technologies such as Geolocation In Detail OpenLayers 3 is one of the most important and complete open source JavaScript mapping libraries today. Throughout this book, you will go through recipes that expose various features of OpenLayers 3, allowing you to gain an insight into building complex GIS web applications. You will get to grips with the basics of creating a map with common functionality and quickly advance to more complicated solutions that

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address modern challenges. You will explore into maps, raster and vector layers, and styling in depth. This book also includes problem solving and how-to recipes for the most common and important tasks. Style and approach This book teaches you how to create stunning maps that are highly interactive and visually appealing with the help of 50 handpicked recipes. Each recipe will address your need to visualize data on a map. Just follow the steps in the recipes to create maps of your choice in no time.

"This book emphasizes the convergence and trajectory of automatic identification and location-based services toward chip implants and real-time positioning capabilities"--Provided by publisher.

The iPad 2 is faster, lighter, and more versatile than its predecessor, but there's still no printed guide to using its amazing features. That's where this full-color Missing Manual comes in. Learn how to stream HD video, make video calls, manage your email, surf the Web, listen to music, play games, and maybe even do a little iWork. This is the book that should have been in the box. Build your media library. Fill your iPad with music, movies, TV shows, eBooks, photos, and more. Share with others. Stream music, HD movies, TV shows, and more, to and from your iPad. Create your own media. Use the iPad's new Photo Booth, iMovie, and GarageBand apps to express yourself. Get online. Connect through WiFi or Wi-Fi+3G, and surf with the iPad's faster browser. Place video calls. See who's talking with the iPad's FaceTime app and its two

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cameras. Consolidate your email. Read and send messages from any of your accounts. Learn undocumented tips and tricks. Get the lowdown on cool iPad secrets and workarounds.

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to

well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Special Edition Using Microsoft Outlook 2000 provides all the information a user, administrator, or programmer needs to maximize their use of Microsoft Outlook 2000. While the book quickly covers the basics of Outlook, it focuses with much greater intensity on advanced information, contact, calendar, and e-mail management techniques -- for both the Internet E-mail Only version of Outlook as well as the Corporate/Workgroup variation. The book covers in great detail the use of Outlook on a LAN as a client for Microsoft Exchange Server, Microsoft Mail, and cc:Mail, and it offers expert advice on a multitude of ways to customize Outlook for maximum personal productivity. Special Edition Using Microsoft Outlook 2000 also includes an entire section on developing Outlook-based applications with custom fields, custom forms, VBScript, and other Office applications.

This book constitutes the proceedings of the 2nd International Conference on Advances in Emerging Trends and Technologies (ICAETT 2020), held in Riobamba, Ecuador, on

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26–30 October 2019, proudly organized by Facultad de Informática y Electrónica (FIE) at Escuela Superior Politécnica de Chimborazo and supported by GDEON. ICAETT 2020 brings together top researchers and practitioners working in different domains of computer science to share their expertise and to discuss future developments and potential collaborations. Presenting high-quality, peer-reviewed papers, the book discusses the following topics: Communicationse-Government and e-Participatione-LearningElectronicIntelligent SystemsMachine VisionSecurityTechnology Trends Provides an overview of the features of a Pocket PC and discusses applications including connecting to the Internet, tasks, media player, and eBooks.

An excellent guide for students who wish to create complex (relational) databases in Access 2002.

Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse

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Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

This book will give you a long list of powerful recipes. Choose the ones that suit your needs and use them through step-by-step instructions. Most of the recipes are code-free, but a number of the recipes contain code snippets. This book is primarily written for Drupal site builders, administrators, and themers who want to develop custom content displays using Views. It can be used by anyone who has a Drupal 5 web site, including original site developers as well as people who have inherited a Drupal 5 site. Some knowledge of HTML and CSS is required; PHP basics will be handy for some of the re.

Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who

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This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn

- Build a location-based augmented reality game called Foodie Go
- Animate a player's avatar on a map
- Use the mobile device's camera as a game background
- Implement database persistence with SQLite4Unity3D to carry inventory items across game sessions
- Create basic UI elements for the game, inventory, menu, and settings
- Perform location and content searches against the Google Places API
- Enhance the game's mood by adding visual shader effects
- Extend the game by adding multiplayer networking and other enhancements

In Detail

The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the

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end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

In an age of austerity, public leaders and managers face a range of external challenges - fiscal, social and political. Combining theoretical insight, empirical commentary and practical experience, this book examines how democratic political systems work and how public decisions are made - and how they could be made better.

Silverlight Recipes: A Problem-Solution Approach is your practical companion to developing rich, interactive web applications with Microsoft's latest technology. This book tackles common problems and scenarios that on-the-job developers face every day by revealing code and detailed solutions. You'll quickly be able to integrate real-world, functioning code into your applications—and save hours of coding time. The recipes included in Silverlight Recipes: A Problem-Solution Approach have been carefully selected and tested with the professional developer in mind. You'll find problems stated clearly and succinctly, artful solutions explored, and ample discussion of the code and context so you're immediately clear how the solution will support your project. Enjoy practical coverage of Silverlight development in many projects and contexts, including: Designing complete, rich, interactive user experiences Manipulating content and the runtime environment through the Silverlight Plug-in Runtime API Consuming, transforming, and displaying content in your Silverlight web application through XML, LINQ-based data access, and isolated storage Building custom controls for your Silverlight project Integrating rich media, including audio and video, to create a very dynamic user interface and experience Using new Silverlight features, including .NET Framework integration, the use of

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dynamic languages like Python and Ruby in Silverlight development, and digital rights management support Find instant solutions, comprehensive Silverlight coverage, and time-saving expert advice, all in Silverlight Recipes: A Problem-Solution Approach.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 139. Chapters: Google Chrome, YouTube, Google Maps, Gmail, Google Books, Google Street View, List of Google products, Orkut, Chromium, Gmail interface, Satellite map images with missing or unclear data, Google Books Library Project, Apache Wave, AdSense, Google Talk, AdWords, Google Desktop, Google Groups, Google Videos, Google Translate, Google Apps, Google Buzz, Google Translator Toolkit, Google News, Picasa, Google App Engine, Google Docs, Google Web Toolkit, Google Analytics, Google Scholar and academic libraries, Google Answers, Google Calendar, Google Toolbar, Blogger, Sitemaps, Google Image Labeler, Google Code, Gears, Gizmo5, Ad Manager, SketchUp, IGoogle, Vevo, Google Reader, Google Fast Flip, Google Sidewiki, Google Health, Google Map Maker, Google Person Finder, Google Sites, Google Trends, Supplemental Result, Google Pack, Google Apps Script, Google One Pass, History of Google Docs, Jaiku, Google App Inventor, Google eBooks, Google Lively, Google Quick Search Box, Sitemap index, Google Circles, V8, Google Code Search, Google Friend Connect, Chrome Web Store, Google Images, Google Checkout, Dodgeball, Living stories, Google Web Accelerator, Google Notebook, Google Chart API, Google Base, Google Moderator, Google Browser Sync, Google Public DNS, Google Dictionary, Google Personalized Search, Google Questions and Answers, Google Product Search, Google Bookmarks, Google Finance, Google WiFi, Google Alerts, Checker Plus for Google Calendar, Google Real-Time Search, Google Moon, Google Image

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Swirl, Google Webmaster Tools, Google Cloud Print, Google Current, Google Squared, Google News Archive, Google Offers, Google Mars, Google 3D Warehouse, Google Grants, Google Gadgets, Google Contacts, Google Website Optimizer, Google Insights for Search, Google Labs, Google Data Liberation Front, Google Business Solutions, Google X, ..

Are games worthy of academic attention? Can they be used effectively in the classroom, in the research laboratory, as an innovative design tool, as a persuasive political weapon? Game Mods: Design Theory and Criticism aims to answer these and more questions. It features chapters by authors chosen from around the world, representing fields as diverse as architecture, ethnography, puppetry, cultural studies, music education, interaction design and industrial design. How can we design, play with and reflect on the contribution of game mods, related tools and techniques, to both game studies and to society as a whole?

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