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Command Of The Air - General Giulio Douhet 2014-08-15
In the pantheon of air power spokesmen, Giulio Douhet holds center stage. His writings, more often cited than perhaps actually read, appear as excerpts and aphorisms in the writings of numerous other air power spokesmen, advocates-and critics. Though a highly controversial figure, the very controversy that surrounds him offers to us a testimonial of the value and depth of his work, and the need for airmen today to become familiar with his thought. The progressive development of air power to the point where, today, it is more correct to refer to aerospace power has not outdated the notions of Douhet in the slightest

In fact, in many ways, the kinds of technological capabilities that we enjoy as a global air power provider attest to the breadth of his vision. Douhet, together with Hugh "Boom" Trenchard of Great Britain and William "Billy" Mitchell of the United States, is justly recognized as one of the three great spokesmen of the early air power era. This reprint is offered in the spirit of continuing the dialogue that Douhet himself so perceptively began with the first edition of this book, published in 1921. Readers may well find much that they disagree with in this book, but also much that is of enduring value. The vital necessity of Douhet's central vision-that command of the air is all important in modern warfare-has been proven throughout the history of wars in this century, from the fighting over the Somme to the air war over Kuwait and Iraq.

Airplane Flying Handbook (FAA-H-8083-3A) - Federal Aviation Administration 2011-09-11 The Federal Aviation Administration's Airplane Flying Handbook provides pilots, student pi-lots, aviation instructors, and aviation specialists with information on every topic needed to qualify for and excel in the field of aviation. Topics covered include: ground operations, cockpit management, the four fundamentals of flying, integrated flight control, slow flights, stalls, spins, takeoff, ground reference maneuvers, night operations, and much more. The Airplane Flying Handbook is a great study guide for current pilots and for potential pilots who are interested in applying for their first license. It is also the perfect gift for any aircraft or aeronautical buff.

Sophie's World - Jostein Gaarder 2007-03-20 One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

Film Fourth Edition - Maria Pramaggiore
2020-01-14
Updated and expanded, this new edition is the perfect starter text for students of film studies. The book illustrates basic film concepts in context and in depth. It addresses techniques and terminology used in film production and criticism, emphasizing thinking and writing critically and effectively. With reference to 460 new and existing images, the authors discuss contemporary films and film studies scholarship, as well as recent developments in film production and exhibition, such as digital technologies and new modes of screen media.

Planning Algorithms - Steven M. LaValle
2006-05-29
Planning algorithms are impacting technical disciplines and industries around the world, including robotics, computer-aided design, manufacturing, computer graphics, aerospace applications, drug design, and protein folding. This coherent and comprehensive book unifies material from several sources, including robotics, control theory, artificial intelligence, and algorithms. The treatment is centered on robot motion planning, but integrates material on planning in discrete spaces. A major part of the book is devoted to planning under uncertainty, including decision theory, Markov decision processes, and information spaces, which are the 'configuration spaces' of all sensor-based planning problems. The last part of the book delves into planning under differential constraints that arise when automating the motions of virtually any mechanical system. This text and reference is intended for students, engineers, and researchers in robotics, artificial intelligence, and control theory as well as computer graphics, algorithms, and computational biology.

Sight, Sound, Motion: Applied Media Aesthetics - Herbert Zettl 2008
Media aesthetics have gained prominence with the dramatic advances in the digital technology

of video and electronic cinema. In this dynamic field, Herb Zettl's SIGHT SOUND MOTION/APPLIED MEDIA AESTHETICS FIFTH EDITION is more applicable than ever. This new edition of SIGHT SOUND MOTION continues to be the most comprehensive book on the market, not only describing the major aesthetic image elements--light and color, space, time-motion, and sound-but also presenting in-depth coverage on the creative ways that they are used in television and film. Zettl's thorough coverage of aesthetic theory and the application of that theory place this contemporary and highly relevant text in a class by itself. Richly illustrated, this edition features strong visuals that often draw on traditional art forms, such as painting, sculpture, and dance. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Sight, Sound, Motion: Applied Media Aesthetics - Herbert Zettl 2016-01-01

The most comprehensive book on the market, Herb Zettl's SIGHT SOUND MOTION: APPLIED MEDIA AESTHETICS, 8e describes the major aesthetic image elements -- light and color, space, time-motion, and sound -- as well as presents in-depth coverage on how they are creatively used in television and film. Zettl's thorough coverage of aesthetic theory and the application of that theory place this contemporary and highly relevant text in a class by itself. It equips students to think critically about media aesthetics and apply them to production situations. Richly illustrated and now presented in full color, it also features strong visuals that often draw on traditional art forms, such as painting, sculpture, and dance. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Handbook in Motion - Simone Forti 1998-01-15 Tracing a period in her life from the 1969 Woodstock Festival through the following years

living on the land, this singular dance artist's direct and poetic writings bring a turbulent transitional era to life. Combining drawings, "dance reports" (short descriptions of events whose movement made a deep impression on the author's memory), and documentary materials such as scores, descriptions, letters to colleagues, and photographic records of performances, Forti's eye toward creating idioms for exploring natural forms and behaviors is evident throughout.

Smartphone Filmmaking - Max Schleser 2021-08-26
Mobile, smartphone and pocket filmmaking is a global phenomenon with distinctive festivals, filmmakers and creatives that are defining an original film form. Smartphone Filmmaking: Theory and Practice explores diverse approaches towards smartphone filmmaking and interviews an overview of the international smartphone filmmaking community. Interviews with smartphone filmmakers, entrepreneurs, creative technologists, storytellers, educators and smartphone film festival directors provide a source of inspiration and insights for professionals, emerging filmmakers and rookies who would like to join this creative community. While not every story might be appropriate to be realized with a mobile device or smartphone, if working with communities, capturing locations or working in the domain of personal or first-person filmmaking, the smartphone or mobile device should be considered as the camera of choice. The mobile specificity is expressed through accessibility, mobility and its intimate and immediate qualities. These smartphone filmmaking-specific characteristics and personal forms of crafting experiences contribute to a formation of new storytelling approaches. Stylistic developments of vertical video and collaborative processes in smartphone filmmaking are evolving into hybrid formats that resonate in other film forms. This book not only develops a framework for the analysis of

smartphone filmmaking but also reviews contemporary scholarship and directions within the creative arts and the creative industries. Smartphone Filmmaking: Theory and Practice initiates a conversation on current trends and discusses its impact on adjacent disciplines and recent developments in emerging media and screen production, such as Mobile XR (extended reality).

Mindstorms - Seymour A. Papert 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like debugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Television Production - Jim Owens 2019-08-28 Gain the skills you need to succeed in the television industry and master the production process, from shooting and producing, to editing and distribution. This new and updated 17th edition of Television Production offers a thorough and practical guide to professional TV production techniques. Learn how to anticipate and quickly overcome commonly encountered problems in television production as author Jim

Owens details each role and process, including the secrets of top-grade camerawork, persuasive lighting techniques, and effective sound treatment, as well as the subtle processes of scenic design, directing, and the art of video editing. Updated throughout, containing a range of new figures and diagrams, the 17th edition of this classic text includes: A discussion of the changing definition of "television" and how new technology alters viewing habits; Interviews with professionals in the industry about the challenges they face during the production process and the advice they would give to those trying to break into the production and television industries; A review of production practices and techniques for VR; A description of the latest cameras and equipment, including LED lighting and remote production; Guidance and techniques for low-budget, DIY-style productions; A comprehensive resource page for instructors, containing slides and testing materials to aid in the learning process can be found at www.routledge.com/cw/owens.

Lunar Sourcebook - Grant Heiken 1991-04-26 The only work to date to collect data gathered during the American and Soviet missions in an accessible and complete reference of current scientific and technical information about the Moon.

Human Dimension and Interior Space - Julius Panero 2014-01-21 The study of human body measurements on a comparative basis is known as anthropometrics. Its applicability to the design process is seen in the physical fit, or interface, between the human body and the various components of interior space. Human Dimension and Interior Space is the first major anthropometrically based reference book of design standards for use by all those involved with the physical planning and detailing of interiors, including interior designers, architects, furniture designers, builders, industrial designers, and students of design. The use of anthropometric data,

although no substitute for good design or sound professional judgment should be viewed as one of the many tools required in the design process. This comprehensive overview of anthropometrics consists of three parts. The first part deals with the theory and application of anthropometrics and includes a special section dealing with physically disabled and elderly people. It provides the designer with the fundamentals of anthropometrics and a basic understanding of how interior design standards are established. The second part contains easy-to-read, illustrated anthropometric tables, which provide the most current data available on human body size, organized by age and percentile groupings. Also included is data relative to the range of joint motion and body sizes of children. The third part contains hundreds of dimensioned drawings, illustrating in plan and section the proper anthropometrically based relationship between user and space. The types of spaces range from residential and commercial to recreational and institutional, and all dimensions include metric conversions. In the Epilogue, the authors challenge the interior design profession, the building industry, and the furniture manufacturer to seriously explore the problem of adjustability in design. They expose the fallacy of designing to accommodate the so-called average man, who, in fact, does not exist. Using government data, including studies prepared by Dr. Howard Stoudt, Dr. Albert Damon, and Dr. Ross McFarland, formerly of the Harvard School of Public Health, and Jean Roberts of the U.S. Public Health Service, Panero and Zelnik have devised a system of interior design reference standards, easily understood through a series of charts and situation drawings. With Human Dimension and Interior Space, these standards are now accessible to all designers of interior environments.

The Image of the City - Kevin Lynch 1964-06-15 The classic work on the evaluation of city form.

What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.

Sound and Image - Andrew Knight-Hill 2020-06-22
Sound and Image: Aesthetics and Practices brings together international artist scholars to explore diverse sound and image practices, applying critical perspectives to interrogate and evaluate both the aesthetics and practices that underpin the audiovisual. Contributions draw upon established discourses in electroacoustic music, media art history, film studies, critical theory and dance; framing and critiquing these arguments within the context of diverse audiovisual practices. The volume's interdisciplinary perspective contributes to the rich and evolving dialogue surrounding the audiovisual, demonstrating the value and significance of practice-informed theory, and theory derived from practice. The ideas and approaches explored within this book will find application in a wide range of contexts across the whole scope of audiovisuality, from visual music and experimental film, to narrative film and documentary, to live performance, sound design and into sonic art and electroacoustic music. This book is ideal for artists, composers and researchers investigating theoretical positions and compositional practices which bring together sound and image.

Language at the Speed of Sight - Mark Seidenberg 2017-01-03
We've been teaching reading wrong—a leading

cognitive scientist tells us how we can finally do it right

Out of My Mind - Sharon M. Draper 2012-05 Considered by many to be mentally retarded, a brilliant, impatient fifth-grader with cerebral palsy discovers a technological device that will allow her to speak for the first time.

Audio-vision - Michel Chion 1994 Deals with issue of sound in audio-visual images

Strengthening Forensic Science in the United States - National Research Council 2009-07-29 Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool

for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

Fahrenheit 451 - Ray Bradbury 2003-09-23
A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

The Inner Game of Tennis - W. Timothy Gallwey 2010-06-30
Master your game from the inside out! With more than 800,000 copies sold since it was first published thirty years ago, this phenomenally successful guide has become a touchstone for hundreds of thousands of people. Not just for tennis players, or even just for athletes in general, this handbook works for anybody who wants to improve his or her performance in any activity, from playing music to getting ahead at work. W. Timothy Gallwey, a leading innovator in sports psychology, reveals how to • focus your mind to overcome nervousness, self-doubt, and distractions • find the state of "relaxed concentration" that allows you to play at your best • build skills by smart practice, then put it all together in match play Whether you're a beginner or a pro, Gallwey's engaging voice, clear examples, and illuminating anecdotes will give you the tools you need to succeed. "Introduced to The Inner Game of Tennis as a graduate student years ago, I recognized the obvious benefits of [W. Timothy] Gallwey's teachings. . . . Whether we are preparing for an inter-squad scrimmage or the National Championship Game, these principles lie at the foundation of our program."—from the Foreword by Pete Carroll

Contemporary US Cinema - Michael Allen 2014-09-25
Contemporary U.S. Cinema is a forceful exploration of the tumultuous changes that have dominated the shifting landscape of American film-making over the past three decades. From the explosive release of Easy Rider to the excesses of Heaven's Gate and the comic book

figures of Spider-Man, its aim is to examine the economic, social and cultural contexts of mainstream and independent American films. The book divides into nine provocative chapters with material on: the most significant individual film-makers, such as Scorsese, Coppola and Lucas, as well as independent film-makers like Jarmusch and Anders the careers of leading actors of the last thirty years, such as Jack Nicholson, Robert Redford and Julia Roberts, whilst exploring the powerful position of the film star in the modern American film-making process the economics of Contemporary U.S. Cinema with particular reference to the tortuous journey from production, distribution and exhibition of Waterworld and Titanic the artistic influence of foreign film-makers, such as François Truffaut and Jean-Luc Godard, and explores Hollywood's increasing dominance and reliance on the global market genres, sequels and the recent developments in computer-based technologies, using examples from The Godfather I - III, The Matrix, the Star Wars saga and remakes from Shaft to Ocean's Eleven The book is illustrated with stills throughout and includes a bibliography and annotated further reading list.

Video Basics - Herbert Zettl 2012-01-06 Herbert Zettl draws on his expertise and field experience to bring you the seventh edition of VIDEO BASICS, the handiest and most authoritative, current, and technically accurate student guide to video production available. Meeting the need for a briefer book, this text distills comprehensive video instruction so that it can be covered in a single semester. The book moves students from video concepts and processes to production tools and techniques and, finally, to the production environment (studio and field, inside and outside) and its effects. A more conceptual framework leads students from the idea (what to create) to the image (how to create) on video. Important Notice: Media content referenced within the

product description or the product text may not be available in the ebook version.

Sound Design - David Sonnenschein 2013-04-01 Offers user-friendly knowledge and stimulating exercises to help compose story, develop characters and create emotion through skillful creation of the sound track.

Life in Motion - Misty Copeland 2014-03-04 Profiles the life and career of the professional ballerina, covering from when she began dance classes at age thirteen in an after-school community center through becoming the only African American soloist dancing with the American Ballet Theatre.

Game Feel - Steve Swink 2008-10-13 "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to

their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Understanding Media - Marshall McLuhan 2016-09-04
When first published, Marshall McLuhan's Understanding Media made history with its radical view of the effects of electronic communications upon man and life in the twentieth century.

Roundabouts - Lee August Rodegerdts 2010
TRB's National Cooperative Highway Research Program (NCHRP) Report 672: Roundabouts: An Informational Guide - Second Edition explores the planning, design, construction, maintenance, and operation of roundabouts. The report also addresses issues that may be useful in helping to explain the trade-offs associated with roundabouts. This report updates the U.S. Federal Highway Administration's Roundabouts: An Informational Guide, based on experience gained in the United States since that guide was published in 2000.

Video Basics 4 - Herbert Zettl 2004
This textbook describes the concepts, tools, and activities needed to get started in video production, with chapters on operating the camera, lighting the set, videotape recording systems, the production studio, editing, and acting techniques.

Philosophy of the Arts - Gordon Graham 2006-09-07
A new edition of this bestselling introduction to aesthetics and the philosophy of art. Includes new sections on digital music and environmental aesthetics. All other chapters have been thoroughly revised and updated.

Life of Pi - Yann Martel 2022-01-27
"Life of Pi will make you believe in the power of theatre" (Times). After a cargo ship sinks in the middle of the vast Pacific Ocean, there are five

survivors stranded on a lifeboat - a hyena, a zebra, an orangutan, a Royal Bengal tiger, and a sixteen year-old boy named Pi. Time is against them, nature is harsh, who will survive? Based on one of the most extraordinary and best-loved works of fiction - winner of the Man Booker Prize, selling over fifteen million copies worldwide - and featuring breath-taking puppetry and state-of-the-art visuals, Life of Pi is a universally acclaimed, smash hit adaptation of an epic journey of endurance and hope. Adapted by acclaimed playwright Lolita Chakrabarti, this edition was published to coincide with the West End premiere in November 2021.

The Synergy of Film and Music - Peter Rothbart 2013
In The Synergy of Film and Music: Sight and Sound in Five Hollywood Films, Peter Rothbart examines a handful of motion pictures to convey how a variety of elements work together to create a singular experience. Rothbart considers the aural and visual aspects of five representative films: West Side Story, Psycho, Empire of the Sun, Altered States, and American Beauty. After reviewing the various roles that music can serve in a film, as well as an overview of the film scoring process, the book looks at each film, examining them one musical cue at a time, so that the reader can watch the film while reading about each cue in real time. This unique analysis makes The Synergy of Film and Music a fascinating and instructive volume that both casual viewers and students of cinema will appreciate.

Aviation Weather for Pilots and Flight Operations Personnel - United States. Federal Aviation Administration 1975

Sight, Sound, Motion: Applied Media Aesthetics - Herbert Zettl 2016-01-01
The most comprehensive book on the market, Herb Zettl's SIGHT SOUND MOTION: APPLIED MEDIA AESTHETICS, 8e describes the major aesthetic image elements -- light and color,

space, time-motion, and sound -- as well as presents in-depth coverage on how they are creatively used in television and film. Zettl's thorough coverage of aesthetic theory and the application of that theory place this contemporary and highly relevant text in a class by itself. It equips students to think critically about media aesthetics and apply them to production situations. Richly illustrated and now presented in full color, it also features strong visuals that often draw on traditional art forms, such as painting, sculpture, and dance. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Nineteen Eighty-Four - George Orwell 2021-01-09
"Nineteen Eighty-Four: A Novel", often published as "1984", is a dystopian social science fiction novel by English novelist George Orwell. It was published on 8 June 1949 by Secker & Warburg as Orwell's ninth and final book completed in his lifetime. Thematically, "Nineteen Eighty-Four" centres on the consequences of totalitarianism, mass surveillance, and repressive regimentation of persons and behaviours within society. Orwell, himself a democratic socialist, modelled the authoritarian government in the novel after Stalinist Russia. More broadly, the novel examines the role of truth and facts within politics and the ways in which they are manipulated. The story takes place in an imagined future, the year 1984, when much of the world has fallen victim to perpetual war, omnipresent government surveillance, historical negationism, and propaganda. Great Britain, known as Airstrip One, has become a province of a totalitarian superstate named Oceania that is ruled by the Party who employ the Thought Police to persecute individuality and independent thinking. Big Brother, the leader of the Party, enjoys an intense cult of personality despite the fact that he may not even exist. The

protagonist, Winston Smith, is a diligent and skillful rank-and-file worker and Outer Party member who secretly hates the Party and dreams of rebellion. He enters into a forbidden relationship with a colleague, Julia, and starts to remember what life was like before the Party came to power.

Expanded Cinema - Gene Youngblood
2020-03-03
Fiftieth anniversary reissue of the founding media studies book that helped establish media art as a cultural category. First published in 1970, Gene Youngblood's influential Expanded Cinema was the first serious treatment of video, computers, and holography as cinematic technologies. Long considered the bible for media artists, Youngblood's insider account of 1960s counterculture and the birth of cybernetics remains a mainstay reference in today's hypermediated digital world. This fiftieth anniversary edition includes a new Introduction by the author that offers conceptual tools for understanding the sociocultural and sociopolitical realities of our present world. A unique eyewitness account of burgeoning experimental film and the birth of video art in the late 1960s, this far- ranging study traces the evolution of cinematic language to the end of fiction, drama, and realism. Vast in scope, its prescient formulations include "the paleocybernetic age," "intermedia," the "artist as design scientist," the "artist as ecologist," "synaesthetics and kinesthetics," and "the technosphere: man/machine symbiosis." Outstanding works are analyzed in detail. Methods of production are meticulously described, including interviews with artists and technologists of the period, such as Nam June Paik, Jordan Belson, Andy Warhol, Stan Brakhage, Carolee Schneemann, Stan VanDerBeek, Les Levine, and Frank Gillette. An inspiring Introduction by the celebrated polymath and designer R. Buckminster Fuller—a perfectly cut gem of countercultural thinking in

itself—places Youngblood's radical observations in comprehensive perspective. Providing an unparalleled historical documentation, Expanded Cinema clarifies a chapter of countercultural history that is still not fully represented in the arthistorical record half a century later. The book will also inspire the current generation of artists working in ever-newer expansions of the cinematic environment and will prove invaluable to all who are concerned with the technologies that are reshaping the nature of human communication.

Odyssey - Homer 1895

Democracy and Education - John Dewey 1916 John Dewey's Democracy and Education addresses the challenge of providing quality public education in a democratic society. In this classic work Dewey calls for the complete renewal of public education, arguing for the fusion of vocational and contemplative studies in education and for the necessity of universal education for the advancement of self and society. First published in 1916, Democracy and Education is regarded as the seminal work on public education by one of the most important scholars of the century.

The Sounds of Early Cinema - Richard Abel 2001-10-03
The Sounds of Early Cinema is devoted exclusively to a little-known, yet absolutely crucial phenomenon: the ubiquitous presence of sound in early cinema. "Silent cinema" may rarely have been silent, but the sheer diversity of sound(s) and sound/image relations characterizing the first 20 years of moving picture exhibition can still astonish us. Whether instrumental, vocal, or mechanical, sound ranged from the improvised to the pre-arranged (as in scripts, scores, and cue sheets). The practice of mixing sounds with images differed widely, depending on the venue (the nickelodeon in Chicago versus the summer Chautauqua in rural Iowa, the music hall in London or Paris

versus the newest palace cinema in New York City) as well as on the historical moment (a single venue might change radically, and many times, from 1906 to 1910). Contributors include Richard Abel, Rick Altman, Edouard Arnoldy, Mats Björkin, Stephen Bottomore, Marta Braun, Jean Châteauvert, Ian Christie, Richard Crangle, Helen Day-Mayer, John Fullerton, Jane Gaines, André Gaudreault, Tom Gunning, François Jost, Charlie Keil, Jeff Klenotic, Germain Lacasse, Neil Lerner, Patrick Loughney, David Mayer, Domi-nique Nasta, Bernard Perron, Jacques Polet, Lauren Rabinovitz, Isabelle Raynauld, Herbert Reynolds, Gregory A. Waller, and Rashit M. Yangirov.
64 Shots - Kevin Roberts 2016-06-21
64 Shots: Leadership in a Crazy World is a compendium of value-accelerators for business and life. It is gathered as a 64 shot method from the astute observations and remarkable life of creative business leader and iconoclast Kevin Roberts. A provocative figure traversing the peaks of global commerce, media and sport, Kevin Roberts - creator of the groundbreaking idea Lovemarks - is recognized as one of today's most uncompromisingly-positive and inspirational leaders. In 64 Shots, Roberts draws on the biggest ideas, toughest experiences and greatest influences of his life to present 16X4 stripped down, straight-forward and instantly-absorbable insights on how to bring order to the chaos of business and life. The punchy insights into winning - hitting readers lightly jab after jab - are an array of one-liners, sound bites, tweets, charts, quotes and historical reference points. They are loaded with Roberts' experience, story, brio, provocation and direction. The language is extreme, brimming with the irrepressible attitude and provocation that fueled Roberts' meteoric career. While there is a sequence, the 64 shots are stand-alone signposts towards living an enterprising and winning life. Anyone can dip into the book anywhere and find value. The writing is accompanied by (not necessarily

linked to) a visual order of black-and-white photos of leaders in their cultural fields, some modern, many historical, some famous, and all personal. This eclectic selection of people are both direct and indirect influences to Kevin Roberts' life. They all have an interesting - and some mysterious - connection to concepts of leadership in a crazy world. Examples are: Mary Quant, Vince Lombardi, Margaret Thatcher, Vivienne Westwood, Twiggy, Tom Peters, Peter Drucker, Martin Luther King, Renzo Rosso, Brigit Bardot, Bob Dylan, Sean Fitzpatrick (a rugby player). The book is high touch and glossy. It feels like Apple, not Shakespeare. 64 Shots - will you take them?