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IDEO, the widely admired, award-winning design and development firm that brought the world the Apple mouse, Polaroid's I-Zone instant camera, the Palm V, and hundreds of other cutting-edge products and services, reveals its secrets for fostering a culture and process of continuous innovation. There isn't a business in America that doesn't want to be more creative in its thinking, products, and processes. At many companies, being first with a concept and first to market are critical just to survive. In *The Art of Innovation*, Tom Kelley, general manager of the Silicon Valley based design firm IDEO, takes readers behind the scenes of this wildly imaginative and energized company to reveal the strategies and secrets it uses to turn out hit after hit. IDEO doesn't buy into the myth of the lone genius working away in isolation, waiting for great ideas to strike. Kelley believes everyone can be creative, and the goal at his firm is to tap into that wellspring of creativity in order to make innovation a way of life. How does it do that? IDEO fosters an atmosphere conducive to freely expressing ideas, breaking the rules, and freeing people to design their own work environments. IDEO's focus on teamwork generates countless breakthroughs, fueled by the constant give-and-take among people ready to share ideas and reap the benefits of the group process. IDEO has created an intense, quick-turnaround, brainstorm-and-build process dubbed "the Deep Dive." In entertaining anecdotes, Kelley illustrates some of his firm's own successes (and joyful failures), as well as pioneering efforts at other leading companies. The book reveals how teams research and immerse themselves in every possible aspect of a new product or service, examining it from the perspective of clients, consumers, and other critical audiences. Kelley takes the reader through the IDEO problem-solving method:
" Carefully observing the behavior or "anthropology" of the people who will be using a product or service
" Brainstorming with high-energy sessions focused on tangible results
" Quickly prototyping ideas and designs at every step of the way
" Cross-pollinating to find solutions from other fields
" Taking risks, and failing your way to success
" Building a "Greenhouse" for innovation
Walk among the mysterious streets of Denska and collect the real pages of artwork behind PixelOpus' endearing video game *Concrete Genie*! This art book studies the power of self-expression, creativity and the game's core fantasy of making anyone believe they can be an artist - just like the talented protagonist of the game, Ash. Return to the characters, monsters, and lore of Denska to uncover the secrets behind PixelOpus' 'living paint' mechanics that allow the walls of Denska to come to life with player creations. Witness a special, behind-the-scenes look at the development of *Concrete Genie* from the small and passionate team that brought it to life. From the developers of a truly empowering journey about oppression and creativity, Dark Horse Books and PixelOpus are delighted to present *The Art of Concrete Genie*! This art book collects heart-warming, magnificent illustrations for fans of Ash and his wildly varied 'living paint' creations within *Concrete Genie*. For the first time in any modern language, a female scholar and translator reimagines *The Art of War*. Sun Tzu's ancient book of strategy and psychology has as much to tell us today as when it was first written 2,500 years ago. In a world forever at odds, his rules for anticipating the motivations and strategies of our competitors never cease to inspire leaders of all kinds. Michael Nylan, in her provocative introduction, sees new and unexpected lessons to be learned from *The Art of War*—in business ventures, relationships, games of skill, academic careers, and medical practices. Strategy, like conflict, is woven into society's very roots. Nylan's crisp translation "offers a masterly new evaluation of this classic work, which balances the overtly military content with a profound and thought-provoking analysis" (Olivia Milburn). Readers newly engaging with ancient Chinese culture will be inspired by Nylan's authoritative voice. Informed by years of scholarly study, Nylan is uniquely placed to introduce readers to Sun Tzu's classic work through her detailed annotations on culture and the intricacies of translating ancient Chinese into modern English. She proves that Sun Tzu is more relevant than ever, helping us navigate the conflicts we know and those we have yet to endure. A new collection of art from one of the UK's most acclaimed sci-fi artists featuring everything, from his initial sketches to his final works and published book covers. Includes covers from the SF greats - Greg Bear, Neil Gaiman and Terry Pratchett, Anne McCaffrey, Robert Silverberg, Joe Haldeman, Oson Scott Card, John Meaney, Ricardo Pinto, Peter F Hamilton, and Timothy Zahn and many more. Now with a new Postscript from Brain Pickings creator Maria Popova Rock star, crowdfunding pioneer, and TED speaker Amanda Palmer knows all about asking. Performing as a living statue in a wedding dress, she wordlessly asked thousands of passersby for their dollars. When she became a singer, songwriter, and musician, she was not afraid to ask her audience to support her as she surfed the crowd (and slept on their couches while touring). And when she left her record label to strike out on her own, she asked her fans to support her in making an album, leading to the world's most successful music Kickstarter. Even while Amanda is both celebrated and attacked for her fearlessness in asking for help, she finds that there are important things she cannot ask for-as a musician, as a friend, and as a wife. She learns that she isn't alone in this, that so many people are afraid to ask for help, and it paralyzes their lives and relationships. In this groundbreaking book, she explores these barriers in her own life and in the lives of those around her, and discovers the emotional, philosophical, and practical aspects of THE ART OF ASKING. Part manifesto, part revelation, this is the story of an artist struggling with the new rules of exchange in the twenty-first century, both on and off the Internet. THE ART OF ASKING will inspire readers to rethink their own ideas about asking, giving, art, and love. We often struggle to let some people go especially when they made that decision. We question the universe, we question ourselves and we question everyone around us but we never truly get our answers. Letting someone go takes time, patience and commitment to actively stop ourselves from relapsing and thinking about that person again. *The Art Of Letting Go* helps you understand why, how and when you should let someone go so you can move on and never look back. More a "how-to-see-it" than a "how-to-do-it" book, this edition explores the disguises and characteristics of shapes and forms in nature, and it examines the visual elements and the relational, moving, and emotive forces that constitute the language of drawing. Clear and objective, this book offers an intensive examination of vital drawing processes and concepts, an in-depth analysis of exceptional drawings by old and contemporary artists, and suggested exercises to enhance the readers' grasp of important measurable and dynamic phenomena. For the art student, the art teacher, the interested amateur, and the practicing artist. Official art book of the PS5 launch game *Marvel's Spider-Man: Miles Morales*, featuring concept art created during the development of the game. Be greater, be yourself as Miles Morales swings onto the scene in his own video game for the first time. Learning the ropes as Spider-Man in Peter Parker's absence, Miles must find the balance between keeping his new home, Harlem, safe and rising up to take on new challenges and enemies that test his abilities and loyalties to the limit. The creative process of this much-anticipated game is captured in *Marvel's Spider-Man: Miles Morales - The Art of the Game*. This lush, hardback book showcases the remarkable concept art and in-game renderings created by the talented development team creating the game in collaboration with Marvel. Characters, locations, tech, gadgets, Spider suits and much more are presented in all their incredible detail, accompanied by unique insights from the artists and

developers behind the game. This unique work, full of insight on composition and other techniques, features interviews with the legendary comic artist as well as pages from his masterwork Voltar. It also includes Introductions by Gil Kane and Roy Thomas. A book as popular and well-reviewed as Quiltagami cries out for a sequel—and here it is, with 19 new and exciting projects that range from animal purses to scrapbook wall hangings. This fun craft combines quilting with origami, and has intrigued needleworkers eager to add new techniques to their repertoire. Just take some fabric, fold it to make incredible dimensional blocks and items, and stitch it up. The resulting bag, pillow, or hanging has an extraordinary depth, texture, and richness that captivates the eye and invites the hand to touch. Make an adorable Flamingo Tote, a lovely Lotus Blossom Wall Hanging, a comfy Butterfly Quilt, an Eight-Point Star Pocket, and 5 pretty pillows to adorn any room in the house. Praise for QUILTAGAMI: “Practiced quilters will have fun putting their talents to work in a different way; crafters who like paper folding may delight in [this] new challenge.”—Booklist “Takes [the] technique to a new level.”—Quilters’ Newsletter Magazine “Anyone who loves rich texture will celebrate this tantalizing combination.”—Sew News Der Autor hat seine Briefe mit wichtigen Managern der Welt herausgegeben. Sie enthalten Reaktionen auf aktuelle Bücher der Managementliteratur oder Kommentare zu wichtigen Ereignissen in großen Unternehmen. Auch die zweite, erweiterte Auflage bietet eine Fundgrube aktuellen Managementwissens in kurzweiliger Form. The great age of European ceramic design began around 1500 and ended in the early 19th century with the introduction of large-scale production of ceramics. In this illustrated history, with nearly 300 color and black and white photos and reproductions, curator Howard Coutts considers the main stylistic trends—Renaissance, Mannerism, Oriental, Rococo, and Neoclassicism—as they were represented in such products as Italian Majolica, Dutch Delftware, Meissen and Sevres porcelain, Staffordshire, and Wedgwood pottery. He pays close attention to changes in eating habits over the period, particularly the layout of a formal dinner, and discusses the development of ceramics as room decoration, the transmission of images via prints, marketing of ceramics and other luxury goods, and the intellectual background to Neoclassicism. With an emphasis on the narrative film, *The Art of Watching Films*, 9e challenges students to take their film experience further by sharpening their powers of observation, developing the skills and habits of perceptive watching, and discovering complex aspects of film art that they might otherwise overlook. This title introduces the formal elements and production process of films, and helps students analytically view and understand films within their historical, cultural and social contexts. The text presents an analytical framework that can be applied to all movies, as distinctly different as *Avatar*, *The Girl with the Dragon Tattoo*, *Vertigo*, *Iron-Man*, *Man on Wire*, and *The Hurt Locker*. He begins by analysing the sources for our knowledge of the military history of the period, assessing their reliability: some chroniclers exaggerate, others are careful observers or have access to official records. There follows an examination of the constituent parts of the medieval army, knights and footsoldiers, equipment and terms of service, behaviour on the field, and psychology, before the problematic question of medieval tactics is addressed through analysis of accounts of a series of major battles. Strategy is discussed in the context of these battles: whether to seek battle, fight a defensive war, or attempt a war of conquest. Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's *The Art of Assembly Language* has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read *The Art of Assembly Language*, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: -Edit, compile, and run HLA programs -Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces -Translate arithmetic expressions (integer and floating point) -Convert high-level control structures This much anticipated second edition of *The Art of Assembly Language* has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, *The Art of Assembly Language, 2nd Edition* is your essential guide to learning this complex, low-level language. A short history of the ballet and a review of Balanchine's own career as ballet master and choreographer accompany the stories of more than four hundred ballets A MASTERFUL BOOK ABOUT BREATHING LIFE INTO ART AND ART INTO LIFE "Stephen Nachmanovitch's *The Art of Is* is a philosophical meditation on living, living fully, living in the present. To the author, an improvisation is a co-creation that arises out of listening and mutual attentiveness, out of a universal bond of sharing that connects all humanity. It is a product of the nervous system, bigger than the brain and bigger than the body; it is a once-in-a-lifetime encounter, unprecedented and unrepeatable. Drawing from the wisdom of the ages, *The Art of Is* not only gives the reader an inside view of the states of mind that give rise to improvisation, it is also a celebration of the power of the human spirit, which — when exercised with love, immense patience, and discipline — is an antidote to hate." — Yo-Yo Ma, cellist The most impressive LEGO models often take careful planning (and lots of pieces), but with some inspiration, a little imagination, and a number of tried-and-true techniques, you too can turn bricks into a masterpiece. In *The Art of LEGO® Design*, author Jordan Schwartz explores LEGO as an artistic medium. This wide-ranging collection of creative techniques will help you craft your own amazing models as you learn to see the world through the eyes of some of the greatest LEGO builders. Each concept is presented with a collection of impressive models to spark your imagination—like fantastic dragons, futuristic spaceships, expressive characters, and elaborate dioramas. You'll discover some of the inventive techniques that LEGO artists use to: -Create lifelike creatures from unusual elements like inside-out tires and minifigure capes -Design sleek cars without showing a single stud -Add ambience to dioramas with light bricks or LEDs -Craft eye-catching textures to create cobblestone roads and brick walls -Build sturdy, detailed, posable mechs and other figures -Add depth with forced perspective and interesting silhouettes Interviews with the talented builders behind many of the book's models reveal their thoughts on the design process and what inspires them most. Even if you've been building with LEGO since you could crawl, you'll find new inspiration in *The Art of LEGO® Design*. Offers step-by-step instructions for completing twenty-seven colored pencil drawing projects, offering advice on appropriate supplies, color theory, and basic techniques in the medium. Filled with easy step-by-step instruction from a variety of artists and a wealth of inspiring images to study and admire, *The Art of Basic Drawing* shows beginning artists how to draw everything from flowers and still lifes to landscapes, animals, and people. You'll find plenty of helpful tips on choosing the right tools and materials, fundamental drawing techniques, developing value and shading, and setting up an effective composition, as well as important information about the influences of perspective, balance, and texture. Detailed examples of animals, people, flowers, and landscapes will help guide you through the most challenging aspects of drawing almost anything, from basic shapes to realistic details. Some included pencil drawing projects are: Strawberries Bottle and bread still life Flamingo Elephant Giraffe Horse Siberian Husky puppy English Bulldog Clouds Desert landscape Half Dome, Yosemite Woman in profile Man in profile and many more! With a striking new design and refreshed, easy-to-understand instruction, this comprehensive drawing guide is the perfect first step for beginning artists. Follow along, step by step, as professional artists reveal their drawing secrets. With practice, you'll soon be able to capture amazing realism in your own pencil drawings. It's as easy as 1, 2, 3. The Collector's Series offers approachable, step-by-step art instruction for a variety of mediums and subjects, such as drawing, oil, acrylic, watercolor, cartooning, calligraphy, and more. Perfect for beginning artists, each title features artist tips for drawing or painting anything and everything from people, animals, and still life to flowers, trees, and landscapes. This book examines strategies and techniques from the perspective of those who are lobbied—the people who know what resonates and what falls flat in congressional offices. In 1983, the world was introduced to He-Man and the Masters of the Universe. What followed was a cultural sensation that changed the landscape of children's entertainment forever! Join Mattel and Dark Horse in this comprehensive retrospective chronicling He-Man's decades-long epic journey from toy, to television, to film, to a true pop culture phenomenon! Concise and informative, *The Art of Throwing* is the ultimate introduction to the exciting world of throwing weapons. It provides thorough explanation and instruction on everything from grips and stances, targets and trajectories, and even how to construct weapons. The fundamentals of weapon throwing are easy to learn, but mastering aim—let alone mastering aim with a variety of weapons—involves time, effort and practice. Let *The Art of Throwing* ease your transition from novice to expert with its detailed, but easy to follow instructions from an author who has spent years mastering his technique. With a foreword by knife throwing legend Joe "Brokenfeather" Darrah, this edition includes updated information and an hour-long instructional DVD to better aid newcomers in learning the

basics or help experienced throwers perfect their techniques. The Art of Throwing includes: Basic concepts—Grips, Methods, and Mechanics Throwing implements—The Bagakay, the knife, the ax, and the spear Japanese throwing implements—The Shuriken and the Shaken Chinese throwing implements—The flying dart, the golden coin dart, the flying steel olive, and the flying sticker Other throwing implements—The western dart and the boomerang Sport and defensive throwing Weapon and hand care The Art of the Steal tells the story of several larger-than-life figures - the billionaire tycoon Alfred Taubman; the most powerful woman in the art world, Dede Brooks; and the wily British executive Christopher Davidge - who conspired to cheat their clients out of millions of dollars. It offers an unprecedented look inside this secretive, glamorous, gold-plated industry, describing just how Sotheby's and Christie's grew from clubby, aristocratic businesses into slick international corporations. And it shows how the groundwork for the most recent illegal activities was laid decades before the perpetrators were caught by federal prosecutors. The full-color artwork collection of the hit series Vampire Knight! Reads R to L (Japanese Style), for audiences T+ Cross over into the world of Vampire Knight with the lush, full-color artwork of Matsu Hino. Includes an extensive gallery with author comments, a how-to tutorial, and an exclusive poster. Renowned psychoanalyst Erich Fromm has helped generations of men and women achieve rich and productive lives by developing their capacity to love. This centennial edition of his most enduring work salutes the valuable lessons that are Fromm's legacy. In THE ART OF DISCWORLD, Terry Pratchett takes us on a guided tour of the Discworld, courtesy of his favourite Discworld artist, Paul Kidby. Following on from THE LAST HERO, THE ART OF DISCWORLD is a lavish 112-page large format, sumptuously illustrated look at all things Discworldian. Terry Pratchett provides the written descriptions while Paul Kidby illustrates the world that has made Pratchett one of the best-selling authors of all time. Here you will find favourites old and new: the City Watch, including Vimes, Carrot and Angua, the three witches - Granny Weatherwax, Nanny Ogg and Magrat Garlick - and the denizens of the Unseen University Library, not forgetting the Librarian, of course: they're all here in sumptuous colour, together with the places: Ankh-Morpork, Lancre, Uberwald and more . . . No Discworld fan will want to be without this beautiful gift book. Forget everything you think you know about strength, strategy and success. This brilliant adaptation of the ancient masterpiece The Art of War shows women how to use Sun Tzu's philosophy to win in every aspect of life. Would you like to transform your weaknesses into strengths? Succeed at work without compromising your ethics? Integrate your style and personal philosophy into every action you take? If so, this book is for you. In The Art of War for Women, bestselling author Chin-Ning Chu brings the eternal wisdom of philosopher-general Sun Tzu to women looking to gain a better understanding of who they are--and, more importantly, who they want to be. Although Sun Tzu's book is about the application of strategies and determining the most efficient way of gaining victory with the least amount of conflict, every one of those strategies begins with having a deep understanding of the people and the world around us. They also require us to understand ourselves--our strengths and weaknesses, our goals and fears. In other words, the aim is not to apply a series of rules coldly and dispassionately, but rather to integrate ourselves and our unique talents into the strategies we will employ. This is not a feel-good book. (But you will feel good after reading it.) It is not a motivational book. (But you will be motivated to achieve what you want, once you are done.) Ultimately, its purpose is to provide women with the strategies we all need to overcome the obstacles that stand in the way of our goals and dreams. Sun Tzu's Art of War is the most influential book on strategy ever published, selling tens of millions of copies worldwide in several editions. Written by one of today's foremost authorities on Sun Tzu, The Art of War for Women is sure to become a classic in its own right. Structura: The Art of Sparth is a collection of his personal artwork. Sparth has been an active artistic director and concept designer for the gaming industry for over ten years. Currently with idsoftware in Texas, a renowned leader in the gaming world with such titles as Wolfenstein 3D, Doom I and II, and Quake I and II, Sparth has been integral in designing the games that the video game enthusiasts of today devour. In both his professional and personal work, there are no limits to Sparth's creativity when it comes to translating forms and concepts with an creativity when it comes to translating forms and concepts with an experimental and original approach. Born in France and having traveled the globe extensively, he was influenced greatly by the various world cultures he encountered, and this is largely responsible for his multiple creative passions, which range from space to architecture, robotics and beyond. We have all used forms of manipulation in our lifetime. For example, a child manipulating a parent by crying incessantly when that parent balks at the idea of buying them the latest toy, crying to the point where that parent just eventually wears down and gives in or altering our appearance with the intention of getting a specific reaction or getting others to perceive us in a certain way. We all have engaged in the art of manipulation. Manipulating others is a great way to get what you want. It can be used in a positive sense or in negative one and that choice rests solely on the individual who is engaging in the manipulation. There are many techniques that are used to manipulate others and in his book entitled "The Art of Manipulation" author and serial entrepreneur Omar Johnson examines the secrets of how to use manipulation to get anybody to do what you want. You will also learn how to determine if someone is trying to manipulate you. The remarkable best-seller -- a long-lost, 300-year-old book of wisdom on how to live successfully yet responsibly in a society governed by self-interest -- as acute as Machiavelli yet as humanistic and scrupulously moral as Marcus Aurelius. A classic on power to stand alongside Machiavelli and Marcus Aurelius. With aphorisms ranging from "find everyone's weak spot" to "quit whilst fortune is smiling, as all good gamblers do," this engrossing classic of the Spanish Golden Age offers pragmatic, hardheaded, and coldly-calculated advice on how to thrive in a cut-throat world. Its three hundred maxims were originally written in Spanish more than four hundred years ago and are as applicable to modern life as they are to the dynamics of Spanish Baroque society. Wie viele Bäume gibt es auf der Erde? Wer war der glücklichste Passagier auf der Titanic? Viele Fragen lassen sich mit Hilfe der Statistik beantworten. Und ein grundlegendes Verständnis für die Interpretation von Zahlen ist wichtiger denn je, wenn man Realität und Fiktion verlässlich voneinander unterscheiden will. David Spiegelhalter zeigt verständlich, wie man die Statistik zur Lösung von Problemen einsetzt und hilft den Lesern, wie ein Statistiker zu denken. Er bespricht an realen Beispielen die wesentlichen Prinzipien, um Wissen aus Daten zu gewinnen und die entsprechenden Antworten auch verantwortungsvoll interpretieren zu können. In Halo 5: Guardians, game developer 343 Industries continues to enthrall fans worldwide with the exploits of the legendary Spartan super soldier, the Master Chief, as well as new characters in the Halo® universe, including Agent Jameson Locke and others. This deluxe art book chronicles the creative and breathtaking art of the worlds, vehicles, and characters of Halo 5: Guardians, with exclusive details behind the creation of returning characters such as the Arbiter and the Master Chief himself. Complete with commentary from 343 Industries, The Art of Halo 5: Guardians is the ultimate exploration of the intricate creature design and groundbreaking gameplay that define the Halo experience. © 2015 Microsoft Offers a complete introduction to all of the popular techniques of enameling, with practical advice on how to set up a studio and detailed, step-by-step instructions for fourteen creative projects that use such methods as cloisonné, champlevé, and piqué, as well as the latest experimental techniques. Inside the intriguing world of poker lies a fascinating exercise in strategy and extreme concentration--many of the same principles that underpin the one-thousand-year-old philosophy of Zen spirituality. Zen and the Art of Poker is the first book to apply Zen theories to America's most popular card game, presenting tips that readers can use to enhance their game. Among the more than one hundred rules that comprise this book, readers will learn to:* Make peace with folding* Use inaction as a weapon* Make patience a central pillar of their strategy* Pick their times of confrontation Using a concise and spare style, in the tradition of Zen practices and rituals, Zen and the Art of Poker traces a parallel track connecting the two disciplines by giving comments and inspirational examples from the ancient Zen masters to the poker masters of today. Examines the personal life and artistic development of Frank Howell, whose paintings often depict the spirituality and mythological aspects of Native American life. From the #1 New York Times bestselling "high priestess of French lady wisdom" (USA Today) comes every woman's guide to navigating the world of work, living the good life, and savoring every minute of it. Mireille Guiliano, internationally bestselling author of French Women Don't Get Fat and former senior executive for Veuve Clicquot, uses her distinctive French woman's philosophy and style to share lively lessons, stories, and helpful hints from her experiences at the front lines and highest echelons of the business world. Guiliano offers every reader the practical advice she needs to make the most of work without ever losing sight of what is most important: feeling good, facing challenges, getting ahead, and maximizing pleasure at every opportunity.

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