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[Designing Solutions for Your Business Problems](#) Aug 25 2019 [Designing Solutions for Your Business Problems](#) is an essential resource for managers and consultants who help organizations resolve ambiguous problems and develop new opportunities. Taking a hands-on, practical approach, Betty Vandembosch—a leading management consultant and educator—outlines the details on how to conduct a proven process for designing solutions. [Designing Solutions for Your Business Problems](#) will teach you how to curtail investigation and generate and justify ideas without sacrificing thoroughness, creativity, persuasiveness, and fit. You will be able to capitalize on more opportunities, and your problem-solving skills will become more efficient and your solutions more compelling. This book will help you design better solutions and design them faster. Betty Vandembosch offers a variety of useful techniques such as the "scooping diagram," which provides a framework for action, and the "logic diagram," which tests the validity of a potential solution. In addition, the book contains illustrative real-life examples of the [Designing Solutions](#) approach from a variety of organizations.

Visual Design Solutions May 27 2022 Enhance learners' interest and understanding with visual design for instructional and information products No matter what medium you use to deliver content, if the visual design fails, the experience falls flat. Meaningful graphics and a compelling visual design supercharge instruction, training, and presentations, but this isn't easy to accomplish. Now you can conquer your design fears and knowledge gaps with [Visual Design Solutions](#): a resource for learning professionals seeking to raise the bar on their graphics and visual design skills. This informal and friendly book guides you through the process and principles used by professional graphic designers. It also presents creative solutions and examples that you can start using right away. Anyone who envisions, designs, or creates instructional or informational graphics will benefit from the design strategies laid out in this comprehensive resource. Written by Connie Malamed, an art educator and instructional designer, this book will help you tap into your creativity, design with intention, and produce polished work. Whereas most graphic design books focus on logos, packaging, and brochures, [Visual Design Solutions](#) focuses on eLearning, presentations, and performance support. [Visual Design Solutions](#) includes practical guidelines for making smart design choices, ways to create professional-looking products, and principles for successful graphics that facilitate learning. Ideal for instructional designers, trainers, presenters, and professors who want to advance from haphazard to intentional design, this book will help them realize their design potential. Gain the knowledge and confidence to design impressive, effective visuals for learning Increase learner comprehension and retention with visual strategies offered by an expert author Serves as a reference and a resource, with a wealth of examples for inspiration and ideas Addresses an intimidating topic in an informal, friendly style In four parts, the book provides a thorough overview of the design process and design concepts; explores space, image, and typography; and presents workable solutions for your most persistent and puzzling design problems. Get started and begin creating captivating graphics for your learners.

Best Practices for Graphic Designers, Packaging Oct 20 2021 [DIVGain](#) strategic insights on all aspects of package design. From starting with a blank slate all the way up to a finished product, learn the steps of executing effective package design solutions. /div

[Digital Media for Learning](#) Dec 30 2019 This book provides a comprehensive overview on the theories, processes, and solutions relevant to effectively creating, using, and managing digital media in a variety of instructional settings. In the first section of the book, the authors provide an overview of the theories, development models, and principles of learning with digital media. In the second section, the authors detail various digital media solutions, including: Instructional Videos, Instructional Simulations and Games, Online Learning, Mobile Learning, and Emerging Learning Technologies. Overall, this book emphasizes the theoretical principles for learning with digital media and processes to design digital media solutions in various instructional settings. The readers are also provided with multiple case studies from real world projects in various instructional settings.

Essential Graphic Design Solutions Dec 22 2021 [ESSENTIAL GRAPHIC DESIGN SOLUTIONS](#) features PART 1: FUNDAMENTALS OF GRAPHIC DESIGN, of the bestseller, [GRAPHIC DESIGN SOLUTIONS](#), to provide a focused study of design basics. Covering print and screen media, this book examines conceiving, visualizing and composing solutions to design problems with a comprehensive examination of typography; a broader investigation of creativity and concept generation; visualization and color; an updated timeline; an online chapter about building a Portfolio and the job search; and more. Providing excellent illustrations of historical, modern and contemporary design, this book is a great resource. Now available to accompany this edition, [CourseMate with eBook](#) brings concepts to life with projects, videos of designers in the field, and portfolio-building tools. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Digital Logic and Computer Design Apr 01 2020 This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design.

Digital Design (Verilog) Apr 13 2021 [Digital Design: An Embedded Systems Approach Using Verilog](#) provides a foundation in digital design for students in computer engineering, electrical engineering and computer science courses. It takes an up-to-date and modern approach of presenting digital logic design as an activity in a larger systems design context. Rather than focus on aspects of digital design that have little relevance in a realistic design context, this book concentrates on modern and evolving knowledge and design skills. Hardware description language (HDL)-based design and verification is emphasized--Verilog examples are used extensively throughout. By treating digital logic as part of embedded systems design, this book provides an understanding of the hardware needed in the analysis and design of systems comprising both hardware and software components. Includes a Web site with links to vendor tools, labs and tutorials. Presents digital logic design as an activity in a larger systems design context Features extensive use of Verilog examples to demonstrate HDL (hardware description language) usage at the abstract behavioural level and register transfer level, as well as for low-level verification and verification environments Includes worked examples throughout to enhance the reader's understanding and retention of the material Companion Web site includes links to tools for FPGA design from Synplicity, Mentor Graphics, and Xilinx, Verilog source code for all the examples in the book, lecture slides, laboratory projects, and solutions to exercises

[Technical Design Solutions for Theatre](#) Sep 26 2019 [Technical Design Solutions for Theatre](#) is a collection of single-focus articles detailing technical production solutions that have appeared in [The Technical Brief Collection](#), a publication of the Yale School of Drama's Technical Design and Production Department. The primary objective of the publication was to share creative solutions to technical problems so that fellow theatre technicians can avoid having to reinvent the wheel with each new challenge. The range of topics includes scenery, props, painting, projections, sound, and costumes. Each article describes an approach, device, or technique that has been tested onstage or in a shop. Great reference of tips and solutions to persistent technical challenges in theatre production Solutions provided by contributors from over twenty different producing organizations Ten years of [The Technical Brief Collection](#) articles bound in each of three volumes A comprehensive index to all three volumes included in Volume III

Digital Design with CPLD Applications and VHDL Sep 06 2020 A guide that uses programmable logic as the vehicle for instructing readers in the principles of digital design. Following discussion of digital fundamentals, the book introduces readers to Complex Programmable Logic Devices. Graphic design files, VHDL files and simulation files are on the CD-ROM, so readers can run simulations or program CPLDs with error-free design files and use these files as templates for their own modifications.

[Graphic Design Solutions](#) Jun 27 2022 [GRAPHIC DESIGN SOLUTIONS](#), 6th EDITION, is the most comprehensive reference on graphic design for print and screen media. Author Robin Landa introduces principles of design and how they apply to the various graphic design disciplines, and major applications are explained and illustrated with professional work and diagrams. This text serves as a solid foundation for typographic design, advertising design and graphic design. In-depth coverage includes such topics as design principles, the design process, concept generation, branding and visual identity, design for web and mobile, package design, portfolio development, social media, ad campaigns and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

[Data Warehouse Design Solutions](#) Jul 25 2019 "Each chapter is... a practice run for the way we all ought to design our data marts and hence our data warehouses."-Ralph Kimball, from the Foreword. Let the experts show you how to customize data warehouse designs for real business needs in [Data Warehouse Design Solutions](#). To effectively design a data warehouse, you have to understand its many business uses. This guidebook shows you how business managers in different corporate functions actually use data warehouses to make decisions. You'll get a rich set of data warehouse designs that flow from realistic business cases. Two top experts show you how to customize your data warehouse designs for real-life business needs including: * Sales and marketing * Production and inventory management * Budgeting and financial reporting * Quality control * Product delivery and fulfillment * Strategic business analysis such as determining market share, rates of return on investment, and other key analytic ratios. CD-ROM includes All sample data warehouse designs with accompanying preformatted reports in HTML for specific business uses such as marketing, sales, and financial analysis.

Advances in Design and Digital Communication II Jun 03 2020 This book reports on research findings and practical lessons featuring advances in the areas of digital and interaction design, graphic design and branding, design education, society and communication in design practice, and related ones. Gathering the proceedings of the 5th International Conference on Digital Design and Communication, [Digicom 2021](#), held on November 4–6, 2021, in Barcelos, Portugal, and continuing the tradition of the previous book, it describes new design strategies and solutions to foster digital communication within and between the society, institutions and brands. By highlighting innovative ideas and reporting on multidisciplinary projects, it offers a source of inspiration for designers of all kinds, including graphic and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and brand and corporate communication managers alike.

Digital Design Techniques and Exercises Jun 15 2021 This book describes digital design techniques with exercises. The concepts and exercises discussed are useful to design digital logic from a set of given specifications. Looking at current trends of miniaturization, the contents provide practical information on the issues in digital design and various design optimization and performance improvement techniques at logic level. The book explains how to design using digital logic elements and how to improve design performance. The book also covers data and control path design strategies, architecture design strategies, multiple clock domain design and exercises , low-power design strategies and solutions at the architecture and logic-design level. The book covers 60 exercises with solutions and will be useful to engineers during the architecture and logic design phase. The contents of this book prove useful to hardware engineers, logic design engineers, students, professionals and hobbyists looking to learn and use the digital design techniques during various phases of design.

[Digital Twin for Healthcare](#) Jul 17 2021 [Digital Twins for Healthcare: Design, Challenges and Solutions](#) establishes the state-of-art in the specification, design, creation, deployment and exploitation of digital twins' technologies for healthcare and wellbeing. A digital twin is a digital replication of a living or non-living physical entity. When data is transmitted seamlessly, it bridges the physical and virtual worlds, thus allowing the virtual entity to exist simultaneously with the physical entity. A digital twin facilitates the means to understand, monitor, and optimize the functions of the physical entity and provide continuous feedback. It can be used to improve citizens' quality of life and wellbeing in smart cities and the virtualization of industrial processes. Presents the fundamentals of digital twin technology in healthcare Facilitates new approaches for healthcare industry Explores different use cases of digital twins in healthcare

[Digital Design Theory](#) Mar 01 2020 [Digital Design Theory](#) bridges the gap between the discourse of print design and interactive experience by examining the impact of computation on the field of design. As graphic design moves from the creation of closed, static objects to the development of open, interactive frameworks, designers seek to understand their own rapidly shifting profession. Helen Armstrong's carefully curated introduction to groundbreaking primary texts, from the 1960s to the present, provides the background necessary for an understanding of digital design vocabulary and thought. Accessible essays from designers and programmers are by influential figures such as Ladislav Sutnar, Bruno Munari, Wim Crouwel, Sol LeWitt, Muriel Cooper, Zuzana Licko, Rudy VanderLans, John Maeda, Paola Antonelli, Luna Maurer, and Keetra Dean Dixon. Their topics range from graphic design's fascination with programmatic design, to early strivings for an authentic digital aesthetic, to the move from object-based design and to experience-based design. Accompanying commentary assesses the relevance of each excerpt to the working and intellectual life of designers.

[Digital Design with RTL Design, VHDL, and Verilog](#) Mar 13 2021 An eagerly anticipated, up-to-date guide to essential digital design fundamentals Offering a modern, updated approach to digital design, this much-needed book reviews basic design fundamentals before diving into specific details of design optimization. You begin with an examination of the low-levels of design, noting a clear distinction between design and gate-level minimization. The author then progresses to the key uses of digital design today, and how it is used to build high-performance alternatives to software. Offers a fresh, up-to-date approach to digital design, whereas most literature available is sorely outdated Progresses through low levels of design, making a clear distinction between design and gate-level minimization Addresses the various uses of digital design today Enables you to gain a clearer understanding of applying digital design to your life With this book by your side, you'll gain a better understanding of how to apply the material in the book to real-world scenarios.

Graphic Design Solutions Aug 30 2022 [Graphic Design Solutions](#) is the most comprehensive, how-to reference on graphic design and typography. Covering print and interactive media, this book examines conceiving, visualizing and composing solutions to design problems, such as branding, logos, web design, posters, book covers, advertising, and more. Excellent illustrations of historical, modern and contemporary design are integrated throughout. The Fifth Edition includes expanded and updated coverage of screen media, including mobile, tablet, desktop web, and motion as well as new interviews, showcases, and case studies; new diagrams and illustrations; a broader investigation of creativity and concept generation; visualization and color; and an updated timeline. Accompanying this edition, [CourseMate with eBook](#) brings

concepts to life with projects, videos of designers in the field, and portfolio-building tools. Additional online-only chapters—Chapters 14 through 16—are available in PDF format on the student and instructor resource sites for this title, accessed via CengageBrain.com; search for this book, then click on the “Free Materials” tab. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Building Industrial Digital Twins May 15 2021 Build your first digital twin MVP and gain first-hand experience of using the technology, the challenges it presents, and its impact on your organization Key Features>Create a digital twin prototype using Microsoft Azure Digital TwinExplore the digital twin approach to the design, operations, and maintenance of industrial assets and productsUnderstand key characteristics and components of a digital twin through practical use cases and business scenariosBook Description Digital twin technology enables organizations to create digital representations of physical entities such as assets, systems, and processes throughout their life cycle. It improves asset performance, utilization, and safe operations and reduces manufacturing, operational, and maintenance costs. The book begins by introducing you to the concept of digital twins and sets you on a path to develop a digital twin strategy to positively influence business outcomes in your organization. You'll understand how digital twins relate to physical assets, processes, and technology and learn about the prerequisite conditions for the right platform, scale, and use case of your digital twins. You'll then get hands-on with Microsoft's Azure Digital Twins platform for your digital twin development and deployment. The book equips you with the knowledge to evaluate enterprise and specialty platforms, including the cloud and industrial IoT required to set up your digital twin prototype. Once you've built your prototype, you'll be able to test and validate it relative to the intended purpose of the twin through pilot deployment, full deployment, and value tracking techniques. By the end of this book, you'll have developed the skills to build and deploy your digital twin prototype, or minimum viable twin, to demonstrate, assess, and monitor your asset at specific stages in the asset life cycle. What you will learnIdentify key criteria for the applicability of digital twins in your organizationExplore the RACI matrix and rapid experimentation for choosing the right tech stack for your digital twin systemEvaluate public cloud, industrial IoT, and enterprise platforms to set up your prototypeDevelop a digital twin prototype and validate it using a unit test, integration test, and functional testPerform an ROI analysis of your digital twin to determine its economic viability for the businessDiscover techniques to improve your digital twin for future enhancementsWho this book is for The digital twin book is for mid-career subject experts, including engineers and operations managers, building their first prototype (MVP) using digital twin technology. The book will help professionals responsible for mechanical, process, and reliability engineering domains. You don't have to be a developer or programmer, but beginner-level programming skills will be helpful.

Digital Design and Computer Architecture Feb 21 2022 Digital Design and Computer Architecture: ARM Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Combining an engaging and humorous writing style with an updated and hands-on approach to digital design, this book takes the reader from the fundamentals of digital logic to the actual design of an ARM processor. By the end of this book, readers will be able to build their own microprocessor and will have a top-to-bottom understanding of how it works. Beginning with digital logic gates and progressing to the design of combinational and sequential circuits, this book uses these fundamental building blocks as the basis for designing an ARM processor. SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD-based circuit design. The companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. This book will be a valuable resource for students taking a course that combines digital logic and computer architecture or students taking a two-quarter sequence in digital logic and computer organization/architecture. Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Features side-by-side examples of the two most prominent Hardware Description Languages (HDLs)—SystemVerilog and VHDL—which illustrate and compare the ways each can be used in the design of digital systems. Includes examples throughout the text that enhance the reader's understanding and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. The Companion website also includes appendices covering practical digital design issues and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises.

Design Solutions for User-Centric Information Systems Dec 10 2020 Continuous improvements in technological applications have allowed more opportunities to develop systems with user-focused designs. This not only leads to higher success in day-to-day usage, but it increases the overall probability of technology adoption. Design Solutions for User-Centric Information Systems provides a comprehensive examination of the latest strategies and methods for creating technological systems with end users as the focal point of the design process. Highlighting innovative practices and applications across a variety of areas, such as cloud-based computing services, e-government adoption, and logistics evaluation, this book is an ideal reference source for computer engineers, practitioners, project managers, graduate students, and researchers interested in the enhancement of user-centric information system development.

Interactive Design for Screen Mar 25 2022 This book includes over a hundred projects by international designers which showcase functionality and accessibility of great mobile user interfaces.

Design Transactions Feb 09 2021 Design Transactions presents the outcome of new research to emerge from 'Innochain', a consortium of six leading European architectural and engineering-focused institutions and their industry partners. The book presents new advances in digital design tooling that challenge established building cultures and systems. It offers new sustainable and materially smart design solutions with a strong focus on changing the way the industry thinks, designs, and builds our physical environment. Divided into sections exploring communication, simulation and materialisation, Design Transactions explores digital and physical prototyping and testing that challenges the traditional linear construction methods of incremental refinement. This novel research investigates 'the digital chain' between phases as an opportunity for extended interdisciplinary design collaboration. The highly illustrated book features work from 15 early-stage researchers alongside chapters from world-leading industry collaborators and academics.

Digital Design in Action Nov 01 2022 Digital design is not only about creating visually appealing products and promotions; it needs to possess a practical aspect in addition to being aesthetically appealing. Digital Design in Action explores these pragmatic applications and the creative design aspects for various mediums, including the web, apps, ePub, visual presentations, and PDF. Using the latest digital publishing tools and a project-based pedagogy, this book includes projects ranging from real-world to experimental. Each chapter contains the perfect balance of vibrant figures, techniques and applications to help guide the reader into harnessing their inner potential.

Digital Systems Design Using VHDL Nov 08 2020 Written for advanced study in digital systems design, Roth/John's DIGITAL SYSTEMS DESIGN USING VHDL, 3E integrates the use of the industry-standard hardware description language, VHDL, into the digital design process. The book begins with a valuable review of basic logic design concepts before introducing the fundamentals of VHDL. The book concludes with detailed coverage of advanced VHDL topics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Graphic Design Solutions Apr 25 2022 This best-selling text remains the most comprehensive, how-to reference on graphic design and advertising for print and interactive media, intended to serve as a foundation for a graphic design and advertising design education. Theory and applications are stressed with an instructive approach. Known for its thorough treatment of theory and major graphic design applications, this text concentrates on the integration of design principles and elements, providing hundreds of meaningful examples of their interaction throughout. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

New 3D Effects in Graphic Design Aug 18 2021 Practical ideas and examples on how proficiency in 3D tools can open up futuristic, agile and fun finishes for projects.

Technical Design Solutions for Theatre May 03 2020 The Technical Brief is a collection of single-focus articles on technical production solutions, published three times a year by the prestigious Yale School of Drama. The primary objective of the publication is to share creative solutions to technical problems so that fellow theatre technicians can avoid having to reinvent the wheel with each new challenge. The range of topics includes scenery, props, painting, electrics, sound, and costumes. The articles each describe an approach, device, or technique that has been tested on stage or in a shop by students and professionals. Some articles included: Growing Flowers on Stage; Break-Away Glass; Photo-Murals for the Stage; Quiet Wire-Rope Curtain Track; Free Standing Curved Stairs; A Measured Approach to Kerfing; A Low-Voltage Remote Controller for Special Effects; Toggle-Clamp Locks; Comparing Four Plastics as Scenery Glides; Low Pressure Air Casters; A Simple Lift Jack; Using a Piano to Create a Reverberation Effect; Horn-Hat Mics for Sound Reinforcement

Blog Design Solutions Sep 18 2021 * No other blog book gives professional quality information on blog design and development like this one. Others are either "dummies" style books, or are aimed more at understanding the community/theory. * The Book supports 4 of the most popular blog engines, and shows you how to build your own. * It's written by a team of well respected community figures

Digital Filter Design Solutions Jul 29 2022 Take advantage of the widest possible range of filtering techniques and still keep design time to a minimum with this book and CD-ROM toolkit. The practical knowledge presented in the book enables you to take control of your projects, using the filter coefficients included on the CD-ROM. You get 260 digital filters that are ready to use and have been fully characterized in terms of their frequency response, step response, impulse response, and pass band characteristics. Performance parameters such as step response rise time, overshoot, settling time, dc accuracy, and those related to noise propagation through the filter have been tabulated to allow you full control of your filtering application.

Digital Design Jan 23 2022 For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Design Solutions for Adaptive Hypermedia Listening Software Nov 20 2021 Adaptive hypermedia listening software enables materials writers to combine and deliver a wide range of digital elements on the same digital computer platform more efficiently. Such a combination and delivery provides a multidimensional, multi-sensory digital environment in which rich, efficient, instant, comprehensible, optimum, and meaningful input and feedback can be presented effectively and efficiently. Moreover, language learners' attention can be drawn to forms and meanings in input. Such aspects correspond with different theories and hypotheses of language learning and teaching. This presents users/learners with an environment that is easy to use, tension-free, and optimal during self-study. However, to be able to design and develop cost effective and professional adaptive hypermedia listening software, there are certain scientific educational findings and implications that need to be implemented at every single stage. To have access to such vital findings is not so easy, and research must address this area. Design Solutions for Adaptive Hypermedia Listening Software explores how to design and create technically and pedagogically sound and efficient interactive adaptive hypermedia listening software for language learners in any language. The chapters will cover learner strategy tools, the effectiveness of this technology, best practices in adaptive hypermedia listening software, and the benefits and challenges of this technology for language learning. It is ideal for companies, institutions, teachers, policymakers, academicians, researchers, advanced-level students, technology developers, and decision-making pertinent government officials interested in designing and developing multimedia listening environments for language learners.

Solution Architecture with .NET Jan 29 2020 Learn about the responsibilities of a .NET solution architect and explore solution architecture principles, DevOps solutions, and design techniques and standards with hands-on examples of design patterns Key FeaturesFind out what are the essential personality traits and responsibilities of a solution architectBecome well-versed with architecture principles and modern design patterns with hands-on examplesDesign modern web solutions and make the most of Azure DevOps to automate your development life cycleBook Description Understanding solution architecture is a must to build and integrate robust systems to meet your client's needs. This makes it crucial for a professional .NET software engineer to learn the key skills of a .NET solution architect to create a unique digital journey and build solutions for a wide range of industries, from strategy and design to implementation. With this handbook, developers working with the .NET technology will be able to put their knowledge to work. The book takes a hands-on approach to help you become an effective solution architect. You'll start by learning the principles of the software development life cycle (SDLC), the roles and responsibilities of a .NET solution architect, and what makes a great .NET solution architect. As you make progress through the chapters, you'll understand the principles of solution architecture and how to design a solution, and explore designing layers and microservices. You'll complete your learning journey by uncovering modern design patterns and techniques for designing and building digital solutions. By the end of this book, you'll have learned how to architect your modern web solutions with ASP.NET Core and Microsoft Azure and be ready to automate your development life cycle with Azure DevOps. What you will learnUnderstand the role and core responsibilities of a .NET solution architectStudy popular UML (Unified Modeling Language) diagrams for solution architectureWork with modern design patterns with the help of hands-on examplesBecome familiar with microservices and designing layersDiscover how to design modern web solutionsAutomate your development life cycle with Azure DevOpsWho this book is for This book is for intermediate and advanced .NET developers and software engineers who want to advance their careers and expand their knowledge of solution architecture and design principles. Beginner or intermediate-level solution architects looking for tips and tricks to build large-scale .NET solutions will find this book useful.

FSM-based Digital Design using Verilog HDL Jan 11 2021 As digital circuit elements decrease in physical size, resulting in increasingly complex systems, a basic logic model that can be used in the control and design of a range of semiconductor devices is vital. Finite State Machines (FSM) have numerous advantages; they can be applied to many areas (including motor control, and signal and serial data identification to name a few) and they use less logic than their alternatives, leading to the development of faster digital hardware systems. This clear and logical book presents a range of novel techniques for the rapid and reliable design of digital systems using FSMs, detailing exactly how and where they can be implemented. With a practical approach, it covers synchronous and asynchronous FSMs in the design of both simple and complex systems, and Petri-Net design techniques for sequential/parallel control systems. Chapters on Hardware Description Language cover the widely-used and powerful Verilog HDL in sufficient detail to facilitate the description and verification of FSMs, and FSM based systems, at both the gate and behavioural levels. Throughout, the text incorporates many real-world examples that demonstrate designs such as data acquisition, a memory tester, and passive serial data monitoring and detection, among others. A useful accompanying CD offers working Verilog software tools for the capture and simulation of design solutions. With a linear programmed learning format, this book works as a concise guide for the practising digital designer. This book will also be of importance to senior students and postgraduates of electronic engineering, who require design skills for the embedded systems market.

Advertising by Design Oct 08 2020 A real-world introduction to advertising design and art direction, updated and revised for today's industry The newly revised Fourth Edition of Advertising by Design: Generating and Designing Creative Ideas Across Media delivers an invigorating and cutting-edge take on concept generation, art direction, design, and media channels for advertising. The book offers principles, theories, step-by-step instructions, and advice from esteemed experts to guide you through the fundamentals of advertising design and the creative process. With a fresh focus on building a coherent brand campaign through storytelling across all media channels, Advertising by Design shows you how to conceive ideas based on strategy, build brands with compelling advertising, and encourage social media participation. You'll also get insights from guest essays and interviews with world-leading creatives in the advertising industry. The book is filled with practical case studies that show real-world applications. You'll also benefit from coverage of A quick start guide to advertising A thorough introduction to what advertising is, including its purpose, categories, forms, media channels, social media listening, and its creators Creative thinking strategies and how to generate ideas based on creative briefs Utilizing brand archetypes and creating unique branded content Composition by design, including the parts of an ad, the relationship between images and copy, basic

design principles, and points of view How to build a brand narrative in the digital age Copywriting how-to's for art directors and designers Experiential advertising An examination of digital design, including subsections on the basics of mobile and desktop website design, motion, digital branding, and social media design Perfect for students and instructors of advertising design, art direction, graphic design, communication design, and copywriting, Advertising by Design also will earn a place in the libraries of business owners, executives, managers, and employees whose work requires them to understand and execute on branding initiatives, advertising campaigns, and other customer-facing content.

Digital Property Jun 23 2019 Even more than authorship, ownership is challenged by the rise of digital and computational methods of design and production. These challenges are simultaneously legal, ethical and economic. How are new methods of fabrication and manufacture going to irreversibly change not only ways of working, but also designers' ethics and their stance on ownership? In his 2013 second-term State of the Union address, President Obama stated that 3D printing 'has the potential to revolutionize the way we make almost everything'. Nowhere will the impact of 3D printing be felt greater than in the architectural and design communities. When anyone can print out an object or structure from a digital file, will designers still exert the same creative rights or will they need to develop new practice and payment models? As architecture becomes more collaborative with open-source processes, will the emphasis on signature as the basis of ownership remain relevant? How will wider teams working globally be accredited and compensated? This issue of AD explores this subject; it features the work of designers who are developing wholly new approaches to practice by exploring means of commercialising process-based products rather than objects. Contributors: Phil Bernstein, Mark Garcia, Antoine Picon, Carlo Ratti and David Ruy Featured architects: Francis Bitonti, Marjan Colletti, Wendy W Fok, Panagiotis Michalatos, Jose Sanchez, Thibault Schwartz, Aaron Sprecher, Feng Xu and Philip Yuan

Foundations of Digital Art and Design with the Adobe Creative Cloud Oct 27 2019 Fuses design fundamentals and software training into one cohesive book! Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe's Creative Cloud Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50 to 90 minute class sessions with additional materials available online Free video screencasts demonstrate key concepts in every chapter All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design. These principles are often excluded from books that teach software. Foundations of Digital Art and Design reinvigorates software training by integrating design exercises into tutorials fusing design fundamentals and core Adobe Creative Cloud skills. The result is a comprehensive design learning experience. This book is organized into six sections that focus on vector art, photography, image manipulation, typography, web design, and effective habits. Design topics and principles include: Bits, Dots, Lines, Shapes, Rule of Thirds, Zone System, Color Models, Collage, Appropriation, Gestalt, The Bauhaus Basic Course Approach, The Grid, Remix, Automation, and Revision.

Digital Design Aug 06 2020 For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Digital Design in Action Sep 30 2022 Digital design is not only about creating visually appealing products and promotions; it needs to possess a practical aspect in addition to being aesthetically appealing. Digital Design in Action explores these pragmatic applications and the creative design aspects for various mediums, including the web, apps, ePub, visual presentations, and PDF. Using the latest digital publishing tools and a project-based pedagogy, this book includes projects ranging from real-world to experimental. Each chapter contains the perfect balance of vibrant figures, techniques and applications to help guide the reader into harnessing their inner potential.

The New Digital Enterprise Jul 05 2020 To keep up with a fluctuating business environment, new demographics in their workforce and an increasingly dispersed staff, organizations have implemented three (3) basic advances in the development of their digital presence: ?Low-code/no-code software. New platforms allow software to be developed using a suite of built-in, easy-to-use functions. ?Collaborative design. This human-centered design framework provides the steps needed to understand problems, provide innovative solutions, and roll out systems using prototypes. ?Digital design hubs. These networks of co-workers and end-users bring knowledge and innovation to the development process. They are able to span both the informal and formal organization. By combining these recent advances into a hybrid system of design, organizations have a more reliable way to transform their organizations while at the same time reducing time and resources needed on their projects.

Digital Design for Print and Web Nov 28 2019 The all-inclusive guide—from theory to practice—for print and Web design Any well-conceived print or Web design features the dynamic interplay between visual artistry and technical skill. It becomes important, therefore, for the designer to cultivate an aesthetic eye as well as develop a high degree of computer savvy. By combining basic theory with hands-on technique, Digital Design for Print and Web takes the unique approach of uniting two subjects traditionally approached separately into one complete volume. As a result, you will gain a clearer understanding of the entire creative process, from project management to working with graphics to designing for print and, ultimately, the Web. In this book, you'll find: Full-color text and illustrated, step-by-step instruction supported by more than 75 video tutorials Coverage of professional software including the Adobe Creative Suite A wide variety of inspirational images from well-known designers Online full-length project assignments from entry level to advanced An ideal resource for design students or practitioners, Digital Design for Print and Web will show you to how to create more effectively and guide you on the path toward digital design mastery.

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