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GLOVER BAILEY

Interactive Web-Based Data Visualization with R, plotly, and shiny CRC Press

Practical data design tips from a data visualization expert of the modern age. Data doesn't decrease; it is ever-increasing and can be overwhelming to organize in a way that makes sense to its intended audience. Wouldn't it be wonderful if we could actually visualize data in such a way that we could maximize its potential and tell a story in a clear, concise manner? Thanks to the creative genius of Nathan Yau, we can. With this full-color book, data visualization guru and author Nathan Yau uses step-by-step tutorials to show you how to visualize and tell stories with data. He explains how to gather, parse, and format data and then design high-quality graphics that help you explore and present patterns, outliers, and relationships. Presents a unique approach to visualizing and telling stories with data, from a data visualization expert and the creator of flowingdata.com. Nathan Yau offers step-by-step tutorials and practical design tips for creating statistical graphics, geographical maps, and information design to find meaning in the numbers. Details tools that can be used to visualize data-native graphics for the Web, such as ActionScript, Flash libraries, PHP, and JavaScript and tools to design graphics for print, such as R and Illustrator. Contains numerous examples and descriptions of patterns and outliers and explains how to show them. Visualize This demonstrates how to explain data visually so that you can present your information in a way that is easy to understand and appealing.

GarageBand 2 John Wiley & Sons

Geocomputation with R is for people who want to analyze, visualize and model geographic data with open source software. It is based on R, a statistical programming language that has powerful data processing, visualization, and geospatial capabilities. The book equips you with the knowledge and skills to tackle a wide range of issues manifested in geographic data, including those with scientific, societal, and environmental implications. This book will interest people from many backgrounds, especially Geographic Information Systems (GIS) users interested in applying their domain-specific knowledge in a powerful open source language for data science, and R users interested in extending their skills to handle spatial data. The book is divided into three parts: (I) Foundations, aimed at getting you up-to-speed with geographic data in R, (II) extensions, which covers advanced techniques, and (III) applications to real-world problems. The chapters cover progressively more advanced topics, with early chapters providing strong foundations on which the later chapters build. Part I describes the nature of spatial datasets in R and methods for manipulating them. It also covers geographic data import/export and transforming coordinate reference systems. Part II represents methods that build on these foundations. It covers advanced map making (including web mapping), "bridges" to GIS, sharing reproducible code, and how to do cross-validation in the presence of spatial autocorrelation. Part III applies the knowledge gained to tackle real-world problems, including representing and modeling transport systems, finding optimal locations for stores or services, and ecological modeling. Exercises at the end of each chapter give you the skills needed to tackle a range of geospatial problems. Solutions for each chapter and supplementary materials providing extended examples are available at <https://geocompr.github.io/geocompr/articles/>. Dr. Robin Lovelace is a University Academic Fellow at the University of Leeds, where he has taught R for geographic research over many years, with a focus on transport systems. Dr. Jakob Nowosad is an Assistant Professor in the Department of Geoinformation at the Adam Mickiewicz University in Poznan, where his focus is on the analysis of large datasets to understand environmental processes. Dr. Jannes Muenchow is a Postdoctoral Researcher in the GIScience Department at the University of Jena, where he develops and teaches a range of geographic methods, with a focus on ecological modeling, statistical geocomputing, and predictive mapping. All three are active developers and work on a number of R packages, including `stplanr`, `sabre`, and `RQGIS`.

R Markdown CRC Press

David Gibson uses 3D visual representations of sounds in a mix as a tool to explain the dynamics that can be created in a mix. This book provides an in-depth exploration into the aesthetics of what makes a great mix. Gibson's unique approach explains how to map sounds to visuals in order to create a visual framework that can be used to analyze what is going on in any mix. Once you have the framework down, Gibson then uses it to explain the traditions that have been developed over time by great recording engineers for different styles of music and songs. You will come to understand everything that can be done in a mix to create dynamics that affect people in really deep ways. Once you understand what engineers are doing to create the great mixes they do, you can then use this framework to develop your own values as to what you feel is a good mix. Once you have a perspective on what all can be done, you have the power to be truly creative on your own – to create whole new mixing possibilities. It is all about creating art out of technology. This book goes beyond explaining what the equipment does – it explains what to do with the equipment to make the best possible mixes.

The Little Red Shed Course Technology Ptr

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

Hands-On Machine Learning with R FL Studio Cookbook

Electronic musicians and composers will create songs or loops only minutes after launching the software with this guide to FL Studio (formerly Fruity Loops), a complete virtual studio application. How to streamline the recording of multitrack musical compositions is explained in order to create complex songs and realistic guitar loops with 32-bit internal mixing and advanced MIDI support. Musicians are then shown how the resulting song or loop can be exported to a WAV/MP3 file and how MIDI events can be exported to a standard MIDI file. Preparing FL Studio for effective work, carrying out the main operations, building patterns in Step Sequencer, creating a melody in the Piano Roll view, and assembling and mixing a composition using Playlist and Mixer are also described.

Edm Mixing Guide Packt Publishing Ltd

Doing Meta-Analysis with R: A Hands-On Guide serves as an accessible introduction on how meta-analyses can be conducted in R. Essential steps for meta-analysis are covered, including calculation and pooling of outcome measures, forest plots, heterogeneity diagnostics, subgroup analyses, meta-regression, methods to control for publication bias, risk of bias assessments and plotting tools. Advanced but highly relevant topics such as network meta-analysis, multi-three-level meta-analyses, Bayesian meta-analysis approaches and SEM meta-analysis are also covered. A companion R package, `dmetar`, is introduced at the beginning of the guide. It contains data sets and several helper functions for the meta and metafor package used in the guide. The programming and statistical background covered in the book are kept at a non-expert level, making the book widely accessible. Features • Contains two introductory chapters on how to set up an R environment and do basic imports/manipulations of meta-analysis data, including exercises • Describes statistical

concepts clearly and concisely before applying them in R • Includes step-by-step guidance through the coding required to perform meta-analyses, and a companion R package for the book

BIM Handbook PC Publishing

Lindly Haunani and Maggie Maggio are renowned for their courses and workshops on color as well as for their outstanding polymer clay work. In this book, they offer instruction and inspiration that focuses on polymer clay as a learning tool that readers can use to explore their own color instincts and preferences and develop their own palettes. Each chapter investigates a specific color principle, with the discussion supported by a related exercise, a "studio tool" assignment or demonstration, a polymer clay jewelry project, and a profile of a prominent polymer clay artist. Sample topics include: •The Complexity of Color •Three Properties of Color •Choosing Your Palette •Mixing Colors That Flow •Matching Colors with Precision •Games Colors Play •Orchestrating Color Combinations •Color Composition: Placement and Proportion •Playful Patterns •Tantalizing Textures

Fast Guide to Propellerhead Reason "O'Reilly Media, Inc."

Hands-on Machine Learning with R provides a practical and applied approach to learning and developing intuition into today's most popular machine learning methods. This book serves as a practitioner's guide to the machine learning process and is meant to help the reader learn to apply the machine learning stack within R, which includes using various R packages such as glmnet, h2o, ranger, xgboost, keras, and others to effectively model and gain insight from their data. The book favors a hands-on approach, providing an intuitive understanding of machine learning concepts through concrete examples and just a little bit of theory. Throughout this book, the reader will be exposed to the entire machine learning process including feature engineering, resampling, hyperparameter tuning, model evaluation, and interpretation. The reader will be exposed to powerful algorithms such as regularized regression, random forests, gradient boosting machines, deep learning, generalized low rank models, and more! By favoring a hands-on approach and using real world data, the reader will gain an intuitive understanding of the architectures and engines that drive these algorithms and packages, understand when and how to tune the various hyperparameters, and be able to interpret model results. By the end of this book, the reader should have a firm grasp of R's machine learning stack and be able to implement a systematic approach for producing high quality modeling results. Features: · Offers a practical and applied introduction to the most popular machine learning methods. · Topics covered include feature engineering, resampling, deep learning and more. · Uses a hands-on approach and real world data.

Mind Tools for Managers Routledge

Bridging the fields of conservation, art history, and museum curating, this volume contains the principal papers from an international symposium titled "Historical Painting Techniques, Materials, and Studio Practice" at the University of Leiden in Amsterdam, Netherlands, from June 26 to 29, 1995. The symposium—designed for art historians, conservators, conservation scientists, and museum curators worldwide—was organized by the Department of Art History at the University of Leiden and the Art History Department of the Central Research Laboratory for Objects of Art and Science in Amsterdam. Twenty-five contributors representing museums and conservation institutions throughout the world provide recent research on historical painting techniques, including wall painting and polychrome sculpture. Topics cover the latest art historical research and scientific analyses of original techniques and materials, as well as historical sources, such as medieval treatises and descriptions of painting techniques in historical literature. Chapters include the painting methods of Rembrandt and Vermeer, Dutch 17th-century landscape painting, wall paintings in English churches, Chinese paintings on paper and canvas, and Tibetan thangkas. Color plates and black-and-white photographs illustrate works from the Middle Ages to the 20th century.

Music Theory for Computer Musicians IBM Redbooks

Leverage the power of FL Studio 20 to create and compose production-quality songs and develop professional music production skills Key FeaturesLeverage the power of FL Studio to create your own production-level musicDevelop widely applicable music production skills and learn how to promote your musicUtilize cutting-edge tools to fuel your creative ideas and publish your songsBook

Description FL Studio is a cutting-edge software music production environment and an extremely powerful and easy-to-use tool for creating music. This book will give you everything you need to produce music with FL Studio like a professional. You'll begin by exploring FL Studio 20's vast array of tools, and discover best practices, tips, and tricks for creating music. You'll then learn how to set up your studio environment, create a beat, compose a melody and chord progression, mix sounds with effects, and export songs. As you advance, you'll find out how to use tools such as the Piano roll, mixer console, audio envelopes, types of compression, equalizers, vocoders, vocal chops, and tools for increasing stereo width. The book introduces you to mixing best practices, and shows you how to master your songs. Along the way, you'll explore glitch effects and create your own instruments and custom-designed effect chains. You'll also cover ZGameEditor Visualizer, a tool used for creating reactive visuals for your songs. Finally, you'll learn how to register, sell, and promote your music. By the end of this FL Studio book, you'll be able to utilize cutting-edge tools to fuel your creative ideas, mix music effectively, and publish your songs. What you will learnGet up and running with FL Studio 20Record live instruments and vocals and process themCompose melodies and chord progressions on the Piano rollDiscover mixing techniques and apply effects to your tracksExplore best practices to produce music like a professionalPublish songs in online stores and promote your music effectivelyWho this book is for This book is for music producers, composers, songwriters, DJs, and audio engineers interested in creating their own music, improving music production skills, mixing and mastering music, and selling songs online. To get started with this book, all you need is a computer and FL Studio.

The Art of Mixing "O'Reilly Media, Inc."

Performing Electronic Music Live lays out conceptual approaches, tools, and techniques for electronic music performance, from DJing, DAWs, MIDI controllers, traditional instruments, live sound design, hardware setups, custom software and hardware, to live visuals, venue acoustics, and live show promotion. Through case studies and contrasting tutorials by successful artists, Kirsten Hermes explores the many different ways in which you can create memorable experiences on stage. Featuring interviews with highly accomplished musicians and practitioners, readers can also expand on their knowledge with hands-on video tutorials for each chapter via the companion website, performingelectronicmusic.live. Performing Electronic Music Live is an essential, all-encompassing resource for professionals, students of music production courses, and researchers in the field of creative-focused performance technology.

Using R for Introductory Statistics John Wiley & Sons

Learn OpenGL will teach you the basics, the intermediate, and tons of advanced knowledge, using modern (core-profile) OpenGL. The aim of this book is to show you all there is to modern OpenGL in an easy-to-understand fashion, with clear examples and step-by-step instructions, while also providing a useful reference for later studies.

Mixing Secrets for the Small Studio John Wiley & Sons

Takes a comprehensive approach to learning the fundamentals of Pro Tools HD[registered], Pro Tools LE[registered], or Pro Tools M-Powered[trademark] systems. This title helps you learn to build sessions that include multitrack recordings of live instruments, MIDI sequences, software synthesizers, and virtual instruments.

FL Studio in USE Packt Publishing Ltd

Highly recommended by JASA, Technometrics, and other journals, the first edition of this bestseller showed how to easily perform complex linear mixed model (LMM) analyses via a variety of software programs. Linear Mixed Models: A Practical Guide Using Statistical Software, Second Edition continues to lead readers step by step through the process of fitting LMMs. This second edition covers additional topics on the application of LMMs that are valuable for data analysts in all fields. It also updates the case studies using the latest versions of the software procedures and provides up-to-date information on the options and features of the software procedures available for fitting LMMs in SAS, SPSS, Stata, R/S-plus, and HLM. New to the Second Edition A new chapter on models with crossed random effects that uses a case study to illustrate software procedures capable of fitting these models Power analysis methods for longitudinal and clustered study designs, including software options for power analyses and suggested approaches to writing simulations Use of the lmer() function in the lme4 R package New sections on fitting LMMs to complex sample survey data and Bayesian approaches to making inferences based on LMMs Updated graphical procedures in the software packages Substantially revised index to enable more efficient reading and easier location of material on selected topics or software options More practical recommendations on using the software for analysis A new R package (WWGbook) that contains all of the data sets used in the examples Ideal for anyone who uses software for statistical modeling, this book eliminates the need to read multiple software-specific texts by covering the most popular software programs for fitting LMMs in one handy guide. The authors illustrate the models and methods through real-world examples that enable comparisons of model-fitting options and results across the software procedures.

The Studio-X Watson-Guptill

Across numerous vertical industries, enterprises are challenged to improve processing efficiency as transactions flow from their business communities to their internal systems and vice versa, simplify management and expansion of the external communities, accommodate customer and supplier preferences, govern the flow of information, enforce policy and standards, and protect sensitive information. Throughout this process, external partners must be on-boarded and off-boarded, information must flow across multiple communications infrastructures, and data must be mapped and transformed for consumption across multiple applications. Some transactions require synchronous or real-time processing while others are of a more periodic nature. For some classes of customer or supplier, the enterprise might prefer a locally-managed, on-premise solution. For some types of communities (often small businesses), an as-a-Service solution might be the best option. Many large enterprises combine the on-premise and as-a-Service approach to serve different categories of business partners (customers or suppliers). This IBM® Redbooks® publication focuses on solutions for end-to-end integration in complex value chains and presents several end-to-end common integration scenarios with IBM Sterling and IBM WebSphere® portfolios. We believe that this publication will be a reference for IT Specialists and IT Architects implementing an integration solution architecture involving IBM Sterling and IBM WebSphere portfolios.

End-to-end Integration with IBM Sterling B2B Integration and Managed File Transfer solutions

Breakwater Books

LOUDER MIXES, HIGHER QUALITY, LESS WORK INSTANTLY CREATE HIGH QUALITY EDM SONGS THAT WILL BLOW PEOPLE AWAY! ANY OF THIS SOUND FAMILIAR? "Why is my song so quiet?" "I don't know what it is, but I can't make my song sound the way it should." "How do you get it to sound like that? I tried so much!" "How do I put different sounds together without messing up my mix?" "I tried everything, but my tracks always sound less powerful." Let's face it: getting a loud, clean and powerful mix can be frustrating... REALLY frustrating. Unless you're a pro, this is the number one problem everybody keeps struggling with. IT'S TIME TO CUT THE CONFUSION ABOUT WHAT IT TAKES TO MAKE HIGH-QUALITY EDM TRACKS Steal my mixing shortcuts and save 10 years of struggling to get to that elite level. Get immediate results by modelling my mixing secrets. Save thousands of dollars, because you DON'T need expensive hardware and software. WHAT YOU WILL LEARN FROM THIS BOOK Discover the 12 most common mixing mistakes. Learn how to avoid making these mistakes and use them as powerful mixing strategies. Find out how to apply the mixing strategies and get these massive benefits. BUT WHAT'S MOST IMPORTANT Get to see the bigger picture of EDM mixing by understanding the fundamental concepts. Learn what works immediately without having to put in more effort. Get incredible results by cutting right through all the unnecessary fluff and overcomplications. THESE ARE THE REAL DEAD-SIMPLE SECRETS OF THE PROS You won't find this material anywhere else, yet for only the price of burger, your songs can get to the exact same level as the pros. And the good news is: it's actually really easy! But you have to act today and click that BUY NOW button, because I don't know how much longer this offer will last. If it's gone, it's gone and so are all these mixing secrets. FREE SAMPLE PACK WITH EVERY PURCHASE As a special gift, you'll also get a FREE high-quality hardstyle sample pack to kickstart your EDM production. This is my way of saying "thank you" and showing appreciation to the Screech House community. PROOF I WALK THE TALK Inside the book there are links to my popular website and YouTube channel. You can also listen to some real mixing results as proof that I walk the talk. Just click the links in the book to see these powerful strategies in action. DOWNLOAD YOUR COPY RIGHT NOW Are you ready? Then let's crank up your mix right away and we'll meet on the inside of this book! :-) - Cep (Music producer & creator of Screech House) EDM Mixing Guide How to Mix Like a Pro with 12 Powerful EDM Mixing Secrets By Cep from Screech House

Visualize This Course Technology Ptr

Whether you're a professional musician or a mere novice, Apple's GarageBand software has everything you need to produce commercial-quality recordings entirely on your own. Just imagine how many thousands of singers and instrumentalists remain undiscovered because they lack the capability to produce viable demos. Well, no more. Now there's no need to assemble a backup band or book time at a professional studio--GarageBand has it covered. And GarageBand 2: The Missing Manual gives you the know-how you need to make it all happen. It's an authoritative, witty guide to constructing digital recordings with GarageBand. Written by the master of the Missing Manual series, and a musician himself, David Pogue, this top-selling book shows you how to maximize the program's entire set of tools. Pre-recorded loops, sampled sounds, live recordings--they're all explained in easy-to-understand language. It also shows you how to apply professional-sounding effects like reverb or chorusing, and then export the finished product to iTunes, where you can download your work to an iPod, export it as an MP3, or burn it onto CDs. Now revised to reflect GarageBand's latest features, this book's second edition also addresses how to: use GarageBand's eight-track capabilities display music notation in real time enhance timing and pitch for better quality recordings change the tempo and key of recorded instruments tune guitars with GarageBand before recording So if you're chasing a dream or just having fun, GarageBand 2: The Missing Manual is the only resource you need to make the finest musical recordings possible.

Doing Meta-Analysis with R CRC Press

Many DJs, gigging musicians, and electronic music producers understand how to play their instruments or make music on the computer, but they lack the basic knowledge of music theory needed to take their music-making to the next level and compose truly professional tracks. Beneath all the enormously different styles of modern electronic music lie certain fundamentals of the

musical language that are exactly the same no matter what kind of music you write. It is very important to acquire an understanding of these fundamentals if you are to develop as a musician and music producer. Put simply, you need to know what you are doing with regard to the music that you are writing. Music Theory for Computer Musicians explains these music theory fundamentals in the most simple and accessible way possible. Concepts are taught using the MIDI keyboard environment and today's computer composing and recording software. By reading this book and following the exercises contained within it, you, the aspiring music producer/computer musician, will find yourself making great progress toward understanding and using these fundamentals of the music language. The result will be a great improvement in your ability to write and produce your own original music!

Learning OpenCV 3 CRC Press

The richly illustrated Interactive Web-Based Data Visualization with R, plotly, and shiny focuses on the process of programming interactive web graphics for multidimensional data analysis. It is written for the data analyst who wants to leverage the capabilities of interactive web graphics without having to learn web programming. Through many R code examples, you will learn how to tap the extensive functionality of these tools to enhance the presentation and exploration of data. By mastering these concepts and tools, you will impress your colleagues with your ability to quickly generate more informative, engaging, and reproducible interactive graphics using free and open source software that you can share over email, export to pdf, and more. Key Features: Convert static ggplot2 graphics to an interactive web-based form Link, animate, and arrange multiple plots in standalone HTML from R Embed, modify, and respond to plotly graphics in a shiny app Learn best practices for visualizing continuous, discrete, and multivariate data Learn numerous ways to visualize geo-spatial data This book makes heavy use of plotly for graphical rendering, but you will

also learn about other R packages that support different phases of a data science workflow, such as tidyr, dplyr, and tidyverse. Along the way, you will gain insight into best practices for visualization of high-dimensional data, statistical graphics, and graphical perception. The printed book is complemented by an interactive website where readers can view movies demonstrating the examples and interact with graphics.

Geocomputation with R Slime Green Beats

The BEGINNING MICROSOFT SMALL BASIC programming and porting tutorial is an interactive self-study tutorial explaining in depth the new Microsoft Small Basic development environment using many Small Basic program examples. This course is written for the absolute beginner programmer and can be used by kids (13+) as well as adults. The BEGINNING MICROSOFT SMALL BASIC programming and porting tutorial consists of 11 chapters explaining (in simple, easy-to-follow terms) how to build Small Basic applications and then compare them to other programming languages. You will learn about program design, text window applications, graphics window applications and many elements of the Small Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer programs to illustrate the fun of Small Basic programming. Finished programs can even be published on-line to share programs with others. The last chapter of the tutorial shows you the source code for four of David H. Ahl's classic Small Basic Computer Games ported into several different computer programming languages including BASIC, Microsoft Small Basic, Visual Basic, Visual C#, and Java. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. The course requires Windows 7, XP, or Vista, ability to view and print documents saved in Microsoft Word format, and the Microsoft Small Basic development environment (Version 0.9 or higher).

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