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Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

Elementary Chemical Reactor Analysis focuses on the processes, reactions, methodologies, and approaches involved in chemical reactor analysis, including stoichiometry, adiabatic reactors, external mass transfer, and thermochemistry. The publication first takes a look at stoichiometry and thermochemistry and chemical equilibrium. Topics include heat of formation and reaction, measurement of quantity and its change by reaction, concentration changes with a single reaction, rate of generation of heat by reaction, and equilibrium of simultaneous and heterogeneous reactions. The manuscript then offers information on reaction rates and the progress of reaction in time. Discussions focus on systems of first order reactions, concurrent reactions of low order, general irreversible reaction, variation of reaction rate with extent and temperature, and heterogeneous reaction rate expressions. The book examines the interaction of chemical and physical rate processes, continuous flow stirred tank reactor, and adiabatic reactors. Concerns include multistage adiabatic reactors, adiabatic stirred tank, stability and control of the steady state, mixing in the reactor, effective reaction rate expressions, and external mass transfer. The publication is a dependable reference for readers interested in chemical reactor analysis.

Twenty-three Bond movies, six James Bonds and all the Bond villains, girls, vehicles and cool gadgets in one single volumeWritten by James Bond authorities John Cork and Collin Stutz, the updated James Bond Encyclopedia explores every aspect of the 007 story, including Skyfall, the most successful Bond film ever made. Created in full collaboration with EON Productions, producers of the Bond films, and illustrated with more than 1,000 amazing photographs, the books takes you right inside James Bond's world, from 007's history, to his style and personal tastes.A-Z sections bring you face to face with every aspect of his thrilling career. Meet the criminal masterminds he has defeated and the beautiful and dangerous women he has encountered. Jump inside the vehicles, explore weapons and gadgets and discover background information on key film-makers and the making of each Bond film.The James Bond Encyclopedia is a must-buy for any Bond fan.© 2014 Danjaq, LLC and Eon Productions Limited. All Rights Reserved. "James Bond", the 007 logo and related James Bond Trademarks© 1962-2014 Danjaq, LLC and United Artists Corporation. All Rights Reserved. "James Bond", the 007 logo and related James Bond Trademarks are trademarks of Danjaq, LLC, licensed by EON Productions Limited.

Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR A project-based guide that teaches you to use Unity to develop VR applications, which can be experienced with devices such as the Oculus Rift or Google Cardboard Who This Book Is For If you're a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. What You Will Learn Create 3D scenes with Unity and Blender while learning about world space and scale Build and run VR applications for consumer headsets including Oculus Rift and Google Cardboard Build interactive environments with physics, gravity, animations, and lighting using the Unity engine Experiment with various user interface (UI) techniques that you can use in your VR applications Implement the first-person and third-person experiences that use only head motion gestures for input Create animated walkthroughs, use 360-degree media, and build multi-user social VR experiences Learn about the technology and psychology of VR including rendering, performance and VR motion sickness Gain introductory and advanced experience in Unity programming with the C# language In Detail What is consumer ⏤virtual reality⏤? Wearing a head-mounted display you view stereoscopic 3D scenes. You can look around by moving your head, and walk around using hand controls or motion sensors. You are engaged in a fully immersive experience. On the other hand, Unity is a powerful game development engine that provides a rich set of features such as visual lighting, materials, physics, audio, special effects, and

animation for creating 2D and 3D games. Unity 5 has become the leading platform for building virtual reality games, applications and experiences for this new generation of consumer VR devices. Using a practical and project-based approach, this book will educate you about the specifics of virtual reality development in Unity. You will learn how to use Unity to develop VR applications which can be experienced with devices such as the Oculus Rift or Google Cardboard. We will then learn how to engage with virtual worlds from a third person and first person character point of view. Furthermore, you will explore the technical considerations especially important and possibly unique to VR. The projects in the book will demonstrate how to build a variety of VR experiences. You will be diving into the Unity 3D game engine via the interactive Unity Editor as well as C-Sharp programming. By the end of the book, you will be equipped to develop rich, interactive virtual reality experiences using Unity. So, let's get to it! Style and approach This book takes a practical, project-based approach to teach specifics of virtual reality development in Unity. Using a reader-friendly approach, this book will not only provide detailed step-by-step instructions but also discuss the broader context and applications covered within.

Practical Immunology is a basic text aimed at immunology students and researchers at all levels who need a comprehensive overview of the methodology of immunology. The rapid and startling innovations in immunology over the past two decades have their root in sound experimental practice and it has always been the aim of this book to educate researchers in the design and performance of complex techniques. It will appeal to students of immunlogy, graduate students embarking on bench science, or specialised immunologists who need to use an immunological technique outside their sphere of expertise. The definitive lab "bench book". A one stop resource. Techniques explained from first principles. Basic forms of apparatus described in detail. Totally revised with new user friendly layout to aid use in the lab. Includes useful hints and tips.

Written by a researcher with experience designing, establishing, and validating biological manufacturing facilities worldwide, this is the first comprehensive introduction to disposable systems for biological drug manufacturing. It reviews the current state of the industry; tackles questions about safety, costs, regulations, and waste disposal; and guides readers to choose disposable components that meet their needs. This practical manual covers disposable containers, mixing systems, bioreactors, connectors and transfers, controls and sensors, downstream processing systems, filling and finishing systems, and filters. The author also shares his predictions for the future, calling disposable bioprocessing technology a "game changer."

Acute pain management: scientific evidence. Cat.no 9810211.

This publication is intended to contribute to prevention and control of the morbidity and mortality associated with dengue and to serve as an authoritative reference source for health workers and researchers. These guidelines are not intended to replace national guidelines but to assist in the development of national or regional guidelines. They are expected to remain valid for five years (until 2014), although developments in research could change their validity.--Publisher's description

This year, the Vienna Initiative marks its 10th anniversary. For this special occasion, the Steering Committee has prepared a commemorative book, with essays and contributions from the key actors and institutions instrumental to the work of the Vienna Initiative since its inception. This volume provides a unique window on the Vienna Initiative's innovative crisis mitigation activities, its subsequent evolution and its current scope. At the time of the Lehman crisis, international institutions, national authorities and international commercial banks collaborated closely, taking full responsibility for their strategies in the CESEE region and voluntarily providing firm commitments on their activities. In the form of the Vienna Inititive, they built a functioning coordination platform, capable of transforming and evolving according to changing needs. Ten years later, this coordination platform remains an important of effective inter-institutional and private-private sector cooperation. The establishment of the Vienna Initiative was far from easy. However, given the size of euro area banks' cross-border operations in CESEE, a disorderly deleveraging would have been very costly for both CESEE countries and the foreign banks. With this in mind, the main stakeholders eventually got together to participate in the Vienna Initiative and achieve its main objective. The foreign banking groups committed to maintain their presence in the region, while the EIB, EBRD and the World Bank Group provided substantial financing to banks and the real economy. These efforts had a major positive impact on the region. They helped curb liquidity disruptions and restore confidence in the banking system, while alleviating balance of payments pressures. This coordinated response from commercial banks and IFIs was a prerequisite for the success of the IMF-funded macroeconomic adjustment programs in several CESEE countries. Over time, the Vienna Initiative has transformed itself from a crisis mitigation instrument to a broader coordination platform, dealing with the unique challenges of widespread cross-border banking with regulatory and supervisory interdependence, while supporting the emergence of an efficient, deep and sound banking and financial sector that supports growth in the region. In particular, with CESEE countries on a solid recovery path, the focus has shifted to tackling the legacy problem of high NPLs, or to dealing with the impact of the EU's upgraded institutional framework particularly the creation of the Banking Union on the host countries, most of which do not participate in the Banking Union. With the region needing to transform, up-scale its innovation capabilities and adjust to technological change, a dedicated working group has been set up to propose measures that could improve access to finance for innovative firms which typically lack tangible assets and thus may have hard time obtaining standard bank loans in a system that still offers limited alternatives. The Vienna Initiative has been a major achievement of international coordination and an important instrument for the future of the CESEE region.

The third in a series of Cedefop publications dealing with technical aspects of the European Qualification Framework and European Credit Transfer System, this book analyses current practice in countries that have made progress with evaluating and defining competence. It proposes a typology of knowledge, skills and competence, to be used not as an instrument of 'harmonisation' between countries, but as a template to enable comparison. The aim is to promote mobility in every sense, bringing work-based learning and knowledge acquired in higher education closer together.

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