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DK's Paper Craft makes it easy--and affordable--to design handmade crafts that are guaranteed to impress. Transform your favorite paper into beautiful decorations and home decor, greeting cards, scrapbooks, and beyond, no matter what your skill level. This visual, step-by-step guide outlines all the necessary equipment, and materials and contains nifty techniques like scaling, embossing, and crumpling, as well as quilling, decoupage, and papier-mâché. Inside Paper Craft you'll find seasonal and special occasion paper craft ideas to suit a variety of tastes. And, templates and variation suggestions allow you to choose exactly the right look for your projects. Cut, fold, roll, glue, and print your way to crafting heaven with Paper Craft.

This book constitutes the refereed proceedings of the 14th International Conference on Systems Simulation, Asia Simulation 2014, held in Kitakyushu, Japan, in October 2014. The 32 revised full papers presented were carefully reviewed and selected from 69 submissions. The papers are organized in topical sections on modeling and simulation technology; network simulation; high performance computing and cloud simulation; numerical simulation and visualization; simulation of instrumentation and control application; simulation technology in diversified higher education; general purpose simulation. This proceedings volume highlights the latest achievements in research and development in educational robotics, which were presented at the 8th International Conference on Robotics in Education (RiE 2017) in Sofia, Bulgaria, from April 26 to 28, 2017. The content will appeal to both researchers and educators interested in methodologies for teaching robotics that confront learners with science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts, giving them the chance to create personally meaningful objects and address real-world societal needs. This also involves the introduction of technologies ranging from robotics controllers to virtual environments. In addition, the book presents evaluation results regarding the impact of robotics on students' interests and competence development. The approaches discussed cover the whole educational range, from elementary school to the university level, in both formal as well as informal settings. This compilation of 34 original models by origami master John Montroll offers folders illustrated directions for creating a fabulous array of avian creatures. Ranging in difficulty from intermediate to complex, the figures include a hen, chick, and rooster; waterfowl such as a duck, heron, and swan; and other wild

and domesticated birds. The perfect introduction for children aged 8+ to the amazing world of paper crafting, this book contains 20 diverse projects ranging from windmills and pop-out greetings cards to quilling and 3-D animal heads. A brief summary of financial proposals filed with and actions by the S. E. C. Lovely and detailed papercraft projects that will brighten your home at Christmastime. Each of the ten intricate papercraft projects in this book will add a special touch to your next Christmas. Cut out the shapes and assemble them to create gorgeous decorations and ornaments for your home, or to give as gifts. Projects include nativity lanterns, pop-out greeting cards, and an elaborate cityscape to display on your mantle. Step-by-step instructions will guide you through the process of crafting each project, and suggestions for how to add a personal touch to each piece are included as well. A book that takes a young reader on an exciting and unique journey through all the working parts of a human body. My Amazing Body Machine dives deep inside our human bodies and into our intricately wired brain, teaching young readers about the human anatomy. With clear text, close-up photography and fascinating bite-size facts about the human body, learning biology has never been this fun. Have you ever been asked a question by your little one about their body you weren't able to respond to? This book has the answers. The human body is a fascinating machine that works in an immediate and ingenious way. My Amazing Body Machine teaches the reader about the science and biology of the body in step-by-step through easy to understand text, colorful illustrations and easy to follow dialogue boxes. Young children are always fascinated with their bodies and how they work. This engaging and appropriate book is the perfect introduction for kids to their amazing body. My Amazing Body Machine supports STEM education initiatives and makes it simple and enjoyable to understand. These STEM initiatives will engage your child and touch on subjects included in all school curricula and the real world. An Incredible Journey Through The Most Amazing Machine You'll Ever Own - Your Body! Beautiful paper-craft illustrations reveal how the human body is made and what it does as never before. Learn about your powerful pumping heart to your amazing brain and your strong, sturdy skeleton to your teen-tiny cells. Packed with fantastic facts and easy-to-understand explanations. My Amazing Body Machine focuses on educating while engaging your young reader with interesting facts, up-close imagery and easy to understand text This interesting biology book for kids will further your understanding of: - Your body as a working

machine - Your bodies framework and bone structure - Learn about the heart and blood - Look at your lungs and breathing - Learn about your body's natural defenses - How our bodies process food - And more! My Amazing Body Machine by Robert Winston is a fabulous colorful book and makes understanding the most complex machine on earth both simple and enjoyable. Suitable and appropriate for children and young curious minds. Bursting with ideas for papercraft subjects, methods and styles, this book is a visual feast and source of inspiration for artists of all abilities looking to expand their papercraft skills. Discover more than 80 stunning papercraft artworks by contemporary, international artists, and reinvigorate your own practice with the help of their diverse and innovative approaches. Techniques include 3D collage, paper marbling and paper quilling, as well as stitching onto paper, paper embossing and traditional papercutting. Through countless tips and guidance, you'll be empowered to work with paper, expand your creativity and create art that is original and exciting.

On behalf of KES International and the KES 2009 Organising Committee we are very pleased to present these volumes, the proceedings of the 13th International Conference on Knowledge-Based Intelligent Information and Engineering Systems, held at the Faculty of Physical Sciences and Mathematics, University of Chile, in Santiago de Chile. This year, the broad focus of the KES annual conference was on intelligent applications, emergent intelligent technologies and generic topics relating to the theory, methods, tools and techniques of intelligent systems. This covers a wide range of interests, attracting many high-quality papers, which were subjected to a very rigorous review process. Thus, these volumes contain the best papers, carefully selected from an impressively large number of submissions, on an interesting range of intelligent-systems topics. For the first time in over a decade of KES events, the annual conference came to South America, to Chile. For many delegates this represented the antipode of their own countries. We recognise the tremendous effort it took for everyone to travel to Chile, and we hope this effort was rewarded. Delegates were presented with the opportunity of sharing their knowledge of high-tech topics on theory and application of intelligent systems and establishing human networks for future work in similar research areas, creating new synergies, and perhaps even, new innovative fields of study. The fact that this occurred in an interesting and beautiful area of the world was an added bonus. Provides information on how to create papercrafts, including stenciling, printing, embossing, and offers tips and

techniques This reference text discusses advances in wireless communication, design challenges, and future research directions to design reliable wireless communication. The text discusses emerging technologies including wireless sensor networks, Internet of Things (IoT), cloud computing, mm-Wave, Massive MIMO, cognitive radios (CR), visible light communication (VLC), wireless optical communication, signal processing, and channel modeling. The text covers artificial intelligence-based applications in wireless communication, machine learning techniques and challenges in wireless sensor networks, and deep learning for channel and bandwidth estimation during optical wireless communication. The text will be useful for senior undergraduate, graduate students, and professionals in the fields of electrical engineering, and electronics and communication engineering. This book constitutes the refereed proceedings of the 11th International Symposium on Smart Graphics, SG 2011, held in Bremen, Germany, in July 2011. The 10 revised full papers presented together with 12 short papers and 4 systems demonstrations were carefully reviewed and selected from numerous submissions covering a wide range of topics including view and camera control; three-dimensional modeling; visual information encoding; video projection; information visualization; interaction techniques; visual communication; and graphics and audio. These unique boxes are perfect for gift-giving, and they're handmade gifts all by themselves! Choose your own paper, and follow the simple diagrams for a dozen different keepsake treasures. This Papercraft in London notebook / Journal makes an excellent gift for any occasion . Lined - Size: 6 x 9" - Notebook - Journal - Planner - Dairy - 110 Pages - Classic White Lined Paper - For Writing, Sketching, Journals and Hand Lettering This book contains over 70 projects which show how to make a wide range of paper creations, including pop-up greetings cards, papier mache masks, bags and puppets. There is a star rating system which shows the skill level required for each project. This series of impressively creative projects is sure to stoke the imaginations of every child who loves working with his or her hands. Readers will learn how to use layers, repurpose materials, and combine contrasting textures to create monster masks, funky book covers, picture frames, and more! This multi-volume set is a primary source for basic company and industry information. Names, addresses, SIC code, and geographic location of over 135,000 U.S. companies are included. Fifteen colorful origami fortune tellers offer kids loads of fun as they predict their futures at

playdates, sleepovers, birthday parties, camp, or even by themselves. Pre-printed, perforated, and easy to fold, the paper toys feature themes ranging from Birthday Bash to Vacation Destination, plus 3 fill-in-the-blanks fortune tellers for personalized predictions. The field of Intelligent Systems and Applications has expanded enormously during the last two decades. Theoretical and practical results in this area are growing rapidly due to many successful applications and new theories derived from many diverse problems. This book is dedicated to the Intelligent Systems and Applications in many different aspects. In particular, this book is to provide highlights of the current research in Intelligent Systems and Applications. It consists of research papers in the following specific topics: | Authentication, Identification, and Signature | Intrusion Detection | Steganography, Data Hiding, and Watermarking | Database, System, and Communication Security | Computer Vision, Object Tracking, and Pattern Recognition | Image Processing, Medical Image Processing, and Video Coding | Digital Content, Digital Life, and Human Computer Interaction | Parallel, Peer-to-peer, Distributed, and Cloud Computing | Software Engineering and Programming Language This book provides a reference to theoretical problems as well as practical solutions and applications for the state-of-the-art results in Intelligent Systems and Applications on the aforementioned topics. In particular, both the academic community (graduate students, post-doctors and faculties) in Electrical Engineering, Computer Science, and Applied Mathematics; and the industrial community (engineers, engineering managers, programmers, research lab staffs and managers, security managers) will find this book interesting. This authoritative text/reference presents a comprehensive review of algorithms and techniques for face recognition (FR), with an emphasis on systems that can be reliably used in operational environments. Insights are provided by an international team of pre-eminent experts into the processing of multispectral and hyperspectral face images captured under uncontrolled environments. These discussions cover a variety of imaging sensors ranging from state-of-the-art visible and infrared imaging sensors, to RGB-D and mobile phone image sensors. A range of different biometric modalities are also examined, including face, periocular and iris. This timely volume is a mine of useful information for researchers, practitioners and students involved in image processing, computer vision, biometrics and security. This is the second volume of the two-volume set (CCIS 617 and CCIS 618) that contains extended abstracts of the

posters presented during the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences was carefully reviewed and selected from 4354 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume are organized in the following topical sections: web, social media and communities; gesture and motion-based interaction; expressions and emotions recognition and psychophysiological monitoring; technologies for learning and creativity; health applications; location-based and navigation applications; smart environments and the Internet of Things; design and evaluation case studies. Create 37 figures with clear, step-by-step instructions and helpful diagrams. Simple to advanced objects include rocket, mouse, elephant, violinist, Viking ship, and many more. Simple directions for hobbyists of all ages for creating nearly 200 items out of paper. Create kites, model planes, boats that actually sail, dolls and dolls' houses, as well as such useful articles as aprons, hats, and costumes and masks for children. Includes step-by-step diagrams and photos of finished projects.

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