Google Earth Demo Script Draft Evermotion

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Google Earth lets you fly anywhere on Earth to view satellite imagery, maps, terrain and 3D buildings, from galaxies in outer space to the canyons of the ocean. You can explore rich geographical content, save your toured places and share with others.

Google Earth
By Andrew Chang, Software Engineer, Google Earth Engine. Starting today, you can organize your Earth Engine scripts into modules ◊ reusable, interchangeable, and shareable components that can be ...

Making it easier to reuse code with Earth Engine script ...
I'm creating this Google Earth map as a volunteer for a new museum project underway in Vanuatu. We can't afford to get people to do this for us so I offer to help in any way I can. So if you can think of any scripts or programs that I can modify or adapt, I'd be most grateful if you would pass them on.

Create regions for 3D models - Google Earth Community
Google Earth is a very popular geolocation software that can be used as an aerial camera, helping you explore the world from your computer or mobile device.Google Earth is powered by satellites that capture images of earth and then make them available via the application. The collection of images allow users to view different parts of the world in real-time.

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Med Google Earth kan du flyve til lige præcis det sted på Jorden, du ønsker, og se satellitbilleder, kort, terræn, 3D-bygninger ◊ fra galakser i det ydre rum til undersøiske kløfter. Du kan udforske detaljeret geografisk indhold, gemme de steder, du har besøgt, og dele dem med andre.

Google Earth
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Roku Installation Manual File Type
Google Maps API Setup. To integrate with Google Maps, you'll need to create a Google Maps API key. We recommend doing that using the getting started guide here. This creates an unique API key that can be locked down to whatever web apps you like.

Realtime Google Maps Geolocation Tracking with JavaScript ...
A big challenge to using the Earth Engine Code Editor has been that your entire script has to fit in a single file. This can lead to very large scripts that are hard to manage and causes lots of copying and pasting between scripts if you want to repeat something that has already been done somewhere else.

How do duplicate script on Google Earth Engine code editor ...
Items available in the Drafts Directory are uploaded by community members. Use appropriate caution reviewing downloaded items before use.

Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile interpretations of the remaining software engineering disciplines: Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in ruinously expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test engines. Use this step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts Includes techniques of process and data engineering that enable iterative and incremental delivery Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and automated regression testing Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges Use the provided 120-day road map to establish a robust, agile data warehousing program

Synthetic Worlds, Virtual Worlds, and Alternate Realities are all terms used to describe the phenomenon of computer-based, simulated environments in which users inhabit and interact via avatars. The best-known commercial applications are in the form of electronic gaming, and particularly in massively-multiplayer online role-playing games like World of Warcraft or Second Life. Less known, but possibly more important, is the rapid adoption of platforms in education and business, where Serious Games are being used for training purposes, and even Second Life is being used in many situations that formerly required travel. The editors of this book captures the state of research in the field intended to reflect the rapidly growing yet relatively young market in education and business. The general focus is set on the scientific community but integrates the practical applications for businesses, with papers on information systems, business models, and economics. In six parts, international authors – all experts in their field – discuss the current state-of-the-art of virtual worlds/alternate realities and how the field will develop over the next years. Chapters discuss the influences and impacts in and around virtual worlds. Part four is about education, with a focus on learning environments and experiences, pedagogical models, and the effects on the different roles in the educational sector. The book looks at business models and how companies can participate in virtual worlds while receiving a return on investment, and includes cases and scenarios of integration, from design, implementation to application.

You have a useful library of books covering the tools, techniques and aesthetics of animation, but you've been asked to put your production and creative skills to the test to produce a theatrical feature film or to deliver 52 episodes of a television series with only 18 months in the schedule. Producing Animation is your answer. Written by Catherine Winder and Zahra Dowlatabadi and edited by Tracey Miller-

Zarneke, Producing Animation is a comprehensive guide to the production industry. Already a relied upon resource by professionals and students alike, this book covers the process from script to screen while defining the role of the producer at each phase. The second edition features new content such as sidebars on key topics from industry experts, discussions on CG, 2D and stereoscopic production processes, and an overview on marketing and distributing your project. The companion website provides access to sample tables, templates and workflow outlines for CG and 2D animation production.

Examines artistic interpretations of Tolkien's fantasy world, including movie stills, theatrical performances, games, and comic books, and features the lost art of Mary Fairburn, whose paintings were favored by Tolkien himself.

Producing Animation is a comprehensive guide to the production industry. Already a relied upon resource by professionals and students alike, this book covers the process from script to screen while defining the role of the producer at each phase. The second edition features new content such as sidebars on key topics from industry experts, discussions on CG, 2D and stereoscopic production processes, and an overview on marketing and distributing your project. The companion website provides access to sample tables, templates and workflow outlines for CG and 2D animation production. Key Features A complete guide to identifying, pitching, developing, and producing an animated show with detailed resources for production planning, budgeting, scheduling, tracking, delivering, marketing, and distribution. Tools to establish the best production practices for your project with insight into the inner workings of animation production at successful studios both large and smal A unique collection of the knowledge, experience, and advice of industry professionals on a wide variety of topics, from selling your project to setting up a co-production to stereoscopic filmmaking. Versatile and practical sample charts, tables and templates for CG and 2D animation production to help launch your project with solid processes and procedures

Let's cut to the chase:Writing a Great Movieis a practical nuts-and-bolts manual to dramatic writing for film. This hands-on course in screenwriting shows how to create, develop, and construct an original screenplay from scratch using seven essential tools for the screenwriter(1) Dilemma, Crisis, Decision and Action, and Resolution; (2) Theme; (3) the 36 Dramatic Situations; (4) the Enneagram; (5) Research and Brainstorming; (6) the Central Proposition; and (7) Sequence, Proposition, and Plotwhich break the writing process down into approachable steps and produce great results. Author Jeff Kitchena working screenwriter, renowned dramaturge, and teacher at the University of Southern California's graduate film schoolshares the insider secrets he has developed over years of writing and teaching.Writing a Great Movieis the complete guide to creating compelling screenplays that will sell. State-of-the-art screenwriting theory and technique from a master Author named one of today's top screenwriting teachers inCreative Screenwritingmagazine Great for writers at every level, beginner to established

Collection of conference speeches discussing parallel cultures

An astonishingly rich, almost encyclopedic biography of the American singer-songwriter, Prince Rogers Nelson. Famously reticent and perennially controversial, Prince was one of the few music superstars who remained, largely, an enigmaeven up to his premature death on April 21, 2016. A fixture of the pop canon, Prince is widely held to be the greatest musician of his generation and will undoubtedly remain an inspiring and singular talent. This meticulously researched biography is the most comprehensive work on Prince yet published. Unlike other Prince books, this one eschews speculation into the artist's highly guarded private life and instead focuses deep and sustained attention exactly where it should be: on his work. Acclaimed British novelist and critic Matt Thorne draws on years of research and dozens of interviews with Prince's intimate associates (many of whom have never spoken on record before) to examine every phase of the musician's thirty-five-year career, including nearly every song, released and unreleasedthat Prince has recorded. Originally released in the UK in 2012, this first U.S. publication of Prince includes updated content detailing the artist's two 2014 albums, tour, 2015 Tidal release, and other career events. Praise for Prince: The Man and His Music Matt Thorne's Prince is the definitive work on the man; I am listening again to every piece of his music with renewed enthusiasm. Alexis Taylor, Hot Chip [Thorne] brings an enthusiasm, intelligence, and maverick spirit to the 562 pages covering the 35-year career of Prince Rogers Nelson . . . It's to Thorne's credit that through painstaking research and interviews he manages to paint a picture of what the man, rather than the myth, is actually like. A must for the legions of Prince fans out there. Doug Johnstone, Big Issue (UK) Thorne brings an exhaustive knowledge and attention to detail to the task . . . If you're as much of a fan as Thorne [is], you'll be in heaven. Mick Brown, Daily Telegraph (UK) The final word on the mad genius known as Prince Rogers Nelson. There is now quite literally nothing more to say about Prince or his music. It's all heredance, sex, romance, and above all, the music. Downright orgasmic. Current magazine