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SketchUp for Builders

A Comprehensive Guide for Creating 3D Building Models Using SketchUp

John Wiley & Sons *The only comprehensive SketchUp guide written for builders and contractors SketchUp is a 3D modeling application used in areas ranging from civil and mechanical engineering to motion picture and video game design. Three-dimensional modeling is of obvious value to the building industry—yet resources for transforming architectural designs into reality is surprisingly limited. SketchUp for Builders is the first comprehensive guide designed specifically for builders and contractors, providing step-by-step instructions on incorporating 3D modeling into all phases of the construction process. Author John Brock draws from his 30 years of experience as a custom home designer and builder to provide practical advice on how to understand what you are building before it is built. This valuable guide demonstrates how to eliminate cost overruns, construction delays, and design flaws by integrating SketchUp modeling into your workflow. Emphasizing real-world practicality, this book covers all of the essential components of modeling a 3D construction project, from SketchUp fundamentals and object basics to importing construction drawings and increasing project efficiency with extensions and plugins. All phases of construction are clearly explained, including foundations, walls and floor systems, roof and mechanical systems, and exterior and interior finishes. Supplies a constructability process for efficient and cost-effective build projects Offers step-by-step guidance for creating construction documents, renderings, animations, virtual reality tours, and more Integrates SketchUp into all stages of the construction process Provides access to resources such as web tutorials, blogs, and the online SketchUp community Demonstrates how to generate construction documents with accompanying Layout software SketchUp for Builders: A Comprehensive Guide for Creating 3D Building Models Using SketchUp in an indispensable source of information for contractors and builders, architects, interior designers, landscape architects, construction professionals, and anyone seeking to create 3D models of the design and construction process.*

SketchUp for Builders

A Comprehensive Guide for Creating 3D Building Models Using SketchUp

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Building Better Brands

A Comprehensive Guide to Brand Strategy and Identity Development

Simon and Schuster *Building Better Brands is the essential guide to creating and evolving brands. Leveraging three decades of brand consulting for legendary companies like Caterpillar, Harley-Davidson, 3M, Owens-Illinois, National Australia Bank, and American Express, as well as middle-market and new-media startups, Scott Lerman shares the processes and frameworks needed to build great brands. This book is for you if you're a CEO seeking to enhance your knowledge of the branding process, a marketing/communications specialist who wants to take a leadership role in advancing an organizations brand, a brand consultant who is striving to sharpen and extend your skills, or a student who wants to jump-start a career in branding. Whatever its starting point—market leader or struggling competitor—any organization that follows this step-by-step guide will end up with a better brand.*

BIM Handbook

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

John Wiley & Sons *Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.*

SketchUp For Dummies

John Wiley & Sons *The first step in making your ideas a reality SketchUp offers a vast array of tools that help you get your building, woodworking, and design plans out of your head and into a real model. Even if you've never dabbled in the software, SketchUp All-in-One For Dummies makes it easy to get started as quickly as the ideas pop into your head! Providing real-world insight from top SketchUp insiders, these six-books-in-one teach you how to tackle the basics of the program and apply those skills to real-world projects. You'll discover the basics of modeling as they apply to either free or paid versions of SketchUp before diving into creating models to use for making objects, constructing buildings, or redesigning interiors. Navigate the SketchUp product mix Get familiar with the basics of modeling View and share your models Make your architecture, interior design, and woodworking dreams a reality You have tons of great ideas—and now you can harness this powerful software to bring them to life.*

The SketchUp Workflow for Architecture

Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut

John Wiley & Sons *A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method*

that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the design process Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much more Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks Written for professional architects, as well as professionals in interior design and landscape architecture, *The SketchUp Workflow for Architecture* offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

Shelters, Shacks and Shanties

Library of Alexandria *É* If my present reader happens to be a Boy Scout or a scout-master who wants the scouts to build a tower for exhibition purposes, he can do so by following the directions here given, but if there is real necessity for haste in the erection of this tower, of course we cannot build one as tall as we might where we have more time. With a small tower all the joints may be quickly lashed together with strong, heavy twine, rope, or even wire; and in the wilderness it will probably be necessary to bind the joints with pliable roots, or cordage made of bark or withes; but as this is not a book on woodcraft we will suppose that the reader has secured the proper material for fastening the joints of the frame of this signal-tower and he must now shoulder his axe and go to the woods in order to secure the necessary timber. First let him cut eight straight poles—that is, as straight as he can find them. These poles should be about four and one half inches in diameter at their base and sixteen and one half feet long. After all the branches are trimmed off the poles, cut four more sticks each nine feet long and two and a half or three inches in diameter at the base; when these are trimmed into shape one will need twenty six or seven more stout sticks each four and one half feet long for braces and for flooring for the platform.

Black & Decker The Complete Guide to Treehouses, 2nd edition

Design & Build Your Kids a Treehouse

Cool Springs Press This expanded edition of *The Complete Guide: Build Your Kids a Treehouse* covers every aspect of treehouse building, from choosing a tree and safety considerations to adding interior furniture and even a zip line. Now featuring two all-new treehouse plans with step-by-step photo-illustrated instruction. For kids, a treehouse is a room that never has to be cleaned, a place for muddy shoes and bug jars and adventures real and imagined; a house that you can paint whenever and however you want, without gaining approval. For adults, it's a room that never has to be cleaned, a place for muddy shoes and...well, you get the idea. But best of all a treehouse is up in a tree. And that's just cool. Filled with inspiring photos of finished treehouses and easy-to-follow instructions for building your own, learn with your family treehouse basics—choosing a tree, planning and design, treehouse safety—followed by building techniques for: Platforms designed for various tree configurations Framing and finishing walls and railings Finishing interiors with paneling, shelves, and flip-down tables and bunks Doors, both classic and in fun shapes Windows, including shutters and pop-ups Building and framing roofs Modes of access, including ladders, stairs, trap doors, and a fireman's pole Playthings, including swings, a zip line, a rock climbing wall, slides, and more You can get started right away by following the complete plans and step-by-step photos for making your choice of two popular treehouse designs: an open-air treehouse and a gable house with entry deck. To give you even more to choose from, you will find fully developed plans for six additional treehouse types that you can adapt to your particular trees and wishes. Build the treehouse you and your kids have always dreamed of with BLACK+DECKER *The Complete Guide to Treehouses, 2nd edition*.

3D Graphics Rendering Cookbook

A comprehensive guide to exploring rendering algorithms in modern OpenGL and Vulkan

Packt Publishing Ltd Build a 3D rendering engine from scratch while solving problems in a step-by-step way with the help of useful recipes Key Features Learn to integrate modern rendering techniques into a single performant 3D rendering engine Leverage Vulkan to render 3D content, use AZDO in OpenGL applications, and understand modern real-time rendering methods Implement a physically based rendering pipeline from scratch in Vulkan and OpenGL Book Description OpenGL is a popular cross-language, cross-platform application programming interface (API) used for rendering 2D and 3D graphics, while Vulkan is a low-overhead, cross-platform 3D graphics API that targets high-performance applications. 3D Graphics Rendering Cookbook helps you learn about modern graphics rendering algorithms and techniques using C++ programming along with OpenGL and Vulkan APIs. The book begins by setting up a development environment and takes you through the steps involved in building a 3D rendering engine with the help of basic, yet self-contained, recipes. Each recipe will enable you to incrementally add features to your codebase and show you how to integrate different 3D rendering techniques and algorithms into one large project. You'll also get to grips with core techniques such as physically based rendering, image-based rendering, and CPU/GPU geometry culling, to name a few. As you advance, you'll explore common techniques and solutions that will help you to work with large datasets for 2D and 3D rendering. Finally, you'll discover how to apply optimization techniques to build performant and feature-rich graphics applications. By the end of this 3D rendering book, you'll have gained an improved understanding of best practices used in modern graphics APIs and be able to create fast and versatile 3D rendering frameworks. What you will learn Improve the performance of legacy OpenGL applications Manage a substantial amount of content in real-time 3D rendering engines Discover how to debug and profile graphics applications Understand how to use the Approaching Zero Driver Overhead (AZDO) philosophy in OpenGL Integrate various rendering techniques into a single application Find out how to develop Vulkan applications Implement a physically based rendering pipeline from scratch Integrate a physics library with your rendering engine Who this book is for This book is for 3D graphics developers who are familiar with the mathematical fundamentals of 3D rendering and want to gain expertise in writing fast rendering engines with advanced techniques using C++ libraries and APIs. A solid understanding of C++ and basic linear algebra, as well as experience in creating custom 3D applications without using premade rendering engines is required.

Architectural Design with SketchUp

3D Modeling, Extensions, BIM, Rendering, Making, and Scripting

John Wiley & Sons Go beyond the basics: making SketchUp work for you *Architectural Design with SketchUp, Second Edition*, is the leading guide to this incredibly useful tool for architects, interior designers, construction professionals, and makers. With easy to follow tutorials that first brush up on the basics of the program and then cover many advanced processes, this resource offers both informative text and full-color illustrations to clearly convey the techniques and features you need to excel. The updated second edition has a new chapter that explains how to make things with SketchUp, and covers 3D printing, design to fabrication, CNC milling, and laser cutting. Other chapters also now cover Building Information Modeling (BIM) and 3D web content generation. Additionally, the revised text offers insight into the latest products and plugin extensions, navigation methods, import/export options, and 3D model creation features to ensure you have an up to date understanding of how to make SketchUp help you meet your project goals. A leading 3D modeling application, SketchUp features documentation capabilities through photorealistic renderings and construction drawings. Because of its ease of use and ability to be enhanced with many plugin extensions for project-specific applications, SketchUp is considered the tool of choice for professionals in the architecture, interior design, construction, and fabrication fields. Access thoroughly updated information in an easy to understand writing style Increase your efficiency and accuracy when using SketchUp and refresh and supplement your understanding of SketchUp's basics Explore component-based modeling for assembly, scheduling, collaborative design, and modeling with a BIM approach Find the right plugin extensions and understand how to best work with them See how easy it is to generate presentation-ready renderings from your 3D models Learn how you can use 3D printing, CNC milling, and laser cutting to make things with SketchUp Use cookbook-style Ruby coding to create amazing 3D objects Supplement your knowledge with video tutorials, sample files, and Ruby scripts via a robust companion website *Architectural Design with SketchUp, Second Edition*, is an integral resource for both students and professionals working in the architecture, interior design, construction, and fabrication industries.

Sustaining and Enhancing the Scholarly Communications Department: A Comprehensive Guide

ABC-CLIO Learn how to develop, manage, and maintain a scholarly communications department. • Introduces and clearly defines key scholarly communications concepts • Explains how to establish and maintain a successful scholarly communications department • Discusses how to effectively market a scholarly communications department and collaborate across academic units • Describes necessary technology for successful data management, e-journal publishing, and maintaining a scholarship repository • Provides a framework for selecting and retaining successful employees

The Complete Guide to Sketchup Pro: All You Need to Know for Mastering Sketchup Pro, Using the Power of Extension and Layout

A modern, comprehensive, and practical guide to help you master SketchUp. Whether you are looking to learn the basics or hone your skills and get winning tips, *The Complete Guide to SketchUp Pro* will give you the tools you need. This guide encompasses the entire software, demonstrates the complete set of commands, and is accompanied by examples, exercises, and screenshots. It is adapted to all versions of SketchUp and is suitable for professionals of the extended design community. In this step-by-step guide you will learn: how to incorporate advanced commands how to create an impressive presentation how to export data, while emphasizing the correct and most efficient ways of working in SketchUp Yael Kedem, interior designer, founder, and owner of SketchUp Center in Israel has a rich experience of mentoring thousands of people. In her book, she shares her knowledge to help you make your wild design ideas a simple reality.

SketchUp for Interior Design

3D Visualizing, Designing, and Space Planning

John Wiley & Sons A practical guide to SketchUp addressing the specific needs of interior designers Already a common and popular tool for architects and landscape architects, SketchUp is increasingly finding a place in the professional workflow of interior designers. SketchUp for Interior Design is a practical introduction for interior designers and students who want to learn to use the software for their unique needs. The book covers the basics of creating 3D models before showing how to create space plans, model furniture, cabinetry, and accessories, experiment with colors and materials, incorporate manufacturers' models into project plans, and create final presentations and animated walk-throughs for clients. Each chapter includes clear explanations and helpful illustrations to make this an ideal introduction to the topic. Includes downloadable sample models and 39 tutorial videos Features sample questions and activities for instructors and additional online resources for students and self-learners Provides instruction on using SketchUp in both PC and Mac formats

The Complete Guide to Buying and Selling Apartment Buildings

Wiley Whether you're a first-time real estate investor or a seasoned professional, *The Complete Guide to Buying and Selling Apartment Buildings* helps you map out your future, find apartment buildings at a fair price, finance purchases, and manage your properties. Now revised and expanded, this Second Edition includes tax planning advice, case studies of real acquisitions, and appendixes that add detail to the big picture. Plus, it includes a handy glossary of all the terms investors need to know, helpful sample forms that make paperwork quick and easy, and updated real estate forecasts. With this comprehensive guide at hand you'll find profits easy to come by.

Don't go there. It's not safe. You'll die. And other more >> rational advice for overlanding Mexico & Central America

Life Remotely

SketchUp 2014 For Dummies

John Wiley & Sons Start building your 3D model today with a comprehensive guide to SketchUp 2014 SketchUp 2014 For Dummies is a user-friendly guide to creating 3D models, adding textures, creating animated walkthroughs, and more, using one of the most popular 3D modeling programs on the market. Fully updated to align with the release of SketchUp, the book guides you through the interface, tools, techniques, and tricks in SketchUp and SketchUp Pro, on both Windows and Mac platforms. Written for designers with no prior 3D modeling experience, the book provides beginner- to intermediate-level instruction in this powerful program. With a strong emphasis on usability rather than features, SketchUp has found widespread success around the world. Available as a free download, the program allows you to get comfortable and develop your skills before investing in the Pro version's additional features. SketchUp 2014 For Dummies gets you up to speed fast, beginning with an overview of the basic concepts of 3D modeling before getting down to business with the software. Organized for easy navigation, the book can also serve as a handy desk reference for more experienced designers getting acquainted with the latest update. Topics include: Using SketchUp 2014 to create 3D models Printing on a plotter or 3D printer Sharing designs via SketchUp 3D Warehouse Exporting to another design package The book also walks you through the creation of a detailed set of plans, and demonstrates how to give virtual "tours" of your design. A 16-page color insert illustrates the possibilities, and may just trigger your inspiration. Whether you're a designer, architect, engineer, or hobbyist, SketchUp 2014 For Dummies gets you started quickly.

Build

An Unorthodox Guide to Making Things Worth Making

HarperCollins ****New York Times, Wall Street Journal, and USA Today Bestseller**** Tony Fadell led the teams that created the iPod, iPhone and Nest Learning Thermostat and learned enough in 30+ years in Silicon Valley about leadership, design, startups, Apple, Google, decision-making, mentorship, devastating failure and unbelievable success to fill an encyclopedia. So that's what this book is. An advice encyclopedia. A mentor in a box. Written for anyone who wants to grow at work—from young grads navigating their first jobs to CEOs deciding whether to sell their company—Build is full of personal stories, practical advice and fascinating insights into some of the most impactful products and people of the 20th century. Each quick 5-20 page entry builds on the previous one, charting Tony's personal journey from a product designer to a leader, from a startup founder to an executive to a mentor. Tony uses examples that are instantly captivating, like the process of building the very first iPod and iPhone. Every chapter is designed to help readers with a problem they're facing right now—how to get funding for their startup, whether to quit their job or not, or just how to deal with the jerk in the next cubicle. Tony forged his path to success alongside mentors like Steve Jobs and Bill Campbell, icons of Silicon Valley who succeeded time and time again. But Tony doesn't follow the Silicon Valley credo that you have to reinvent everything from scratch to make something great. His advice is unorthodox because it's old school. Because Tony's learned that human nature doesn't change. You don't have to reinvent how you lead and manage—just what you make. And Tony's ready to help everyone make things worth making.

Building a Game with Unity and Blender

Packt Publishing Ltd Learn how to build a complete 3D game using the industry-leading Unity game development engine and Blender, the graphics software that gives life to your ideas About This Book Learn the fundamentals of two powerful tools and put the concepts into practice Find out how to design and build all the core elements required for a great game - from characters to environments, to props— Learn how to integrate Artificial Intelligence (AI) into your game for sophisticated and engaging gameplay Who This Book Is For This book has been created for anyone who wants to learn how to develop their own game using Blender and Unity, both of which are freely available, yet very popular and powerful, tools. Not only will you be able to master the tools, but you will also learn the entire process of creating a game from the ground up. What You Will Learn Design and create a game concept that will determine how your game will look and how it will be played Construct 3D models of your game characters and create animations for them before importing them into the game Build the game environment from scratch by constructing the terrain and props, and eventually put it all together to form a scene Import and integrate game assets created in Blender into Unity—for example, setting up textures, materials, animation states, and prefabs Develop game structures including a game flow, user interface diagram, game logic, and a state machine Make the game characters move around and perform certain actions either through player inputs or fully controlled by artificial intelligence Create particles and visual effects to enhance the overall visual aesthetic Deploy the game for various types of platforms In Detail In the wake of the indie game development scene, game development tools are no longer luxury items costing up to millions of dollars but are now affordable by smaller teams or even individual developers. Among these cutting-edge applications, Blender and Unity stand out from the crowd as a powerful combination that allows small-to-no budget indie developers or hobbyists alike to develop games that they have always dreamt of creating. Starting from the beginning, this book will cover designing the game concept, constructing the gameplay, creating the characters and environment, implementing game logic and basic artificial intelligence, and finally deploying the game for others to play. By sequentially working through the steps in each chapter, you will quickly master the skills required to develop your dream game from scratch. Style and approach A step-by-step approach with tons of screenshots and sample code for readers to follow and learn from. Each topic is explained sequentially and placed in context so that readers can get a better understanding of every step in the process of creating a fully functional game.

Build an Extreme Green Solar Hot Water Heater

Grasslands Publishing What's so tough about building a solar collector? Most people think it's time they tried to do their part at lowering their monthly utility bills or curbing climate change, but they suspect that their dream of building a hot water solar collector is more than they can handle. In some cases, this may be true. However, if you have already performed your own plumbing repairs, this project may not be as difficult as and more affordable than you imagine. This down-to-earth guide can show you just how possible such a project can be. With simple step-by-step instructions, fifty-six clear illustrations, and a complete parts list from a major hardware store, you may fulfill your dream of going solar sooner than you think. This is an excellent book with clear and well thought out plans. With a little investment of time and the parts listed, you will have a worthy product that will save money and provide satisfaction. A. J. Shea I am very impressed with the plans for this solar hot water system. I think it was easy to understand and complete with material lists and where to get them. I am looking forward to building one soon. Dean Cardin For anyone wanting to build their own solar collector, this is a great tool. Like others have said, follow the directions with respect to the materials specified. BigBear

Calculus Made Easy

St. Martin's Press *Calculus Made Easy* by Silvanus P. Thompson and Martin Gardner has long been the most popular calculus primer, and this major revision of the classic math text makes the subject at hand still more comprehensible to readers of all levels. With a new introduction, three new chapters, modernized language and methods throughout, and an appendix of challenging and enjoyable practice problems, *Calculus Made Easy* has been thoroughly updated for the modern reader.

Ultimate Guide: Barns, Sheds & Outbuildings, Updated 4th Edition

Step-by-step Building and Design Instructions Plus Plans to Build More Than 100

Outbuildings

This do-it-yourself guide gives you the information you need to enhance your property by constructing barns, sheds, and other outbuildings. Select from dozens of ready-to-build plan packages and order readily available construction blueprints, CAD files, cost estimates, and materials lists.

Handbook of Research on Emerging Digital Tools for Architectural Surveying, Modeling, and Representation

IGI Global Technological revolutions have changed the field of architecture exponentially. The advent of new technologies and digital tools will continue to advance the work of architects globally, aiding in architectural design, planning, implementation, and restoration. The Handbook of Research on Emerging Digital Tools for Architectural Surveying, Modeling, and Representation presents expansive coverage on the latest trends and digital solutions being applied to architectural heritage. Spanning two volumes of research-based content, this publication is an all-encompassing reference source for scholars, IT professionals, engineers, architects, and business managers interested in current methodologies, concepts, and instruments being used in the field of architecture.

3D Printing for Model Engineers

A Practical Guide

The Crowood Press Since the release of the first commercially available 3D printer in 2009, a thriving consumer market has developed, with a huge variety of kits now available for the home constructor. In their short existence, these printers have developed into capable machines able to make robust and useful objects in a wide range of materials. 3D Printing for Model Engineers - A Practical Guide provides the first truly comprehensive guide to 3D printing in the context of other creative engineering-based hobbies. It covers using 3D Computer Aided Design; 3D printing materials and best practice; joining and finishing 3D printed parts; making your own metal castings from 3D printed parts and building your own 3D printer. Filled with real world examples and applications of 3D printing, this book is based on practical experience and is the essential guide to getting the most from your 3D printer. Illustrated throughout with 446 colour images.

Architecture and Design: Breakthroughs in Research and Practice

Breakthroughs in Research and Practice

IGI Global Technological evolutions have changed the field of architecture exponentially, leading to more stable and energy-efficient building structures. Architects and engineers must be prepared to further enhance their knowledge in the field in order to effectively meet new and advancing standards. Architecture and Design: Breakthroughs in Research and Practice is an authoritative resource for the latest research on the application of new technologies and digital tools that revolutionize the work of architects globally, aiding in architectural design, planning, implementation, and restoration. Highlighting a range of pertinent topics such as design anthropology, digital preservation, and 3D modeling, this publication is an ideal reference source for researchers, scholars, IT professionals, engineers, architects, contractors, and academicians seeking current research on the development and creation of architectural design.

The Ultimate Guide on How to Build Credit for Your Business

The Ultimate, Step-by-step Guide on How to Build Business Credit and Exactly Where to Apply

Createspace Independent Publishing Platform The ultimate, step-by-step guide on HOW to build business credit and exactly WHERE to apply! Learn how to get started even with Poor Personal Credit and working within a shoestring budget! Learn how to establish a business. Once you have an established business, discover how to organize and position your business for credit approval. Identify what criteria to meet before applying. Receive direction on how to complete applications correctly to secure approvals and exactly where to apply! Once approved, learn how to continue building your business credit. Master and implement strategies to continue building your business credit to over \$100,000.

Fortitude

The Essential Guide to Building and Sustaining Mental Toughness

"Mental toughness is the natural or developed psychological edge that results from a collection of skills, attributes, values, emotions, and behaviors that allow people to overcome any obstacle, adversity, or pressure as well as deal with the general day-to-day demands (lifestyle, training, competition) placed upon them and still remain consistent, focused, confident, and motivated to achieve their goals."Fortitude is a guide for high performing athletes and business professionals on understanding mental toughness, how to build and sustain it over time. Kate Allgood built her business helping individuals like you learn what it takes to perform under pressure. In this book you'll discover: - What you need to know to build real and long lasting confidence- How to improve the ability to focus and refocus - The power of mindfulness- How to build motivation in yourself and others - And much, much, more! "Kate is a force in the sports business and with her new book she brings the best insight directly to your field of play." Jeremy M. Evans, Founder of and Managing Attorney at California Sports Lawyer(R) "If you want to step up your game, your business or just kill it in life, Fortitude is an easy to read guide to do it."- Majo Orellana - Pro Athlete, Coach and Entrepreneur

30 Days to Sell

CreateSpace Nominated for a Small Business Marketing Book award!. You have 30 days to convert a user to a paying customer starting NOW. The clock is ticking. What will you do? Collecting and analysing the messaging and strategies the leading e-commerce, software and service companies use as they convert trial users to customers in the most important 30 days after sign-up. Each companies strategy is broken down and presented in an easy to use and understand visual guide. 30 days to sell is a must buy if you are looking to automate and improve new customer conversion. This book covers: Activation campaigns from the worlds leading web companies. Easy reference guide - what message to send and when. Full page examples of each marketing message. Steal ideas from successful entrepreneurs, marketers and growth hackers. Two new bonus chapters showcasing more activation campaigns.

Board Member Orientation

The Concise and Complete Guide to Nonprofit Board Service

Createspace Independent Pub Finally! Board member orientation truly simplified. Serving on a nonprofit board can be an incredibly rewarding experience for the properly prepared board member. This book is for the generous and busy people who agree to give of their time and talents by serving on nonprofit boards. Nonprofit boards often fail to do a good job of board member orientation for a variety of reasons. It takes a significant amount of time and effort to plan and conduct quality board member orientation programs, and every time a new board member arrives, it's time to do it again! Because of the challenges associated with providing quality board member orientation, many nonprofit organizations do not do it at all, leaving their board members to wing it. This book provides help and support to the truly great men and women serving on nonprofit boards whose service makes a positive difference in the lives of countless people every day. This book is a concise and appropriately comprehensive guide to nonprofit board service designed especially for new board members. It is a quick read, (about one hour), yet it addresses with accuracy the most significant elements of board service, such as mission, responsibility, duty, risk, liability, and board meeting dynamics. Hoey Alerts! Watch for Hoey Alerts! where the author identifies and dispels common myths and legends about nonprofit board service. There are many sources of false or misleading information about the nonprofit board service environment. A perfect example is the often vaguely-worded and intimidating assertion or implication that the Sarbanes-Oxley Act passed by Congress in 2002 applies to nonprofit organizations in a manner similar to how it applies to publicly-traded companies. (It does not.) Reviews "This book is the perfect guide for every nonprofit board member! Concise, highly informative, and loaded with nuggets of wisdom, it's a must read that will take board members to the next level of successful board governance." -- J. Todd Chasteen, General Counsel, Samaritan's Purse "Mike Batts has put his quarter century of advising and serving on nonprofit boards to good use in this accurate and easy-to-read book. In addition to describing major principles of nonprofit law and governance, the book provides helpful questions to guide board members in understanding the practical applications of the concepts discussed. While geared primarily toward helping new board members get up to speed quickly, it should also help veteran board members discharge their stewardship roles wisely and efficiently." -- Chuck Hartman, Associate Professor of Business Law and Accounting, Cedarville University "This book, Board Member Orientation, is exactly what a busy volunteer board member needs. The board member's duties are presented in a clear and concise manner from the perspective of someone who has been around many boards. With a focus on those issues that are most common and/or most important, it is perfect for board member orientation and for quick reference reminders for the experienced board member." -- Doug Starcher, Partner, Broad & Cassel "This book provides clear, no-nonsense guidance on the basic issues for new nonprofit board members. Using this book for board member orientation will ensure your organization has communicated fundamental governance issues and will assist the board in determining risk management strategies." -- Dan Busby, President, ECFA ***** The Simple Board Member Orientation Process Using This Book: 1.Your board members read Chapters 1-9 of the book, which will provide them with insights regarding the key elements of nonprofit board service. 2.You provide the board members with copies of the documents described in Chapter

10 related to your organization. 3.You meet with your board members to discuss the unique attributes of your organization following the discussion questions provided in Chapter 10. Done!

Google SketchUp for Game Design

Beginner's Guide : Create 3D Game Worlds Complete with Textures, Levels, and Props

Packt Publishing Ltd Annotation Creating video game environments similar to the best 3D games on the market is now within the capability of hobbyists for the first time, with the free availability of game development software such as Unity 3D, and the ease with which groups of enthusiasts can get together to pool their skills for a game project. The sheer number of these independent game projects springing up means there is a constant need for game art, the physical 3D environment and objects that inhabit these game worlds. Now thanks to Google there is an easy, fun way to create professional game art, levels and props. Google SketchUp is the natural choice for beginners to game design. This book provides you with the workflow to quickly build realistic 3D environments, levels, and props to fill your game world. In simple steps you will model terrain, buildings, vehicles, and much more. Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props. You will learn how to create cars, buildings, terrain, tools and standard level props such as barrels, fencing and wooden pallets. You will set up your game level in Unity 3D to create a fully functional first person walk-around level to email to your friends or future employers. When you have completed the projects in this book, you will be comfortable creating 3D worlds, whether for games, visualization, or films.

Shopify

Beginner to Pro Guide - The Comprehensive Guide: (Shopify, Shopify Pro, Shopify Store, Shopify Dropshipping, Shopify Beginners Guide)

Createspace Independent Publishing Platform Use this proven step by step plan to build a profitable online store with Shopify! When it comes time to head to work in the morning do you wish you could do something more than grind out your daily 9-5 soul destroying job and take control of your own life? If you have ever dreamed of working from home or anywhere in the world that you desire and running your own online store, then there has never been a better time to stop dreaming and start acting. Shopify: Beginner to Pro Guide - The Comprehensive Guide can show you how to get started today. Shopify is what is known as a complete ecommerce solution for business that are looking to sell their products online which means you can get started building an online business today for absolutely no money down. The site will allow you to create a personalized online store, sell any products that you like and also accept payments from debit and credit cards while also tracking orders and providing customer service. Inside you will find a step by step guide to everything you need to choose a niche, choose a product, find a way to buy the product cheap, set up your site, market your site and grow your site on into the future. This book contains: The four things you need to consider to find the perfect product to sell The easiest way to start selling products without actually owning any products to sell The secret to creating a memorable logo All the best ways to build your brand on the cheap And more... What are you waiting for? Do your dreams a favor and buy this book today! Tags: Shopify, Shopify Pro, Shopify Store, Shopify Dropshipping, Shopify Beginners Guide"

The Complete Guide to Building Your Own Home and Saving Thousands on Your New House

Atlantic Publishing Company Buying a new home can be an expensive endeavor. Many people dream of building their own home but mistakenly believe that doing so is not cost effective. However, you can save 20 to 40 percent or more by building your own home. In *The Complete Guide to Building Your Own Home and Saving Thousands on Your New House* you will discover that your dream can become reality. From basic planning to construction methods, this new book will take you through all the steps of building your own home. You will learn how to: choose a site, draw up a construction time line, apply for construction loans and financing, obtain essential insurance information, buy or prepare inexpensive plans, find and negotiate with subcontractors, comply with building codes, select features and fixtures, choose the style of the house, decide on the size of the rooms, and get building permits. You will learn about building materials and foundations, floors, walls, paint, windows, decks, garage doors, roofing, flashings, chimneys, plumbing, wiring, ceilings, floors, railings, and attics. In addition, you will learn how to design a home that will meet your needs, perform constructions tasks safely, and build amenities. This book will inform you about common problems to watch for, including foundation, roofing, walls, stairs, sidewalks, driveways, heating and cooling, electrical capacity, and wiring. This book will detail money-saving options and environmentally friendly techniques, while at the same time allowing you to monitor the quality of the materials and the workmanship, fine-tune the design, and make sure the results are exactly what you had envisioned. Atlantic Publishing is a small, independent publishing company based in Ocala, Florida. Founded over twenty years ago in the company president's garage, Atlantic Publishing has grown to become a renowned resource for non-fiction books. Today, over 450 titles are in print covering subjects such as small business, healthy living, management, finance, careers, and real estate. Atlantic Publishing prides itself on producing award winning, high-quality manuals that give readers up-to-date, pertinent information, real-world examples, and case studies with expert advice. Every book has resources, contact information, and web sites of the products or companies discussed.

Javascript

3 Books in 1- the Ultimate Beginner's Guide to Learn Javascript Programming Effectively + Tips and Tricks to Learn Javascript + Strategies

Createspace Independent Publishing Platform 3- Informative Books in one Bundle! The Most Comprehensive JavaScript Beginners Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes. Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sail Past the Beginners Level with these valuable tips! JavaScript is a language that you will always be able to learn more about and always be able to expand your knowledge of. Once you have learned the very basics of it, you should work to make sure that you are trying to find out as much as possible. JavaScript can be very rewarding, and you will need to be able to do as much as possible with it if you want to get the most benefit out of it. The tips and tricks that are contained in this book will give you some insight into what JavaScript is really capable of and what you can actually do with it if you learn as much as possible about it. There is a lot to learn, and you will be able to reap all of the benefits from JavaScript if you follow this book. The tips and tricks are designed not only to show you how to use the codes to build a beautiful interactive website but to also wow all of your visitors with everything that you have to offer on the website. Reading the book will not make you a JavaScript expert, but it will have you well on your way to being one. Read on for some of the best tips that are available and how you can make them work when you are trying to learn JavaScript in the easiest and most efficient way. Javascript- Simple and Effective Strategies: JavaScript isn't necessarily a simple language or a simple code to learn, but there are some very simple strategies that will get you to where you want to be with your JavaScript career. Following these strategies will allow you the chance to make sure that you are getting the most out of the JavaScript experience and the learning process that comes from it. Grab this 3-book bundle Today!

Introduction to SolidWorks

A Comprehensive Guide with Applications in 3D Printing

CRC Press This senior undergraduate level textbook is written for Advanced Manufacturing, Additive Manufacturing, as well as CAD/CAM courses. Its goal is to assist students in colleges and universities, designers, engineers, and professionals interested in using SolidWorks as the design and 3D printing tool for emerging manufacturing technology for practical applications. This textbook will bring a new dimension to SolidWorks by introducing readers to the role of SolidWorks in the relatively new manufacturing paradigm shift, known as 3D-Printing which is based on Additive Manufacturing (AM) technology. This new textbook: Features modeling of complex parts and surfaces Provides a step-by-step tutorial type approach with pictures showing how to model using SolidWorks Offers a user-Friendly approach for the design of parts, assemblies, and drawings, motion-analysis, and FEA topics Includes clarification of connections between SolidWorks and 3D-Printing based on Additive Manufacturing Discusses a clear presentation of Additive Manufacturing for Designers using SolidWorks CAD software "Introduction to SolidWorks: A Comprehensive Guide with Applications in 3D Printing" is written using a hands-on approach which includes a significant number of pictorial descriptions of the steps that a student should follow to model parts, assemble parts, and produce drawings.

Agile Management for Software Engineering Complete Self-Assessment Guide

Createspace Independent Publishing Platform Are there any constraints known that bear on the ability to perform Agile Management for Software Engineering work? How is the team addressing them? In a project to restructure Agile Management for Software Engineering outcomes, which stakeholders would you involve? How much are sponsors, customers, partners, stakeholders involved in Agile Management for Software Engineering? In other words, what are the risks, if Agile Management for Software Engineering does not deliver successfully? How does the organization define, manage, and improve its Agile Management for Software Engineering processes? What are the business goals Agile Management for Software Engineering is aiming to achieve? Defining, designing, creating, and implementing a process to solve a business challenge or meet a business objective is the most valuable role... In EVERY company, organization and department. Unless you are talking a one-time, single-use project within a business, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' For more than twenty years, The Art of Service's Self-Assessments empower people who can do just that - whether their title is marketer, entrepreneur, manager, salesperson, consultant, business process manager, executive assistant, IT Manager, CxO etc... - they are the people who rule the future. They are people who watch the process as it happens, and ask the right questions to make the process work better. This book is for managers, advisors, consultants, specialists, professionals and anyone interested in Agile Management for Software Engineering assessment. All the tools you need to an in-depth Agile Management for Software Engineering Self-Assessment. Featuring 616 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Agile Management for Software Engineering improvements can be made. In using the questions you will be better able to: - diagnose Agile Management for Software Engineering projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Agile Management for Software Engineering and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Agile Management for Software Engineering Scorecard, you will develop a clear picture of which Agile Management for Software Engineering areas need attention. Included with your purchase of the book is the Agile Management for Software Engineering Self-Assessment downloadable resource, which contains all questions and Self-Assessment areas of this book in a ready to use Excel dashboard, including the self-assessment, graphic insights, and project planning automation - all with examples to get you started with the assessment right away. Access instructions can be found in the book. You are free to use the Self-Assessment contents in your presentations and materials for customers without asking us - we are here to help.

The Lazy Realtor

Kick Back and Relax...Your Guide to Building a Real Estate Sales Machine That Rocks in Any Economy

Wade Webb Shift your real estate business into high gear, this REALTOR training book makes listing and selling property easy Learn lead generation, marketing strategy and tips, client prospecting, systems, formulas, scripts and more No more stumbling blindly trying to build a successful real estate business, follow Wade Webb's proven real estate success system and generate a great income while creating the lifestyle of your dreams Simply follow the field tested tactics in this realty handbook loaded with creative advertising and promotional ideas for the beginner and seasoned professional alike. Executive coaching for full time and part time REALTORS seeking effective tools and professional, business and life coaching backed with a solid business philosophy Real Estate Business Training to Build a Market Proof Successful Realty Empire The Lazy REALTOR by Wade Webb is built on universal, proven and tested business principles designed to inspire and educate you into reaching and surpassing your wildest dreams to build a successful real estate business and to enjoy the lifestyle that goes along with it. The Lazy Realtor goes into great detail on all the main components required to start, grow, and maintain a recession proof real estate empire. Learn about getting started, the learning curve, budgeting, goal setting, how to become an EXPERT Buyer & seller cycles, listing cycles, pricing psychology Databases & relationship lists, expanding your database Potential clients everywhere, multiplying leads, lead generation, cashing in on leads Glengarry style, sales and power prospecting methods Enter the World Wide Web, power of connecting, new Marketing IT Open House strategies Triggering emotions, features vs. benefits, psychology in sales Staging homes, selling sellers on staging Farming, direct mail, cold calling, warm calling Expired listings, for sale by owner, FSBOs Making listings more salable Managing your time, time blocking, breaking the realtor-phobia, selling yourself Showing luxury homes In buyers shoes, one house at a time, Exclusive Agent anyone?, helping owners with direct sales Winners never quit, quitters never win, discipline can go a long way, 3-Part Formula for Success Pricing strategies, connecting with your sellers, getting inside their head 22 solutions to kick-start your business (and yourself!) Insider's Tips 7 figure income for me? Specifications 6" x 9" (15.24 x 22.86 cm) Black & White on White paper 126 pages Wade Webb Real Estate Coaching Handbook for Seasoned Professionals and "Dummies" Alike Why stumble through your real estate career learning the hard way when you can learn from a master who has "been there, done that" and chiseled through all the trial and error for you? The last thing you want when trying to attain your financial and professional goals as a REALTOR is to waste days, months and even years spinning your wheels not to mention thousands of dollars on mis-spent advertising dollars and business expense... and let's not forget the potential lost income of doing it right the first time. Buy Wade Webb's The Lazy Realtor and Receive the Following All the rock solid real estate training mentioned above and much more Bonus training materials Bonus videos from Wade and marketing materials Product Guarantee - The ONLY Real Estate Coaching eBook Backed by a Lifetime Satisfaction Guarantee Order Now as You Risk Nothing With Our Guarantee. Buy 2 and Get One for a Friend?

Street Game: Day Game Tactics

A Comprehensive Guide to Day Game

CreateSpace Street Game: Day Game Tactics is a comprehensive guide for understanding how to meet women during the day time and eventually seduce them. This book is designed to show how to get intimate with a woman within a one week time period.

The Complete Visual Guide to Building a House

Taunton Press Lockhart and Carroll take readers step by step through a series of helpful illustrations that present solutions for building a home.

Launching the Imagination 3D

McGraw-Hill Education Launching the Imagination treats design as both a verb and a noun—as both a process and a product. Design is deliberate—a process of exploring multiple solutions and choosing the most promising option. Through an immersion in 2-D, 3-D, and 4-D concepts, students are encouraged to develop methods of thinking visually that will serve them throughout their studies and careers.

Constructive Conflict

Redeeming the Worst Part of Relationships

CreateSpace Conflict in relationships is inevitable. Like electricity, it can turn on a light, power change, or burn down the house. Over the past 30 years, Keith R Wilson has worked with thousands of people in his psychotherapy practice. They've all had problems with conflict. Either they stuff their feelings, or they're outwardly angry, or they alternate between the two. However, he believes that conflict can signify the beginning of a real bond, not the end, provided that it's well regulated. With disarming humor and refreshing directness, the author shows how you can manage your conflicts. You'll be a better person and build better relationships if you do.

Flipping the Classroom

A Comprehensive Guide to Constructing the Classroom of the Future

Brent Bogan In every classroom, teachers struggle with having enough time to cover all the state mandated standards. If they do too many hands-on activities, then there's not enough time for the lectures, and if they do too many lectures, then they're at risk of losing the students' attention. With the new and radical idea of Flipping the Classroom, this problem is solved once and for all. Students, parents, and teachers unite behind an idea that has proven results on student motivation as well as state testing. This book contains a step-by-step guide on how to flip your classroom as well as unique teaching techniques to make any classroom better suited for the learners of the new generation. So get ready to change everything you know about how your classroom works and become a pioneer of the latest revolution in teaching.