Leonardo To The Internet

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How to Fix the Future - Andrew Keen 2018-03-01
Internet entrepreneur Andrew Keen was among the earliest to write about the dangers that the Internet poses to our culture and society. His 2007 book The Cult of the Amateur was critical in helping advance the conversation around the Internet, which has now morphed from a tool providing efficiencies and opportunities for consumers and business to a force that is profoundly reshaping our societies and our world. In his new book, How to Fix the Future, Keen focuses on what we can do about this seemingly intractable situation. Looking to the past to learn how we might change our future, he describes how societies tamed the excesses of the Industrial Revolution, which, like its digital counterpart, demolished long-standing models of living, ruined harmonious environments and altered the business world beyond recognition. Travelling across the globe, from India to Estonia, Germany to Singapore, he investigates the best (and worst) practices in five key areas - regulation, innovation, social responsibility, consumer choice and education - and concludes by examining whether we are seeing the beginning of the end of the America-centric digital world. Powerful, urgent and deeply engaging, How to Fix the Future vividly depicts what we must do if we are to try to preserve human values in an increasingly digital world and what steps we might take as societies and individuals to make the future something we can again look forward to.

At a Distance - Annmarie Chandler 2005
The theory and practice of networked art and activism, including mail art, sound art, telematic art, fax art, Fluxus, and assemblings. Networked collaborations of artists did not begin on the Internet. In this multidisciplinary look at the practice of art that takes place across a distance--geographical, temporal, or emotional--theorists and practitioners examine the ways that art, activism, and media fundamentally reconfigured each other in experimental networked projects of the 1970s and 1980s. By providing a context for this work-- showing that it was shaped by varying mixes of social relations, cultural strategies, and political and aesthetic concerns-- At a Distance effectively refutes the widely accepted idea that networked art is technologically determined. Doing so, it provides the historical grounding needed for a more complete understanding of today's practices of Internet art and activism and suggests the possibilities inherent in networked practice. At a Distance traces the history and theory of such experimental art projects as Mail Art, sound and radio art, telematic art, assemblings, and Fluxus. Although the projects differed, a conceptual questioning of the "art object," combined with a political undermining of dominant art institutional practices, animated most distance art. After a section that sets this work in historical and critical perspective, the book presents artists and others involved in this art "re-viewing" their work--including experiments in "mini-FM," telerobotics, networked psychoanalysis, and interactive book construction. Finally, the book recasts the history of networks from the perspectives of politics, aesthetics, economics, and cross-cultural analysis.

Leonardo's Legacy - Stefan Klein 2010-04-27
Revered today as, perhaps, the greatest of Renaissance painters, Leonardo da Vinci was a scientist at heart. The artist who created the Mona Lisa also designed functioning robots and digital computers, constructed flying machines and built the first heart valve. His intuitive and ingenious approach—a new mode of thinking—linked highly diverse areas of inquiry in startling new ways and ushered in a new era. In Leonardo's Legacy, award-winning science journalist Stefan Klein deciphers the forgotten legacy of this universal genius and persuasively demonstrates that today we have much to learn from Leonardo's way of thinking. Klein sheds light on the mystery behind Leonardo's paintings, takes us through the many facets of his fascination with water, and explains the true significance of his dream of flying. It is a unique glimpse into the complex and brilliant mind of this inventor, scientist, and pioneer of a new world view, with profound consequences for our

times.

Internet of Things with SAP - Sijesh Manohar 2020
Are you ready to build smart applications? See how to develop IoT apps and manage devices with SAP Leonardo and SAP Cloud Platform. Then, perform real-time data processing and analysis with SAP Edge Services. Walk through the configuration steps for edge scenarios, and learn how SAP partner solutions can be used in conjunction with SAP Leonardo. Explore relevant use cases, and envision what IoT can bring to your business! In this book, you'll learn about: a. Internet of Things Technologies Discover the solutions SAP provides for IoT. See how SAP Leonardo Internet of Things, SAP Edge Services, and SAP Cloud Platform Internet of Things support IoT applications during development, implementation, and analysis. b. Application Development Develop IoT applications, step by step. Learn how to model digital twins using the Thing Modeler, configure and onboard devices, define rules and actions, export IoT data to SAP Analytics Cloud, and more. c. Business Use Cases See IoT in action with practical use cases. Consider challenges and best practices for SAP Leonardo Internet of Things and SAP Edge Services so that your business is prepared to make the most of the IoT. Highlights Include: 1) SAP Leonardo Internet of Things 2) SAP Edge Services 3) SAP Cloud Platform Internet of Things 4) Application modeling 5) Digital twins 6) Device connectivity 7) Rules and actions 8) Analytics 9) Configuration 10) Interoperability 11) Use cases

Leonardo Da Vinci the Last Supper - Penny Quill 2019-06-28
Are you always forgetting your friend's, family's and other contact information including addresses, phone numbers, birthdays website logins, usernames and passwords? Do you have lots of sticky notes, old envelopes or labels around the house to remember them? Would you like to find a better way? Leonardo da Vinci The Last Supper is a discreet combined password notebook with places for addresses, telephone numbers and even birthdays that is disguised as a book about artwork by Leonardo da Vinci. Add all your website information in one handy place to organize your offline and internet life. Increased Security The attractive design is a password journal and address book with a difference. The cover is a painting by leonardo da vinci and it was created so that opportunist thieves shouldn't know what it is at a glance. The words password book or security are not on the cover. This means that you can hide it in plain sight on your bookshelf at home with other books. Take a Look Inside to see how this alphabetized journal combines: an address book, a password book and. a phone book. What you can expect from this internet password organizer and contacts book: Tabbed effect alphabetical pages Are you looking for a password book with tabs? Leonardo da Vinci The Last Supper is a password journal with printed alphabetical tabs running down the edge of the pages. Flick the pages to find your passwords quickly and easily. Disguised cover to make it not so obvious what it contains There are several password logbooks on the market but this one was created so it could be hidden in plain sight. It looks like a book about the work of leonardo da vinci from the outside but inside there are 2 boxes for your login information on each page. Other passwords books by Ceri Clark/Penny Quill contain 3 boxes per page but each box in this book contains extra sections for telephone numbers and address information. Section on creating secure passwords There are risks to however a password is stored. These can be from online thieves or opportunist burglars. At the front of Leonardo da Vinci The Last Supper is a brief section for creating a secure password that can be written down but can't be used by someone who has the book (unless you tell them the extra password information needed). Notes and other pages to add other useful information like software licenses There is a section at the back to add information that won't fit in the usual password boxes. There are notes pages but also places to add home network settings and license information. If you have a friend coming around who wants to use the WiFi, just add it in here and you will be able to instantly find it when you need it. More space to write in your

information This handy-sized password keeper is 6 inches wide by 9 inches high for more space to write in your login information. There are 2 boxes per page. It has plenty of space to write in all the information you need. Never struggle to find your contact information again! If you are looking for a password logbook, an address book with tabs or you just love art by Leonardo da Vinci, look no further!

Uncanny Networks - Geert Lovink 2004
Geert Lovink interviews an international group of artists, critics, and theorists on aesthetic, cultural, and political aspects of new media. For Geert Lovink, interviews are imaginative texts that can help to create global, networked discourses not only among different professions but also among different cultures and social groups. Conducting interviews online, over a period of weeks or months, allows the participants to compose documents of depth and breadth, rather than simply snapshots of timely references.The interviews collected in this book are with artists, critics, and theorists who are intimately involved in building the content, interfaces, and architectures of new media. The topics discussed include digital aesthetics, sound art, navigating deep audio space, European media philosophy, the Internet in Eastern Europe, the mixing of old and new in India, critical media studies in the Asia-Pacific region, Japanese techno tribes, hybrid identities, the storage of social movements, theory of the virtual class, virtual and urban spaces, corporate takeover of the Internet, and the role of cyberspace in the rise of nongovernmental organizations. Interviewees included Norbert Bolz, Paulina Borsook, Luchezar Boyadjiev, Kuan-Hsing Chen, Cã¬(c)n Dan, Mike Davis, Mark Dery, Kodwo Eshun, Susan George, Boris Groys, Frank Hartmann, Michael Heim, Dietmar Kamper, Zina Kaye, Tom Keenan, Arthur Kroker, Bruno Latour, Marita Liulia, Rafael Lozano-Hemmer, Peter Lunenfeld, Lev Manovich, Mongrel, Edi Muka, Jonathan Peizer, Saskia Sassen, Herbert Schiller, Gayatri Spivak, Já(R)ˉs Sugá2¬ Ravi Sundaram, Toshiya Ueno, Tjebbe van Tijen, McKenzie Wark, Hartmut Winkler, and Slavoj Zizek.

Leonardo to the Internet - Thomas J. Misa 2011-05-16
Historian Thomas J. Misa's sweeping history of the relationship between technology and society over the past 500 years reveals how technological innovations have shaped -- and have been shaped by -- the cultures in which they arose. Spanning the preindustrial past, the age of scientific, political, and industrial revolutions, as well as the more recent eras of imperialism, modernism, and global security, this compelling work evaluates what Misa calls "the question of technology." Misa brings his acclaimed text up to date by examining how today's unsustainable energy systems, insecure information networks, and vulnerable global shipping have helped foster geopolitical risks and instability. A masterful analysis of how technology and culture have influenced each other over five centuries, Leonardo to the Internet frames a history that illuminates modern-day problems and prospects faced by our technology-dependent world. Praise for the first edition "Closely reasoned, reflective, and written with insight, grace, and wit, Misa's book takes us on a personal tour of technology and history, seeking to define and analyze paradigmatic techno-cultural eras." -- Technology and Culture "Follows [Thomas] Hughes's model of combining an engaging historical narrative with deeper lessons about technology." -- American Scholar "His case studies, such as that of Italian futurism or the localizations of the global McDonalds, provide good starting points for thought and discussion." -- Journal of Interdisciplinary History "This review cannot do justice to the precision and grace with which Misa analyzes technologies in their social contexts. He convincingly demonstrates the usefulness of his conceptual model." -- History and Technology "A fascinating, informative, and well-illustrated book." -- Choice

The Notebooks of Leonardo da Vinci - Leonardo da Vinci 2012-07-12
Volume 1 of 2-volume set. Total of 1,566 extracts includes writings on painting, sculpture, architecture, anatomy, mining, inventions, and music. Dual Italian-English texts, with 186 plates plus over 500 additional drawings.

The Innovators - Walter Isaacson 2014
"Following his blockbuster biography of Steve Jobs, The Innovators is Walter Isaacson's revealing story of the people who created the computer and the Internet. It is destined to be the standard history of the digital revolution and an indispensable guide to how innovation really happens. What were the talents that allowed certain inventors and entrepreneurs to turn their visionary ideas into disruptive realities? What led to their creative leaps? Why did some succeed and others fail? In his masterly saga, Isaacson begins with Ada Lovelace, Lord Byron's daughter, who pioneered computer programming in the 1840s. He explores the fascinating personalities that created our current digital

revolution, such as Vannevar Bush, Alan Turing, John von Neumann, J.C.R. Licklider, Doug Engelbart, Robert Noyce, Bill Gates, Steve Wozniak, Steve Jobs, Tim Berners-Lee, and Larry Page. This is the story of how their minds worked and what made them so inventive. It's also a narrative of how their ability to collaborate and master the art of teamwork made them even more creative. For an era that seeks to foster innovation, creativity, and teamwork, The Innovators shows how they happen"--

Drawings Of Leonardo Da Vinci [By Charles Lewis Hind] - Da Vinci Leonardo 2016-08-26
Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

Billion Dollar Whale - Tom Wright 2018-09-18
Named a Best Book of 2018 by the Financial Times and Fortune, this "thrilling" (Bill Gates) New York Times bestseller exposes how a "modern Gatsby" swindled over $5 billion with the aid of Goldman Sachs in "the heist of the century" (Axios). Now a #1 international bestseller, BILLION DOLLAR WHALE is "an epic tale of white-collar crime on a global scale" (Publishers Weekly, starred review), revealing how a young social climber from Malaysia pulled off one of the biggest heists in history. In 2009, a chubby, mild-mannered graduate of the University of Pennsylvania's Wharton School of Business named Jho Low set in motion a fraud of unprecedented gall and magnitude--one that would come to symbolize the next great threat to the global financial system. Over a decade, Low, with the aid of Goldman Sachs and others, siphoned billions of dollars from an investment fund--right under the nose of global financial industry watchdogs. Low used the money to finance elections, purchase luxury real estate, throw champagne-drenched parties, and even to finance Hollywood films like The Wolf of Wall Street. By early 2019, with his yacht and private jet reportedly seized by authorities and facing criminal charges in Malaysia and in the United States, Low had become an international fugitive, even as the U.S. Department of Justice continued its investigation. BILLION DOLLAR WHALE has joined the ranks of Liar's Poker, Den of Thieves, and Bad Blood as a classic harrowing parable of hubris and greed in the financial world.

Internet of Things in Biomedical Engineering - Valentina E. Balas 2019-06-14
Internet of Things in Biomedical Engineering presents the most current research in Internet of Things (IoT) applications for clinical patient monitoring and treatment. The book takes a systems-level approach for both human-factors and the technical aspects of networking, databases and privacy. Sections delve into the latest advances and cutting-edge technologies, starting with an overview of the Internet of Things and biomedical engineering, as well as a focus on 'daily life.' Contributors from various experts then discuss 'computer assisted anthropology,' CLOUDFALL, and image guided surgery, as well as bio-informatics and data mining. This comprehensive coverage of the industry and technology is a perfect resource for students and researchers interested in the topic. Presents recent advances in IoT for biomedical engineering, covering biometrics, bioinformatics, artificial intelligence, computer vision and various network applications Discusses big data and data mining in healthcare and other IoT based biomedical data analysis Includes discussions on a variety of IoT applications and medical information systems Includes case studies and applications, as well as examples on how to automate data analysis with Perl R in IoT

Leonardo's Laptop - Ben Shneiderman 2003
Using the inspiration of Leonardo da Vinci to build a new, humanistic computing that focuses on users' needs and goals.

Digital State - Thomas J. Misa 2013
Drawing on rare archival documents, photographs, and oral histories, Thomas J. MisaOCOs groundbreaking history shows how Minnesota recognized and embraced the coming information age through its leading-edge companies, its workforce, and its prominent institutions. Digital State reveals the inner workings of the birth of the digital age in Minnesota and what we can learn from this era of sustained innovation. "

Thoughts on Art and Life - Leonardo da Vinci 2009-10-26
A TABLE OF CONTENTS Introduction I. Thoughts on Life II. Thoughts on Art III. Thoughts on Science IV. Bibliographical Note

Virtual Menageries - Jody Berland 2019-04-16
The close interdependency of animal emissaries and new media from early European colonial encounters with the exotic to today's proliferation of animals in digital networks. From cat videos to corporate logos, digital screens and spaces are crowded with animal bodies. In

Virtual Menageries, Jody Berland examines the role of animals in the spread of global communications. Her richly illustrated study links the contemporary proliferation of animals on social media to the collection of exotic animals in the formative years of transcontinental exploration and expansion. By tracing previously unseen parallels across the history of exotic and digital menageries, Berland shows how and why animals came to bridge peoples, territories, and technologies in the expansion of colonial and capitalist cultures. Berland's genealogy of the virtual menagerie begins in 1414 when a ruler in Bengal sent a Kenyan giraffe to join a Chinese emperor's menagerie. It maps the beaver's role in the colonial conquest of Canada and examines the appearances of animals in early moving pictures. The menagerie is reinvented for the digital age when image and sound designers use parts or images of animals to ensure the affective promise and commercial spread of an emergent digital infrastructure. These animal images are emissaries that enliven and domesticate the ever-expanding field of mediation. Virtual Menageries offers a unique account of animals and animal images as mediators that encourage complicated emotional, economic, and aesthetic investment in changing practices of connection.

Social Media Archeology and Poetics - Judy Malloy 2016-08-19
First person accounts by pioneers in the field, classic essays, and new scholarship document the collaborative and creative practices of early social media. Focusing on early social media in the arts and humanities and on the core role of creative computer scientists, artists, and scholars in shaping the pre-Web social media landscape, Social Media Archeology and Poetics documents social media lineage, beginning in the 1970s with collaborative ARPANET research, Community Memory, PLATO, Minitel, and ARTEX and continuing into the 1980s and beyond with the Electronic Café, Art Com Electronic Network, Arts Wire, The THING, and many more. With first person accounts from pioneers in the field, as well as papers by artists, scholars, and curators, Social Media Archeology and Poetics documents how these platforms were vital components of early social networking and important in the development of new media and electronic literature. It describes platforms that allowed artists and musicians to share and publish their work, community networking diversity, and the creation of footholds for the arts and humanities online. And it invites comparisons of social media in the past and present, asking: What can we learn from early social media that will inspire us to envision a greater cultural presence on contemporary social media? Contributors Madeline Gonzalez Allen, James Blustein, Hank Bull, Annick Bureaud, J. R. Carpenter, Paul E. Ceruzzi, Anna Couey, Amanda McDonald Crowley, Steve Dietz, Judith Donath, Steven Durland, Lee Felsenstein, Susanne Gerber, Ann-Barbara Graff, Dene Grigar, Stacy Horn, Antoinette LaFarge, Deena Larsen, Gary O. Larson, Alan Liu, Geert Lovink, Richard Lowenberg, Judy Malloy, Scott McPhee, Julianne Nyhan, Howard Rheingold, Randy Ross, Wolfgang Staehle, Fred Truck, Rob Wittig, David R. Woolley

Leonardo Da Vinci - Leonardo (da Vinci) 1883

Writing and Unwriting (Media) Art History - Joasia Krysa 2015-09-11
A critical mapping of the multiplicities of Finnish artist and technology pioneer Erkki Kurenniemi—composer of electronic music, experimental filmmaker, inventor, collector, futurologist. Over the past forty years, Finnish artist and technology pioneer Erkki Kurenniemi (b. 1941) has been a composer of electronic music, experimental filmmaker, computer animator, roboticist, inventor, and futurologist. Kurenniemi is a hybrid—a scientist-humanist-artist. Relatively unknown outside Nordic countries until his 2012 Documenta 13 exhibition, "In 2048," Kurenniemi may at last be achieving international recognition. This book offers an excavation, a critical mapping, and an elaboration of Kurenniemi's multiplicities. The contributors describe Kurenniemi's enthusiastic, and rather obsessive, recording of everyday life and how this archiving was part of his process; his exploratory artistic practice, with productive failure an inherent part of his method; his relationship to scientific and technological developments in media culture; and his work in electronic and digital music, including his development of automated composition systems and his "video-organ," DIMI-O. A "Visual Archive," a section of interviews with the artist, and a selection of his original writings (translated and published for the first time) further document Kurenniemi's achievements. But the book is not just about one artist in his time; it is about emerging media arts, interfaces, and archival fever in creative practices, read through the lens of Kurenniemi.

The Internet Trap - Matthew Hindman 2020-11-10
Why there is no such thing as a free audience in today's attention economy The internet was supposed to fragment audiences and make media monopolies impossible. Instead, behemoths like Google and Facebook now dominate the time we spend online—and grab all the profits. This provocative and timely book sheds light on the stunning rise of the digital giants and the online struggles of nearly everyone else, and reveals what small players can do to survive in a game that is rigged against them. Challenging some of the most enduring myths of digital life, Matthew Hindman explains why net neutrality alone is no guarantee of an open internet, and demonstrates what it really takes to grow a digital audience in today's competitive online economy.

Aesthetic Computing - Paul A. Fishwick 2006
The application of the theory and practice of art to computer science: how aesthetics and art can play a role in computing disciplines.

International Encyclopedia of Political Science - Bertrand Badie 2011-09-07
Developed in partnership with the International Political Science Association this must-have, authoritative political science resource, in eight volumes, provides a definitive picture of all aspects of political life.

The Internet Is Not What You Think It Is - Justin E. H. Smith 2022-03-22
A history of the internet, uncovering its origins in nature and centuries-old dreams of improving the quality of human life by creating thinking machines and allowing for communication across vast distances. Looks at what the internet is, where it came from, and where it might be taking us.

Leonardo and the Death Machine - Robert J. Harris 2010-06-24
Adventure thriller set in Renaissance Italy starring Leonardo da Vinci as a young apprentice who witnesses a murder and becomes involved in a plot to take over the city.

The Telegraph in America, 1832–1920 - David Hochfelder 2013-01-01
With this book, Hochfelder supplies us with an introduction to the early stirrings of the information age.

A Biography of the Pixel - Alvy Ray Smith 2021-08-03
The pixel as the organizing principle of all pictures, from cave paintings to Toy Story. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel--a particular packaging of bits--conquered the world. Henceforward, nearly every picture in the world would be composed of pixels--cell phone pictures, app interfaces, Mars Rover transmissions, book illustrations, videogames. In A Biography of the Pixel, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital--mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible--that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of Digital Light (his term for pictures constructed of pixels), and drawing on his decades of work in the field, Smith approaches his subject from multiple angles--art, technology, entertainment, business, and history. A Biography of the Pixel is essential reading for anyone who has watched a video on a cell phone, played a videogame, or seen a movie.

Creating Lampwork Beads for Jewelry - Karen Leonardo 2007-11-28
CREATE - DESIGN - WEAR &break;&break;From tiny glass beads and pendants to rings and necklaces, Creating Lampwork Beads for Jewelry teaches you how to create them all. &break;&break;Lampwork artist Karen J. Leonardo and her network of fellow artisans share their secrets for creating stunningly beautiful lampwork beads. In addition, these talented artists give you complete instructions for incorporating the beads into your own artistic jewelry pieces. &break;&break;Ideal for beginning, intermediate and advanced lampwork artists, Creating Lampwork Beads for Jewelry features: &break;&break;Guidance and tips for setting up your studio and selecting the proper tools &break;Detailed instructions with step-by-step photos for creating 16 different lampwork beads &break;14 jewelry designs to incorporate your beads into necklaces, bracelets, rings, earrings and pins

Changing the Subject - Sven Birkerts 2015-10-06
Birkerts "examines the changes that he has observed in himself and others [since allowing a degree of everyday digital technology into his life]: the distraction induced by reading on the screen; the loss of

personal agency through reliance on GPS and one-stop information resources; an increasing acceptance of 'hive' behaviors. 'An unprecedented shift is underway,' he argues, and 'this transformation is dramatically accelerated and more psychologically formative than any previous technological innovation.' He finds solace in engagement with art, particularly literature, and contemplates the countering energies available to us through acts of sustained attention, even as he worries that our increasingly mediated existences are a threat to creativity"-- Page 4 of cove

Leonardo da Vinci - Walter Isaacson 2017-10-17
The #1 New York Times bestseller from Walter Isaacson brings Leonardo da Vinci to life in this exciting new biography that is "a study in creativity: how to define it, how to achieve it…Most important, it is a powerful story of an exhilarating mind and life" (The New Yorker). Based on thousands of pages from Leonardo da Vinci's astonishing notebooks and new discoveries about his life and work, Walter Isaacson "deftly reveals an intimate Leonardo" (San Francisco Chronicle) in a narrative that connects his art to his science. He shows how Leonardo's genius was based on skills we can improve in ourselves, such as passionate curiosity, careful observation, and an imagination so playful that it flirted with fantasy. He produced the two most famous paintings in history, The Last Supper and the Mona Lisa. With a passion that sometimes became obsessive, he pursued innovative studies of anatomy, fossils, birds, the heart, flying machines, botany, geology, and weaponry. He explored the math of optics, showed how light rays strike the cornea, and produced illusions of changing perspectives in The Last Supper. His ability to stand at the crossroads of the humanities and the sciences, made iconic by his drawing of Vitruvian Man, made him history's most creative genius. In the "luminous" (Daily Beast) Leonardo da Vinci, Isaacson describes how Leonardo's delight at combining diverse passions remains the ultimate recipe for creativity. So, too, does his ease at being a bit of a misfit: illegitimate, gay, vegetarian, left-handed, easily distracted, and at times heretical. His life should remind us of the importance to be imaginative and, like talented rebels in any era, to think different. Here, da Vinci "comes to life in all his remarkable brilliance and oddity in Walter Isaacson's ambitious new biography…a vigorous, insightful portrait" (The Washington Post).

Leonardo - Giovanni Pala 2020-11-25
IF YOU THINK WE DO NOT NEED TO KNOW MORE ABOUT LEONARDO DA VINCI, THIS BOOK WILL MAKE YOU THINK AGAIN! - 'The Last Supper' has been the subject of musical compositions, films, and books - perhaps the most controversial of which was the Dan Brown novel 'The Da Vinci Code'. Author, musician and writer Giovanni Pala, discovered a incredible secret code depicted in Leonardo da Vinci's painting of The Last Supper.

Northern Sparks - Michael Century 2022-06-28
An "episode of light" in Canada sparked by Expo 67 when new art forms, innovative technologies, and novel institutional and policy frameworks emerged together. Understanding how experimental art catalyzes technological innovation is often prized yet typically reduced to the magic formula of "creativity." In Northern Sparks, Michael Century emphasizes the role of policy and institutions by showing how novel art forms and media technologies in Canada emerged during a period of political and social reinvention, starting in the 1960s with the energies unleashed by Expo 67. Debunking conventional wisdom, Century reclaims innovation from both its present-day devotees and detractors by revealing how experimental artists critically challenge as well as discover and extend the capacities of new technologies. Century offers a series of detailed cross-media case studies that illustrate the cross-fertilization of art, technology, and policy. These cases span animation, music, sound art and acoustic ecology, cybernetic cinema, interactive installation art, virtual reality, telecommunications art, software applications, and the emergent metadiscipline of human-computer interaction. They include Norman McLaren's "proto-computational" film animations; projects in which the computer itself became an agent, as in computer-aided musical composition and choreography; an ill-fated government foray into interactive networking, the videotext system Telidon; and the beginnings of virtual reality at the Banff Centre. Century shows how Canadian artists approached new media technologies as malleable creative materials, while Canada undertook a political reinvention alongside its centennial celebrations. Northern Sparks offers a uniquely nuanced account of innovation in art and technology illuminated by critical policy analysis.

Leonardo to the Internet - Thomas J. Misa 2011-05-16
"Misa brings his acclaimed text up to date by examining how today's

unsustainable energy systems, insecure information networks, and vulnerable global shipping have helped foster geopolitical risks and instability. A masterful analysis of how technology and culture have influenced each other over five centuries, Leonardo to the Internet frames a hi

The Art of Failure - Jesper Juul 2013-02-22
An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

To Each His Own - Leonardo Sciascia 2000-10-31
This letter is your death sentence. To avenge what you have done you will die. But what has Manno the pharmacist done? Nothing that he can think of. The next day he and his hunting companion are both dead.The police investigation is inconclusive. However, a modest high school teacher with a literary bent has noticed a clue that, he believes, will allow him to trace the killer. Patiently, methodically, he begins to untangle a web of erotic intrigue and political calculation. But the results of his amateur sleuthing are unexpected—and tragic. To Each His Own is one of the masterworks of the great Sicilian novelist Leonardo Sciascia—a gripping and unconventional detective story that is also an anatomy of a society founded on secrets, lies, collusion, and violence.

Art Bead Jewelry - Karen Leonardo 2009
As glass beads grow in popularity, so does the need to find ways to use them in jewelry designs. Art Bead Jewelry: Seasons in Glass is perfect for anyone who loves lampworked beads but doesn't know how to incorporate them into interesting and unique jewelry designs. Rather than concentrate on making the beads themselves, author Karen Leonardo focuses on making jewelry from finished lampwork beads (which are readily available online, in bead shops, and at shows). More than two dozen pieces from noted jewelry designers are included, with the projects ranging from easy to intermediate/advanced. Featuring full-color, photographic, step-by-step directions for each project, the book explains in plain English how to make seasonally inspired necklaces with such techniques as working wire, stringing, attaching a toggle, jump ringing, using silver clay, and seed bead basics. A gallery of gorgeous examples offers inspiration to budding and advanced beaders.

Leonardo to the Internet - Thomas J. Misa 2022-02-01
A masterful analysis of how technology and culture have influenced each other over five centuries, Leonardo to the Internet frames a history that illuminates modern-day problems and prospects faced by our technology-dependent world.

The Twenty-Six Words That Created the Internet - Jeff Kosseff 2019-04-15
"No provider or user of an interactive computer service shall be treated as the publisher or speaker of any information provided by another information content provider." Did you know that these twenty-six words are responsible for much of America's multibillion-dollar online industry? What we can and cannot write, say, and do online is based on just one law—a law that protects online services from lawsuits based on user content. Jeff Kosseff exposes the workings of Section 230 of the Communications Decency Act, which has lived mostly in the shadows since its enshrinement in 1996. Because many segments of American society now exist largely online, Kosseff argues that we need to

understand and pay attention to what Section 230 really means and how it affects what we like, share, and comment upon every day. The Twenty-Six Words That Created the Internet tells the story of the institutions that flourished as a result of this powerful statute. It introduces us to those who created the law, those who advocated for it, and those involved in some of the most prominent cases decided under the law. Kosseff assesses the law that has facilitated freedom of online speech, trolling, and much more. His keen eye for the law, combined with his background as an award-winning journalist, demystifies a statute that affects all our lives –for good and for ill. While Section 230 may be imperfect and in need of refinement, Kosseff maintains that it is necessary to foster free speech and innovation. For filings from many of the cases discussed in the book and updates about Section 230, visit jeffkosseff.com

Protocol - Alexander R. Galloway 2006-02-17

How Control Exists after Decentralization Is the Internet a vast arena of unrestricted communication and freely exchanged information or a regulated, highly structured virtual bureaucracy? In Protocol, Alexander Galloway argues that the founding principle of the Net is control, not freedom, and that the controlling power lies in the technical protocols that make network connections (and disconnections) possible. He does this by treating the computer as a textual medium that is based on a technological language, code. Code, he argues, can be subject to the same kind of cultural and literary analysis as any natural language; computer languages have their own syntax, grammar, communities, and cultures. Instead of relying on established theoretical approaches, Galloway finds a new way to write about digital media, drawing on his backgrounds in computer programming and critical theory. "Discipline-hopping is a necessity when it comes to complicated socio-technical topics like protocol," he writes in the preface. Galloway begins by examining the types of protocols that exist, including TCP/IP, DNS, and HTML. He then looks at examples of resistance and subversion—hackers, viruses, cyberfeminism, Internet art—which he views as emblematic of the larger transformations now taking place within digital culture.

Written for a nontechnical audience, Protocol serves as a necessary counterpoint to the wildly utopian visions of the Net that were so widespread in earlier days.

Leonardo Da Vinci: The Renaissance Man - Dan Danko 2012-01-31

Painter, sculptor, architect, musician, scientist, mathematician, engineer, inventor, anatomist, geologist, cartographer, botanist, and writer, Leonardo da Vinci was a genius who was well ahead of his time and the best example of the Renaissance man. This is the story of one of the greatest painters of all time, and perhaps the most diversely talented person ever to have lived. Leonardo grew up in the hamlet of Anchiano in Tuscany where he received an informal education. Young Leonardo had an unquenchable curiosity in life and moved to Florence where he took an interest in painting. At the age of fourteen, Leonardo began an apprenticeship with Andrea del Verrocchio. Here, his talent blossomed and as fate would have it, he was soon employed by the rich and powerful Duke of Milan. Soon, Leonardo moved to the city of Rome, where some of the greatest artists of the time lived. This tale traces the fascinating life of one of the best and most famous artists that the world has ever seen.

SAP Leonardo - Pierre Erasmus 2019

Looking to innovate, transform processes, or just get more from your data? This guide to SAP Leonardo shows you how new technologies--from machine learning to blockchain--intersect with existing processes to transform your business. You'll walk through practical examples of SAP Leonardo tools at work in manufacturing, product management, logistics, finance, and more. From using machine learning for smart manufacturing to leveraging IoT and big data for a connected fleet, you'll get the hands-on introduction to SAP Leonardo you've been looking for Highlights include: -SAP Leonardo Analytics -SAP Leonardo Big Data - SAP Leonardo Blockchain -SAP Leonardo Internet of Things -SAP Leonardo Machine Learning -Data intelligence -Manufacturing and assets -Products and inventory -Logistics -Finance