

NEW RELEASES IN JANUARY 2020

Short overview

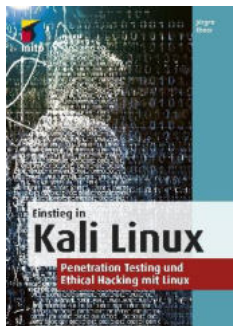
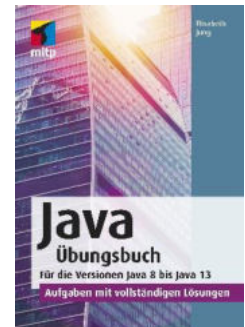


STOCKPHOTOGRAPHY

EARN MONEY WITH YOUR OWN PHOTOS

JAVA EXERCISE BOOK

FOR THE VERSIONS
JAVA 8 TO JAVA 13
TASKS WITH COMPLETE
SOLUTIONS



GETTING STARTED WITH KALI LINUX

PENETRATION TESTING AND ETHICAL HACKING WITH LINUX

LPIC-1
PREPARATION FOR THE
LPI EXAMS 101 AND 102



STOCKPHOTOGRAPHY

EARN MONEY WITH YOUR OWN PHOTOS



- UPDATED AND EXTENDED 5TH EDITION OF THE GERMAN STANDARD REFERENCE ON STOCK PHOTOGRAPHY - WITH ALL CURRENT INFORMATION AND NEW CONTENT

- SELL IMAGES OVER THE INTERNET SUCCESSFULLY - FROM ORGANIZATION TO LICENSING

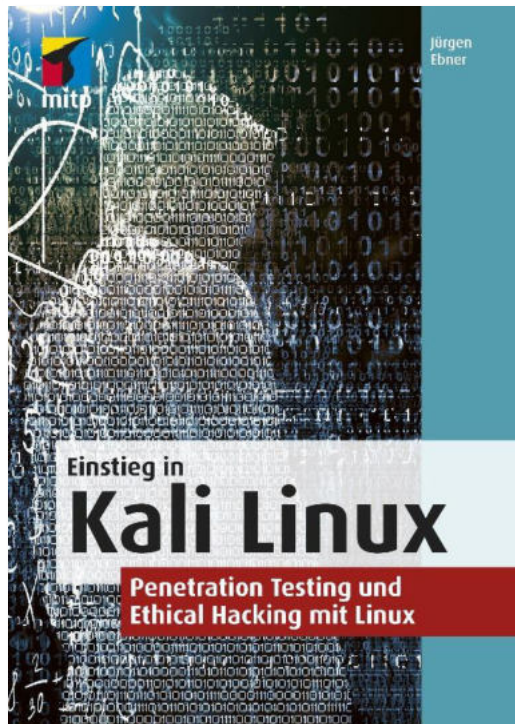
- EQUIPMENT, CHOICE OF MOTIFS AND WORKING WITH MODELS AS WELL AS TIPS ON KEYWORDS AND VARIOUS SALES MODELS

488 pages, € 39,99 (D)
Paperback, 17 x 24 cm
In full colour
ISBN: 978-3-7475-0092-7

Robert Kneschke is a full-time producer and photographer of stock photos. He also runs the successful blog "Alltag eines Fotoproduzenten".



GETTING STARTED WITH KALI LINUX PENETRATION TESTING AND ETHICAL HACKING WITH LINUX



- FROM INSTALLATION AND CONFIGURATION TO THE USE OF THE MOST IMPORTANT TOOLS
- DETAILED PROCEDURE OF SECURITY ASSESSMENTS AND PENETRATION TESTS WITH A HANDS-ON CHECKLIST
- VULNERABILITY ANALYSIS WITH *OPENVAS*, ATTACKS WITH *WEBCARAB* AND *METASPLOIT*, IT FORENSICS WITH *AUTOPSY*, REPORTING WITH *FARADAY* AND MANY MORE TOOLS

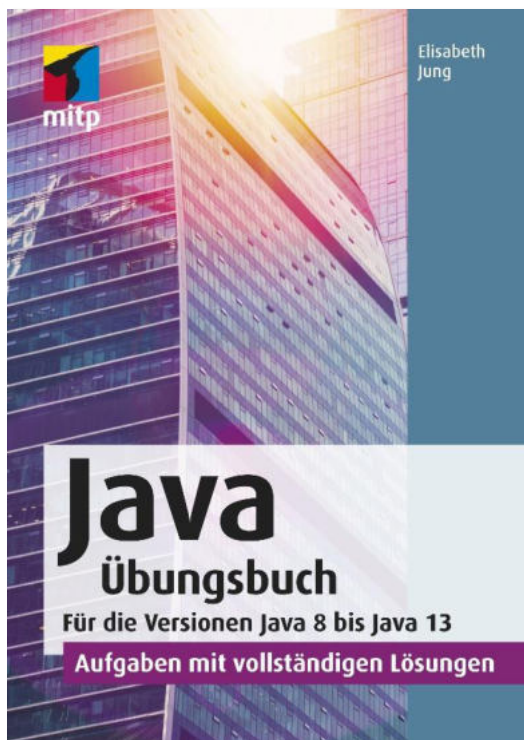
376 pages, €33,00 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0033-0

Jürgen Ebner is an IT technician and certified data protection and IT security expert. In IT support, he focuses on proactive services to ensure greater security in companies. With his IT company ICTE, he offers managed services and, above all, security assessments and the development of data protection concepts.

JAVA EXERCISE BOOK

FOR JAVA 8 TO JAVA 13

TASKS WITH COMPLETE SOLUTIONS



- TRAIN YOUR JAVA SKILLS
- LEARNING BY DOING THROUGH PRACTICAL EXERCISES
- WITH COMPLETE AND COMMENTED SOLUTIONS

304 pages, € 29,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0123-8

Elisabeth Jung is a freelance author and lives in Frankfurt am Main. After studying mathematics at the University of Temeschburg in Romania, Elisabeth Jung taught basic computer science and Fortran. In 1982 she already published a collection of tasks for Fortran at the same university.

LPIC-1

PREPARATION FOR THE LPI EXAMS 101 AND 102



- RELEVANT ON THE EXAM GOALS VERSION 5.0

- ALL CONTENTS FOR THE EXAM ARE EXPLAINED IN DETAIL AND WITH CONTROL QUESTIONS

552 pages, € 33,00 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-95845-956-4

Anselm Lingnau has been working with Linux for more than 20 years as a trainer, author and consultant. He gave lectures and workshops on Linux and open source topics at events such as LinuxTag, CeBIT and FrOSCon. He currently works as a software developer for LSE Leading Security Experts GmbH and is an active member of LPI e.V.

NEW RELEASES IN FEBRUARY 2020

Short overview



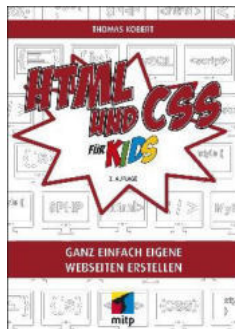
LET'S PLAY: LEARN HOW TO PROGRAM WITH JAVA AND MINECRAFT

CREATE PLUGINS WITHOUT ANY PRIOR KNOWLEDGE



LUMINAR 4

IMAGE MANAGEMENT AND IMAGE EDITING



HTML UND CSS FOR KIDS

CREATE YOUR OWN WEBSITES EASILY

LET'S PLAY: LEARN HOW TO PROGRAMM WITH JAVA AND MINECRAFT

CREATE PLUGINS WITHOUT ANY PRIOR KNOWLEDGE



- FOR BUKKIT AND SPIGOT
- CREATE YOUR OWN WORLD: BUILD TOWERS AND ENTIRE HOUSES AT THE TOUCH OF A BUTTON, REACT AUTOMATICALLY TO CHANGES IN THE WORLD
- DEVELOP NEW CRAFTING RECIPES AND CUSTOM GAME MODES SUCH AS A SNOWBALL FIGHT WITH A HIGH SCORE LIST
- WITH COMPREHENSIVE REFERENCE TO ALL PROGRAMMING INSTRUCTIONS

384 pages, € 24,99 (D)
Paperback, 14,8 x 21 cm
In full colour
ISBN: 978-3-74750155-9

Daniel Braun has been a Minecrafter since the early days and as a professional he knows all facets of the game. He has already written several books about Minecraft.



HTML AND CSS FOR KIDS

CREATE YOUR OWN WEBSITES EASILY



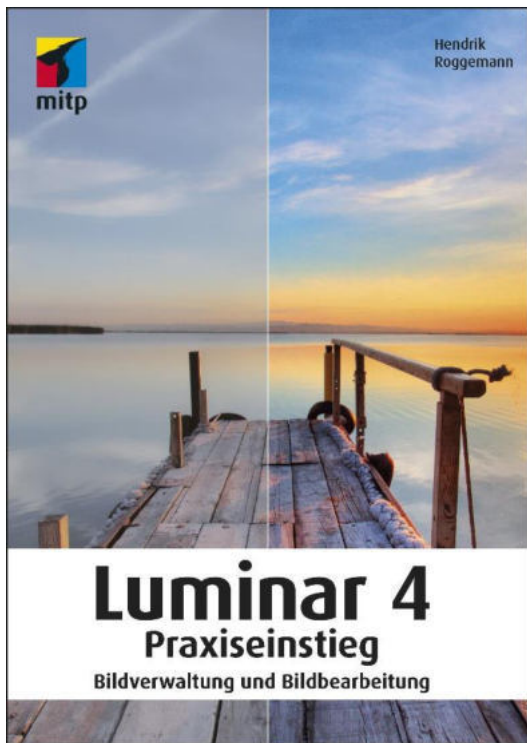
- LEARN HTML AND CSS EASILY AND STEP BY STEP
- CREATE AN ENTIRE WEBSITE: COLOURFUL TEXTS, CLEAR TABLES, BEAUTIFUL PICTURES, PRACTICAL FORMS, VIDEOS AND EVEN MUSIC
- WITH A LOT OF BACKGROUND KNOWLEDGE ON DESIGN AND SEARCH ENGINE OPTIMIZATION

304 pages, €22,00 (D)
Paperback, 14,8 x 21 cm
ISBN: 978-3-7475-0117-7

Thomas Kobert is an HTML expert and he has written many successful books on the subject.

LUMINAR 4

IMAGE MANAGEMENT AND IMAGE EDITING



- THE POPULAR IMAGE EDITING ALTERNATIVE EXPLAINED STEP BY STEP

- FROM INSTALLATION AND THE CORRECT SETTINGS TO THE PROFESSIONAL HANDLING OF ALL THE TOOLS

- DETAILED HANDS-ON CHAPTERS: CREATE DIFFERENT PICTURE LOOKS, RETOUCH PORTRAITS, REPLACE THE SKY, INSERT SUNRAYS, CORRECT FALLING LINES AND MUCH MORE

176 pages, € 19,99 (D)
Paperback, 14,8 x 21 cm
ISBN: 978-3-7475-0126-9

Hendrik Roggemann is a freelance photographer and author. He writes reference books and articles on photography and gives seminars for photographers.



NEW RELEASES IN MARCH 2020

Short overview

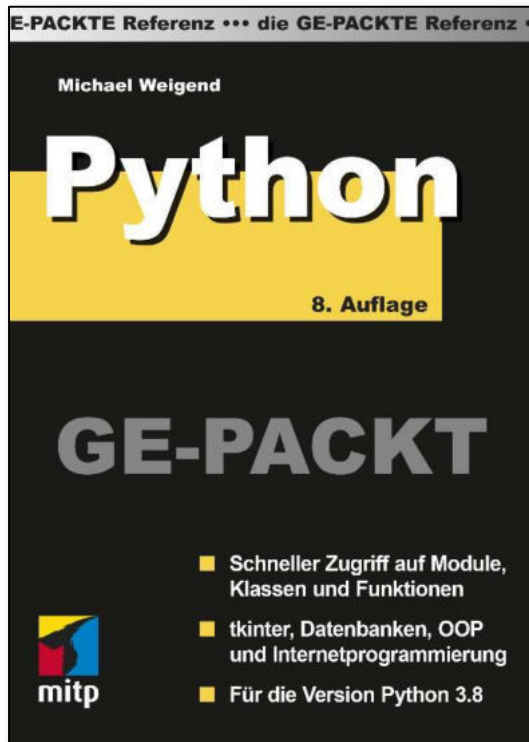


PYTHON PACKED

**PROGRAMMING
ALEXA SKILLS**
FOR AMAZON ECHO & CO



PYTHON PACKED

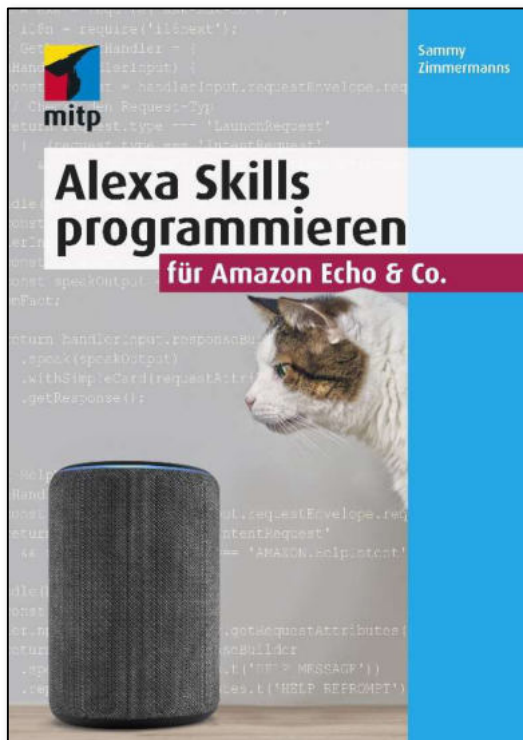


- FAST ACCESS TO MODULES, CLASSES AND FUNCTIONS
- TKINTER, DATABASES, OOP AND INTERNET PROGRAMMING
- FOR PYTHON 3.8

656 pages, € 22,99 (D)
Paperback, 12,5 x 18,5 cm
ISBN: 978-3-7475-0194-8

Michael Weigend is a computer science teacher and has written several books about Raspberry Pi and Python.

PROGRAMMING ALEXA SKILLS FOR AMAZON ECHO & CO



- EASY START INTO THE PROGRAMMING OF ALEXA SKILLS WITH JAVASCRIPT
- SAVE AND PROCESS USER RESPONSES, INTEGRATE IMAGES AND AUDIO FILES, ADVANCED DIALOG MANAGEMENT, CONNECTION TO EXTERNAL APIS AND MUCH MORE
- MAKE SKILLS POPULAR AND EARN MONEY WITH THEM

336 pages, € 29,99 (D)
Paperback, 14,8 x 21 cm
ISBN: 978-3-7475-0114-6

Sammy Zimmermanns is the owner of the company *Zimmermanns Internet & PR Consulting*, Blogger and SEO Consultant. Since the launch of Alexa, he has worked intensively with Alexa Skill Programming and published over 50 own skills in the Alexa Skill Store.



NEW RELEASES IN APRIL 2020

Short overview



**EFFICIENTLY ORGANIZE
EVERYDAY WORKING
LIFE**

WITH VISUAL AND CREATIVE
NOTES

MAILCHIMP

THE HANDS-ON MANUAL

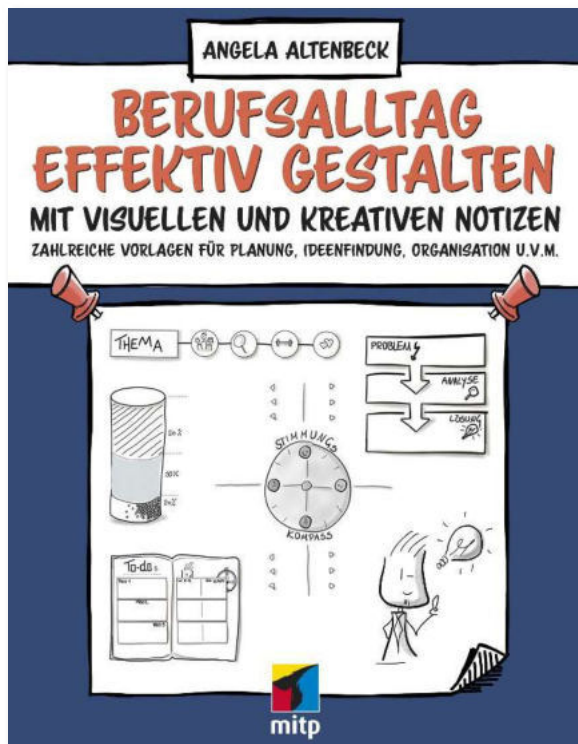


AFFINITY PUBLISHER 1.8

HAND-ON GUIDE FOR
BEGINNERS

EFFICIENTLY ORGANIZE EVERYDAY WORKING LIFE

WITH VISUAL AND CREATIVE NOTES
NUMEROUS TEMPLATES FOR PLANNING, BRAINSTORMING,
ORGANIZATION AND MUCH MORE



- USE VISUAL NOTES EASILY AT WORK
- FROM TO-DO LISTS, BRAINSTORMING, CONVERSATIONS AND MEETINGS TO PROCESSES AND DIAGRAMS
- WITH NUMEROUS TEMPLATES

200 pages, € 22,00 (D)
Paperback, 17 x 21,8 cm
ISBN: 978-3-95845-604-4

Angela Altenbeck is head of sales management in a financial services institute and is also self-employed as a visual worker and thinker. In her everyday business she combines her work as an executive, coach and trainer in an agile environment efficiently and successfully with her visual work.

1.1. Nutzen der visuellen Arbeit
Das Visualisieren...
Visualisieren in verschiedenen Zeichnungen...
Steigerung der Konzentration beim Zuhören

1. Visuelle Arbeit
Steigerung der Merkfähigkeit
Fehlerrückmeldung auf dem Visuellen...
Zusammenhänge darstellen und anerkennen

2. Grundelemente des visuellen Arbeitens
2.1 Handwerkszeug:
Das Notizbuch bzw. Tablet

3. Grundelemente des visuellen Arbeitens
2.1 Handwerkszeug:
Das Notizbuch bzw. Tablet

MAILCHIMP

THE HANDS-ON MANUAL E-MAIL-MARKETING FOR B2C AND B2B



- FROM ACCOUNT SETUP TO CREATION OF ADDRESS LISTS, GROUPS AND SEGMENTS AS WELL AS SETTING OF CAMPAIGNS TO NEWSLETTER DESIGN, DISPATCH AND SUCCESS MONITORING

- ALL NEW FEATURES FOR FACEBOOK, GOOGLE AND INSTAGRAM ADVERTISING AS WELL AS A DETAILED EXPLANATION OF THE NEW MAILCHIMP PRICING MODEL

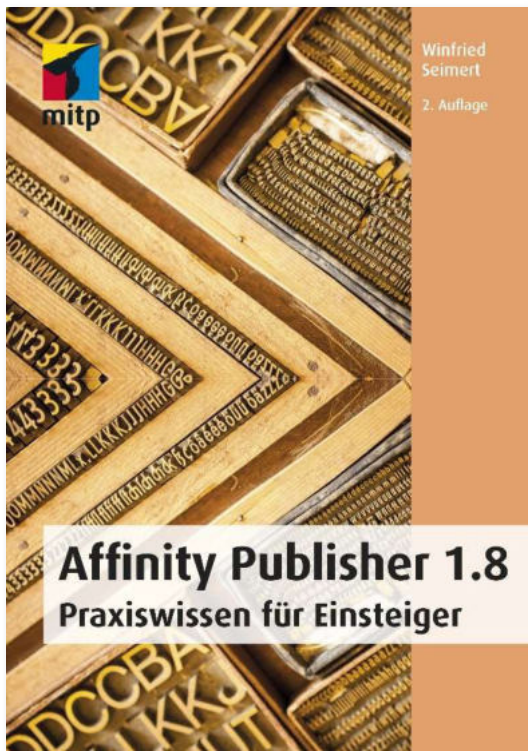
- NUMEROUS STEP-BY-STEP INSTRUCTIONS AND VALUABLE TIPS FOR SUCCESSFUL E-MAIL-MARKETING

392 pages, € 39,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0222-8

Michael Keukert has been consulting customers in e-mail marketing with MailChimp at the e-commerce service provider AlXhibit AG for several years.

AFFINITY PUBLISHER 1.8

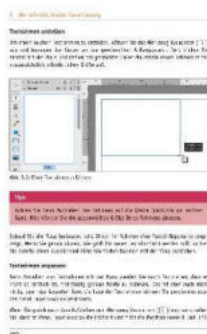
HANDS-ON GUIDE FOR BEGINNERS



- THE MOST IMPORTANT FUNCTIONS FOR THE DESIGN OF PRINT PRODUCTS EXPLAINED BY USING A CONSISTENT EXAMPLE
- USEFUL TIPS AND TRICKS FOR A SMOOTH WORKFLOW AND AN ATTRACTIVE LAYOUT
- WITH MANY PRACTICAL EXAMPLES LIKE BUSINESS CARDS, PHOTO BOOKS, FLYERS AND BROCHURES

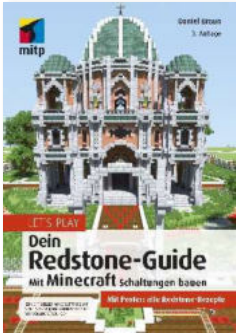
328 pages, € 24,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0222-8

Winfried Seimert is an IT lecturer, consultant and author of numerous specialist books, especially on the topics of software and operating systems. He always has the comfort of the user in mind and accordingly explains in a practical way. His books have been very popular since the mid-nineties due to their well thought-out structure.



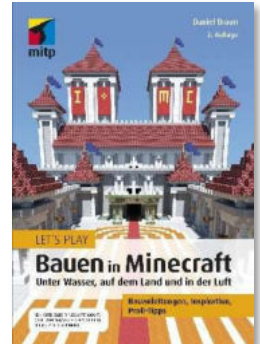
NEW RELEASES IN MAY 2020

Short overview



LET'S PLAY: YOUR REDSTONE-GUIDE

HOW TO BUILD CIRCUITS
WITH MINECRAFT



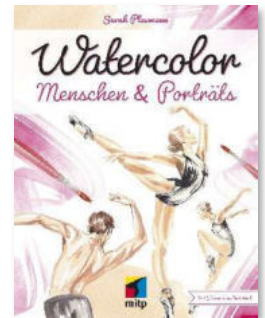
LET'S PLAY: HOW TO BUILD IN MINECRAFT

UNDER WATER, ON LAND
AND IN THE AIR –
INSTRUCTIONS,
INSPIRATION,
PROFESSIONAL TIPS



MICROSOFT TEAMS

HANDS-ON GUIDE

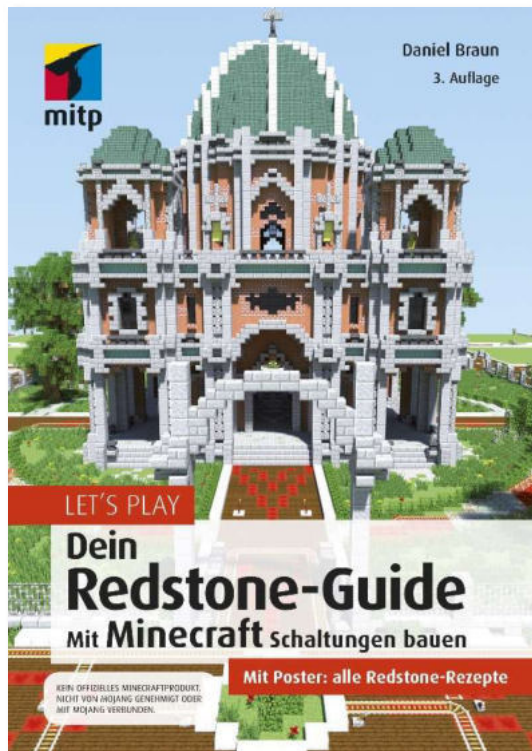


WATERCOLOR PEOPLE & PORTRAITS

WITH SKETCHES TO
DOWNLOAD

LET'S PLAY: YOUR REDSTONE-GUIDE

HOW TO BUILD CIRCUITS WITH MINECRAFT



- UPGRADE YOUR HOUSE WITH DOOR OPENERS, ELEVATORS, COMBINATION LOCKS, SECRET PASSAGES AND TRAPS

- TRANSPORT OBJECTS ON RAILS: FROM CROSSINGS AND SWITCHES TO A SUBWAY AND AN AUTOMATIC FREIGHT STATION

- BUILD EVEN MORE: CANNONS, FIRING RANGES, AUTOMATIC FARMS AND WAREHOUSES, NUMBER DISPLAYS AND AIRSHIPS

240 pages, € 17,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0204-4

Daniel Braun has been a Minecraft fan since the early days and as a professional he knows all facets of the game. He has already written several books about Minecraft.



LET'S PLAY: HOW TO BUILD IN MINECRAFT UNDER WATER, ON LAND AND IN THE AIR – INSTRUCTIONS, INSPIRATION, PROFESSIONAL TIPS



208 pages, € 16,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0201-3

Daniel Braun has been a Minecraft fan since the early days and as a professional he knows all facets of the game. He has already written several books about Minecraft.

- CREATE YOUR OWN MINECRAFT WORLD: TIPS AND IDEAS FOR CREATIVE BUILDING PROJECTS
- INTERIOR DESIGN AND DECORATION, BRIDGES AND CASTLES, DEFENCE BUILDINGS, TRAPS AND CANNONS
- NUMEROUS PROFESSIONAL TRICKS E.G. FOR BUILDING UNDER WATER OR IN THE AIR



MICROSOFT TEAMS

HANDS-ON GUIDE



- 8 STEPS ON HOW TO WORK SUCCESSFULLY WITH MICROSOFT TEAMS

- DETAILED EXPLANATIONS OF THE MOST IMPORTANT FUNCTIONS WITH MANY ILLUSTRATIONS

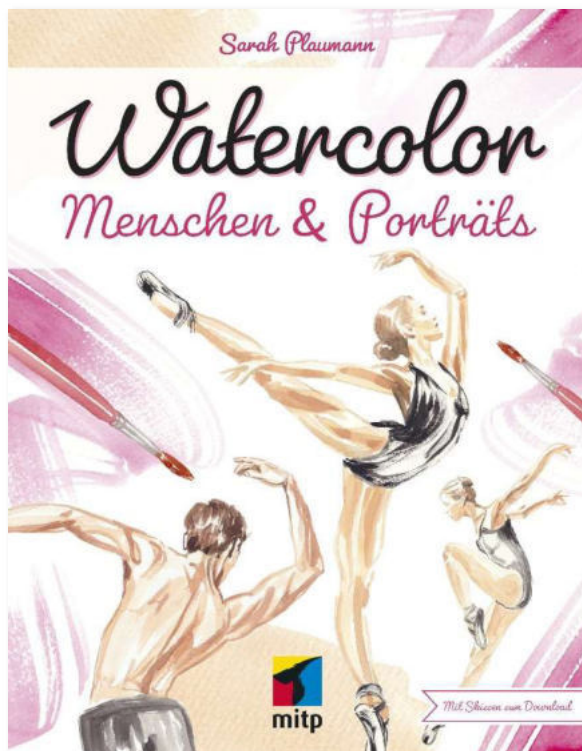
- NUMEROUS PRACTICAL TIPS FOR OPTIMAL TEAMWORK AND EFFECTIVE TASK AND FILE MANAGEMENT

248 pages, € 24,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0134-4

Helmut Gräfen is an organizational consultant, trainer, coach and popular expert for Microsoft Teams, MS Outlook and MS OneNote. In his seminars and consulting projects he accompanies businesses in the introduction and practical application of Microsoft Teams and the optimization of workflows.

WATERCOLOR PEOPLE & PORTRAITS

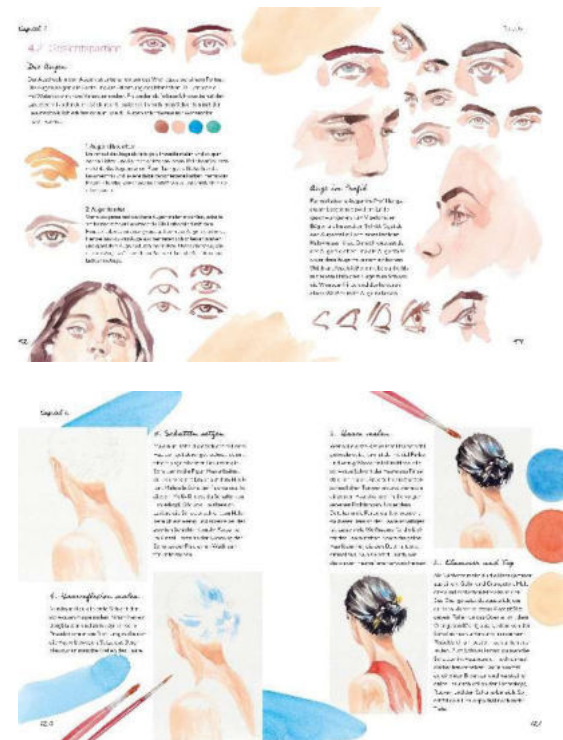
WITH SKETCHES TO DOWNLOAD



- BASICS ON PROPORTIONS, BODY AND FACE PARTS AS WELL AS EXPRESSION, POSING, MOVEMENT AND DYNAMICS
- NUMEROUS PROJECTS WITH DETAILED STEP-BY-STEP INSTRUCTIONS
- USE OF SEVERAL MATERIALS SUCH AS ACRYLIC, INK AND CARDBOARD

144 pages, € 19,99 (D)
Paperback, 17 x 21,8 cm
In full color
ISBN: 978-3-7475-0152-8

Sarah Plaumann is a freelance illustrator and designer. In her own studio in Kempen on the Lower Rhine she creates graphic and illustrative ideas for companies and publishers.



NEW RELEASES IN JUNE 2020

Short overview



PYTHON FOR KIDS

LEARN HOW TO PROGRAM WITHOUT PRIOR KNOWLEDGE



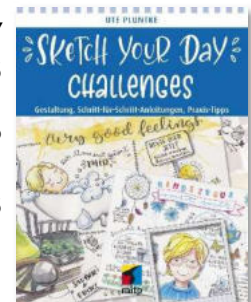
AUTODESK FUSION 360

HANDS-ON KNOWLEDGE FOR CONSTRUCTION DESIGN, 3D PRINTING AND CNC



3D-PRINTING

HANDS-ON GUIDE FOR BEGINNERS



SKETCH YOUR DAY CHALLENGES

DESIGN, STEP-BY-STEP INSTRUCTIONS, PRACTICAL TIPS

PYTHON FOR KIDS

LEARN HOW TO PROGRAM WITHOUT PRIOR KNOWLEDGE



- LEARNING HOW TO PROGRAM IS CHILD'S PLAY WITH THE HELP OF OUR MANY GAMES

- INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING

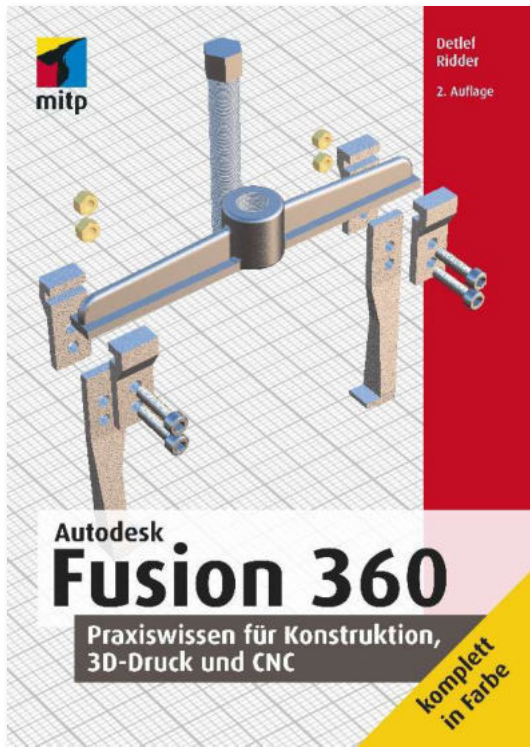
- WITH ALL PROGRAM EXAMPLES AND SOLUTIONS OF THE TASKS FOR DOWNLOAD

336 pages, € 22,00 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0239-6

Hans-Georg Schumann was a teacher of computer science and mathematics at a comprehensive school. He has written many successful books in the mitp book series "... for Kids".

AUTODESK FUSION 360

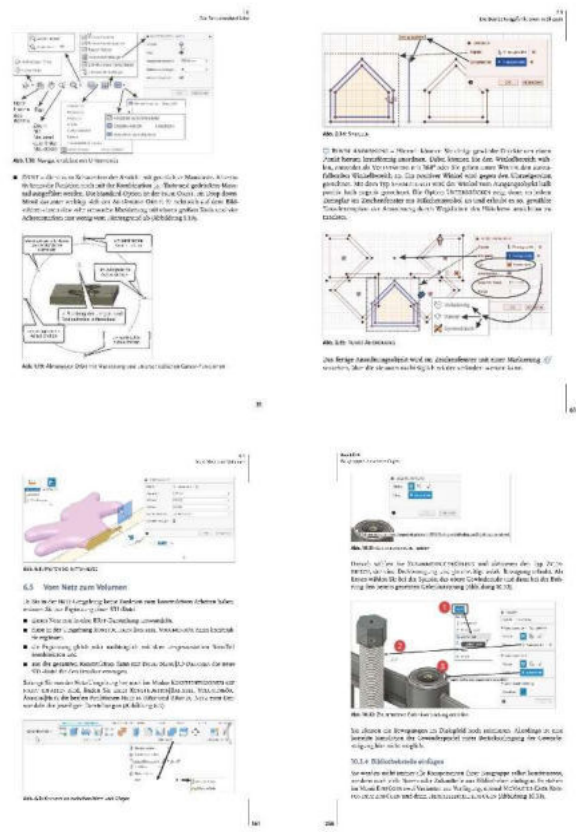
HANDS-ON KNOWLEDGE FOR
CONSTRUCTION DESIGN, 3D PRINTING AND CNC



- PROFESSIONAL DESIGN, RENDER, ANIMATE AND SIMULATE 3D MODELS
- PREPARATION OF THE MODELS FOR 3D PRINTING AND CNC MACHINING AND INTRODUCTION TO THE PRODUCTION PROCESS
- ALL IMPORTANT FUNCTIONS EXPLAINED STEP BY STEP USING PRACTICAL EXAMPLES

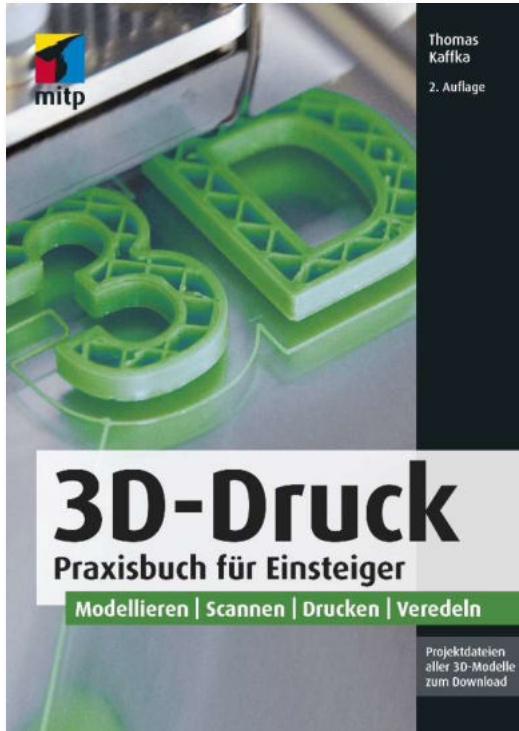
400 pages, € 29,99 (D)
Paperback, 17 x 24 cm
In full color
ISBN: 978-3-7475-0158-0

Detlef Ridder has many years of experience in CAD and has already published numerous books on AutoCAD, Inventor, Revit and ArchiCAD. Through training courses he gives on these programs and in the field of CNC, he knows which topics are particularly important for beginners.



3D-PRINTING

HANDS-ON GUIDE FOR BEGINNERS Modeling | Scanning | Printing | Refining



- THE ENTIRE PRINTING PROCESS: FROM 3D MODELLING, MATERIAL SELECTION AND PRINT SETTINGS TO THE FINISHING OF THE PRINTED OBJECT

- CREATE 3D MODELS WITH SKETCHUP, PAINT 3D, 3D BUILDER AND BLENDER AND USE PREPARED TEMPLATES

- MORE THAN 10 DIY PROJECTS WITH STEP-BY-STEP INSTRUCTIONS

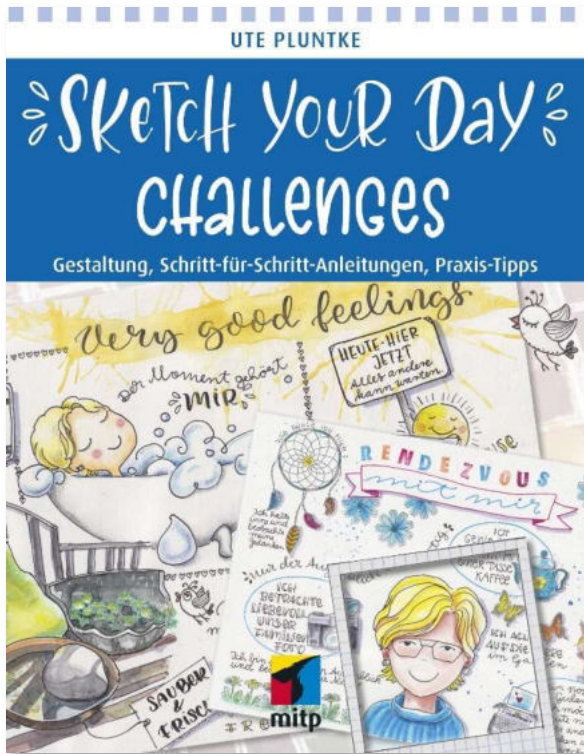
256 pages, € 29,99 (D)
Paperback, 17 x 24 cm
In full color
ISBN: 978-3-7475-0210-5

Thomas Kafka has worked as a software engineer and project manager in software companies, auditing and consulting firms. He is a real Maker and is involved in various topics such as building LEGO robots, artificial intelligence research and 3D printing.



SKETCH YOUR DAY CHALLENGES

DESIGN, STEP-BY-STEP INSTRUCTIONS, PRACTICAL TIPS



- WITH HELPFUL TIPS FOR DRAWING OBJECTS AND FIGURES, AS WELL AS FOR FONT AND LAYOUT
- NUMEROUS CHALLENGES WITH STEP-BY-STEP INSTRUCTIONS TO IMITATE AND INSPIRE
- MANY DESIGN VARIATIONS AND SUGGESTIONS FOR YOUR OWN CONTENT

160 pages, € 19,99 (D)
 Paperback, 17 x 21,8 cm
 In full color
 ISBN: 978-3-7475-0188-7

Ute Pluntke studied visual communication and works in her painting school Warstein and part-time as a teacher for art and graphic design at different schools. In her painting school she regularly gives courses and workshops for children and adults in handlettering, watercolor and acrylic painting.



NEW RELEASES IN JULY / AUGUST 2020

Short overview



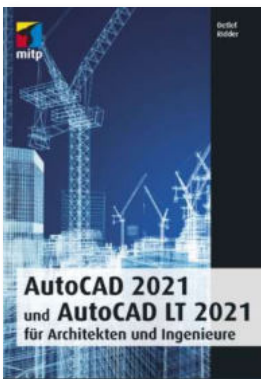
WATERCOLOR FOR KIDS

MORE THAN 50 SIMPLE
STEP-BY-STEP-
INSTRUCTIONS



LET'S PLAY: HOW TO PROGRAMM WITH PYTHON AND MINECRAFT

CREATE PLUGINS WITHOUT
PRIOR KNOWLEDGE

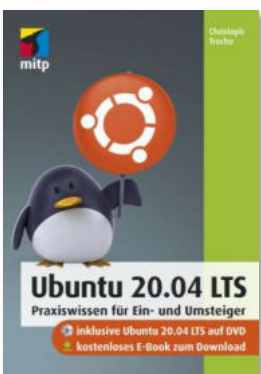


AUTOCAD 2021 AND LT 2021 FOR ARCHITECTS AND ENGINEERS



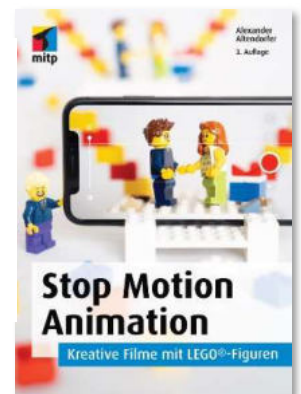
3D DESIGNS WITH AUTODESK INVENTOR 2021 AND INVENTOR LT 2021

HANDS ON GUIDE
WITH EXAMPLES, TASKS AND
TEST QUESTIONS



UBUNTU 20.04

PRACTICAL KNOWLEDGE
FOR BEGINNERS AND
USERS SWITCHING



STOP MOTION ANIMATON

CREATIVE FILMS WITH
LEGO-CHARACTERS

WATERCOLOR FOR KIDS

MORE THAN 50 SIMPLE STEP-BY-STEP-INSTRUCTIONS



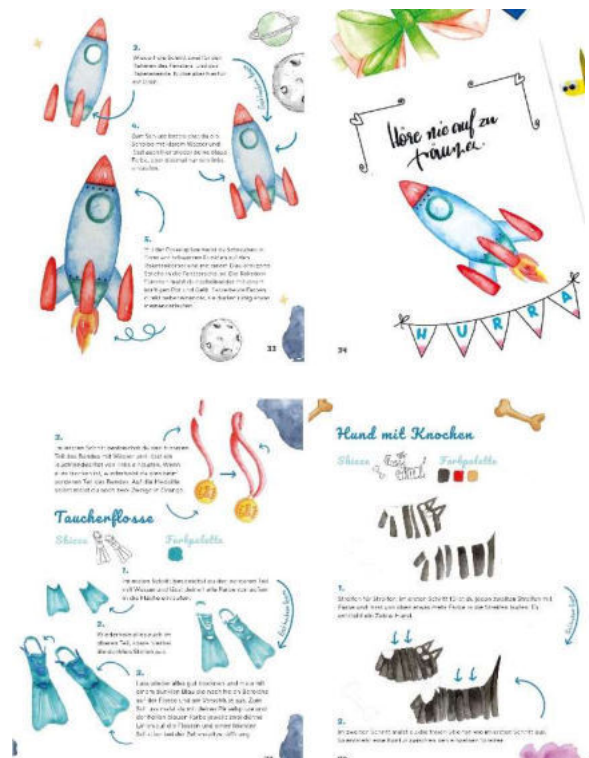
- CREATE EVERY PICTURE IN A FEW EASY STEPS

- THE MOST POPULAR MOTIFS FOR GIRLS AND BOYS: ANIMALS, VEHICLES, TOYS, JEWELLERY ELEMENTS AND MANY MORE

- WITH DOWNLOAD-TEMPLATES FOR TRACING ALL PICTURES

144 pages, € 18,00 (D)
Paperback, 17 x 21,8 cm
In full color
ISBN: 978-3-7475-0143-6

Verena Knabe is a freelance artist and founded the creative studio **Gustavson** near Paderborn in 2018. In her studio she regularly gives workshops in modern watercolor, illustration and handlettering.



LET'S PLAY: HOW TO PROGRAMM WITH PYTHON AND MINECRAFT

CREATE PLUGINS WITHOUT PRIOR KNOWLEDGE



- CREATE YOUR OWN WORLD: POWERFUL NEW WEAPONS SUCH AS A FIRE SWORD, BUILD TOWERS AND WHOLE HOUSES WITH ONE TOUCH OF A BUTTON, REACT AUTOMATICALLY TO CHANGES IN THE WORLD

- DEVELOP NEW CRAFTING RECIPES AND CUSTOM GAME MODES SUCH AS A SNOWBALL FIGHT WITH A HIGH SCORE LIST

- WITH EXTENSIVE REFERENCE TO ALL PROGRAMMING COMMANDS

304 pages, € 24,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0260-0

Daniel Braun has been a Minecraft supporter since the early days and as a professional he knows all facets of the game. He has already written several books about Minecraft.

AUTOCAD 2021 AND LT 2021 FOR ARCHITECTS AND ENGINEERS



- INTRODUCTION TO THE MOST IMPORTANT OPERATING ELEMENTS

- CONSTRUCTION EXAMPLES FROM ARCHITECTURE, TRADE AND TECHNOLOGY

- NUMEROUS PRACTICAL EXAMPLES AND EXERCISES

848 pages, € 44,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0230-3

Detlef Ridder has published numerous books on AutoCAD, Inventor, Revit and ArchiCAD and gives training courses on these programs as well as on CNC.

3D DESIGNS WITH AUTODESK INVENTOR 2021 AND INVENTOR LT 2021

HANDS ON GUIDE
WITH EXAMPLES, TASKS & TEST QUESTIONS



- 3D MODELLING FROM SKETCH TO COMPONENTS AND ASSEMBLIES UP TO THE BLUE PRINT AND PRESENTATION WITH ANIMATED REPRESENTATION

- PRACTICAL EXPLANATION OF BASIC COMMANDS WITH MANY DIFFERENT DESIGN EXAMPLES TO REPRODUCE

- INTRODUCTION TO THE ILOGIC PROGRAMMING ENVIRONMENT

544 pages, € 44,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0232-7

Detlef Ridder has published numerous books on AutoCAD, Inventor, Revit and ArchiCAD and gives training courses on these programs as well as on CNC.

UBUNTU 20.04 PRACTICAL KNOWLEDGE FOR NEWCOMERS AND SWITCHING USERS



- SWITCH TO UBUNTU EASILY AND STEP BY STEP
- GET TO KNOW THE USER INTERFACE GNOME AND ADAPT IT TO YOUR OWN NEEDS
- RUN WINDOWS AND UBUNTU SIMULTANEOUSLY

160 pages, € 16,00 (D)
Paperback, 14,8 x 21 cm
ISBN: 978-3-7475-0236-5

Christoph Troche is a technical author and Linux user from the very beginning. He attaches great importance to the practical usability and user-friendliness of his manuals.

STOP MOTION ANIMATION

CREATIVE FILMS WITH LEGO-CHARACTERS



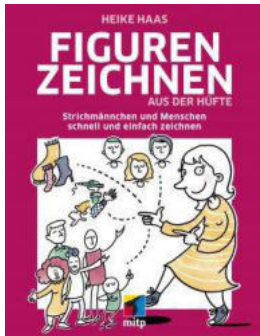
- STOP-MOTION VIDEOS: FROM THE IDEA TO THE RELEASE
- SPECIAL EFFECTS: JUMPING, HOVERING, VERTIGO EFFECT, FIRE, WATER AND MUCH MORE
- MANY SUGGESTIONS AND IDEAS FOR YOUR OWN FILMS

192 pages, € 19,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0248-8

Alexander Altendorfer discovered his passion for LEGO, photography and video production pretty early. At the age of 13 he produced his first stop-motion movie and has been blogging on stopmotiontutorials.com ever since. After studying media technology and design, he now works independently in his advertising agency, where the stop-motion technique is still in use.

NEW RELEASES IN SEPTEMBER 2020

Short overview



DRAW FIGURES QUICK AND EASY

DRAW STICKMANS AND PEOPLE QUICK AND EASY



PRIVATE CLOUD AND HOME SERVER WITH SYNOLOGY NAS

THE HANDS-ON MANUAL



CINEMA 4D S22/R23

PRACTICAL TRAINING



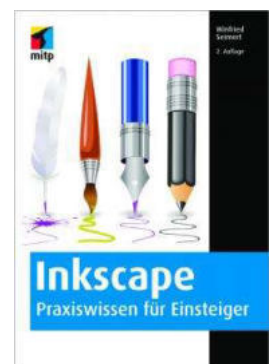
RASPBERRY PI FOR KIDS

LEARN HOW TO PROGRAM AND EXPERIMENT WITH ELECTRONICS, SCRATCH AND PYTHON



DATABASE

COMPACT COURSE

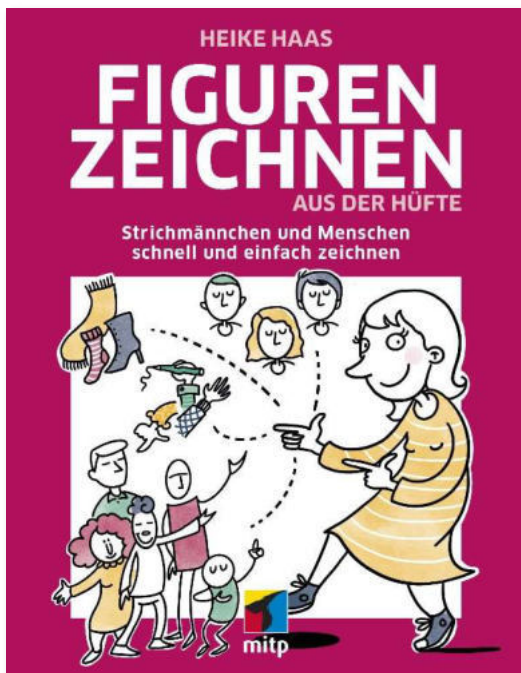


INKSCAPE

HANDS-ON MANUAL FOR BEGINNERS

DRAW FIGURES QUICK AND EASY

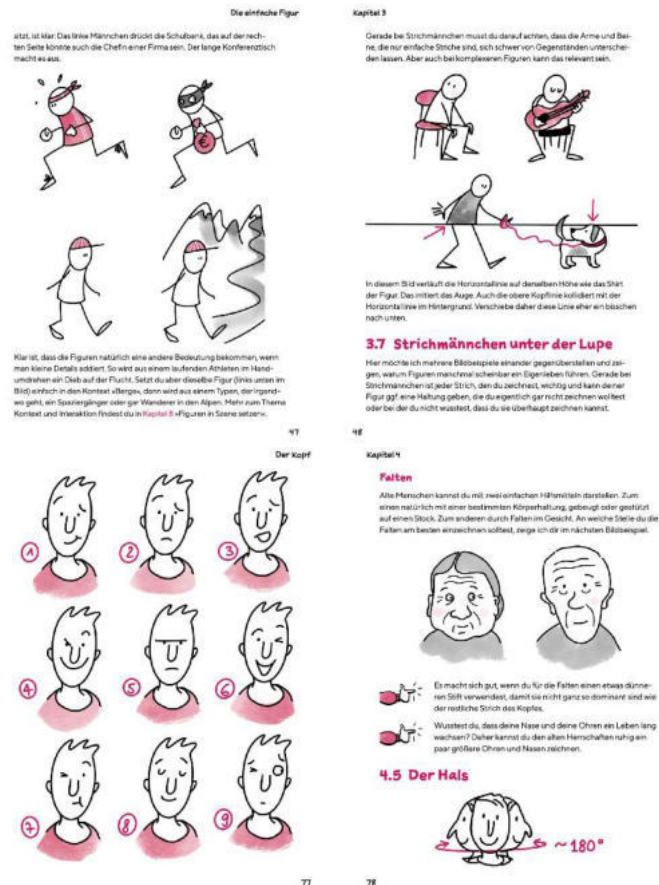
DRAW STICKMANS AND PEOPLE QUICK AND EASY



- LEARN HOW TO DRAW SIMPLE FIGURES WITH QUICK STROKES
- MASTERING DIFFICULT DETAILS SUCH AS HANDS OR POSTURES
- CREATE YOUR OWN CHARACTERS AND SET YOUR FIGURES IN THE CENTRE OF INTEREST WITH ADDITIONAL ELEMENTS
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240 pages, € 24,99 (D)
Paperback, 17 x 21,8 cm
In full color
ISBN: 978-3-7475-0140-5

Heike Haas was born in Munich and founded the »waschatelier für Kunst & Kommunikation« in 2014. Since then, she has combined her two professional passions and is on the road throughout Germany as an illustrator and graphic recorder. She also gives flipchart workshops in companies.



PRIVATE CLOUD AND HOME SERVER WITH SYNOLOGY NAS

THE HANDS-ON MANUAL



- MANAGE FILES CENTRALLY, CREATE BACKUPS AND PROTECT DATA FROM UNAUTHORIZED ACCESS
- STORE AND SHARE MUSIC, PICTURES, MOVIES AND DOCUMENTS
- ADVANCED TOPICS LIKE CONFIGURATION OF FIREWALL AND VPN, NAS AS WEB SERVER AND SETUP OF NEXTCLOUD

600 pages, € 29,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0149-8

Andreas Hofmann is a software developer for server-based multimedia applications. He has been blogging about Synology NAS and its versatility for several years. His blog blog.viking-studios.net is one of the most important places to go when it comes to running Nextcloud on Synology NAS devices.

CINEMA 4D S22/R23

PRACTICAL TRAINING



- INTRODUCTION TO 3D MODELING, TEXTURING, ANIMATION, SCENE BUILDING AND RENDERING

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368 pages, € 39,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0290-7

Maik Eckardt is a freelance 3D graphic designer and CINEMA 4D trainer at the »SAE Institute«, the »Institute of Design« (IN.D), the »Berliner Technische Kunsthochschule« (BTK) and for the »Nemetschek Competence Center«, among others.

RASPBERRY PI FOR KIDS

LEARN HOW TO PROGRAM AND EXPERIMENT WITH ELECTRONICS, SCRATCH AND PYTHON



- EXCITING PROJECTS FROM SCIENCE AND TECHNOLOGY
- CAR SIMULATOR, INTERACTIVE ANIMATIONS AND GAMES, SENSORS, PROCESSING OF CAMERA IMAGES, CONTROL OF LEDS AND RADIO SOCKETS
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464 pages, € 29,99 (D)
Paperback, 17 x 24 cm
In full color
ISBN: 9783747502723

Michael Weigend is a computer scientist, teacher and author of several books on programming and visual modeling.



DATABASE

COMPACT COURSE



- WELL-FOUNDED INTRODUCTION TO RELATIONAL DATABASES AND THE QUERY LANGUAGE SQL

- UNDERSTAND, APPLY AND DEVELOP DATABASES FOR PROFESSIONAL PRACTICE

- WITH TWO CONTINUOUS EXAMPLES AND NUMEROUS EXERCISES

368 pages, € 24,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-95845-782-9

Andreas Heuer, Gunter Saake and Kai-Uwe Sattler are professors for computer science at the universities of Rostock, Magdeburg and Ilmenau. Holger Meyer is a senior researcher and Hannes Grunert is a research assistant at the University of Rostock.

INKSCAPE

HANDS-ON MANUAL FOR BEGINNERS

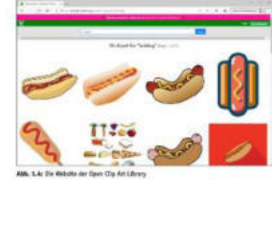


- STEP BY STEP FROM INSTALLATION AND CORRECT SETTINGS TO EXPERT PUBLICATIONS
- DESIGN GRAPHICS: INSERT GRADIENT, ALIGN TEXT TO PATH AND CLONE OBJECTS
- WITH MANY PRACTICAL EXAMPLES AND SMALL PROJECTS TO FOLLOW

320 pages, € 24,99 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0275-4

Winfried Seimert is an IT lecturer, consultant and author of numerous technical books, especially on the topics of software and operating systems. He always has the comfort of the user in mind and explains accordingly practical. His books have been very popular since the mid-nineties due to their well thought-out structure.

1.4 Gibt es Beispieldateien?
Für das Buch wurden bewusst keine Daten bereitgestellt und damit auch ein bisschen auf Bequemlichkeit verzichtet. Aus vielen Schulungen weiß ich, dass der überwiegende Teil der Teilnehmer – wie sie mir zum Schluss oft berappten – ein Problem damit haben, wenn sie etwas selbstständig aufrufen müssen. Eine fertige Beispieldatei, in der Sie lediglich nachschauen, wie etwas gemacht wurde, ist etwas anderes, als wenn Sie etwas von Grund auf selbst erstellen bzw. bearbeiten. Ich bin mir sicher, Sie werden sehen, wie schön das mit dem Programm geht und sicher bald Gefallen daran finden. Was aber, wenn Ihnen absolut nichts zu einem bestimmten Thema einfällt und eine Inspiration benötigt? Nun dann können Sie auf die Open Clip Art Library zurückgreifen. Unter der Seite <http://openclipart.org> finden Sie eine große Anzahl an fertigen Objekten, die nicht nur im freien Vektorformat vorliegen, sondern auch in der Vektor-DWG-Datei sind.



Erweiterungen 7.2

7.4.6 Startknotenpunkte
Der nach einem Klick auf **Reinsetzen** entstehende Text besteht aus Pfaden und kann daher nicht mit dem Textwerkzeug bearbeitet werden. Ein Dreieckiger oder Kugel-Icon (bzw. ein Pfeil) anstelle der Erweiterung **Reinsetzen** (Reset) ändern. Dabei können Sie die Orientierung der Regel in Form von **Kreis** und **Dreieck** in Grund ändern. Genaue können Sie die Anzahl der **Linien** und **Bezeichnungen** sowie den **Radius** der Kugel festlegen.

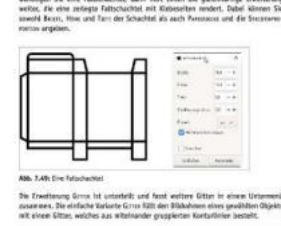


1.5 Woher bekomme ich das Programm?
Das Programm können Sie sich kostenfrei aus dem Internet herunterladen. Die Inkscape auf Ihren Rechner zu bekommen, sehen Sie die offizielle Adresse des Programms <http://inkscape.org/de/> auf und klicken auf den Link **Open source**.



7. Wiederlegen: Filter und Erweiterungen

7.4.6 Ein Dreieck reinsetzen
Benötigen Sie eine Falschachtel, dann hilft Ihnen die gleichnamige Erweiterung weiter. Sie eine richtige Falschachtel mit **Stärke** ändern. Dabei können Sie sowohl **Becken**, **Hinte** und **Form** der **Schachtel** als auch **Reinsetzen** und die **Strichweite** ändern.



NEW RELEASES IN OCTOBER 2020

Short overview



LINUX MINT 20

HANDS-ON MANUAL FOR
STARTERS AND SWITCHERS



AUTODESK REVIT ARCHITECTURE 2021

THE HANDS-ON MANUAL



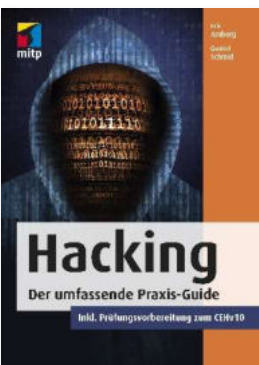
HANDLETTERING WITH PROCREATE

VISUAL BASICS, DESIGN
AND STEP-BY-STEP
INSTRUCTIONS



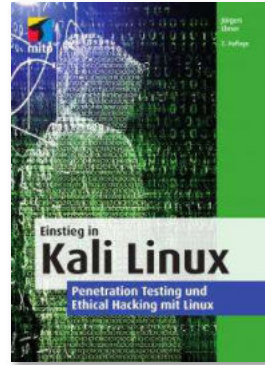
JAVASCRIPT FOR KIDS

LEARN HOW TO PROGRAM
WITHOUT PREVIOUS
KNOWLEDGE



HACKING

THE COMPREHENSIVE
HANDS-ON GUIDE



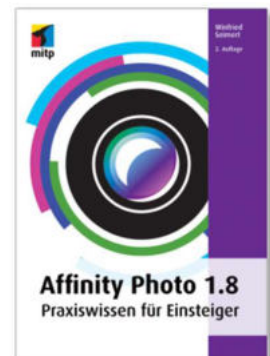
INTRODUCTION INTO KALI LINUX

PENETRATION TESTING
AND ETHICAL HACKING
WITH LINUX



DOG PHOTOGRAPHY

EXPRESSIVE PORTRAITS
AND ACTION-PACKED
SHOTS



AFFINITY PHOTO 1.8

PRACTICAL KNOWLEDGE
FOR BEGINNERS

LINUX MINT 20

HANDS-ON MANUAL FOR STARTERS AND SWITCHERS



- SWITCH TO LINUX MINT EASILY AND STEP BY STEP

- GET TO KNOW THE USER INTERFACE OF LINUX MINT AND ADAPT IT TO YOUR OWN NEEDS

- RUN WINDOWS AND LINUX MINT IN PARALLEL

- INCLUDING LINUX MINT 20 ON DVD AND A FREE E-BOOK FOR DOWNLOAD

160 pages, € 16,00 (D)
Paperback, 14,8 x 21 cm
ISBN: 978-3-7475-0292-1

Christoph Troche is a technical book author and Linux user from the very beginning. He attaches great importance to the practical applicability and user-friendliness of his manuals.

AUTODESK REVIT ARCHITECTURE 2021

THE HANDS-ON MANUAL



- WITH EXERCISES, TASKS & TEST QUESTIONS
- ARCHITECTURAL CONSTRUCTIONS FROM FLOOR PLAN TO 3D MODEL AND PLOT
- THE MOST IMPORTANT DESIGN AND PROCESSING COMMANDS WITH NUMEROUS EXAMPLES
- PRACTICAL APPLICATION EXAMPLE OF A SINGLE-FAMILY HOUSE FROM THE CELLAR TO THE ROOF

448 pages, € 59,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0234-1

Detlef Ridder has published numerous books on AutoCAD, Inventor, Revit and ArchiCAD and gives training courses on these programs and on CNC.

HANDLETTERING WITH PROCREATE

VISUAL BASICS, DESIGN AND STEP-BY-STEP INSTRUCTIONS



- PROCREATE EXPLAINED IN DETAIL ESPECIALLY FOR DIGITAL HANDLETTERING AND NUMEROUS TIPS & TRICKS

- CONJURE STUNNING EFFECTS WITH LAYERS AND CREATE YOUR OWN BRUSHES

- NUMEROUS TUTORIALS WITH STEP-BY-STEP INSTRUCTIONS: SHADOW EFFECTS, DECORATING LETTERS, WATERCOLOR LETTERING, COMBINING HANDLETTERING WITH PHOTOS AND MUCH MORE

240 pages, € 24,99 (D)
In full color
Paperback, 19 x 26 cm
ISBN: 978-3-7475-0137-5

Pavo Ivkovic is an independent illustrator from Cologne. In the internet he is also known as "djangonaut". He lives and loves letters and pictures, which he brings to life with almost every pen.



JAVASCRIPT FOR KIDS

LEARN HOW TO PROGRAM WITHOUT PREVIOUS KNOWLEDGE



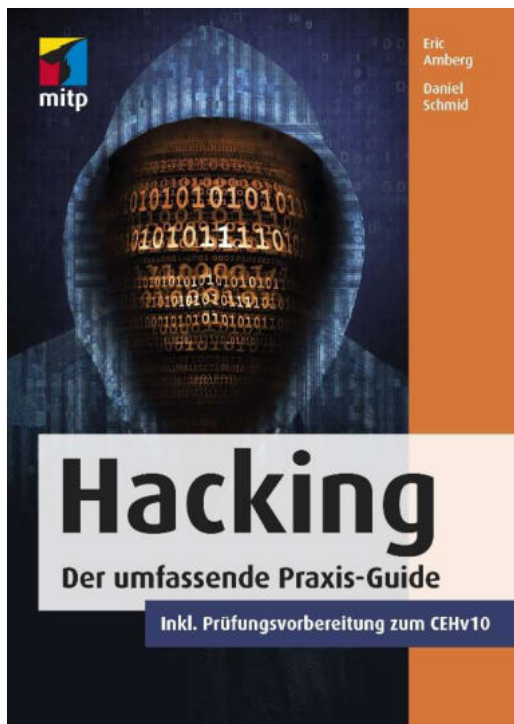
- LEARNING HOW TO PROGRAM IS CHILD'S PLAY IF YOU LEARN IT WITH MANY GAMES
- INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING
- WITH ALL PROGRAMMING EXAMPLES AND SOLUTIONS FOR THE TASKS FOR DOWNLOAD

336 pages, € 22,00 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0263-1

Hans-Georg Schumann was a teacher of computer science and mathematics. He has written many successful books in the mitp book series "... for Kids".

HACKING

THE COMPREHENSIVE HANDS-ON GUIDE



- METHODS AND TOOLS OF HACKERS, CYBER CRIMINALS AND PENETRATION TESTERS

- WITH NUMEROUS STEP-BY-STEP INSTRUCTIONS AND PRACTICAL WORKSHOPS

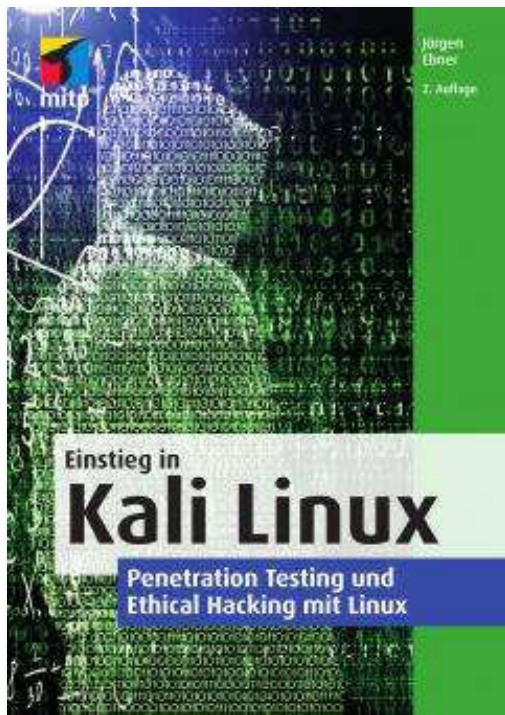
- INCLUDING PREPARATION FOR THE CERTIFIED ETHICAL HACKER (CEHV10) WITH SAMPLE QUESTIONS FOR LEARNING

1256 pages, € 49,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-95845-218-3

Eric Amberg and Daniel Schmid both work as IT security and network experts. Together they bring over 30 years of experience in numerous international projects. They are the founders of the Hacking Academy.

INTRODUCTION INTO KALI LINUX

PENETRATION TESTING AND ETHICAL HACKING WITH LINUX



- FROM INSTALLATION AND CONFIGURATION TO THE USE OF THE MOST IMPORTANT TOOLS

- DETAILED PROCEDURE OF SECURITY ASSESSMENTS AND PENETRATION TESTS WITH PRACTICAL CHECKLIST

- VULNERABILITY ANALYSIS WITH OPENVAS, ATTACKS WITH WEBSCARAB AND METASPLOIT, IT FORENSICS WITH AUTOPSY, REPORTING WITH FARADAY AND MANY MORE TOOLS

376 pages, € 33,00 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0257-0

Jürgen Ebner is an IT technician as well as a certified data protection- and IT security-expert. In IT support, he focuses on proactive services to ensure greater security in companies. With his IT company ICTE, he offers managed services and, above all, security assessments and the development of data protection concepts.

DOG PHOTOGRAPHY

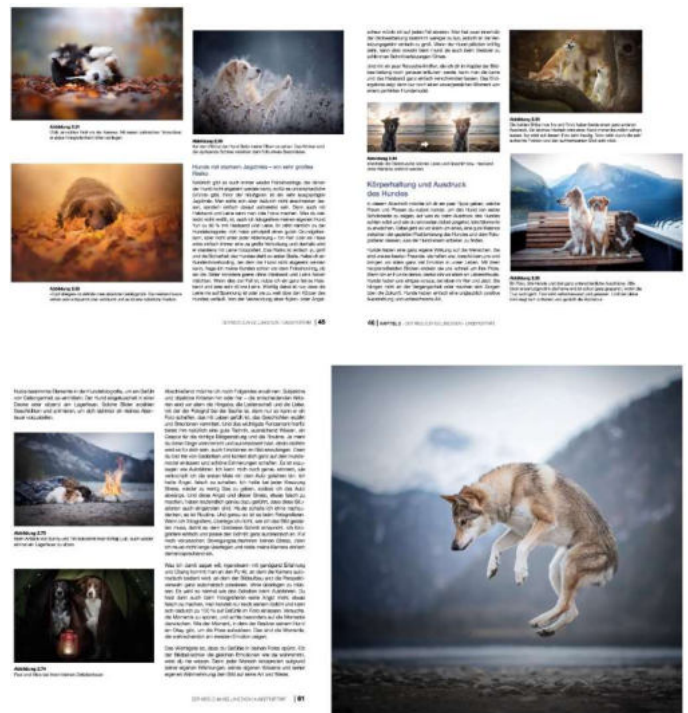
EXPRESSIVE PORTRAITS AND ACTION-PACKED SHOTS



- BEAUTIFUL DOG PORTRAITS AND MOTION SHOTS IN SPECTACULAR LANDSCAPES
- TIPS ON THE RIGHT EQUIPMENT, ON HARMONIOUS IMAGE COMPOSITIONS AND ON TAKING PICTURES IN SPECIAL LIGHTING CONDITIONS
- SOURCE OF INSPIRATION FOR YOUR OWN NATURAL DOG PHOTOS - WITH AND WITHOUT IMAGE EDITING

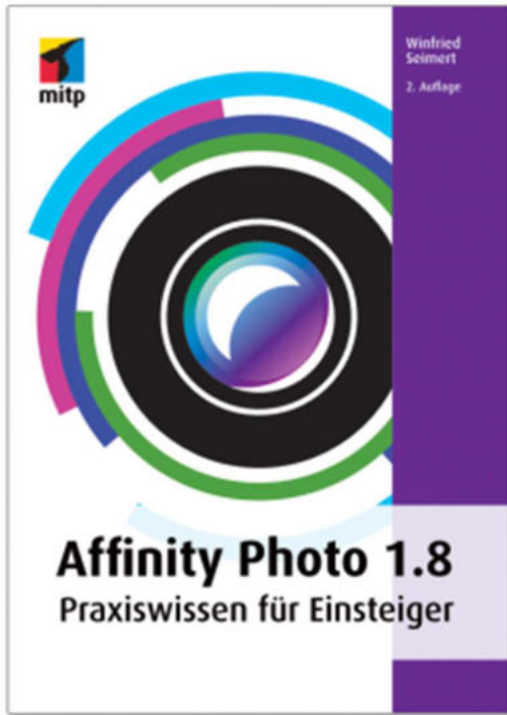
264 pages, € 29,99 (D)
Paperback, 22 x 22 cm
In full color
ISBN: 978-3-7475-0182-5

Anne Geier is a successful dog photographer from Austria and offers photo shootings and workshops all over Europe. Her photos range from fairytale portraits to shots of dogs in breathtaking landscapes. In 2019 she became "Pet photographer of the year" and also won first place in the international photo competition of the Kennel Club in the category "Rescue dogs".



AFFINITY PHOTO 1.8

PRACTICAL KNOWLEDGE FOR BEGINNERS



- THE POPULAR IMAGE EDITING ALTERNATIVE EXPLAINED STEP BY STEP
- FROM INSTALLATION AND CORRECT SETTINGS TO PROFESSIONAL PHOTO RETOUCHING
- THE SKILFUL USE OF TOOLS, LAYERS, SPECIAL EFFECTS AND FILTERS

216 pages, € 15,00 (D)
Paperback, 14,8 x 21 cm
In full color
ISBN: 978-3-7475-0284-6

Winfried Seimert is an IT lecturer and author of numerous technical books, especially on software and operating systems. He always has the comfort of the user in mind. His books have been very popular since the mid-nineties due to their well thought-out structure.



Abb. 3.6: Mehrere Auswahlbereiche einlegen

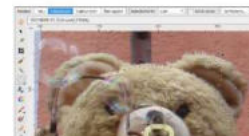


Abb. 3.7: Mehrere Auswahlbereiche kombinieren lassen

Als sind zu wählen Sie Bereiche aus einer bestehenden Auswahl entfernen wollen. In diesem Fall müssen Sie in der Kommandozeile die Schaltfläche **Subtrahieren** drücken. Der Auswahlbereich schrumpft Sie dann mit dem Auswahlbereich überein, den Sie den neuen Auswahlbereich - von unten kommen - über die gedrückten Tasten ziehen.



Abb. 4.38: Einen Ebeneneffekt einstellen

- **Platzieren:** Durch Anklicken der so genannten **Mauskursor** aus der Liste legen Sie fest, wie die Blöcke der aktuellen Ebene mit den Pixeln der anderen Ebenen kombiniert werden.
- **Deckung:** Unter der Deckungswahl lässt man, wie durchsichtig die Farben einer Ebene erscheinen. So verändere die Deckungswahl mit einer Deckkraft von 100 % die darunterliegenden Ebenen vollständig, während diese bei einer geringeren Deckkraft durchscheinen.
- **Frage:** Über die Einstellungen für den Ebeneneffekt können Sie bestimmen, welche Elemente der aktuellen Ebene im nachfolgenden Bild erscheinen soll wie die Pixel der aktuellen Ebene mit denen der darunterliegenden Ebenen verknüpft werden sollen.



Abb. 4.40: Einen Ebeneneffekt gestalten



Abb. 3.8: Die Auswahl erweitern

Wenn sich über die beiden Auswahlbereiche überlagern, lassen Sie die Maustaste los und ziehen Sie die Überlagerungsbereich aus der ersten Auswahl entfernt. Komplexe Formen erhalten Sie mithilfe von Schnittmengen. Zunächst müssen Sie auch hier einen ersten Auswahlbereich festlegen. Bevor Sie dann den zweiten Auswahlbereich wählen, klicken Sie in der Kommandozeile auf die Schaltfläche **Übernehmen**. Dann ziehen Sie den zweiten Auswahlbereich auf. Sobald Sie die Maus loslassen, entfernt sich aus dem Bereich, der den ersten Bereich überlagert, ein neuer Auswahlbereich.



Abb. 3.9: Die Schnittmenge der Auswahlbereiche als Ergebnis

4. Mehr Detailtiefe Einsatz von Ebenen

Haben Sie alle Einstellungen nach Ihren Vorstellungen getroffen und möchten den Effekt anpassen, schließen Sie das Dialogfenster mit einem Klick auf **OK**. Die ausgewählten Effekte werden im **Panel Ebene** rechts von der Ebenenleiste angezeigt.



Abb. 4.41: Eine Ebene verlagern über einen Effekt

Wählen Sie den Effekt zu einem späteren Zeitpunkt bearbeiten, genügt ein Klick auf dieses Symbol, um das Dialogfenster des Sensors erneut zu öffnen.

Collage, Teil 2

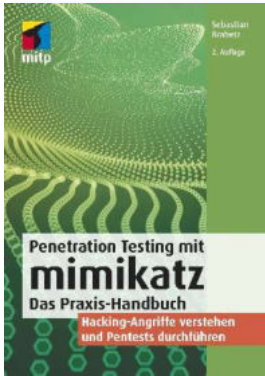
Wir haben schon gesehen, wie man mit Fotos auch eine Bild-Collage erzeugen kann. Im Folgenden soll diese noch ein wenig erweitert werden. Zudem werden die Bilder hier wenig verschoben, um das Ganze ein bisschen aufzulockern. Für den Resten des Textes aktivieren Sie das Werkzeug **Verformen**. Klicken Sie die Mitte der Collage ab und verschieben die gewünschten fest und bringen es anschließend auf die gewünschte Größe.



Abb. 4.42: Den Schriftzug mit den Ebenenfiltern aufbauen

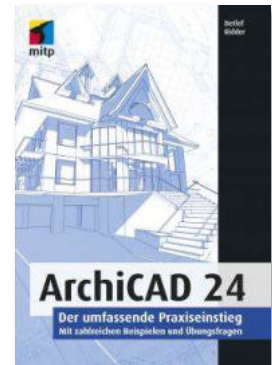
NEW RELEASES IN NOVEMBER 2020

Short overview



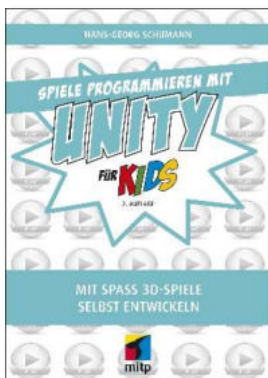
PENETRATION TESTING WITH MIMIKATZ

THE HANDS-ON MANUAL



ARCHICAD 24

THE COMPREHENSIVE
BEGINNERS GUIDE

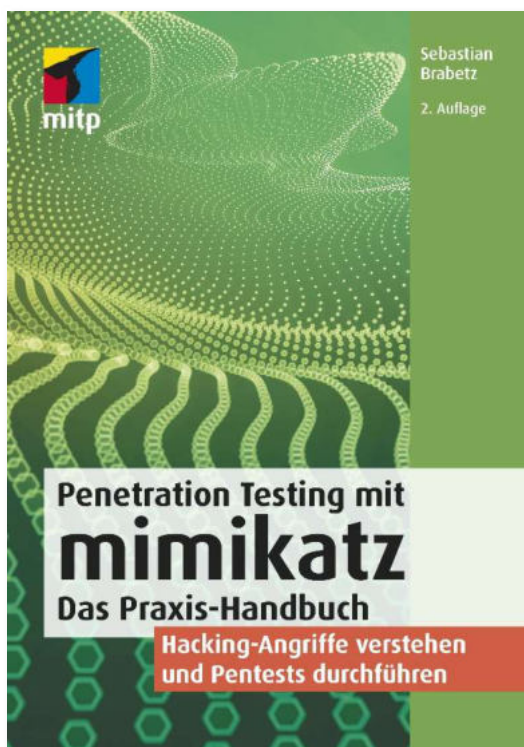


LEARN HOW TO PROGRAM WITH UNITY FOR KIDS

DEVLEOP 3D-GAMES ON
YOUR OWN

PENETRATION TESTING WTH MIMIKATZ

THE HANDS-ON MANUAL



- UNDERSTAND HACKING ATTACKS AND PERFORM PENTESTS

- PENETRATION TESTS WITH MIMIKATZ FROM PASS-THE-HASH TO KERBEROASTING AND GOLDEN TICKETS

- FUNCTIONALITY AND VULNERABILITIES OF THE WINDOWS LOCAL SECURITY AUTHORITY (LSA) AND THE KERBEROS PROTOCOL

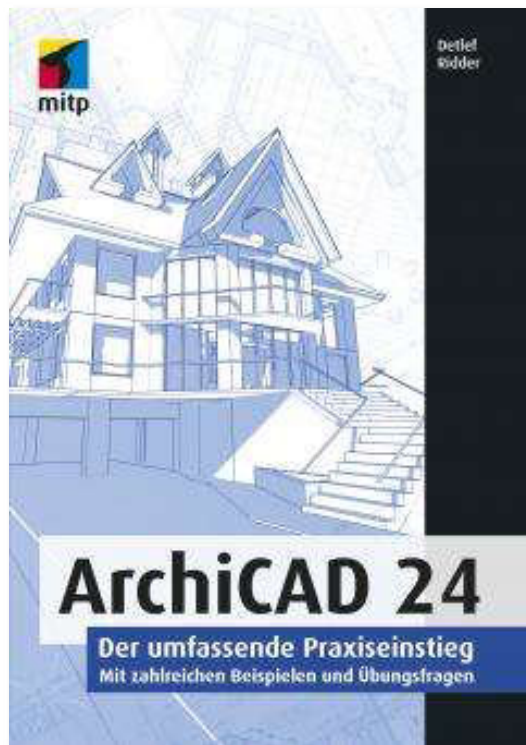
- ALL ATTACKS ARE EASY TO UNDERSTAND AND EXPLAINED STEP BY STEP

240 pages, € 29,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0161-0

Sebastian Brabetz is the managing director of mod IT GmbH and responsible for Professional Security Services. He is certified as Offensive Security Certified Professional (OSCP). He gives workshops on the topics of pentesting and metasploit, among others.

ARCHICAD 24

THE COMPREHENSIVE BEGINNERS GUIDE



- WITH NUMEROUS EXAMPLES AND PRACTICAL QUESTIONS WITH ANSWERS
- WITH MANY DESIGN EXAMPLES FROM THE PRACTICE
- INTRODUCTION TO THE MOST IMPORTANT OPERATING ELEMENTS

560 pages, € 39,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0228-0

Detlef Ridder has published numerous books on AutoCAD, Inventor, Revit and ArchiCAD and gives training courses on these programs as well as on CNC.

LEARN HOW TO PROGRAM WITH UNITY FOR KIDS

DEVELOP 3D-GAMES ON YOUR OWN



- DEVELOP 2D AND 3D-GAMES ON YOUR OWN

- DESIGN LANDSCAPES AND BUILDINGS AND ANIMATE FIGURES AND CHARACTERS

- LEARN HOW TO USE IMPORTANT C# PROGRAMMING ELEMENTS

424 pages, € 24,99 (D)
Paperback, 17 x 24 cm
ISBN: 978-3-7475-0170-2

Hans-Georg Schumann was a teacher of computer science and mathematics. He has written many successful books in the mitp book series "... for Kids".

NEW RELEASES IN DECEMBER 2020

Short overview

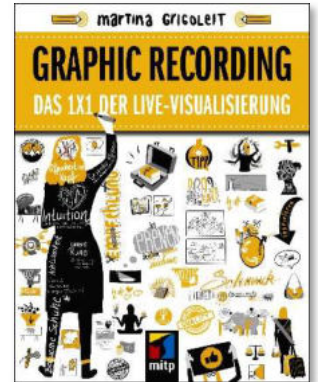


HELP, I'VE GIVEN UP MY PRIVACY!

HOW TOYS, APPS, VOICE ASSISTANTS AND SMART HOMES ARE MONITORING US AND PUTTING OUR SAFETY AT RISK

GRAPHIC RECORDING

THE 1X1 OF LIVE VISUALIZATION



LIBRE OFFICE 7

HANDS-ON MANUAL FOR STARTERS AND SWITCHERS

HELP, I'VE GIVEN UP MY PRIVACY!

HOW TOYS, APPS, VOICE ASSISTANTS AND SMART HOMES ARE
MONITORING US AND PUTTING OUR SAFETY AT RISK



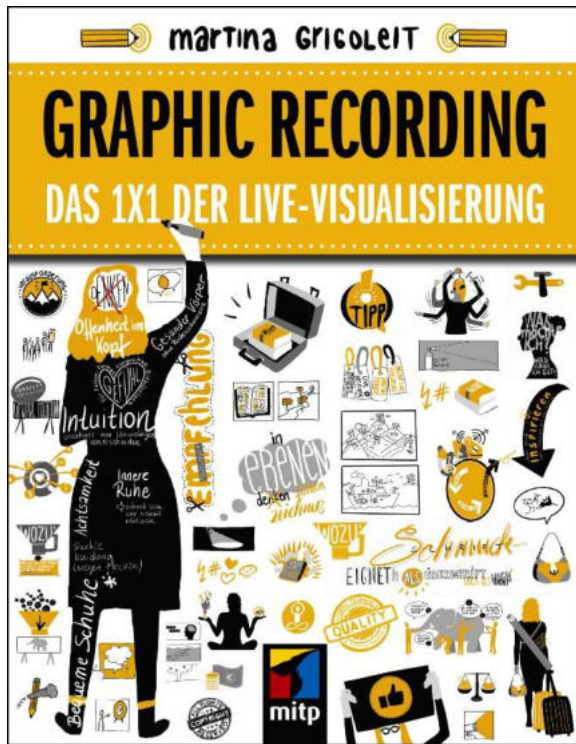
- WHY WE'RE HEADING FOR TOTAL SURVEILLANCE: THE POWER OF VOICE ASSISTANTS, CONNECTED CARS, SMART HOMES, SMART CITIES, FITNESS APPS AND MORE
- WHAT TO WATCH OUT FOR, WHEN DEALING WITH CONNECTED DEVICES AND HOW TO PROTECT YOUR PRIVACY
- CURRENT DEVELOPMENTS AND CASE STUDIES FROM GERMANY AND AUSTRIA

272 pages, € 16,99 (D)
Paperback, 12,5 x 18,5 cm
ISBN: 978-3-7475-0164-1

Barbara Wimmer is an award-winning net journalist, author and speaker living in Vienna. She has been writing about net politics, IT security and surveillance for more than 15 years.

GRAPHIC RECORDING

THE 1X1 OF LIVE VISUALIZATION



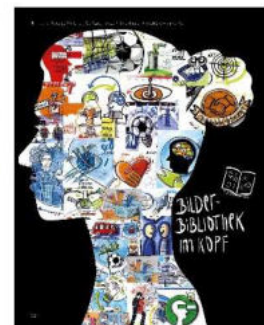
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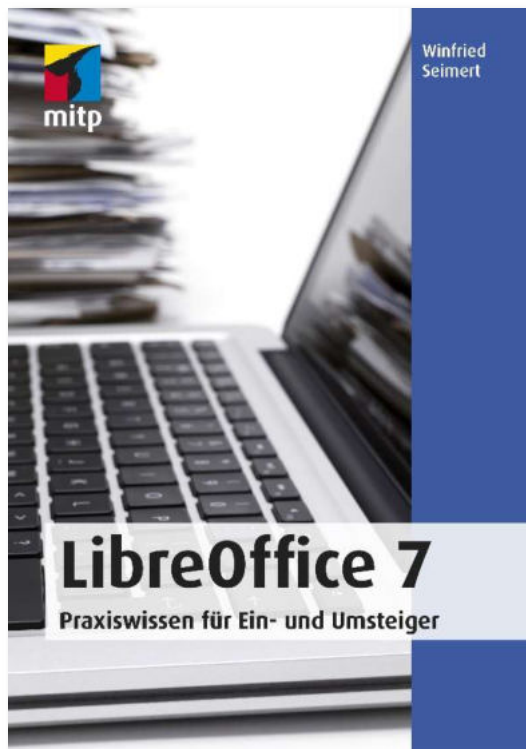
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