

Paper Models That Move 14 Ingenious Automata And More Dover Origami Papercraft English And English Edition

Walking Automata Most Famous Drogon 3D Paper Model Financialization and Strategy Paper Animals in Action! Make: Paper Inventions Origami Animal Boxes Kit Great Paper Fighter Planes Natural Ventilation for Infection Control in Health-care Settings What Works? Understanding Machine Learning My Life as a Night Elf Priest Crazy Karakuri Origami Paper Models That Move New Femininities Mind-Blowing Paper Puzzles Ebook Frank Lloyd Wright Paper Models Fatherhood Karakuri Murambi The Hockey Stick and the Climate Wars On the Move to Meaningful Internet Systems: OTM 2010 American Landmarks: Miniature Models to Cut and Assemble Paper Automata Automata Too Paper Engineering and Pop-ups For Dummies The Yellow Wallpaper Making Simple Automata Colossal Paper Machines Make Your Own Working Paper Clock Karakuri Amazing Paper Pets Carbon Dioxide Capture and Storage Story-Based Inquiry: A Manual for Investigative Journalists In Time of War Japanese Paper Toys Kit Papertoy Monsters Strengthening Forensic Science in the United States Le Corbusier Paper Models Paper Wonderland Paper Models That Rock!

Walking Automata

A collection of self-moving models to cut out and make: Make these delightful models and see them step their self-propelled way down to the bottom of a gentle slope. A clever paper mechanism transfers their weight from foot to foot, so giving a true and charming walking action. Fun to make and fun to play and experiment with! You can make: The Waddling Duck The Noah's Ark The Outback Kangaroo The Blue Footed Booby The Pirate Ship The Orange Duckling The Yellow Duckling Guidance on how to make your own is provided.

Most Famous Drogon 3D Paper Model

Frank Lloyd Wright (1867–1959) is the most renowned and popular architect and designer in America. His buildings, including Fallingwater and New York's Guggenheim Museum, are iconic landmarks. Now you can create 14 of his best loved buildings using the art of kirigami (cutting and folding). Each project features step-by-step instructions and a template that you remove from the book. You follow the lines on the template, cutting and folding to make your own model. All you need is a craft knife, a cutting mat, and a ruler. Clear cutting tips help you with the tricky stages, while photos of the finished model show you the final design. To make things easier, the most intricate parts of the templates are pre-die-cut. Then simply display your finished model and admire your handiwork. Suitable for folding experts and beginners alike, Frank Lloyd Wright Paper Models is a must for Wright fans and architectural model enthusiasts.

Financialization and Strategy

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Paper Animals in Action!

Paper Engineering & Pop-ups For Dummies covers a wide range of projects, from greeting cards to freestanding models. Easy-to-follow, step-by-step instructions and dozens of accompanying diagrams help readers not only to complete the diverse projects in the book, but also master the skills necessary to apply their own creativity and create new projects, beyond the book's pages.

Make: Paper Inventions

Origami Animal Boxes Kit

Four working models to cut out and glue together. If you like making working models, then you will be delighted with this collection. The Runabout Train follows its track through the tunnel and the Busybuzzy bees buzz about in a rather random and beelike fashion. The Hare and the Tortoise race to a very close finish, and the Owl and the Pussycat set off in their peagreen boat. All of them make use of different mechanisms and the collection is a fine display of ingenious and colourful paper engineering.

Great Paper Fighter Planes

Chunky, kawaii, blocky and adorable, these 16 clever folded paper animals all conceal a secret—they double as containers to store precious objects or small gift items like money, candy or notes. Though they're perfect for those special gifts to friends and loved ones, these cute animal models are almost too sweet to give away! You'll want to fold up the entire collection and display it proudly on your own desk or shelf. Each animal model has its own distinct personality: The pointy-nosed Collie is eager to please, sitting at attention waiting for you to put something in the recess on her back Two different Fat Hippo models appear to be wading, open-mouthed and hungry for something to eat A two-toned Chunky Whale has enough room in its belly for little candies, folded money or secret notes A pair of friendly Box Dragons stand ready to guard whatever you entrust to them, be it a golden treasure or a special keepsake A chicken family—complete with Hen, Rooster,

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their cute Little Chick and a Baby Hatchling And many more! The full-color book in this kit contains detailed step-by-step folding instructions for each model as well as a clear overview of the origami paper folding basics. There is enough colorful folding paper provided with the kit to allow you to create each of the models. This kit includes: A full-color 64-page instruction book Step-by-step folding instructions 48 high-quality single-sided origami sheets that can be printed and folded

Natural Ventilation for Infection Control in Health-care Settings

Patterns and instructions for creating four models.

What Works?

Designing and making successful automata involves combining materials, mechanisms and magic. Making Simple Automata explains how to design and construct small scale, simple mechanical devices made for fun. Materials such as paper and card, wood, wire, tinfoil and plastics are covered along with mechanisms - levers and linkages, cranks and cams, wheels, gears, pulleys, springs, ratchets and pawls. This wonderful book is illustrated with examples throughout and explains the six golden rules for making automata alongside detailed step-by-step projects. Magic - an unanalyzable charm, a strong fascination so that the whole is more than the sum of its parts. Superbly illustrated with 110 colour photographs with examples and detailed step-by-step projects.

Understanding Machine Learning

Make moveable origami projects with this great beginner-level origami kit! Origami Paper Toys Kit is a unique paper craft kit that brings together the of art paper folding and the fun of moveable toys. Amaze your friends as you watch your origami paper creations wiggle, walk, tumble, shuffle and spin right before your eyes! No need to learn origami folding, painting or cutting—just punch fold and enjoy! This easy origami kit contains: A full-colored 64-page booklet Clear step-by-step instruction and easy-to-follow diagrams 24 fun-to-do projects with 16 pre-cut cardstock characters 40 double-sided sheets of durable folding & construction papers 2 different paper sizes and many colors The step-by-step diagrams clearly show how an origami model is assembled as well as how it will move. Basic explanations of tools and techniques mean that the creative folder will soon be folding their own original karakuri origami creations! Origami projects include: Sumo Wrestlers Bobbing Bird Jumping Frog Lola the Ladybug And many more...

My Life as a Night Elf Priest

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A breakthrough paper-folding book for kids—paper airplanes meet Origami meets Pokemon. Papertoys, the Internet phenomenon that's hot among graphic designers and illustrators around the world, now comes to kids in the coolest new book. Created and curated by Brian Castleforte, a graphic designer and papertoy pioneer who rounded up 25 of the hottest papertoy designers from around the world (Indonesia, Japan, Australia, Italy, Croatia, Chile, even Jackson, Tennessee), Papertoy Monsters offers 50 fiendishly original die-cut designs that are ready to pop out, fold, and glue. The book interleaves card stock with paper stock for a unique craft package; the graphics are colorful and hip, combining the edginess of anime with the goofy fun of Uglydolls and other collectibles. Plus each character comes with its own back-story. And the results are delicious: meet Pharaoh Thoth Amon, who once ruled Egypt but is now a mummy who practices dark magic in his sarcophagus. Or Zumbie the Zombie, who loves nothing more than a nice plate of brains and yams. NotSoScary, a little monster so useless at frightening people that he has to wear a scary mask. Yucky Chuck, the lunchbox creature born in the deepest depths of your school bag. Plus Zeke, the monster under your bed, Nom Nom, eater of cities, and Grumpy Gramps, the hairy grandpa monster with his very own moustache collection.

Krazy Karakuri Origami

This guideline defines ventilation and then natural ventilation. It explores the design requirements for natural ventilation in the context of infection control, describing the basic principles of design, construction, operation and maintenance for an effective natural ventilation system to control infection in health-care settings.

Paper Models That Move

Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement

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agencies, criminal prosecutors and attorneys, and forensic science educators.

New Femininities

Le Corbusier is a Modernist icon whose buildings and theories have influenced structures the world over. Now you can create 10 of his most important works using the art of kirigami (cutting and folding). Each project features step-by-step instructions, cutting tips, and a template that you can remove from the book. Photos of each finished model show the final design. All you need is a craft knife, a cutting mat, and a ruler. When you are done, simply display your model and admire your handiwork. Le Corbusier Paper Models is a must for Corb fans and architectural model enthusiasts.

Mind-Blowing Paper Puzzles Ebook

Enter the world of animated paper engineering with these 14 whimsical projects for making automata out of cardstock. Full step-by-step instructions plus precise cut-and-assemble components suitable for papercrafters ages 12 and up.

Frank Lloyd Wright Paper Models

A member of the Inter-governmental Panel on Climate Change examines the fossil-fuel industry's public relations campaign to discredit the science of climate change and deny the reality of global warming.

Fatherhood

Required Reading for every Feminist “I'm sure I never used to be so sensitive. I think it is due to this nervous condition.” — Charlotte Perkins Gilman, *The Yellow Wallpaper* *The Yellow Wallpaper* is a psychological short story about a Victorian woman on the edge of a nervous breakdown. When her husband deems she needs a "rest cure" after the birth of their child, they rent an abandoned colonial mansion with a "queer air" about it. The narrator's room has horrible yellow wallpaper which incites her descent into madness. This short story is an early American feminist work and explores the role of women in a patriarchal society. This Xist Classics edition has been professionally formatted for e-readers with a linked table of contents. This eBook also contains a bonus book club leadership guide and discussion questions. We hope you'll share this book with your friends, neighbors and colleagues and can't wait to hear what you have to say about it.. Xist Publishing is a digital-first publisher. Xist Publishing creates books for the touchscreen generation and is dedicated to helping everyone develop a lifetime love of reading, no matter what form it takes

Karakuri

Channel your inner M.C. Escher with these brain teaser puzzles! These easily assembled 3D puzzles are each composed of many identical pieces that cleverly fit together to become a larger geometric form. Noted Japanese papercraft designer Haruki Nakamura created this wonderful collection of interlocking puzzles to intrigue and delight papercraft, puzzle and geometry enthusiasts alike. These endlessly entertaining paper puzzles are impossible to put down. They include the following models: Dodecahedron Bears and Frogs—cute animal "couples" that form a 12-faced geodesic sphere when fitted together. Bird and Fish modules that dovetail together to create a seamless 3D form in a nod to Escher's Sky and Water woodcut. With the addition of some small craft magnets to its joined irregular octahedrons, a Reversible Dodecahedron that dramatically inverts itself when tossed into the air! An intricate Pyramid Box that conceals a secret inner chamber that is perfect for presenting a small gift to that special someone. The challenging 4-Piece Tetrahedron and 12-Lizard Cube provide a tremendous feeling of satisfaction once all of the pieces finally align into place. Plus many more! The step-by-step instructions are very easy to follow and show you how to assemble the individual paper components, then how to put them together to create the larger interlocking models. The template of each piece is available to print, so get out some cardstock and your X-Acto knife and start cutting! Then simply bend or fold where indicated, and bind together with a little glue. Each project is a new challenge, and the finished objects are great conversation pieces that look fantastic on your desk or shelf!

Murambi

There's room in everyone's house and heart for a paper pet. Here's something special for every child (and adult) who's ever dreamed of owning a kangaroo, gorilla, or goat: a collection of six paper pets that ACTUALLY MOVE. Making them is as easy as 1, 2, 3. Just: Press out the pieces. Follow the simple folding and gluing instructions to assemble. Turn the handle and see them go! There's even a place to write your pet's name. And best of all—no howling or meowing, no cleanup, and no walking or feeding required! WATCH.... - The gorilla beat his chest - The chickens peck - The kangaroo hop - The dog "bark" - The goat shake his head - The cat walk

The Hockey Stick and the Climate Wars

Make moveable origami projects with this great beginner level origami ebook! Karakuri are traditional Japanese mechanized puppets originally made from the 17th to 19th century. The word karakuri means "mechanism" or "trick". Krazy Karakuri Origami is a unique paper craft that brings together the of art paper folding and the fun of karakuri. Amaze your friends as you watch your origami paper creations wiggle, walk, tumble, shuffle and spin right before your eyes! Renowned origami

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artist and teacher, Andrew Dewar has designed these origami for kids projects to be simple enough to be completed quickly and easily. No need to learn origami folding, painting or cutting—just punch fold and enjoy! This easy origami ebook contains: A full-colored 64-page booklet Clear step-by-step instruction and easy-to-follow diagrams 24 fun-to-do projects with 16 pre-cut cardstock Karakuri characters Krazy Karakuri Origami is a great value and is packed with hours of entertainment suited for all ages. The step-by-step diagrams clearly show how an origami model is assembled as well as how it will move. Basic explanations of tools and techniques mean that the creative folder will soon be folding their own original karakuri origami creations! Origami projects include: Sumo Wrestlers Bobbing Bird Jumping Frog Lola the Ladybug And many more...

On the Move to Meaningful Internet Systems: OTM 2010

This collection of original essays looks at the way in which experiences and representations of femininity are changing, and explores the possibilities for producing 'new' femininities in the twenty-first century. The volume includes a Preface by leading feminist scholar Angela McRobbie.

American Landmarks: Miniature Models to Cut and Assemble

Six easy models include a nodding donkey, a gift box decked with a fluttering heart, a rocking robin, rolling bones, a pair of tapping feet, and a tail-wagging dog.

Paper Automata

What a big idea! And what big fun: A whopping oversize book of interactive paper models to appeal to every kid who loves big machines—which pretty much covers all of them. These are the coolest big machines that kids love—each re-created in an oversize paper model that, once built, really moves. The book has everything the reader needs to pop out, fold, and create a full-color model of ten big machines: a dump truck, space shuttle, excavator, ladder truck, front loader, concrete mixer, steam locomotive, steamboat, dirigible, Chinook helicopter. Created by Phil Conigliaro, a gifted paper engineer and artist, the models are printed on sturdy card stock; perforated to pop out and fold; require only gluing (no tape or pins); and come with complete, easy-to-follow step-by-step instructions. And, worth repeating, each one moves: Wheels roll and the mixer turns, helicopter blades spin, and the excavator's boom and bucket raises and lowers. Additionally there's the story of each machine—how it works, who invented it, what it's used for. Kids will learn the history of the steam shovel—the smoking, hissing monster that dug the Panama Canal, the largest engineering feat of the 20th century; how astronauts in a space shuttle could withstand the 3,000 degrees of heat created when it returned to Earth; how the world's largest dump

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truck can haul a million pounds. It's big stuff!

Automata Too

Perfect for papercrafters of all skill levels and ages, these 12 unique models can actually move — just add a clothespin! Cut out the full-color parts and follow the simple assembly directions to build a bird that pecks, a flying pig that flaps its wings, a dog that nods its head, and a T. rex that opens its jaws. Create a bear, if you dare, and produce a moose or goose! Step-by-step instructions for putting the pieces together are accompanied by color photos. Each project features printed parts to cut and assemble as well as a list of materials such as clothespins and paper clips.

Paper Engineering and Pop-ups For Dummies

Paper is incredible stuff. It's easy to cut, but incredibly strong. It's disposable, but can last for centuries. It can stand as stiff as a board, pop up like a spring, or float like a leaf. And its invention changed the world forever. Perfect for kids, parents, and educators, Paper Inventions is a project-based book with full color illustrations, step-by-step instructions, supply lists, and templates that allow you to follow along with the book or devise something entirely new. Each chapter features new projects that will challenge and intrigue everyone, from beginning to experienced Makers. In this book, you'll learn to make: A light-up paper cat that shows how switches and sensors work An action origami robot worm Edible rice paper perfect for secret messages A space rover that moves thanks to paper machinery A paper generator that creates electricity when you tap or rub it Heat-activated paper models that fold themselves A geodesic dome big enough to crawl into--from newspaper!

The Yellow Wallpaper

Cut this book into 160 pieces, glue them together, and have a paper clock operated by weights that keeps perfect time and can be rewound and regulated.

Making Simple Automata

Get ready to go on the paper adventure of a lifetime in Paper Wonderland! From the moment you step foot in the Neighborhood, you'll meet new friends to accompany you on your travels. Go hiking through the Forest with woodland creatures, and then relax with a dip in the Ocean. Trade your beach towel for a safari hat and go on a Jungle excursion that will have you swinging from the trees! Finally, return to the Big City to take in some fabulous sights. So sweet they make your teeth hurt, Michelle Romo's characters are begging to be brought to life with just scissors and tape. Besides adorable

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animals and people, the collection also includes a pirate ghost, a toaster oven, cute mustaches you can wear and much, much more! Come on! Grab your scissors and tape and let's visit Paper Wonderland! This book includes: 32 paper toy templates to cut out and build Downloadable PDFs of each paper toy template Step-by-step photographic instructions to make each toy Beautiful illustrations, colorful patterns and lots of fun!

Colossal Paper Machines

IPCC Report on sources, capture, transport, and storage of CO₂, for researchers, policy-makers and engineers.

Make Your Own Working Paper Clock

Sixteen miniature scale models of famous U.S. architectural landmarks will captivate young and old alike. Includes the Statue of Liberty, Space Needle, Gateway Arch, Chicago Water Tower, Lincoln Memorial, Boston's Faneuil Hall, and more.

Karakuri

Originally published: Tokyo: Shubunsha, 2007.

Amazing Paper Pets

From the authors of the Sutton Trust-EEF Teaching and Learning Toolkit comes *What Works?*, a must-read guide that summarises the research and hard evidence of what works and what doesn't in primary and secondary classrooms, and provides practical strategies for transforming pupils' progress. Lee Elliot Major and Steve Higgins look at common teaching approaches, including raising aspirations, improving behaviour, outdoor learning and parental engagement. They present the research and evidence behind each approach and provide practical steps for best practice in the classroom to boost the learning and life outcomes of all pupils. Explored in a concise, accessible manner, the research and evidence is distilled into clear, precise guidance that can be used immediately, ideal for any busy teacher. *What Works?* makes it easy for all primary and secondary teachers to become research-informed practitioners in every aspect of their teaching. From debunking enduring education myths to providing practical next steps and strategies that really make a difference, this is the essential guide to evidence-based teaching and a must-have for every teacher looking to increase their impact in the classroom.

Carbon Dioxide Capture and Storage

Considering the recent impact of the capital market on corporate strategy, this text analyzes, through argument and supportive case studies, how pressures from the capital bull market of the 1990s and bear market of the early 2000s, have reshaped management action and calculation in large, publicly quoted US and UK corporations. Beginning with the dissatisfaction with classical strategy and its limited engagement with the processes of financialization, the book moves on to cover three detailed company case studies (General Electric, Ford and GlaxoSmithKline) which use long run financial data and analysis of company and industry narratives to illustrate and explore key themes. The book emphasizes the importance of company and industry narrative, while also analyzing long term financial results, and helps to explain the limits of management action and the burden of expectations placed on corporate governance. Presenting financial and market information on trajectory in an accessible way, this book provides a distinctive, critical social science account of management in large UK and US corporations, and it is a valuable resource for students, scholars and researchers of business, management, political economy and non-mainstream economics. short listed for the 2007 IPEG Book Prize

Story-Based Inquiry: A Manual for Investigative Journalists

How much power does a father have to influence his children's development? A lively and often heated public debate on the role and value of the father in a family has been underway in the United States for the past decade. Nevertheless, we are far from understanding the complex ways in which fathers make contributions to their families and children. *Fatherhood: Research, Interventions, and Policies* addresses the central questions of the role of fathers: ¿ What is the impact of father involvement on child outcomes? ¿ What factors predict increased involvement of fathers? Bringing together papers presented at the Conference on Father Involvement, this volume includes contributions by leading scholars in anthropology, demography, economics, family science, psychology, and sociology. Many of the contributors also address the implications of father involvement for family policy issues, including family leave, child care, and child support. Furthermore, the discussion of fatherhood ranges well beyond the case of intact, middle-class, white families to include fathers from various ethnic groups and socioeconomic classes and of varied marital status, including fathers of nonmarital children, single-father families, and nonresident fathers. *Fatherhood: Research, Interventions, and Policies* addresses both practical and theoretical concerns, including: the redefinition of fatherhood changes over time in research on fatherhood the predictive power of fathers' activities on their children's adult outcomes the correlation between fathers' income and their involvement with their nonmarital children the influence of fathers on their sons' probability of growing up to become responsible fathers the effects of divorce on father-son and father-daughter relationships interventions that help to keep divorced fathers in touch with their children This comprehensive, powerful book combines pioneering empirical research with thoughtful consideration of the social and psychological implications of fatherhood. It is essential reading for researchers, policymakers, psychologists, and students of family studies, human development, gender studies, social policy, sociology, and human ecology.

In Time of War

From World War II to the war in Iraq, periods of international conflict seem like unique moments in U.S. political history—but when it comes to public opinion, they are not. To make this groundbreaking revelation, *In Time of War* explodes conventional wisdom about American reactions to World War II, as well as the more recent conflicts in Korea, Vietnam, the Gulf, Afghanistan, and Iraq. Adam Berinsky argues that public response to these crises has been shaped less by their defining characteristics—such as what they cost in lives and resources—than by the same political interests and group affiliations that influence our ideas about domestic issues. With the help of World War II-era survey data that had gone virtually untouched for the past sixty years, Berinsky begins by disproving the myth of “the good war” that Americans all fell in line to support after the Japanese bombed Pearl Harbor. The attack, he reveals, did not significantly alter public opinion but merely punctuated interventionist sentiment that had already risen in response to the ways that political leaders at home had framed the fighting abroad. Weaving his findings into the first general theory of the factors that shape American wartime opinion, Berinsky also sheds new light on our reactions to other crises. He shows, for example, that our attitudes toward restricted civil liberties during Vietnam and after 9/11 stemmed from the same kinds of judgments we make during times of peace. With Iraq and Afghanistan now competing for attention with urgent issues within the United States, *In Time of War* offers a timely reminder of the full extent to which foreign and domestic politics profoundly influence—and ultimately illuminate—each other.

Japanese Paper Toys Kit

Karakuri will introduce kids to the Japanese art of making movable models out of paper. They will learn how to make a frog that hops, a gymnast that swings, and more! Easy-to-follow instructions accompanied by how-to photos keep projects accessible for readers brand-new to paper art. The captivating creations are sure to appeal to young crafters everywhere. Aligned to Common Core Standards and correlated to state standards. Checkerboard Library is an imprint of Abdo Publishing, a division of ABDO.

Papertoy Monsters

Offers instructions for making paper models from standard index cards.

Strengthening Forensic Science in the United States

"When my dragons are grown, we will take back what was stolen from me and destroy those who wronged me! We will lay

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waste to armies and burn cities to the ground! Daenerys Targaryen Dragons are massive, flying reptiles which can breathe fire onto their enemies and cook their food with the same flame. They are rumored to have a strong connection to magic, which seems to be proven true when magic begins to return to the world after the birth of the first three in over two hundred years. Dragons possess awesome and devastating power, capable of laying waste to armies and burning entire cities to ashes. Men who were able to tame and ride dragons as beasts of war used them to burn their enemies and forge vast empires across the continents of Essos and Westeros. Tools and material you'll need 1 Craft Knife (X-Acto knife) 2 Scissors 3 White glue 4 12" Ruler 5 Color markers or pencils 6 Tweezers 7 Paint brush Useful tips - Completely read these instructions before cutting. Make sure you understood all instructions steps - Detach parts carefully as they are needed - Avoid over application of glue! This may cause paper to wrinkle. Use a paint brush to apply glue on parts - In some parts, you'll notice some white areas and yellow lines showing how pieces should line up when glued - When you cut paper, white edges will be apparent. Use a marker or pencil to color these edges, before gluing them - Mountain fold means printed surface should be on the outside - Valley fold means printed surface should be on the inside - When building, be sure the glue dries completely before proceeding to the next step - When joining opened parts, like partial cones and cylinders, start gluing two tabs. - - --- When completely dry, glue remaining tabs - There is an edge where you close the cylinder or cone. Let's call it the guide edge. - - --- - Use this guide edge as an alignment mark when glueing one part to another. - Cut some stripes from textures file to hide some joints Difficulty level: medium NUMBER OF PARTS: 258 SCALE: 1/30 SIZE (CM): 72 x 50 x 22 (L x W x H) SIZE (in): 28.3 x 19.6 x 8.6 (L x W x H) The set includes: working sheets 14 pcs. + Assembly instruction. Note: this model is necessary to collect itself. In the photo the finished model. Why do you need to buy this paper model?: 1. For all fans of the Game of Thrones. This is an excellent opportunity to have at home an exact copy of the Most Famous Drogon. 2. Excellent pastime. This is an anti-stress for you and your loved ones. This build of the model develops assiduity and attention. 3. Not a high price for a personal Drogon at home: -) 4. Your relatives and friends will admire your achievements. And they want to have the same one too. It is possible to collect under painting. Attention! The kit does not include glue and scissors!

Le Corbusier Paper Models

"Ever since the creators of the animated television show South Park turned their lovingly sardonic gaze on the massively multiplayer online game World of Warcraft for an entire episode, WoW's status as an icon of digital culture has been secure. My Life as a Night Elf Priest digs deep beneath the surface of that icon to explore the rich particulars of the World of Warcraft player's experience." —Julian Dibbell, Wired "World of Warcraft is the best representative of a significant new technology, art form, and sector of society: the theme-oriented virtual world. Bonnie Nardi's pioneering transnational ethnography explores this game both sensitively and systematically using the methods of cultural anthropology and aesthetics with intensive personal experience as a guild member, media teacher, and magical quest Elf." —William Sims

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Bainbridge, author of *The Warcraft Civilization* and editor of *Online Worlds* “Nardi skillfully covers all of the hot button issues that come to mind when people think of video games like *World of Warcraft* such as game addiction, sexism, and violence. What gives this book its value are its unexpected gems of rare and beautifully detailed research on less sensationalized topics of interest such as the *World of Warcraft* player community in China, game modding, the increasingly blurred line between play and work, and the rich and fascinating lives of players and player cultures. Nardi brings *World of Warcraft* down to earth for non-players and ties it to social and cultural theory for scholars. . . . the best ethnography of a single virtual world produced so far.” —Lisa Nakamura, University of Illinois

World of Warcraft rapidly became one of the most popular online world games on the planet, amassing 11.5 million subscribers—officially making it an online community of gamers that had more inhabitants than the state of Ohio and was almost twice as populous as Scotland. It's a massively multiplayer online game, or MMO in gamer jargon, where each person controls a single character inside a virtual world, interacting with other people's characters and computer-controlled monsters, quest-givers, and merchants. In *My Life as a Night Elf Priest*, Bonnie Nardi, a well-known ethnographer who has published extensively on how theories of what we do intersect with how we adopt and use technology, compiles more than three years of participatory research in *Warcraft* play and culture in the United States and China into this field study of player behavior and activity. She introduces us to her research strategy and the history, structure, and culture of *Warcraft*; argues for applying activity theory and theories of aesthetic experience to the study of gaming and play; and educates us on issues of gender, culture, and addiction as part of the play experience. Nardi paints a compelling portrait of what drives online gamers both in this country and in China, where she spent a month studying players in Internet cafes. Bonnie Nardi has given us a fresh look not only at *World of Warcraft* but at the field of game studies as a whole. One of the first in-depth studies of a game that has become an icon of digital culture, *My Life as a Night Elf Priest* will capture the interest of both the gamer and the ethnographer. Bonnie A. Nardi is an anthropologist by training and a professor in the Department of Informatics in the Donald Bren School of Information and Computer Sciences at the University of California, Irvine. Her research focus is the social implications of digital technologies. She is the author of *A Small Matter of Programming: Perspectives on End User Computing* and the coauthor of *Information Ecologies: Using Technology with Heart* and *Acting with Technology: Activity Theory and Interaction Design*. Cover art by Jessica Damsky

Paper Wonderland

A novel about the 1994 slaughter of nearly a million Rwandans.

Paper Models That Rock!

This volume constitutes the refereed proceedings of 11 international workshops held as part of OTM 2010 in Hersonissos,

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Greece in October 2010. The 68 revised full papers presented were carefully reviewed and selected from a total of 127 submissions to the workshops. The volume starts with 14 poster papers of the OTM 2010 main conferences COOPIS 2010, DOA 2010 and OSBASE 2010. Topics of the workshop papers are adaption in service-oriented architectures, ambient intelligence and reasoning, data integration approaches, modeling in ADI, web and enterprise data visualization, enterprise integration and semantics, industrial enterprise interoperability and networking, process management in distributed information system development, improving social networking, ontology engineering, master data management and metamodeling, extensions to fact-oriented modeling, logic and derivation, patterns in input data models.

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