

1. Record Nr.	UNINA9910151786103321
Titolo	Prize for Princes
Pubbl/distr/stampa	Wildside Press LLC
Descrizione fisica	1 online resource (294 p.)
Altri autori (Persone)	StoutRex BetancourtJohn Gregory
Soggetti	Social classes Europe
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Aline Solini--a beautiful Russian adventuress who has abandoned her Russian husband and is now in search of greater conquests in Europe--arrives in Marisi, in the decadent days on the eve of World War I. She has been rescued by Richard Stetton, the wealthy playboy son of an American millionaire, who is on a trip to Europe to discover himself. Instead, the somewhat dim-witted Stetton falls into Aline's clutches, and she uses him and his money to win her way into fashionable society. Once she is accepted by the elite, her schemes move her closer and closer to the throne. "A Prize for Princes" is a charming period piece, with a languid evocation of a long-lost Europe that will captivate fans of Stout's later works, as well as readers of historical novels.

2. Record Nr.	UNINA9910254758503321
Autore	Horvath Joan
Titolo	Practical Fashion Tech : Wearable Technologies for Costuming, Cosplay, and Everyday / / by Joan Horvath, Lyn Hoge, Rich Cameron
Pubbl/distr/stampa	Berkeley, CA : , : Apress : Imprint : Apress, , 2016
ISBN	9781484216620 1484216628
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXII, 268 p. 168 illus., 154 illus. in color.)
Collana	Technology in action
Disciplina	792.026
Soggetti	Computer input-output equipment Application software Microprogramming Hardware and Maker Computer Appl. in Arts and Humanities Control Structures and Microprogramming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Part 1. The Big Picture -- Chapter 1. Fashion Tech -- Chapter 2. Practical Costume Design -- Part 2. The Basics -- Chapter 3. How to Sew -- Chapter 4. Making and Using Sewing Patterns -- Chapter 5. Wearable Tech Electronics -- Chapter 6. Programming Wearables -- Chapter 7. Your First Project -- Part 3. Beyond the Basics -- Chapter 8. Sensors and Other Hardware -- Chapter 9. 3D Printing -- Chapter 10. The Importance of Planning -- Chapter 11. Two Bigger Projects -- Part 4. Where To Go From Here -- Chapter 12. Other Technologies -- Chapter 13. A Look Ahead -- Appendix A. Teaching Fashion Tech -- Appendix B. Links in this Book.
Sommario/riassunto	Practical Fashion Tech is the result of a collaboration between two technologists and a veteran teacher, costumer, and choreographer. They came together to pull back the curtain on making fun and innovative costumes and accessories incorporating technologies like low-cost microprocessors, sensors and programmable LEDs. Fashion tech can require skills in design, pattern-making, sewing, electronics, programming, and 3D printing. Besides the tech skills, making a good

costume or accessory also requires knowledge of the intangibles of what makes a good costume. Regardless of whether you are coming at this from the theater costuming, sewing, or electronics side, this book will help you get started with the other skills you need. More than just a book of projects (although it has those too), Practical Fashion Tech teaches why things are done a certain way to impart the authors' collective wealth of experience. Whether you need a book for a wearable tech class or you just want to get started making fantastic costumes and wearables on your own, Practical Fashion Tech will get you there.

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