Chapter 1 : aftermarket bottom cover with vent holes for mbp 13 | MacRumors Forums

Waters played lead guitar, Mason drums, and Wright rhythm guitar since there was rarely an available keyboard. They performed songs by the Searchers and material written by their manager and songwriter, fellow student Ken Chapman. Wright, who was taking a break from his studies, did not participate in the session. Barrett created the name on the spur of the moment when he discovered that another band, also called the Tea Set, were to perform at one of their gigs. Jenner was impressed by the sonic effects Barrett and Wright created, and with his business partner and friend Andrew King became their manager. Following a performance at a Catholic youth club, the owner refused to pay them, claiming that their performance was not music. Which none of the others could do", wrote biographer Nicholas Schaffner. Smith disagreed, stating that Barrett was unresponsive to his suggestions and constructive criticism. The album peaked at number 6, spending 14 weeks on the UK charts. The group initially hoped that his erratic behaviour would be a passing phase, but some were less optimistic, including Jenner and his assistant, June Child , who commented: Roger Waters and I got him on his feet, [and] we got him out to the stage The band started to play and Syd just stood there. He had his guitar around his neck and his arms just hanging down". Laing , and though Waters personally drove Barrett to the appointment, Barrett refused to come out of the car. The band followed a few concert dates in Europe during September with their first tour of the US in October. After these embarrassing episodes, King ended their US visit and immediately sent them home to London. Just to try to keep him involved". Wright composed " See-Saw " and " Remember a Day ". Norman Smith encouraged them to self-produce their music, and they recorded demos of new material at their houses. However, Smith remained unconvinced by their music, and when Mason struggled to perform his drum part on "Remember a Day", Smith stepped in as his replacement. Gilmour later described their method as looking "like an architectural diagram". The first of several Pink Floyd album covers designed by Hipgnosis, it was the second time that EMI permitted one of their groups to contract designers for an album jacket. The second LP contained a single experimental contribution from each band member. Geesin worked to improve the score, but with little creative input from the band, production was troublesome. Geesin eventually completed the project with the aid of John Alldis , who was the director of the choir hired to perform on the record. Mason and Wright became fathers and bought homes in London while Gilmour, still single, moved to a 19th-century farm in Essex. Waters installed a home recording studio at his house in Islington in a converted toolshed at the back of his garden. There was no record company contact whatsoever, except when their label manager would show up now and again with a couple of bottles of wine and a couple of joints". They also spent several days at Air Studios, attempting to create music using a variety of household objects, a project which would be revisited between The Dark Side of the Moon and Wish You Were Here. The title is an allusion to lunacy rather than astronomy. The resulting refracted beam of coloured light symbolises unity diffracted, leaving an absence of unity. Waters and Wright bought large country houses while Mason became a collector of expensive cars. In Europe, they continued to be represented by Harvest Records. Wright later described these early sessions as "falling within a difficult period" and Waters found them "tortuous". Waters was reportedly deeply upset by the experience. Although Gilmour was largely responsible for "Dogs", which took up almost the entire first side of the album, he received less than Waters, who contributed the much shorter two-part " Pigs on the Wing ". Similarly, neither Mason nor Wright contributed much toward Animals; Wright had marital problems, and his relationship with Waters was also suffering. On one occasion, Wright flew back to England, threatening to leave the band. Waters-led era Main articles: The Wall and Pink Floyd â€" The Wall In July , amid a financial crisis caused by negligent investments, Waters presented the group with two original ideas for their next album. Although both Mason and Gilmour were initially cautious, they chose the former to be their next album. This first metaphorical brick led to more problems; Pink would become drug-addled and depressed by the music industry, eventually transforming into a megalomaniac, a development inspired partly by the decline

of Syd Barrett. At the end of the album, the increasingly fascist audience would watch as Pink tore down the wall, once again becoming a regular and caring person. He also commissioned the construction of large inflatable puppets representing characters from the storyline including the "Mother", the "Ex-wife" and the "Schoolmaster". Pink Floyd used the puppets during their performances of the album. Waters used his own vehicle to arrive at the venue and stayed in different hotels from the rest of the band. However, the concert footage proved impractical to film. Alan Parker agreed to direct and took a different approach. The animated sequences would remain, but scenes would be acted by professional actors with no dialogue. Waters was screen-tested, but quickly discarded and they asked Bob Geldof to accept the role of Pink. With the onset of the Falklands War , Waters changed direction and began writing new material. Immediately arguments arose between Waters and Gilmour, who felt that the album should include all new material, rather than recycle songs passed over for The Wall. Waters and Gilmour worked independently; however, Gilmour began to feel the strain, sometimes barely maintaining his composure. With marital problems of his own, he remained a distant figure. Pink Floyd did not use Thorgerson for the cover design, Waters choosing to design the cover himself. He later stated that he used the album to distance himself from Pink Floyd. Gilmour believed that Waters left to hasten the demise of Pink Floyd. Waters later stated that, by not making new albums, Pink Floyd would be in breach of contractâ€"which would suggest that royalty payments would be suspendedâ€"and that the other band members had forced him from the group by threatening to sue him. He then went to the High Court in an effort to dissolve the band and prevent the use of the Pink Floyd name, declaring Pink Floyd "a spent force creatively. Gilmour responded by issuing a carefully worded press release affirming that Pink Floyd would continue to exist. He later told The Sunday Times: Gilmour-led era Main article:

Chapter 2 : InSomnia - An RPG Set in a Brutal Dieselpunk Universe by Studio MONO â€" Kickstarter

Coming up on echoes, pianist Chad Lawson goes purely ambient. Lawson has released some great ambient chamber albums over the last few years with interpretations of Chopin and others.

ABOUT Ambient echoes of a lost fleet In attempts to reestablish communication with the lost Bluemars fleet , an echo of past transmissions was found. Retransmitting signals from years ago, these echoes give us a glimpse into the past. Choose a stream and enjoy the ambiance. Echoes now has a redundant server in Europe in addition to the one in North America routing listeners to the nearest location. This will help cut bandwidth costs, as well as make the streams quicker and more resilient for everyone. Thanks to traveler Tord and bylan. A connection limit within Icecast was found to be causing track information to not be updated when there were listeners, along with capping the the maximum number of listeners. This has been increased to and can be increased further as needed. Thanks for listening, travelers. Echoes will be down for a maintenance window beginning at The maintenance window is for 2 hours, but hopefully will be quicker. The maintenance will address some Xen security issues with the hosting provider. Echoes has now existed for a little over a year and as word has spread the response has been great. Looking forward to continuing the journey in the new year. Echoes is participating in the 24 hour Internet Slowdown protest in favor of net neutrality. For more information please visit battleforthenet. Echoes has been upgraded to a new server with 4x the RAM, twice the disk space, more bandwidth and is now running from SSD rather than spinning disk. The downside is you may notice more of a volume difference between tracks now. Premonitions of the future have been added to each playlist page, showing the next 10 transmissions to be played. Cryosleep and Voices have yet to be tackled. The interval at which the playlists are reloaded to check for new tracks has been changed to only reload when there are changes. This will ensure that all tracks are played in a randomized order without playing a track more than once before all others have been played. Echoes now has Facebook and Twitter accounts. You can follow there for news and updates as well as on the website. Replay gain is now used for all transmissions, to normalize volume tailored for the human ear. You may need to re-add the stream to your player after this change, but it should fix issues some were having listening in. Echoes of Bluemars is live! I hope you enjoy this resurrection of the Bluemars ambient music streams and site style.

Chapter 3 : How to Reduce Echo in a Room | True Value

AMBIENT ECHOES is a culmination of Cleo C. Coney's life, told in a candid and sometimes sportive manner. Coney reminisces about those days when a hot.

Acoustics, Radar, and Communications Classic Books. Sediment Acoustics Robert D. Seminal book addressing Biot Theory for the modeling of acoustic behavior of ocean sediments. Written for seismic-acousticians in the geo-exploration, engineering, oceanographic and underwater sound communities. Stoll, a respected leader in marine geoacoustics for more than forty years, added a brief preface and updated selected bibliography to this second printing of his book, first published in Sediment Acoustics provides an excellent introduction to Biot Theory, the physics underlying the model parameters, and experimentally measurable predictions of the theory. The book constitutes a major synthesis for non-specialists: Includes tutorial sections and references for new researchers in seismic modeling, quantitative seismic stratigraphy, offshore marine geotechnique, underwater acoustics and sonar, and ground-interacting aeroacoustics. This reprint is a practical handbook for users and designers of underwater transducers. It has been an authoritative text in the field since first published by the Bath University Press in Design methods are illustrated by concentrating on the design of piezoelectric transducers in the 2 - 20 kHz range, most commonly used in sonar systems. Designs for frequencies below this range are also discussed. Treatment is down-to-earth and avoids complex mathematics. Topics include the role of the transducer as an element of the complete system; wide bandwidth, high power transmitter applications; wide band hydrophones; characteristics of piezoelectric and magnetostrictive materials; and transducer testing. For the user, the wide range of topics and practical approach of the book help him to identify the most important features of the requirement and assist him in drawing up realistic specifications. For the designer, the book describes the necessary theoretical and practical aspects involved in developing a transducer to most effectively suit the application and it discusses the main features of the various types of designs. Written in as a text at the Naval Postgraduate School, this book provides a complete treatment of the fundamentals of transducer theory and design using equivalent circuit techniques. Theory and practice of measuring electroacoustic parameters such as response, sensitivity, directivity, impedance, efficiency, linearity and noise limits of transducers used in sonars. Published by the World Scientific Publishing Company in The author was with the Naval Research Laboratory. Matched Field Processing is the process of cross-correlation of a measured field with a modeled, predicted or replica field to determine a set of input parameters that yield the highest correlation. Typically, input parameters in to a selected sound propagation model would include candidate range, bearing and depth of a source relative to the receiving array. The sound propagation model might be defined by environmental data such as sound speed profiles, bottom and surface conditions, tides, and composition of the water. This book is for scientists and engineers who are familiarizing themselves with MFP and those in need of detailed information about the process. The first two chapters address a brief history of MFP and discuss other types of processors used in underwater acoustics. The third chapter discusses where errors in MFP solutions occur due to errors in the propagation model. Chapter 4 gives the reader a familiarity of how linear and minimum variance processors perform under a wide range of conditions. And the last chapter addresses broadband processing, source movement, and multiple sources. Classic reference for signal processing and data analysis for acoustic and sonar engineering. Features Fourier transforms, statistical analyses, spectra and correlation. Valuable chapters address spatially and temporally limited functions, optimal filtering procedures, and interpretation of results. The most widely used book on underwater acoustics and sonar published today. This book continues to be the standby of practicing engineers, scientists, underwater systems managers and students. Its contents lie squarely in the middle between theory at one end and practical technology at the other. Principles summarizes fundamentals, effects and phenomena of underwater sound and their application to sonar. It provides numerical, quantitative data for the solution of practical problems. Detailed index pinpoints data and explanations instantly. Problem section with solutions. Sherman and John Butler. This book is published by Springer, released in , and sold by Peninsula Publishing. This is the most recent and complete book on the

theory and design of underwater transducers in print today. Sponsored by the Office of Naval Research of the U. This book addresses the theory, development and design of electroacoustic transducers for underwater applications. It is more comprehensive than any existing book in this field. It includes the basics of the six major types of electroacoustic transducers and shows why piezoelectric ceramic transducers are the most suitable for underwater sound. It presents the basic acoustic concepts and models needed in transducer and transducer array development, and discusses most currently used transducer designs. It analyzes nonlinear effects and describes methods of transducer evaluation and measurement. The extensive Appendix and numerous diagrams provide an up to date source for use by students and practicing engineers and scientists. Provides a comprehensive exploration of underwater acoustics, acoustic signal generation, and acoustic signal processing for systems analysts, systems engineers and sonar engineers. This book is a reprint of the second edition published in and is still a classic text in the field. Updated and expanded in , this edition contains all the valuable information it its earlier text plus a detailed discussion of adaptive processing as applied to spatial filtering. You will also find review sections on Fourier analysis, correlation, random processes and hypothesis testing. Fundamentals and engineering formulas dealing with sonar, signal processing, sound transmission, noise generation, vibration control and elastomers. Each formula is briefly explained in an associated paragraph with references provided for detailed follow up. Essential for work in sonar systems. Overviews underwater sound propagation, multipath, deep sound channel, sea surface reflections scattering, attenuation, absorption, modeling. Most authoritative book on fundamentals of underwater noise radiated by ships, submarines, torpedoes. Stresses physical explanations of mechanisms by which noise is generated, transmitted by structures and radiated into the sea. Training manual produced by Klein Associates, Inc. Applies to interpretation of all commercial side scan sonars. The figures and photographs of actual sonar records depict mine and ship targets, shadows, clutter, noise, wakes and dolphins. Classic book of fundamentals of noise control and noise reduction for the general engineer. Elementary beginnings leading to the advanced aspects of noise reduction for offices, residences, auditoriums and transportation vehicles. Case histories and abundant references. Acoustic problems in theater, auditorium, church, classrooms and their solutions. Magnificent sketches and photos. This unabridged volume forms the foundation of modern architectural acoustics. Swets in , this book was the first to bring together into one volume a broad discussion coverage of modern signal detection theory applications to human performance, specifically in auditory and visual sensory tasks. Applications address problems in psychology including the integration of sensory information, signal uncertainty, auditory frequency analysis, speech communication, vigilance and recognition memory. Bibliography updated to Outlines the theory of statistical decision making and its application to a variety of common psychophysical activities. Applies signal detection theory to problems in a sensory psychology. Develops the basic theory of sound from first principles and applies the theory to obtain practical formula for the transmission and absorption of sound, sound levels in closed spaces and the radiation of sound from common noise sources. In keeping with the practical orientation of the book, the mathematics used is relatively elementary. Chronicles the people and research involved in the birth and first decades of the science of architectural acoustics. The story begins in the early s with Wallace Clement Sabine, a Harvard professor, who led the practice of acoustics toward a quantitative science with great insight, industry and integrity. He was followed by two other giants in the field of architectural acoustics: No one other than John Kopec with his historical perspective and inside knowledge of the lab could have authored this extraordinary history. This two-volume set presents the fundamentals of RCS theory and measurements. Characterizes RCS of basic shapes such as spheres, cylinders, ellipsoids, wedges and ionized regions. Principles apply to underwater acoustic targets, too. Focuses on applicable models and procedures, and gains and losses in systems performance. Graphic illustrations and practical examples. Subjects include intercept probabilities, receiver parameters, detection and analysis, direction finding, jamming techniques, IR and acoustic countermeasures. Overviews EW technology and tactics in the space age. Written from an overall systems viewpoint. Highlights radar countermeasure techniques, electronic intelligence ELINT , elements of space environment, payload optimization between weapons and ECM, and air combat analysis. Electronic countermeasures and counter-countermeasures; electronic reconnaissance; tradeoffs in air defense; use of chaff for aircraft

self-protection; communications intelligence, security and cryptology; vulnerability of space stations; countermeasures in the millimeter, IR, optical, laser and UV regions. Required reading for engineering and analysis personnel dealing with design and development of military electronic systems and the planning of air operations. IEEE Press Written by David Middleton, pioneer in statistical communication theory, this classic established a unified approach to the basic theory and applications of random signals in communication systems. It addresses the adaptation of statistical decision theory to communication problems. The book emphasizes system optimization and evaluation of threshold detection and extraction, system design, comparison between theoretical optimum and actual suboptimum systems, and structure of optimum systems in terms of existing elements. Concise coverage of basic problems in statistical theory. Communication from the viewpoint of decision theory; the detection of signals in noise; the extraction of signals from noise; and the structure of optimum systems. Characterizes the phenomena of radio propagation of radar, communication and navigation systems in the frequency range of MHz to GHz. Technical information, data and formulas constitute a bedrock of theory and measurements. Addresses traveling wave theory, analysis, synthesis, design and applications. Written clearly for designers and system engineers. References and problems at the end of each chapter.

Chapter 4 : Mandy M. Roth - Book Series In Order

Atmospheric Drum&bass for your mind and soul. All music copyrighted. Jimsterdrum.

She has written a number of highly successful novel series in her writing career and is particularly famous for the success of her novel series, Immortal Ops and Daughter of Darkness. Mandy considers herself as a self proclaimed Goonie and loves to listen to the music as well as the movies of the s. She is also very fond of wearing leg warmers and hopes that they come back into the current style of fashion once again. One particular movie that author Mandy likes very much is called The breakfast Club. She likes this movie so much that she wants it to be made mandatory for everyone to watch it. Whenever author Mandy gets any free time from her busy schedules of writing novels of her series, she likes to use it in dancing and enjoying every moment in her life. Mandy often uses the music of the s to develop her dancing skills as she believes that that style of music fills her with a lot of energy. As far as writing novels are concerned, she likes to write mainly paranormal operatives. The successful writing career of author Mandy can be understood from the fact that she has gone on to sell more than one million copies of her novels altogether. As of today, author Mandy M. Roth lives in Oxford, Mississippi along with her husband and three sincere sons. Other than writing the sexy novels of the paranormal genre, Mandy also likes to write some of her novels based on the romance, fantasy, and science fiction genres. She says that she was inspired to write her novels from the popular works of the prominent authors like John Saul, Anne Rice, Clive Barker, Stephen king. After having been born in the United States, author Mandy has gone to travel to a number of places in the entire nation. She has finally decided in Oxford, Mississippi. The successful writing career of author Mandy consists of around 22 novel series, most of which is comprised of around 2 to 3 novels. The most popular novel series written by her is called as the immortal Ops series. This series is comprised of 11 books in total. During her growing days, Mandy used to get fascinated a lot about the small creatures that used to bump during the night time. And from a very young age, she depicted signs of her excellent creativity. Author Mandy was able to publish her first artwork piece when she was just 5 years old. In the same way, the art of writing too came very early in her life. As the years passed by, Mandy was able to merged the two mediums and help herself in the marketing world. She even combined her passion for writing horror novels with her creativity and kept punching her keyboard for long hours during the nights. Other than being passionate about writing paranormal and horror novels, author Mandy is also an award winning and well known cover artist and is known by her brush name as Natalie Winters. The immortal Ops series written by author Mandy M. Roth consists of a total of 11 novels published between the years and The Plot of this novel revolves around the happenings in the lives of the main characters named Captain Lukian Vlakhusha and Peren Matthews. In the opening sequence of the plot of the novel, it is shown that Captain Vlakhusha is given the his target as Peren Matthews. But, he seems to have some issues with his new target. It looks like there is something about Peren Matthews in her picture that makes Captain Vlakhusha keep looking at it. He seems to have fallen for her gorgeous beauty and wonders what it would be like to get a chance to touch the soft skin of Peren. And when the time seems right for Captain Vlakhusha and his team to fulfill the mission, Vlakhusha decides to abort it after sensing some kind of danger. After that, Captain Vlakhusha tries to meet Peren Matthews and tell her everything so that she can save her life. However, when he finally gets a chance to meet her, he finds that Peren is an independent and young woman, who knows everything that is required and does not seem to be looking for those things in a man. Captain Vlakhsha still seems determined to save the life of Peren but he finds it very difficult to tell her that he is the same werewolf that she fears the most in her life. The ending of the novel keeps the readers intrigued with trying to know whether Captain Vlakhusha and Peren will be able to carry on with the passion that burns inside them or whether the condition of Captain Vlakhusha will be become the reason of their separation forever?. The second novel of the Immortal Ops series written by author Mandy M. It was released by the New Concepts Publishing in the year The plot of this novel i set around the happenings in the lives of the primary characters named Roi Majors and Melissa Carter. In the opening sequence of the plot of the novel, it is shown that, Melissa Carter works as a system analyst in the State Department and lives a pretty boring

and overworked life. It is at least what everyone believes about her. However, she believes that her life is nowhere close to be boring and has a lot of excitement. Being an agent in the Paranormal Intelligence and Security, she has tried and done everything. She specializes with her intelligence and has a hobby of killing people. But the problem with Melissa is that anything that she spies on do not end up dying easily. Over the years, she has been able to handle everything that came her way. However, she becomes tensed when the biggest problem of her life shows up again in the form of Roi Majors. He is described as being quite sexy and working as the second-in-command of the Immortal Ops. Roi seems to be having a difficult time after learning that his Intel team can get only fifty percent of the information required by them to bring down a dangerous underground vampire ring. These vampires are believed to be trying to create a race of the supernatural creatures by multiplying the DNA strands. Roi gets paired with Melissa during the operation, whom he wishes to get to a safe place. He does not intend to fall in love with Melissa Carter. Jack Reacher is back! Family secrets come back to haunt Reacher when he decides to visit the town his father was born in. Because when he visits there he finds out no-one with the last name of Reacher has ever lived there. It leaves him wondering - did his father ever live there? Recommendations Every 2 weeks we send out an e-mail with Book Recommendations. Insert your e-mail below to start getting these recommendations. If you see one missing just send me an e-mail below. Featured Author Our author of the month is Canadian author Opal Carew who writes erotic romance novels. Opal has written over novels with multiple book series such as the Dirty Talk series and the Abducted series. Did You Knowâ€¦ Clive Cussler started working as a copywriter for an advertising industry after his discharge from the military. Later he became the creative director of two successful advertising agencies. He was assigned to produce radio and television commercials and was also given a reward at the Cannes Lions International Advertising Festival for many of his commercials.

Chapter 5 : Pink Floyd - Wikipedia

The French Ultimae label produces high gloss electronic music and high gloss packaging, with sounds that head into deep ambient space. Echoes listeners will hear an interview with Aes Dana and Solar Fields a.k.a. Vincent Villuis and Magnus Birgesson on Monday, July

Whispered Echoes is a wonderful collection of old and new. One bit of writerly advice I hear again and again is to write what you know. The first two-thirds of this collection is made up of some Review copy Admittedly, I have heard of Paul F. The title of this collection, Whispered Echoes, was meant to evoke long-lost voices from the past, but as I read the stories I noticed the word whisper, in one form or another, popping up again and again. The Visitor - A terrific opening to a solid collection. From A Dreamless Sleep Awakened - The kids have played in the cave as long as there have been kids to do so. But his time something has awoken. The Forever Bird - Old friends and magic birds and a bit of weed lead to a tragic night. Homecoming - A disturbing story of a fifteen-year-old in a roadside dive. Through The Storm - I loved this story, the storm, the unknown, the blistering pace all combine for great storytelling. The More Things Change - This quote pretty much sums up a rather bizarre tale The bear gave us the finger. Bloodybones - This new novella begins with a story written by David Mahon One of the things I really enjoyed throughout the older stories were the pieces long lost to time, like buying a roll of Certs Gooden can outpitch everyone Each story in the collection is its own microcosm of life in the Upper Peninsula with a bit of the weird thrown in to spice things up. Reading the stories in Whispered Echoes was like eating potato chips, impossible to stop at just one. Whispered Echoes is available from Crystal Lake Publishing. If you subscribe to Kindle Unlimited you can read it at no additional charge. Olson has been a professional writer and editor for 35 years. His first novel, Night Prophets, was published in In the late s, he published and edited "Horrorstruck: The World of Dark Fantasy," a trade magazine for horror fans and professionals. With the late David B. Silva, he created the award-winning newsletter "Hellnotes," which he and Silva edited together for five years. After spending nearly two decades as a small-town newspaper editor, he has returned to a full-time focus on fiction. He currently lives in Brimley, Michigan, not far from the shores of Lake Superior.

Chapter 6 : Aether Echoes: The Theremin Science on Behance

p HD new tune (: Track Name- Grebz - Ambient Echoes (Dubstep) Made On- Fruity Loops 9 (c) To Grebz (GrebzDubstep).

Search for valuable technology and resources and find them in unexpected places Break free from leveling systems, character classes and unwanted grind with a flexible classless system and storytelling encouraging unorthodox approaches. Players are on a journey to the futureâ€"trying to understand the mistakes and clues from the past. When players start their journey, this is the world they find themselves in. So, what is InSomnia? It is many things: A megalithic space station drifting through the universe for years Several post-apocalyptic landscapes imbued with a dark, ambient soundtrack A retro-futuristic Metropolis filled with political intrigue and betrayal Mysteries concealed by the past and the future Mighty armies of the Noma Republic and SORG Legions Realistic melee and long range combat All of these elements are constructed around the unique game mechanics of a realistic, hardcore RPG built with co-op in mind. We provide the player with: Non-linear quests with a number of gameplay scenarios, mini-games, puzzles and Easter eggs Points of no return situations Branching dialog system A social reputation system and karma affecting the actions of other characters and factions Multiple resources and skills to combine A powerful crafting system Vast character customization InSomnia blends unprecedented player freedom with an epic storyline, rich and dramatic dialog, combined with contemporary graphics and realistic combat in a dynamic world that is acutely responsive to the actions of the player. The result is a dark, grim world filled with danger and dread. The storyline will be split into seasons years. Each chapter has hours of gameplay. We are planning on issuing five seasons on the release date, including more than 20 free separate chaptersâ€"unfolding the story of this grandiose journey from beginning to end. The majority of the main campaign will take place aboard the colossal half-abandoned space station known as The Ark as it relentlessly makes its way across the galaxy. This grandiose facility has its own closed ecosystem capable of supporting and transporting millions of inhabitants, although most of the station has been mysteriously abandoned during the past four centuries. The rusting iron jungles of The Ark hold a lot of secrets, some of which you must travel in to the past to uncoverâ€¦ In these past missions you will discover the native planet of the Nomans several months prior to the Exodus aboard The Ark. InSomnia is moving beyond a class system. Your character will grow organically: As players gain skills, they can choose different perks and abilities that compliment that particular skill resulting in unique character sets. Developing an engaging, ergonomic combat system has always been one of the top priorities for our team. Our combat system is largely based on the real-time actions and tactics. A thoughtful action can be more effectiveâ€"and hence more time-consuming: Much depends on the properly selected outfit. The inventory is limited. You can put on heavy armorâ€"which will protect you against most blows but will limit your ability to move freely. You will get tired faster and healing yourself in heavy armour gets rather complicated. The game features a variety of weaponry, with each type having its own dynamic quality. One type might be effective against the heavily armored but too slow against fast targets. Another may deal damage quickly but be virtually useless on armor Not only do you need to try and survive against aggressive mobs, but you also face danger from extreme fatigue, environmental injuries, hunger and sleep deprivation. To stay alive you must be alert at all times, even when not engaged in combat. There is a lot of hardcore content in the game with the commensurate rewards attached. These missions will be optional and will not tie in to the main plot of the game, but those who love a challenge will have plenty to do. You may also encounter the army of Noma Ordinates , the battle hardened and tough-to-beat Agents of the Committee or the golems of the SORG army along with their creators. It will be difficult, sure. Everything that you acquire in InSomnia e. In short, the Sandbox is a living world where the player will always find something interesting to enjoy. The game also features a system of randomly generated events and missions, along with a crafting and resource management system which includes Medicine, Survival, Mechanics, Electronics and Chemistry. We are all united by a vision of creating a great RPG â€" the game of our dreams, something we can all be proud of â€" and so have been investing everything we have creatively in to this project. Two years

ago, Studio MONO was established by just two people who started working on this ambitious project. We have learnt much over these two years, but in order to move forward we need the support of the gaming community to make this project a reality. There is more work to come, but we are convinced that with your help we will succeed! For three years, we have invested our artistic resources and our own cash into this project. Most team members can only work on InSomnia during their free timeâ€"which is very tough on them and their families. We are incredibly proud of the current state of InSomnia, but its complexity will require us to multiply our development speed by a factor of three or even four! For example, all of us will need to leave our current jobs to devote all of our time to the project very soon. We hereby appeal to independently-minded RPG fans like you to support the development and completion of InSomnia. If the community shows the world that InSomnia has earned the right to exist, it shall be so. Gift it to one of your friends so that you can both enjoy InSomnia! Free shipping for backers in the US. T-Shirts design concepts will be revealed in a future updates, this one are not the final design And to make it easier for everyone, we will ask each backer in the survey about what the extra funds pledged on top of your reward tier are for. Soundtrack You will be able to download and listen to the Season 1 soundtrack, which includes 22 atmospheric tracks. In-game item set Kickstarter backers only You will receive a unique item set link â€"which includes several useful, Kickstarter-exclusive items. These items will not influence game balance. Early Beta access You will become a part of our development team and will be able to access the earliest playable version of InSomnia. Your feedback will help us to make a better game. Steelbook You will get a limited steelbook edition of InSomnia that will be the envy of your friends. Art book digital You will be able to download an art book with more than pages in PDF format with illustrations by Adrian Smith, John Lew, and other great artists. Art book printed You will receive a book containing more than pages printed on quality stock paper with a hard cover. The book will feature the same stunning artwork by Adrian Smith, John Lew and other amazing artists. Poster unsigned or signed You will receive a 24" x 36" full color poster of the game made by Adrian Smith! Action figure You will receive a random high-quality action figure of a character in InSomnia designed by our sculptors, Gerusia, U2, and others. You can see the prototypes here link works in progress. Name on the memorial - you will find your name on the memorial on the red level as on of great descendents of Noma Republic, between other names of people who were working on the project and who help it to become a reality Custom in-game signature and forum badge You will get a unique signature designed especially for you by our artists. Use it in-game or as a forum badge. Custom in-game skin and avatar Our artists will make a unique skin and avatar for your in-game character based on your description, and you will get a unique biography perk as well. Items will not influence game balance. Custom in-game weapon One of our artists will design a unique in-game weapon based on your description. Custom full outfit pack One of our artists will design a unique in-game outfit pack based on your description. Helmet Hand-forged by our master smith and game designer, this is a real Getier Helmet with an awesome design--plum-colored in the white and blue colors of the Republic of Noma flag. Monument Depending on the tier, your name will either be inscribed on an in-game monumentâ€"or the monument will be named after you. Risks and challenges What are the risks and challenges? We are in this for the long haul. Such is the nature of game development: Delays are sometimes unavoidable, even if they often result in better games. We have taken this into consideration -- and having already worked together for more than two years, we have settled into a productive back-and-forth rhythm. Our manager, is expected to keep things under control: Cross-cultural and personal communication issues will always add risk to a project. Questions about this project? Every backer at this level will receive an exclusive downloadable content pack with gorgeous InSomnia imagery including wallpapers, concept art and screenshots.

Chapter 7 : Ambient â€" Echoes

Ambient echoes of a lost fleet. In attempts to reestablish communication with the lost Bluemars fleet, an echo of past transmissions was calendrierdelascience.comsmitting signals from years ago, these echoes give us a glimpse into the past.

Cover the Floor Carpets and rugs do more than provide soft padding for your feet. They also deaden sound reflection in a room by absorbing echoes and muffling noise. Additionally, you can also add wall-to-wall carpeting. Cover the Walls and Windows Wall and window coverings reduce the amount of sound reflecting off window glass and hard wall surfaces. Heavy, lined window curtains and draperies that extend to the floor help muffle sound, reducing echo and ambient noise from inside the house and out. Canvas paintings, tapestries and decorative wall hangings also can absorb sound to reduce echo. Keep in mind that framed pictures and artwork enclosed behind glass will reflect sound much like windowpanes. Fill Rooms with Furnishings Rooms filled with plush furniture and accessories help cut down on echo. Couches and plump recliners, for example, absorb sound reflection. Fabric upholstery typically absorbs sound more effectively than vinyl or leather. Even items like bookshelves filled with books and decorative items can reduce echo. Essentially, the more objects there are in a room, the less sound will bounce around it. Because bathrooms and kitchens have many hard, reflective surfaces, such as tile, echo can be reduced by strategically hanging plush decorative items around the room, such as bath towels or tablecloths and fluffy dishtowels. For example, in rooms with high ceilings. These wall-affixed panels, often made of foam or fabric and designed to absorb sound, are often used in professional audio settings such as recording or broadcast studios. There are residential versions; however, ideal for sound absorption in large open rooms or in home theater settings. Panels are fairly simple to install with adhesives, nails or pins. Keep in mind you may need a ladder or scaffold to safely install them on high ceilings. Generally, the panels should be installed every 12 inches for optimal echo reduction. Now you have some basic ideas on how to reduce unwanted echo and sound in your home.

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A modern band that I adore covering a classic band that I adore, for their one-off noise/ambient album Revelations of the Black Flame. Crippled Black Phoenix - "Echoes Pt. 1" If Crippled Black Phoenix is new to you, please refrain from researching; as I will be introducing them soon enough.

Chapter 9 : Whispered Echoes by Paul F. Olson

Whispered Echoes by Paul F. Olson is a short story collection (with a novella at the end). The stories are in chronological order - so the first ones are from the beginning of a very talented writer's career while the last one is a relatively new work.