"Mills’s suspenseful, strikingly original sixth Mitch Rapp novel...is as riveting as anything penned by Mitch’s creator, Vince Flynn (1966–2013). Mills has really hit his stride with this franchise entry.” —Publishers Weekly (starred review) “One of the best thriller writers on the planet.” —The Real Book Spy In the next thriller in the #1 New York Times bestselling Mitch Rapp series, it’s a race against the clock when ISIS takes out the entire US power grid and throws the country into chaos. When Mitch Rapp captures ISIS’s top technology expert, he reveals that he was on his way to meet a man who claims to have the ability to bring down America’s power grid. Rapp is determined to eliminate this shadowy figure, but the CIA’s trap fails. The Agency is still trying to determine what went wrong when ISIS operatives help this cyber terrorist do what he said he could—plunge the country into darkness. With no concept of how this unprecedented act was accomplished, the task of getting the power back on could take months. Perhaps even years. Rapp and his team embark on a desperate search for the only people who know how to repair the damage—the ones responsible. But his operating environment is like nothing he’s experienced before. Computers and communication networks are down, fuel can no longer be pumped from gas stations, water and sanitation systems are on the brink of collapse, and the supply of food is running out. Can Rapp get the lights back on before America descends irrevocably into chaos? This compulsive thriller proves once again that the Mitch Rapp series is “the best of the best when it comes to the world of special ops” (Booklist, starred review).
By implementing a comprehensive data analytics program, utility companies can meet the continually evolving challenges of modern grids that are operationally efficient, while reconciling the demands of greenhouse gas legislation and establishing a meaningful return on investment from smart grid deployments. Readable and accessible, Big Data Analytics Strategies for the Smart Grid addresses the needs of applying big data technologies and approaches, including Big Data cybersecurity, to the critical infrastructure that makes up the electrical utility grid. It supplies industry stakeholders with an in-depth understanding of the engineering, business, and customer domains within the power delivery market. The book explores the unique needs of electrical utility grids, including operational technology, IT, storage, processing, and how to transform grid assets for the benefit of both the utility business and energy consumers. It not only provides specific examples that illustrate how analytics work and how they are best applied, but also describes how to avoid potential problems and pitfalls. Discussing security and data privacy, it explores the role of the utility in protecting their customers’ right to privacy while still engaging in forward-looking business practices. The book includes discussions of: SAS for asset management tools The AutoGrid approach to commercial analytics Space-Time Insight’s work at the California ISO (CAISO) This book is an ideal resource for mid- to upper-level utility executives who need to understand the business value of smart grid data analytics. It explains critical concepts in a manner that will better position executives to make the right decisions about building their analytics programs. At the same time, the book provides sufficient technical depth that it is useful for data analytics professionals who need to better understand the nuances of the engineering and business challenges unique to the utilities industry.

**Total Power**

The Graphic Design Reference & Specification Book should always be next to a designer's computer. Completely practical with only the most needed information, this valuable book provides designers with all the little details that can make or break a design, such as how much space to leave in the gutter when designing barrel folds, how to layout a template for a box, and the ratios of each part, as well as metric conversion charts, standard envelope sizes in the USA, Europe, Canada and Asia, and much more. This hardworking handbook is compact and accessible and is a must-have for any graphic designer.

**Off the Grid**

"Ted Koppel reveals that a major cyberattack on America's power grid is not only possible but likely--and that it would be devastating" and "examines a threat unique to our time and evaluates potential ways to prepare for a catastrophe"--Book jacket.
**Design Elements**

A look inside the subculture of off-grid living, taking readers across the ideological spectrum and across America. Written by a leading authority on living off the grid, this is a fascinating and timely look at one of the fastest growing movements in America. In researching the stories that would become Off the Grid, Nick Rosen traveled from one end of the United States to the other, spending time with all kinds of individuals and families striving to live their lives the way they want to—free from dependence on municipal power and amenities, and free from the inherent dependence on the government and its far-reaching arms. While the people profiled may not have a lot in common in terms of their daily lives or their personal background, what they do share is an understanding of how unique their lives are, and how much effort and determination is required to maintain the lifestyle in the face of modern America's push toward connectivity and development.

**Basic Principles of Design**

This updated version of Rockport's best-selling Design Elements covers all the design fundamentals, from working with grids, color application, typography, and imagery to finally how to put it all together.

**The Good Life Lab**

Design School: Layout is an instructive guide for students, recent graduates, and self-taught designers. It provides a comprehensive introduction to creating and changing layouts: a crucially important skill that underpins practically every aspect of graphic design. You'll get in-depth analysis of all the major areas of theory and practice used by experienced professional designers. Each section provides explanation and visual examples of grid systems and in-depth discussion of compositional principles and strategies. The text is interspersed with tests designed to help you retain key points you've covered in the preceding spreads, and includes illustrations sections with real world scenarios. This in-depth guide avoids the temptation to stray into other areas of design technique, preferring to cover the essential, detailed skills of the professional graphic designer to arm you with the knowledge needed for a successful start to your chosen career.

**Making and Breaking the Grid**

Although grid systems are the foundation for almost all typographic design, they are often associated with rigid, formulaic solutions. However, the belief that all great design is nonetheless based on grid systems (even if only subverted ones) suggests that few designers truly understand the complexities and potential riches of grid composition.
**Thinking Inside the Box**

Book Design Made Simple gives DIY authors, small presses, and graphic designers-novices and experts alike-the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe InDesign right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, Book Design Made Simple is a semester of book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book.

**The Designer and the Grid**

Ten grids that changed the world: the emergence and evolution of the most prominent visual structure in Western culture.

**Designing Interfaces**

WHAT IS THE STORY GRID? The Story Grid is a tool developed by editor Shawn Coyne to analyze stories and provide helpful editorial comments. It's like a CT Scan that takes a photo of the global story and tells the editor or writer what is working, what is not, and what must be done to make what works better and fix what's not. The Story Grid breaks down the component parts of stories to identify the problems. And finding the problems in a story is almost as difficult as the writing of the story itself (maybe even more difficult). The Story Grid is a tool with many applications: 1. It will tell a writer if a Story *works* or *doesn't work*. 2. It pinpoints story problems but does not emotionally abuse the writer, revealing exactly where a Story (not the person creating the Story 'the Story') has failed. 3. It will tell the writer the specific work necessary to fix that Story's problems. 4. It is a tool to re-envision and resuscitate a seemingly irredeemable pile of paper stuck in an attic drawer. 5. It is a tool that can inspire an original creation.

**The Layout Book**

Alex Rogo is a harried plant manager working ever more desperately to try and improve performance. His factory is rapidly heading for disaster. So is his marriage. He has ninety days to save his plant - or it will be closed by corporate HQ, with hundreds of job losses. It takes a chance meeting with a colleague from student days - Jonah - to help him break out of conventional ways of thinking to see what needs to be done. Described by Fortune as a 'guru to industry' and by Businessweek as a 'genius', Eliyahu M. Goldratt was an internationally recognized leader in the development of new business management concepts and systems. This 20th anniversary edition includes a series of detailed case study...
interviews by David Whitford, Editor at Large, Fortune Small Business, which explore how organizations around the world have been transformed by Eli Goldratt's ideas. The story of Alex's fight to save his plant contains a serious message for all managers in industry and explains the ideas which underline the Theory of Constraints (TOC) developed by Eli Goldratt.

Written in a fast-paced thriller style, The Goal is the gripping novel which is transforming management thinking throughout the Western world. It is a book to recommend to your friends in industry - even to your bosses - but not to your competitors!

**When the Grid Goes Down**

DIVThe Typography Workbook provides an at-a-glance reference book for designers on all aspects of type. The book is part of Rockport's popular Workbook series of practical and inspirational workbooks that cover all the fundamental areas of the graphic design business. This book presents an abundance of information on type - the cornerstone of graphic design - succinctly and to the point, so that designers can get the information they need quickly and easily. Whereas many other books on type are either very technical or showcase oriented, this book offers ideas and inspiration through hundreds of real-life projects showing successful, well-crafted usage of type. The book also offers a variety of other content, including choosing fonts, sizes, and colors; incorporating text and illustrations; avoiding common mistakes in text usage; and teaching rules by which to live (and work) by. /div

**The Art of Game Design**

• Features up-to-date color combination guidelines • Includes printing formulas for reproduction of 4-color process and the PANTONE® equivalents There is no one in the business world that doubts the impact of color. Those involved in marketing, design, advertising, and retail need to be as informed as possible about the usage of color as a means of instant communication in order to make appropriate color decisions. This guide explains the emotional response to color and covers the latest guidelines for effective color combinations including the integration of color trends. With up-to-date visuals and printing formulas to eliminate guess-work, this guide empowers and equips its users to make smart informed decisions.

**Book Design Made Simple**

Effective layout is essential to communication and enables the end user to not only be drawn in with an innovative design, but to digest information easily. Making and Breaking the Grid is a comprehensive layout design workshop that assumes that in order to effectively break the rules of grid-based design, one must first understand those rules and see them applied to real-world projects. Basics include composing typographic space, format determination, and sequencing and systemization. Various types of grids manuscript, column, modular, hierarchical are also covered. Text reveals top
designers' work in process and rationale. Projects with similar characteristics are linked through a simple notational system that encourages exploration and comparison of structure ideas. Each project is shown comprehensively so readers can see its structure revealed over several pages, at a size that allows for inspection of detail. Also included are historical overviews that summarize the development of layout concepts, both grid-based and non-grid based, in modern design practice.

**Grid Systems in Graphic Design**

Even in a digital age dominated by the Web and DVD's, print media remains a primary means of communication in our culture. Exploring Publication Design tackles the unique challenges encountered in designing books, magazines, newspapers, promotional literature, and the various other types of print publications. Highly regarded author and design educator Poppy Evans identifies the design and communication issues specific to publications and then examines the ways in which design principles and techniques can be applied to solve these design challenges. The book's wide-ranging coverage includes the most effective ways of organizing content and using type and color, sources of visual images, the ins and outs of page layout, professional opportunities in publication design, and much more.

**Grid Systems**

Make a gorgeous gridded background with Cindy Seitz-Krug. Features step-by-step process through a vast array of gridded quilting designs. Includes examples of where the stitches can be used to best enhance quilts. Detailed diagrams and instructions make learning to quilt these stitches easy. Award-winning quilt gallery featuring gridded background designs for inspiration.

**The Story Grid**

#1 NEW YORK TIMES, WALL STREET JOURNAL, AND BOSTON GLOBE BESTSELLER • One of the most acclaimed books of our time: an unforgettable memoir about a young woman who, kept out of school, leaves her survivalist family and goes on to earn a PhD from Cambridge University “An amazing story, and truly inspiring. It’s even better than you’ve heard.”—Bill Gates NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY THE NEW YORK TIMES BOOK REVIEW • ONE OF PRESIDENT BARACK OBAMA’S FAVORITE BOOKS OF THE YEAR • BILL GATES’S HOLIDAY READING LIST • FINALIST: National Book Critics Circle’s Award In Autobiography and John Leonard Prize For Best First Book • PEN/Jean Stein Book Award • Los Angeles Times Book Prize Born to survivalists in the mountains of Idaho, Tara Westover was seventeen the first time she set foot in a classroom. Her family was so isolated from mainstream society that there was no one to ensure the children received an education, and no one to intervene when one of Tara’s older brothers became violent. When another brother got himself
into college, Tara decided to try a new kind of life. Her quest for knowledge transformed her, taking her over oceans and across continents, to Harvard and to Cambridge University. Only then would she wonder if she’d traveled too far, if there was still a way home. “Beautiful and propulsive . . . Despite the singularity of [Westover’s] childhood, the questions her book poses are universal: How much of ourselves should we give to those we love? And how much must we betray them to grow up?”—Vogue NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Washington Post • O: The Oprah Magazine • Time • NPR • Good Morning America • San Francisco Chronicle • The Guardian • The Economist • Financial Times • Newsday • New York Post • theSkimm • Refinery29 • Bloomberg • Self • Real Simple • Town & Country • Bustle • Paste • Publishers Weekly • Library Journal • LibraryReads • BookRiot • Pamela Paul, KQED • New York Public Library

**Typography Workbook**

Typography - that is, typography the reader can comprehend and understand - is based on certain fundamental principles. As long as letters, words, and sentences are used to transmit information, these same principles will remain valid - even in electroni

**Thinking with Type**

The graphic design equivalent to Strunk & White's The Elements of Style This book is simply the most compact and lucid handbook available outlining the basic principles of layout, typography, color usage, and space. Being a creative designer is often about coming up with unique design solutions. Unfortunately, when the basic rules of design are ignored in an effort to be distinctive, design becomes useless. In language, a departure from the rules is only appreciated as great literature if recognition of the rules underlies the text. Graphic design is a "visual language," and brilliance is recognized in designers whose work seems to break all the rules, yet communicates its messages clearly. This book is a fun and accessible handbook that presents the fundamentals of design in lists, tips, brief text, and examples. Chapters include Graphic Design: What It Is; What Are They and What Do They Do?; 20 Basic Rules of Good Design; Form and Space-The Basics; Color Fundamentals; Choosing and Using Type; The World of Imagery; Putting it All Together?Essential Layout Concepts; The Right Design Choices: 20 Reminders for Working Designers; and Breaking the Rules: When and Why to Challenge all the Rules of this Book.

**The Grid Book**

From a professional for professionals, here is the definitive word on using grid systems in graphic design. Though Muller-Brockman first presented hi interpretation of grid in 1961, this text is still useful today for anyone working in the latest
computer-assisted design. With examples on how to work correctly at a conceptual level and exact instructions for using all of the systems (8 to 32 fields), this guidebook provides a crystal-clear framework for problem-solving. Dimension: 81/2 x 113/4 inches, English & German Text, 357 b&w examples and illustrations.

**The Grid**

Provides information on designing easy-to-use interfaces.

**Making and Breaking the Grid**

Typographic organization has always been a complex system in that there are so many elements at play, such as hierarchy, order of reading, legibility, and contrast. In Typographic Systems, Kim Elam, author of our bestselling books, Geometry of Design and Grid Systems, explores eight major structural frameworks beyond the grid including random, radial, modular, and bilaterals systems. By taking the reader through exercises, student work, and professional examples, Elam offers a broad range of design solutions. Once essential visual organization systems are understood the designer can fluidly organize words or images within a structure, combination of structures, or a variation of a structure. With clarity and substance, each system from the structured axis to the nonhierarchical radial array is explained and explored so that the reader comes away with a better understanding of these intricate complex arrangements. Typographic Systems is the seventh title in our bestselling Design Briefs series, which has sold more than 100,000 copies worldwide.

**White Space Is Not Your Enemy**

Our all-time best selling book is now available in a revised and expanded second edition. Thinking with Type is the definitive guide to using typography in visual communication, from the printed page to the computer screen. This revised edition includes forty-eight pages of new content, including the latest information on style sheets for print and the web, the use of ornaments and captions, lining and non-lining numerals, the use of small caps and enlarged capitals, as well as information on captions, font licensing, mixing typefaces, and hand lettering. Throughout the book, visual examples show how to be inventive within systems of typographic form—what the rules are and how to break them. Thinking with Type is a type book for everyone: designers, writers, editors, students, and anyone else who works with words. The popular companion website to Thinking with Type (www.thinkingwithtype.com.) has been revised to reflect the new material in this second edition.

**The Goal**
Tired of the high-pressure life they lead in New York City, Wendy Jehanara Tremayne and her husband migrate to Truth or Consequences, New Mexico, where they build, invent, forage, and grow all they need for themselves. Full of quirky stories and imaginative illustrations, this inspiring memoir chronicles the off-the-grid adventures of the Tremaynes. Touchingly personal while also providing practical tutorials on making your own biofuel, building an efficient house, and gardening sustainably, The Good Life Lab will encourage you to chase your dreams of self-sufficiency.

**The Graphic Design Reference & Specification Book**

This ground-breaking book from award-winning author MATT WATKINSON reveals the fundamental, inseparable elements behind the success of every business. The Grid provides the mental scaffolding to help you: · Evaluate and refine product and service ideas · Reduce risk by considering the broader impact of strategic decisions · Identify the root causes of business challenges · Anticipate the impact of changes in the market and turn them to your advantage · Collaborate more effectively across teams Combining practical guidance with real-world examples, The Grid will bring clarity and confidence to your business decision-making.

'The Grid provides you with a simple way to look at the complex system which is your business. With the possible exception of Warren Buffett, everyone needs to read this book.' RORY SUTHERLAND, VICE CHAIRMAN, OGILVY GROUP

'The Grid provides a systematic framework for looking at virtually all the critical aspects of your business, and maybe more valuable, at how each affects the others. It'll be a rare reader who doesn't come away with fresh, useful insights into his or her enterprise.' WALTER KEICHEL III, author of The Lords of Strategy

'Matt Watkinson distils strategic know-how into nine ingenious perspectives and, with the use of clever examples, shows us how to apply this technique of thinking to any business problem or market opportunity. An extraordinarily powerful book.' DR JULES GODDARD, author of Uncommon Sense, Common Nonsense

'The Grid presents a unique, joined up approach to decision-making, revealing both the holistic nature of business and all the key elements a business must consider. I can safely say that if you only read one business book in your life it should be The Grid.' PHILIP ROWLEY, Chief Finance Officer, Sony Pictures Entertainment

**Best Practices for Graphic Designers, Grids and Page Layouts**

Presents diverse, international, in-depth case studies. While there are many books showcasing graphic design work, few present in-depth projects, exploring concept, designer’s strategy, visual problem-solving, and specifics, illustrating the concrete use of design principles to achieve intended communication goals. As a result, readers are often left with only a surface understanding of how a project might have evolved or how the visual aspects of its design are brought together to convey its intended message. The case studies in Design Evolution comprehensively demonstrate the real-world application of visual principles discussed in a more formal, educational context. Readers will understand how the principles for image,
layout, type, and color explored in volume 1, Design Elements, work in combination, to execute the overall solutions showcased in this volume. The depth and range of content presented in these case studies distinguishes this book from all others in the design showcase genre -- offering readers a chance to not only be inspired by the quality and innovation of showcased projects, but to understand how they were realized.

**Design Elements, Third Edition**

This unique, go-to guide for designers fully details the essential layout and design skills needed to succeed in this competitive industry. With fun and practical application, it offers valuable insight into strategy and business when working in the real world with real clients, starting with basic information on layout principles before delving more deeply into theory and application on a project-by-project basis. Illustrated with real-world assignments and case studies, this guide offers a behind-the-scenes take on the entire process and steps necessary to go from concept to final outcome, including how to overcome challenges presented along the way.

**Educated**

Explores the design grid and how it is the driving force behind almost all graphic design.

**Design School: Layout**

White Space Is Not Your Enemy is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are expanded to offer more in-depth content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer’s approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.

**Typography**

Guides readers in establishing a disaster plan covering the basic human needs in case the unpredictable happens, with information on food, water, and personal safety.

**Color - Messages & Meanings**
Adhering to certain layout and grids standards and principles is important for any job from brochures, to annual reports, to posters, to websites, to publications. However, knowing how to bend the rules and make certain grids work for the job at hand takes skill. This book outlines and demonstrates basic layout/grid guidelines and rules through 100 entries including choosing a typeface, striving for rhythm and balance with type, combining typefaces, using special characters and kerning and legibility. These essentials of grid design are critical to the success of any job.

**Making and Breaking the Grid**

Object drawing - Memory drawing - Material studies - Colour - Textile design - Lettering - Graphic exercises.

**Making and Breaking the Grid, Second Edition, Updated and Expanded**

'The Layout Book' provides a historical overview of layout, from early scribes through to contemporary layout.

**Layout Essentials**

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

**Exploring Publication Design**

For designers working in every medium, layout is arguably the most basic, and most important, element. Effective layout is essential to communication and enables the end user to not only be drawn in with an innovative design but to digest information easily. Making and Breaking the Grid is a comprehensive layout design workshop that assumes that in order to effectively break the rules of grid-based design, one must first understand those rules and see them applies to real-world projects. Text reveals top designers' work in process and rationale. Projects with similar characteristics are linked through a simple notational system that encourages exploration and comparison of structure ideas. Also included are historical
Design Evolution

Lights Out

Making and Breaking the Grid, Second Edition, Updated and Expanded

Big Data Analytics Strategies for the Smart Grid

"This cultural and personal history of crosswords and their fans, written by an aficionado, is diverting, informative, and discursive." --The New York Times Book Review, Editors' Choice
Almost as soon as it appeared, the crossword puzzle became indispensable to our lives. Invented practically by accident in 1913, when a newspaper editor at the New York World was casting around for something to fill empty column space, it became a roaring commercial success almost overnight. Ever since then, the humble puzzle has been an essential ingredient of any newspaper worth its salt. But why, exactly, are the crossword's satisfactions so sweet? Blending first-person reporting from the world of crosswords with a delightful telling of its rich literary history, Adrienne Raphel dives into the secrets of this classic pastime. Thinking Inside the Box is an ingenious love letter not just to the abiding power of the crossword but to the infinite joys and playful possibilities of language itself.