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An architect's defense of drawing as a way of thinking, even in an age of electronic media. Why would an architect reach for a pencil when drawing software and AutoCAD are a click away? Use a ruler when 3D-scanners and GPS devices are close at hand? In *Why Architects Still Draw*, Paolo Belardi offers an elegant and ardent defense of drawing by hand as a way of thinking. Belardi is no Luddite; he doesn't urge architects to give up digital devices for watercolors and a measuring tape. Rather, he makes a case for drawing as the interface between the idea and the work itself. A drawing, Belardi argues, holds within it the entire final design. It is the paradox of the acorn: a project emerges from a drawing—even from a sketch, rough and inchoate—just as an oak tree emerges from an acorn. Citing examples not just from architecture but also from literature, chemistry, music, archaeology, and art, Belardi shows how drawing is not a passive recording but a moment of invention pregnant with creative possibilities. Moving from the sketch to the survey, Belardi explores the meaning of measurement in a digital era. A survey of a site should go beyond width, height, and depth; it must include two more dimensions: history and culture. Belardi shows the sterility of techniques that value metric exactitude over cultural appropriateness, arguing for an “informed drawing” that takes into consideration more than meters or feet, stone or steel. Even in the age of electronic media, Belardi writes, drawing can maintain its role as a cornerstone of architecture.

"The perfect book to turn your childhood LEGO® collection into a legitimate (and seriously fun) adult pastime." —Finn MacLeod, Arch Daily "Stunning...be the Corbusier of LEGO." —Wall Street Journal "For many budding architects the first step on the road to blueprints and T-squares is a trip to the toy store. The models are sure to motivate future architects—or future LEGO artists—to get building." —Architectural Digest Travel through the history of architecture in *The LEGO Architect*. You'll learn about styles like Art Deco, Modernism, and High-Tech, and find inspiration in galleries of LEGO models. Then take your turn building 12 models in a variety of styles. Snap together some bricks and learn architecture the fun way!

Whether you've always dreamed of building your own home, or can't find the right house from among the dozens you've toured, this collection of ultimate plans can help you achieve the home of your dreams. You could have an architect create a one-of-a-kind home for you, but the design services alone could end up costing up to 15 percent of the cost of construction—a hefty premium for any building project. *Ultimate Book of Home Plans* allows you to select from 730 of the most popular designs from the country's top architects and designers, for a fraction of the cost. More than 550 gorgeous, full-color photographs and 1,600 illustrations allow you to experience homes actually built from the designs, plus some interiors. Virtually every home style is offered, including farmhouses, country cottages, contemporaries, luxury estates, vacation retreats, and regional specialties. Get practical tips and advice on everything from selecting a site and hiring a contractor to adding finishing touches like trimwork and landscaping. Once you've selected your dream home, you can obtain easily customizable construction blueprints, cost estimates, materials lists, and CAD files.

As the digital economy changes the rules of the game for enterprises, the role of software and IT architects is also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company's structure and processes. To accomplish that, they need to connect the IT engine room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior developers looking to shape the company's technology direction or assist in an organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what's worked and what hasn't in large-scale transformation

In this truly unique technical book, today's leading software architects present valuable principles on key development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hōra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical lessons they've learned from years of experience. Among the 97 principles in this book, you'll find useful advice such as: Don't Put Your Resume Ahead of the Requirements (Nitin Borwankar) Chances Are, Your Biggest Problem Isn't Technical (Mark Ramm) Communication Is King; Clarity and Leadership, It's Humble Servants (Mark Richards) Simplicity Before Generality, Use Before Reuse (Kevlin Henney) For the End User, the Interface Is the System (Vinayak Hegde) It's Never Too Early to Think About Performance (Rebecca Parsons) To be successful as a software architect, you need to master both business and technology. This book tells you what top software architects think is important and how they approach a project. If you want to enhance your career, 97 Things Every Software Architect Should Know is essential reading.

If you're planning to build your own one-story dream home, this extensive collection will show you the best selling and most stylish designs available today. More than 350 home plans were selected for *Best-Selling 1-Story Home Plans*, Updated 4th Edition as most desirable based on actual sales data. From convenient ranch homes to traditional cottages, you'll find a wide variety of styles and sizes here to meet your budget. And with complete construction blueprints available for each and every house shown, you can build your special home just the way you want!

bull; Fully revised and updated to reflect the latest trends in software architecture bull; Allows you to execute heavyweight or lightweight approaches to architecture and identify the best architectural model for any project bull; Added coverage of UML 2.0 and Model-Driven Architecture

Master The Crucial Technical Skills Every Software Architect Needs! To succeed as a software architect, you must master both technical skills and soft skills. Dave Hendricksen illuminated the soft skills in his highly-regarded *12 Essential Skills for Software Architects*. Now, in *12 More Essential Skills for Software Architects* he turns to the technical side. Drawing on his decades of experience, Hendricksen organizes technical skills into three areas. PROJECT SKILLS: driving projects from ideation through delivery TECHNOLOGY SKILLS: building, buying, and/or leveraging the right technologies VISIONARY SKILLS: realizing an architectural vision that improves long-term competitiveness He helps you develop and sharpen these key technical skills: from conceptualizing solutions to developing platforms and governance, and from selecting technology innovations to infusing architectures with an entrepreneurial spirit. This guide reveals the technical skills you need and provides a coherent framework and practical methodology for mastering them. Taken together, Hendricksen's two books offer the most complete, practical pathway to excellence in software architecture. They'll guide you through every step of your architecture career—from getting the right position to thriving once you have it. Essential Architect Skills Visionary Skills Entrepreneurial Execution Technology Innovation Strategic Roadmapping Technology Skills Governance Platform Development Know-how Architectural Perspective Project Skills Estimation Partnership Discovery Management Conceptualization Dave Hendricksen is a big data architect for Thomson Reuters, where he works closely with the firm's new product development teams to create innovative legal products for large-scale online platforms such as Westlaw.com. Hendricksen presented "Designing and Building Large-Scale Systems in an Agile World" at Carnegie Mellon University's influential Software Engineering Institute.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Your all-in-one guide to all things OS X Mavericks This fun and friendly For Dummies guide is your ticket to taking advantage of all the features of Apple's latest desktop operating system – OS X Mavericks. You'll get to know OS X, customize Mavericks for your needs, become more productive, and take your system to a whole new level with eight minibooks dedicated to OS X essentials. Plus, you'll learn how to keep your system safe, stay connected on the go, turn your Mac into a multimedia hub, and make your Mac happy with the over 200 new features found in OS X Mavericks. Includes eight minibooks: Introducing OS X, Customizing and Sharing, the Digital Hub, Using iWork, the Typical Internet Stuff, Networking in OS X, Expanding Your System, and Advanced OS X Covers new-to-OS X tools and features including iBooks, Maps, iCloud Keychain, Finder Tabs, and Tags plus the streamlined Calendar, Notifications, and Safari applications Shows you how to navigate around the desktop with Launchpad and Mission Control, build the Finder of your dreams, and sync your important stuff with iCloud Walks you through the fun stuff, too, including editing images in iPhoto, trying out your cinema skills with iMovie, rockin' out with GarageBand and iTunes, becoming a gaming guru, video-chatting with FaceTime, surfing the web with Safari, and more Whether you want to test the OS X waters or just dive right in, OS X Mavericks All-in-One For Dummies is here to help guide your way.

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