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Introduction About This Manual Thank you for your purchase of a Nikon COOLPIX S630 digital camera. This manual was written to help you enjoy taking pictures with your Nikon digital camera. Read this manual thoroughly before use, and keep it where all those who use the product will read it. Page 14: Information And Precautions

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Nikon | Download center | COOLPIX S6300

Specifications Nikon COOLPIX S6300 Digital Camera Type Compact digital camera Effective pixels 16.0 million Image sensor -in. type CMOS; approx. 16.79 million total pixels Lens 10 × optical zoom, NIKKOR lens 4.5-45.0mm (angle of view equivalent to that of 25-250 mm...

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The COOLPIX S6300 — Brighten up your world. ... capture steady photos and movies thanks to Nikon ' s automatic vibration reduction technology, which counters the effects of camera shake in real ... (9-area automatic selection), manual with 99 focus areas, center, subject tracking. Monitor. 6.7-cm (2.7-in.), approx. 230k-dot, TFT LCD with anti ...

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COOLPIX S6300 2013 Digital Cameras Discontinued - nikon.co.uk

COOLPIX S630 | Nikon. 4 Way VR Image Stabilization: Nikon's Optical VR Image Stabilization compensates for the effects of camera shake by moving the image sensor. This produces clearer, sharper results in lower lighting or unsteady conditions.

COOLPIX S630 | Nikon

7x Zoom-NIKKOR lens; Sure Grip with reassuring fit to capture all those precious moments; 12.0 effective megapixels for high-resolution images; 2.7-in. high-resolution LCD monitor

Nikon | Imaging Products | COOLPIX S630

It used to be a major weak point, but the AF in the S630 is very good. It focuses quickly and accurately in almost all lighting conditions, even at long zoom settings in quite low light, although...

Nikon CoolPix S630 Review | Trusted Reviews

NIKKOR 7x zoom lens offers outstanding precision and sharp resolution. (35mm [135] film-format equivalent: 37 – 260mm.) 4x anti-blur automatically counters blurred images in four different ways. Sensor-shift VR (Vibration Reduction) reduces the effect of camera shake. High ISO (up to 6400*) light sensitivity reduces the risk of blurred images with fast-moving subjects or in low-light.

COOLPIX S630 2011 Digital Cameras Discontinued

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In Dark Matters Simone Browne locates the conditions of blackness as a key site through which surveillance is practiced, narrated, and resisted. She shows how contemporary surveillance technologies and practices are informed by the long history of racial formation and by the methods of policing black life under slavery, such as branding, runaway slave notices, and lantern laws. Placing surveillance studies into conversation with the archive of transatlantic slavery and its afterlife,

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Browne draws from black feminist theory, sociology, and cultural studies to analyze texts as diverse as the methods of surveilling blackness she discusses: from the design of the eighteenth-century slave ship *Brooks*, Jeremy Bentham's Panopticon, and *The Book of Negroes*, to contemporary art, literature, biometrics, and post-9/11 airport security practices. Surveillance, Browne asserts, is both a discursive and material practice that reifies boundaries, borders, and bodies around racial lines, so much so that the surveillance of blackness has long been, and continues to be, a social and political norm.

This book is a printed edition of the Special Issue "Alloy Steels" that was published in *Metals*

"Whether you're just beginning in 35mm photography or have a serious interest in it, this book provides you with all you'll need to know to create truly memorable photography."--BOOK COVER.

How did the table fork acquire a fourth tine? What advantage does the Phillips-head screw have over its single-grooved predecessor? Why does the paper clip look the way it does? What makes Scotch tape Scotch? In this delightful book Henry, Petroski takes a microscopic look at artifacts that most of us count on but rarely contemplate, including such icons of the everyday as pins, Post-its, and fast-food "clamshell" containers. At the same time, he offers a convincing new theory of technological innovation as a response to the perceived failures of existing products—suggesting that irritation, and not necessity, is the mother of invention.

Adventure based story and photography magazine from Tacoma, Washington.

OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ES™ 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering

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contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

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