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**The Art of Getting Started** - Lee Crutchley 2013
An interactive guide to promoting creativity draws on the author's own struggles with creative blocks while explaining the painstaking process through which he has found inspiration, offering a range of lively prompts, activities and challenges designed to shift perspective and enable productivity. By the creator of Quoteskine. Original. 35,000 first printing.

**Getting Started with Rigorous Curriculum Design** - Larry Ainsworth 2013
School districts are now successfully implementing the Rigorous Curriculum Design process to redesign their curricula to fulfill the promise of the Common Core and prepare students for success on the
coming national assessments. Each chapter of Getting Started With Rigorous Curriculum Design will provide educators with “collective wisdom” — insights and ideas to enrich and expand understandings they may not have yet come to on their own.

**Getting Started with Google BERT**-Sudharsan Ravichandiran 2021-01-22 Getting Started with Google BERT will help you become well-versed with the BERT model from scratch and learn how to create interesting NLP applications. You'll understand several variants of BERT such as ALBERT, RoBERTa, DistilBERT, ELECTRA, VideoBERT, and many others in detail.

**The Art of the Start 2.0**-Guy Kawasaki 2015-03-03 Fully revised and expanded for the first time in a decade, this is Guy Kawasaki's classic, bestselling guide to launching and making your new product, service, or idea a success. Whether you're an aspiring entrepreneur, small-business owner, intrapreneur, or not-for-profit leader, there's no shortage of advice on topics such as innovating, recruiting, fund raising, and branding. In fact, there are so many books, articles, websites, blogs, webinars, and conferences that many startups get paralyzed, or they focus on the wrong priorities and go broke before they succeed. The Art of the Start 2.0 solves that problem by distilling Guy Kawasaki's decades of experience as one of the most hardworking and irreverent strategists in the business world. Guy has totally overhauled this iconic, essential guide for anyone starting anything. It’s 64 percent longer than version 1.0 and features his latest insights and practical advice about social media, crowdfunding, cloud computing, and many other topics. Guy understands the seismic changes in business over the last decade: Once-invulnerable market leaders are struggling. Many of the basics of getting established have become easier, cheaper, and more democratic. Business plans are no longer necessary. Social media has replaced PR and advertising as the key method of...
promotion. Crowdfunding is now a viable alternative to investors. The cloud makes basic infrastructure affordable for almost any new venture. The Art of the Start 2.0 will show you how to effectively deploy all these new tools. And it will help you master the fundamental challenges that have not changed: building a strong team, creating an awesome product or service, and facing down your competition. As Guy likes to say, “Entrepreneur is a state of mind, not a job title.” His book will help you make your crazy ideas stick, through an adventure that’s more art than science – the art of the start.

**The Science of Getting Started** - Patrick King
2019-06-27
Outsmart your lazy and undisciplined tendencies. Become a productivity machine and achieve your goals quickly. Procrastination is the monster that we are always running from. It lurks around every corner, and can completely sabotage your life. But you can learn to defeat it every time. A blueprint for getting into motion from a complete standstill. Understand and defeat your psychological blocks. The Science of Getting Started is a deep dive into our tendency to push things until the last minute possible. It uncovers the biological and evolutionary science behind procrastination, and how we can beat these instinctual drives to triumph in our career and personal life. A plethora of studies are analyzed and put into illuminating contexts. Best of all, it’s a book of scientific solutions boiled down to everyday usefulness. You’ll be able to apply insight from this book immediately to slay your procrastination monster and get ahead of the pack. Get started instantly; now; today. Stop saying “I’ll do it later...” Patrick King is an internationally bestselling author and entrepreneur. His writing draws of a variety of sources, from scientific research, academic experience, coaching, and real life experience. He has battled the procrastination monster his entire life and brings proven techniques to you. Discover discipline, willpower, and motivation that works for you. Defeat your inner sloth. Channel your inner beast. •A scientific and
biological overview of your procrastination habit.  
• Warning signs to monitor your work ethic.  
• Psychological tactics to trigger your brain to productivity.  
• How to structure and schedule your life to safeguard against procrastination.  
• Simple yet effective tactics to get off your butt and into action.  
• How to beat analysis paralysis and other causes of mental freezing.

Learn to Burn-Simon Easton 2013-03-01 This easy-to-learn introduction to the art of pyrography offers fourteen step-by-step projects for making decorative gifts--from coasters and picture frames to bangles, decorative plates, and door hangers--illustrated with clear how-to photographs. Each pyro project can be completed using ready-made materials that are easy to find at your local craft store. Fifty bonus patterns will allow you to unleash your creativity on hundreds of additional woodburning projects.

Getting Started in Drawing-Wendon Blake 1991 Offers step-by-step demonstrations of how to create landscapes, still lifes, and portraits, and introduces basic tools and techniques for working with pencil, chalk, and charcoal

How to Draw Manga-K's Art 2001 Explains how to draw characters in Japanese comics or manga.

Getting Started with Data Science-Murtaza Haider 2015-12-14 Master Data Analytics Hands-On by Solving Fascinating Problems You’ll Actually Enjoy! Harvard Business Review recently called data science “The Sexiest Job of the 21st Century.” It’s not just sexy: For millions of managers, analysts, and students who need to solve real business problems, it’s indispensable. Unfortunately, there’s been nothing easy about learning data science—until now. Getting Started with Data Science takes its inspiration from worldwide best-sellers like Freakonomics and Malcolm Gladwell’s Outliers: It teaches through a powerful narrative packed with unforgettable
stories. Murtaza Haider offers informative, jargon-free coverage of basic theory and technique, backed with plenty of vivid examples and hands-on practice opportunities. Everything’s software and platform agnostic, so you can learn data science whether you work with R, Stata, SPSS, or SAS. Best of all, Haider teaches a crucial skillset most data science books ignore: how to tell powerful stories using graphics and tables. Every chapter is built around real research challenges, so you’ll always know why you’re doing what you’re doing. You’ll master data science by answering fascinating questions, such as: • Are religious individuals more or less likely to have extramarital affairs? • Do attractive professors get better teaching evaluations? • Does the higher price of cigarettes deter smoking? • What determines housing prices more: lot size or the number of bedrooms? • How do teenagers and older people differ in the way they use social media? • Who is more likely to use online dating services? • Why do some purchase iPhones and others Blackberry devices? • Does the presence of children influence a family’s spending on alcohol? For each problem, you’ll walk through defining your question and the answers you’ll need; exploring how others have approached similar challenges; selecting your data and methods; generating your statistics; organizing your report; and telling your story. Throughout, the focus is squarely on what matters most: transforming data into insights that are clear, accurate, and can be acted upon.

**Getting Started** - Patti Mollica 2013-11-01

Acrylic Made Easy is a new dynamic technique and project-driven series devoted to introducing beginning and intermediate artists to the fun and engaging world of acrylic painting. With a fresh and simple approach, this debut title, Getting Started, teaches artists everything they need to know about working with acrylic paint. Beginning with an overview on a variety of tools and materials, artists will learn how to select the right brushes, palettes, paints, paper, and surfaces for their work. This introductory guide
also covers various acrylic gels and mediums and how to use them with acrylic paint to achieve various effects. Getting Started also provides artists with an overview of basic color theory and how to mix colors effectively, plan a composition, and achieve proper perspective. Additionally, fine artists will learn a range of basic painting techniques, such as creating washes, drybrushing, stippling, scumbling, and more. Expert artist Patti Mollica provides tips and techniques for creating an array of textures, building up layers, and adding details. Through a collection of approachable step-by-step projects artists will be able to put their newfound acrylic skills to use, starting with initial sketches and culminating in final works of art. Subject matter ranges from landscapes, to still life, to portraits, and more. Covering a wide range of content, subject matter, and techniques, for beginning and intermediate artists alike will find Getting Started a valuable resource for their art library. With inspiration, instruction, and professional tips and tricks on virtually every page, this full-color book is the perfect resource for acrylic artists.

**Getting Started with Arduino**-Massimo Banzi  
2011-09-13 Presents an introduction to the open-source electronics prototyping platform.

**The Art of Pharmacoeconomics**-Rola Kaakeh  
2021-04-02

**Getting Started Crochet**-Judith Swartz  
2006-06-01 Neophyte crafters learn how to wield a crochet hook with skill and grace, enter yarn stores with confidence, and recreate their favorite crochet trends in this invaluable guide. Seemingly complex crocheting jargon and techniques are demystified with step-by-step photographs and instructions. Clear diagrams demonstrate how to hold a crochet hook and yarn, and form basic stitches to create a simple scarf. More advanced skills—such as shaping, working in rounds, motifs, and edging—lead into
sophisticated projects, including an evening bag, a pillow, and an edged camisole. Designed for the extreme beginner, the manual also contains an index, a list of additional resources, and helpful charts.

**Getting Started with JUCE**-Martin Robinson 2013-10-25 This book is a fast-paced, practical guide full of step-by-step examples which are easy to follow and implement. This book is for programmers with a basic grasp of C++. The examples start at a basic level, making few assumptions beyond fundamental C++ concepts. Those without any experience with C++ should be able to follow and construct the examples, although you may need further support to understand the fundamental concepts.

**Acrylic Painting**-Joan Hansen 2003-01-01 A vibrant and versatile medium, acrylic is ideal for beginning artists. Its quick drying time and intense, brilliant hues allow you to express a world of possibilities! In this book produced by Walter Foster Publishing and Reeves, two renowned acrylic artists guide you through five colorful step-by-step lessons, providing special tips and techniques along the way. This project book teaches you how to paint a variety of inspiring subjects, including florals, landscapes, seascapes, and still lifes. Plus you’ll learn about the materials and techniques needed to get started right away. Soon you will be on your way to creating your own brilliant works of art!

**Getting Things Done**-David Allen 2001

**Watercolor**-Chris Hansen 2003-01-01 ‘This comprehensive Walter Foster Publishing and Reeves book is the perfect introductory guide for anyone who wants to learn the captivating art of watercolor painting. It covers important information about the selection and use of art tools and materials as well as basic watercolor
techniques. Best of all, it includes five step-by-step, full-color watercolor lessons to follow and learn, assisting you in practicing techniques while providing ideas and inspiring creativity. There's no better way for beginning artists to learn essential information about watercolor painting techniques and mixing!

The Science of Getting Started - Peter Hollins
2019-10-22 Outsmart your lazy and undisciplined tendencies. Become a productivity machine and achieve your goals quickly. Procrastination is the monster that we are always running from. It lurks around every corner, and can completely sabotage your life. But you can learn to defeat it every time. A blueprint for getting into motion from a complete standstill. Understand and defeat your psychological blocks. The Science of Getting Started is a deep dive into our tendency to push things until the last minute possible. It uncovers the biological and evolutionary science behind procrastination, and how we can beat these instinctual drives to triumph in our career and personal life. A plethora of studies are analyzed and put into illuminating contexts. Best of all, it's a book of scientific solutions boiled down to everyday usefulness. You'll be able to apply insight from this book immediately to slay your procrastination monster and get ahead of the pack. Get started instantly; now; today. Stop saying "I'll do it later..." Patrick King is an internationally bestselling author and entrepreneur. His writing draws of a variety of sources, from scientific research, academic experience, coaching, and real life experience. He has battled the procrastination monster his entire life and brings proven techniques to you. Discover discipline, willpower, and motivation that works for you. Defeat your inner sloth. Channel your inner beast. -A scientific and biological overview of your procrastination habit. -Warning signs to monitor your work ethic. -Psychological tactics to trigger your brain to productivity. -How to structure and schedule your life to safeguard against procrastination. -Simple yet effective tactics to get off your butt and into action. -How to beat analysis paralysis
and other causes of mental freezing. Get more done in less time so you can enjoy your life instead of avoiding it.

**Getting Started in ZBrush** - Greg Johnson  
2014-04-16 Getting Started in ZBrush is a gentle introduction to ZBrush, today’s premier digital sculpting program. Beginning with the fundamentals of digital sculpting as well as a thorough introduction to the user interface, Getting Started in ZBrush will have you creating a variety of professional-level 3D models in no-time. More than just another button-pushing manual, this comprehensive guide is packed with start-to-finish projects that ease you into the workflow of the program, while at the same time providing tips and tricks that will allow you to achieve certain tasks much more quickly. After progressing through the tutorials, you will be shown how to customize brushes, materials, scripts, and the interface so that you can utilize these tools to their full advantage. Special consideration is given to ZBrush’s integration plug-ins with Maya and 3ds Max, allowing you to properly import and export your models in all programs. Texturing, painting, mapping, decimation, baking, and topology are also fully covered so your Zbrush creations can come to life without sacrificing that high-resolution look. Ease your way into this complex subject with this straight-forward approach to ZBrush Perfect your technique with step-by-step tutorials that allow you to create high res models from start to finish. Expand your knowledge by visiting the companion website, which features video demonstrations, project files, texture and model files, scripts, customized menus, brushes, and additional resources.

**Getting Started with MakerBot** - Bre Pettis  
2012-12-10 Ready to join the personal fabrication movement? This hands-on book shows you how to make a wide variety of physical objects with the amazing MakerBot 3D printer. It’s handy when you need a replacement for something lost, broken, or no longer made—like a knob on your...
You can make things instead of buying them, or solve problems with inventions of your own. The possibilities are endless, and MakerBot is the fun, affordable, and inspiring way to go. Get started with your own little factory today! Set up your MakerBot Replicator 2 and understand how it works. Learn the basics and print 10 useful objects right away. Make objects with sturdy yet biodegradable PLA. Get examples of real-world problem solving, from ceiling hooks to hermit crab shells. Choose from thousands of free designs on Thingiverse.com—and share your own. Repurpose disposable products by making them part of your design. Design your own 3D objects, using SketchUp, Autodesk 123D, OpenSCAD, and other tools. Use 3D scanning technology to replicate real objects around you.

**The Art of the Start**-Guy Kawasaki 2004 A new product, a new service, a new company, a new division, a new anything - where there's a will, Kawasaki shows the way with his essential steps to launching one's dreams.

**Getting Started with Middle School Chorus**-Patrick K. Freer 2009-08-15 New to teaching chorus? If so, you may be filled with anticipation and anxiety. Getting Started with Middle School Chorus is here to point you in the right directions. Like other books in the Getting Started series, there's enough specific information here to get you started and on your way! This second edition of Getting Started with Middle School Chorus gives you new information on working with young adolescent changing voices, designing optimal rehearsals for middle schoolers, managing growing choral programs, and helping youngsters gain musical skills they can carry with them for a lifetime of making music. This practical outline will help build your confidence as you take on the new responsibilities associated with teaching middle school chorus.

**Getting Started in Technical Analysis**-Jack D.
Schwager Revered by many, reviled by some, technical analysis is the art and science of deciphering price activity to better understand market behavior and identify trading opportunities. In this accessible guide, Jack Schwager—perhaps the most recognized and respected name in the field—demystifies technical analysis for beginning investors, clearly explaining such basics as trends, trading ranges, chart patterns, stops, entry, and exit and pyramiding approaches. The book’s numerous examples and clear, simple explanations provide a solid framework for using technical analysis to make better, more informed investment decisions and as the basis for mechanical trading systems. Along with Schwager’s invaluable trading rules and market observations culled from years of real-world trading experience, Getting Started in Technical Analysis offers in-depth coverage of:

- Types of charts—bar, close-only, point-and-figure, candlestick.
- Chart patterns—one-day, continuation, top and bottom formations, the importance of failed signals.
- Trading systems—trend-following, counter-trend, pattern recognition.
- Charting and analysis software—price data issues, time frame/trading style considerations, software research.

Getting Started with p5.js

Lauren McCarthy

2015-10-12 With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way—by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative
possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll:

- Quickly learn programming basics, from variables to objects
- Understand the fundamentals of computer graphics
- Create interactive graphics with easy-to-follow projects
- Learn to apply data visualization techniques
- Capture and manipulate webcam audio and video feeds in the browser

**Getting Started with CNC** - Edward Ford
2016-08-11 Getting Started with CNC is the definitive introduction to working with affordable desktop and benchtop CNCs, written by the creator of the popular open hardware CNC, the Shapeoko. Accessible 3D printing introduced the masses to computer-controlled additive fabrication. But the flip side of that is subtractive fabrication: instead of adding material to create a shape like a 3D printer does, a CNC starts with a solid piece of material and takes away from it. Although inexpensive 3D printers can make great things with plastic, a CNC can carve highly durable pieces out of a block of aluminum, wood, and other materials. This book covers the fundamentals of designing for--and working with--affordable ($500-$3000) CNCs.

**Getting Started** - Amy Young 2019-08-19 You've made the leap and said yes to serving God cross-culturally. You're anticipating your big adventure and prepared to serve whatever the cost. But now the questions and practicalities flood in: How do I make friends quickly? How will I fit into the new culture? Do I have anything of value to offer? (And what if I don't like the food?) Amy Young, viral communicator and veteran of eighteen years in China, guides you through the maze of your first year on the field. With storytelling and research, she offers encouragement, practical tips, and plenty of humor to help you navigate the unexpected cultural, emotional, interpersonal, and spiritual aspects you'll face. Getting Started enables you to glean from those who have gone before you, to stay close to God, and to grow in cultural
where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works.

Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes

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**All the Things: How to Draw Books for Kids**

Alli Koch 2020-06-16 Your kid will have fun turning their doodles into artwork they can show off to their friends. Author Alli Koch's step-by-step instructions will help your child practice their basic art skills and teach them how to draw with confidence in no time!

**Generative Art**

Matt Pearson 2011-06-29

Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique

knowledge-all the while flourishing in fulfilling your call.
Table of Contents

Part 1 Creative Coding
Generative Art: In Theory and Practice
Processing: A Programming Language for Artists

Part 2 Randomness and Noise
The Wrong Way to Draw A Line
The Wrong Way to Draw a Circle
Adding Dimensions

Part 3 Complexity
Emergence
Autonomy
Fractals

Teen Guide to Getting Started in the Arts
Carol L. Ritzenthaler 2002
Offers guidance concerning training and an overview of possible careers in theater, film, architecture, art, dance, music, photography, and writing.

Getting Started in Homeschooling
Sonya Shafer 2012-03

Getting Started in 3D with Maya
Adam Watkins 2012
Teaches how to use Maya to create three-dimensional animation projects, including focusing on such topics as lighting, modeling, and character skinning.

Getting Started with Raspberry Pi
Matt Richardson 2012-12-10
What can you do with the Raspberry Pi, a $35 computer the size of a credit card? All sorts of things! If you’re learning how to program, or looking to build new electronic projects, this hands-on guide will show you just how valuable this flexible little platform can be. This book takes you step-by-step through many fun and educational possibilities. Take advantage of several preloaded programming languages. Use the Raspberry Pi with Arduino. Create Internet-connected projects. Play with multimedia. With Raspberry Pi, you can do all of this and more. Get acquainted with hardware features on the Pi’s board. Learn enough Linux to move around the operating system. Pick up the basics of Python and Scratch—and start programming. Draw graphics, play sounds, and handle mouse events with the Pygame framework. Use the Pi’s input and output pins to do some
hardware hacking Discover how Arduino and the Raspberry Pi complement each other. Integrate USB webcams and other peripherals into your projects. Create your own Pi-based web server with Python.

The Art of Getting Lost - Brendan Leonard 2018-11-01 The Art of Getting Lost will illuminate the details of dream trips, and inspiring readers to understand that adventure is not out of reach. Most of us face a couple of obstacles when it comes to living our Walter Mitty-esque adventure dreams: ideas of what to do, and concrete knowledge of how long those ideas will take. It’s a long way from talking to some guy at the bar about his Grand Canyon Raft trip to going home and Googling a synopsis of how to make it happen, and then clicking around a guide company’s website to find out if it takes three days or 30. But it won’t be hard to flip through this book and get inspired.

Justin Bieber: Just Getting Started - Justin Bieber 2012-09-13 Justin Bieber chronicles his rise from street performer to global superstar, discusses his favorite charitable causes, and documents his travels around the world, in a volume that includes photographs of the singer on- and offstage.

The War of Art - Steven Pressfield 2002-06-03 What keeps so many of us from doing what we long to do? Why is there a naysayer within? How can we avoid the roadblocks of any creative endeavor—be it starting up a dream business venture, writing a novel, or painting a masterpiece? The War of Art identifies the enemy that every one of us must face, outlines a battle plan to conquer this internal foe, then pinpoints just how to achieve the greatest success. The War of Art emphasizes the resolve needed to recognize and overcome the obstacles of ambition and then effectively shows how to reach the highest level of creative discipline. Think of it as tough love . . . for yourself.
The Art of Getting Stared At - Laura Langston
2014-09-09 Sixteen-year-old Sloane is given the biggest opportunity of her life—a chance for a film school scholarship—but she only has less than two weeks to produce a video. She also has to work with Isaac Alexander, an irresponsible charmer with whom she shares an uneasy history. Then comes a horrifying discovery: Sloane finds a bald spot on her head. The pink patch, no bigger than a quarter, shouldn’t be there. Neither should the bald spots that follow. Horror gives way to devastation when Sloane is diagnosed with alopecia areata. The autoimmune disease has no cause, no cure and no definitive outcome. The spots might grow over tomorrow or they might be there for life. She could become completely bald. No one knows. Determined to produce her video and keep her condition secret, Sloane finds herself turning into the kind of person she has alwaysmocked: someone obsessed with their looks. She’s also forced to confront a painful truth: she is as judgmental as anyone else ... but she saves the harshest judgments for herself.

Florida Getting Started Garden Guide - Tom MacCubbin 2013-08-11 Full-color plant photos and complete growing instructions for the native plants of Florida.

Deep Learning for Coders with fastai and PyTorch - Jeremy Howard 2020-06-29 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and
PyTorch. You’ll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering. Learn the latest deep learning techniques that matter most in practice. Improve accuracy, speed, and reliability by understanding how deep learning models work. Discover how to turn your models into web applications. Implement deep learning algorithms from scratch. Consider the ethical implications of your work. Gain insight from the foreword by PyTorch cofounder, Soumith Chintala.

Afterparties by Anthony Veasna So

INSTANT NEW YORK TIMES BESTSELLER

A vibrant story collection about Cambodian-American life—immersive and comic, yet unsparing—that offers profound insight into the intimacy of queer and immigrant communities. Seamlessly transitioning between the absurd and the tenderhearted, balancing acerbic humor with sharp emotional depth, Afterparties offers an expansive portrait of the lives of Cambodian-Americans. As the children of refugees carve out radical new paths for themselves in California, they shoulder the inherited weight of the Khmer Rouge genocide and grapple with the complexities of race, sexuality, friendship, and family. A high school badminton coach and failing grocery store owner tries to relive his glory days by beating a rising star teenage player. Two drunken brothers attend a wedding afterparty and hatch a plan to expose their shady uncle’s snubbing of the bride and groom. A queer love affair sparks between an older tech entrepreneur trying to launch a “safe space” app and a disillusioned young teacher obsessed with Moby-Dick. And in the sweeping final story, a nine-year-old child learns that his mother survived a racist school shooter. The stories in...
Afterparties, “powered by So’s skill with the
telling detail, are like beams of wry, affectionate
light, falling from different directions on a
complicated, struggling, beloved American
community” (George Saunders).

**The Art of Getting Well**-David Spero 2002 A
majority of chronic illnesses have no medical
cure. The best therapy, asserts the author, is self-
care. This comprehensive guide suggests healthy
behaviors and holistic approaches while
acknowledging the barriers people face in
applying them.