

Science Fiction

2025 A.D. In a not so distant future...

Dr. Catherine Farro, or "Shroud," as she is known online, is a 40-year-old paraplegic. She works in a virtual reality tank on the security team for a large discount store chain. Friday, payday, she is attacked in the virtual world, where violent hackers run rampant. Her team is brutally murdered. She will not stop until she finds their killers. Suspended from her job in a corporate cover-up, she travels through a politically fractured North America, finding clues and tracking down friends. Every virtual connection she makes brings her closer to the killers, and she must use all of her technical skill to be the hunter rather than the hunted. A thrilling world of a dangerous future. Shroud's quest for justice and revenge will force her from her quiet, virtual life into a maelstrom of intrigue, death, and a journey to the most terrifying place ... the real world.

"Gritty, wry, vivid, relentless: You can smell the sweat and the cable plenums, feel the rage and the adrenaline in the thick of a war fought up and down the OSI network model. A stunning first novel from a very promising new talent."

- Jeff Duntemann,

author of Assembly Language Step By Step, and The Cunning Blood.

Looking Glass

Looking Glass James R. Strickland



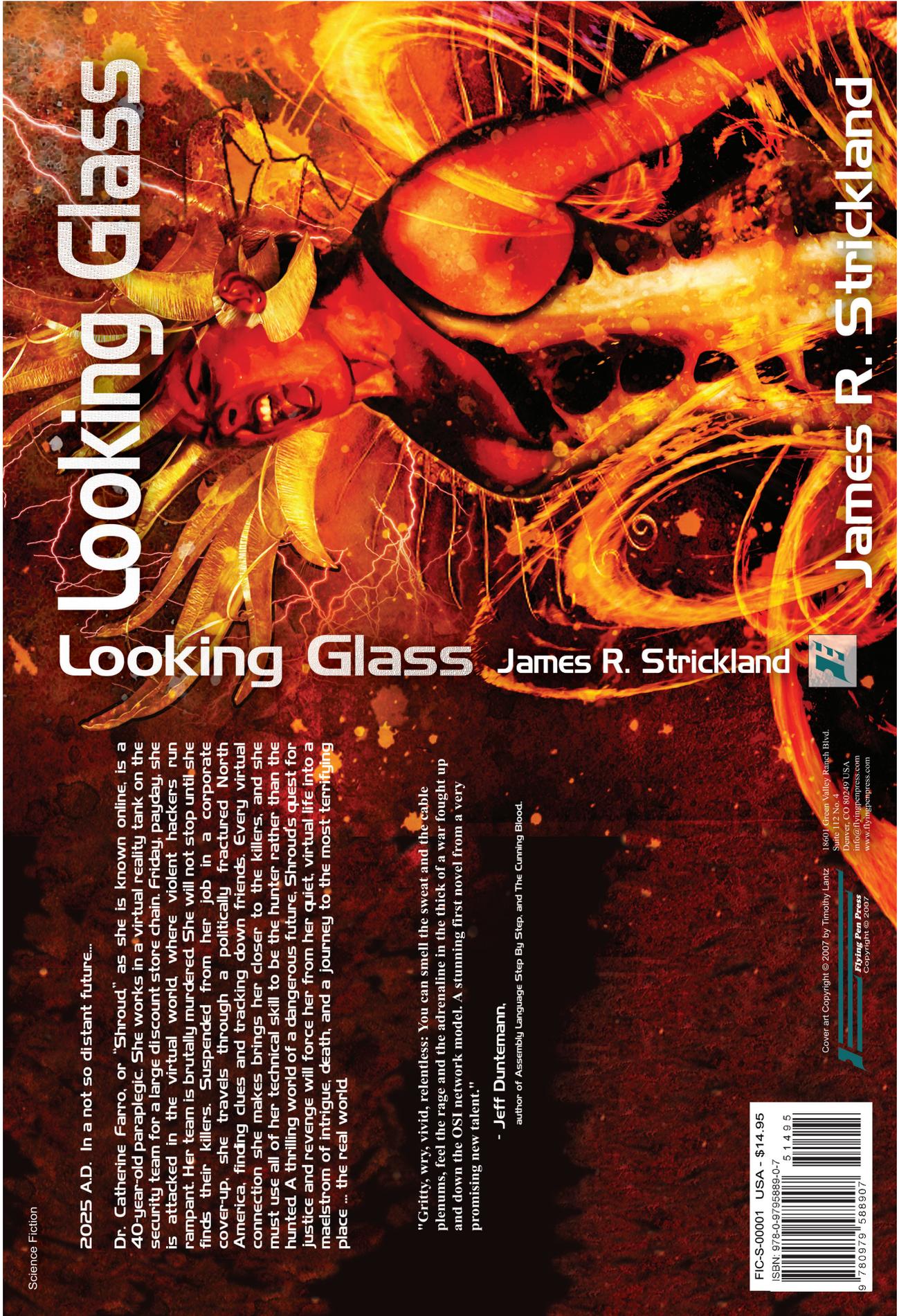
James R. Strickland

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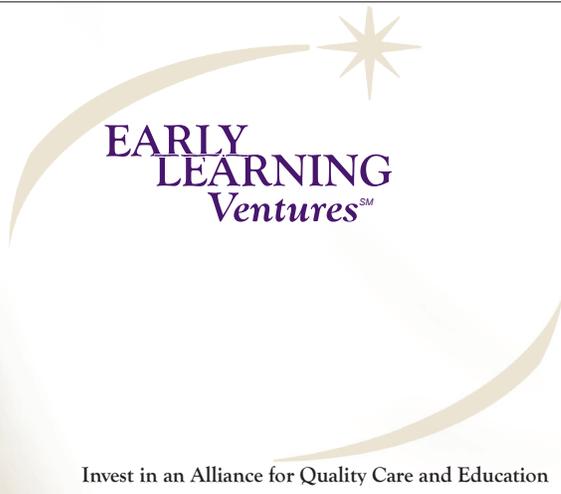
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18501 Green Valley Ranch Blvd.
 Suite 112, No. 40949 USA
 info@lookingglass.com
 www.lookingglass.com



Logo design and Brochure campaign for various linked day-care centers

This page changes, and will be filled in by the client.



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Invest in an Alliance for Quality Care and Education




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"There can be no keener revelation of a society's soul than the way in which it treats its Children."

~Nelson Mandela

A New Business Model

Early Learning Ventures (ELV) Alliances are an innovative shared service business approach that will serve as a model for the early care and education industry. This initiative is spearheaded by Early Learning Ventures, a non-profit organization, established by the David and Laura Merage Foundation to promote ECE innovations, policies and incentives that are result-oriented.

Early Care and Education Industry

Research shows the key role high quality early care and education (ECE) plays in the future success of young children and to America's economic success. The business community is recognizing the important economic impact of the ECE industry:

- ✦ Contributes to earnings and productivity of working parents
- ✦ Generates revenue in local economy
- ✦ Invests in a productive future workforce.

The ECE industry in the U.S. is comprised of over 300,000 small businesses – 120,000 child care centers and 214,000 child care homes. The ECE industry has higher output multipliers than other economic sectors—1.86 in Colorado. Parents spend approximately \$46 billion annually on child care services, and the majority of ECE businesses operate independently with limited resources to handle program and administrative functions. Without strong fiscal and program management systems, the quality of ECE care and business practices suffer.



ELV Alliances will strengthen business operations and enhance quality in the ECE industry. Each Alliance will support approximately 100 affiliate child care businesses, including family child care providers, faith-based centers, and other small ECE centers. By participating in an ELV Alliance, ECE businesses are more sustainable and better able to deliver high quality, affordable, comprehensive services in a range of settings.

Return on Investment

Early Learning Ventures is leveraging funding from the David and Laura Merage Foundation with other private and public resources to develop and launch ELV Alliances. This is a unique opportunity for philanthropic investors to have an impact on early childhood education, workforce development, and the long-term economic health of the community. Your investment will directly impact a large number of children, families, and the ECE workforce in a meaningful and immediate way.




ELV Alliances are community based networks comprised of small Early Care and Education businesses (non profit or for profit) that work together to deliver services in a more streamlined and efficient way. The ELV Alliance model ensures fiscal stability and superior business operations, which are the foundation for delivering high quality Early Care and Education services.

Folder design for promotional materials



Consider the long-term creation of decisions that flow freely to future generations. **Changing the Playing Field** is an environmental opportunity that protects our employees and the environment.



Focus on adapting quickly to changing customer needs. Have the Openness to change approach when not getting desired results. **Humility, Adaptability, Collaboration**. Actively share their knowledge with others.

Smarter Ways To Grow™



Creating Our Future

Agrium Advanced Technologies
2915 Rocky Mountain Avenue, Suite 400
Loveland, CO 80538
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Thinking Skills

Values and Beliefs

Have the Openness to change approach when not getting desired results. Actively share their knowledge with others.

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Motivation

Values and Beliefs

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Humility, Adaptability, Collaboration

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The Dark Side of Detoxing

Carla Hernandez

-Exposure and Steps to Detoxing

Do you shower often? On a daily basis, maybe even twice a day? We live in a culture obsessed with cleanliness. We want to kill bacteria, dirt, odors, and anything that we perceive to be unpleasant. Even though we attempt to keep good hygiene and a clean-cut appearance, little do we know there is dirtiness and toxicity building up inside our bodies. We have completely lost touch with the importance of keeping our internal environment clean.

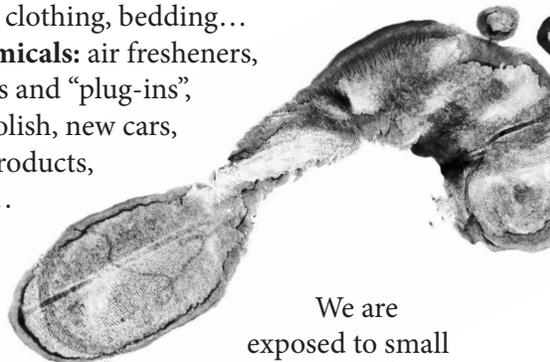
Traditionally our ancestors didn't have to worry about initiating detox programs or cleanses; our bodies do this naturally. However, with the obscene amount of exposure to toxins through our food and environment nowadays, our livers and bodily functions can't keep up! Some people are exposed to more toxins than others based on where they live and work, and while we can't completely rid ourselves of toxic exposure, we can minimize the amount by understanding where toxins originate and how to keep our bodies working efficiently to eliminate them.

Exposure

Our bodies are designed to handle toxins, but not to be inundated with them. An excess of toxins will circulate throughout the body and eventually collect in organs and tissues, causing sickness and disease. Nearly all degenerative, autoimmune, mental and emotional conditions are in some way caused or aggravated by toxic substances. The same substances our industrial society continues to generate, and we continue to use in our homes, businesses, on our skin and in our mouths every day.

Where do these toxins come from? Here is a small list of toxins you may be exposed to daily:

- **Chlorine:** water and household cleaners
- **Chloramines:** in some drinking waters, or used in place of chlorine
- **Fluoride:** water, toothpaste, foods that have been processed with water, prescription drugs
- **Fungicides, Herbicides and Pesticides:** conventional fruits and vegetables, farms, gardens, even the air we breathe
- **Hormones, Steroids and Antibiotics:** meats, dairy, farm raised fish, drugs
- **Heavy Metals:** mercury in fillings, lead in cosmetics and hair products
- **Formaldehyde:** in multiple features in homes, including carpet and boards
- **Fire Retardant Chemicals:** furniture, mattresses, clothing, bedding...
- **Toxic Chemicals:** air fresheners, deodorizers and "plug-ins", cleaners, polish, new cars, skin care products, cosmetics...

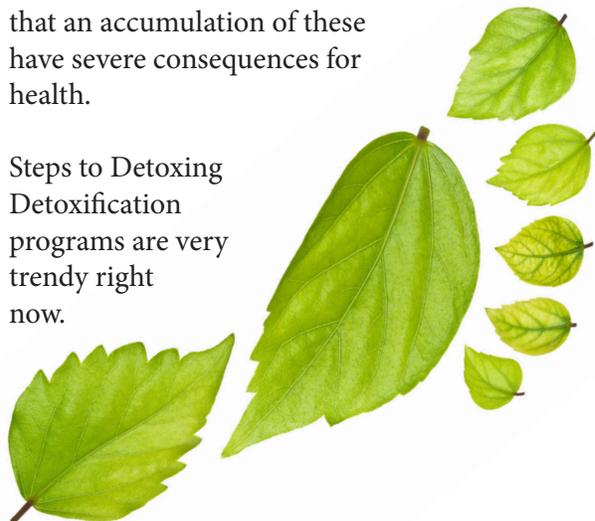


We are exposed to small amounts of these toxins all the time. Most of immediate symptoms

because the doses are small, although with the rise in inflammation and modern first world diseases, we know that an accumulation of these have severe consequences for health.

Steps to Detoxing
Detoxification programs are very trendy right now.

will
our



Layout and package design for Collectable Card Game

1/12 of the full Press Sheet.

Daemoness

SR 01 LR 00 Def 01



11

Netrunner, 7 Emp

// Daemoness cannot be Busted while using Interface.
 // When Daemoness uses Interface to lower E-Sec, she lowers both current and printed E-Sec until end of turn.

"I'm an old-fashioned girl. No deck, no plugs, just code."

4

"Same thing we do every week."

Sport Eurasia Microbike

SR +0 LR +0 Def +0



04

Vehicle, Motorcycle

// Movement: 1. Carries: 1.
 // If you cut to this card, place it in your Stash.

"That's the biggest thing you could get between your legs?"
 - Hunter

2

Elisia

SR 05 LR 00 Def 05



12

Legendary Techie, 5 Emp

// Any: Use Elisia. If you do, the next time target opponent would search their Gear deck this turn, that opponent does not, and you search yours under the same conditions.

"It's amazing the trash you find in the garbage. Like you, for instance."

4

Be Prepared



08

// If you cut to Be Prepared, take the first turn and ignore any restrictions that apply only to the first turn.
 // Any: Until the end of your next turn, all card draws must be from the gear deck.

"Where's the flamethrower? I asked for a flamethrower!"
 - Ripperjack

0

Wilson

SR 01 LR 00 Def 01



06

Netrunner, WeefleRunner Apprentice, 9 Emp

// When Wilson uses Interface, if you control a Netrunner with greater Power than Wilson, put a +1 Power token on Wilson.
 // If another Netrunner you control who is not in a Skirmish would be busted or trashed, you may choose to have Wilson be busted or trashed instead.
 // Wilson's printed Style is equal to half his Power.

*

201

Undercover Cop



00

// Any: Target Runner gains the role Cop until end of turn (this does not remove other roles). You may pay 1 EB to draw a card from either deck.

"Everybody wishes they were me."
 - Chess

0

Avoid Responsibility

Ops 05 MS 20 ES 13



16

Sabotage

// Teams that have been assigned another run or hit this turn may not be assigned to Avoid Responsibility.
 // Teams that have been assigned to Avoid Responsibility this turn may not be assigned another hit or run this turn.

Brainwipe



11

ICE

// Reaction: Plays to a Location or Operation.
 // Any: Target a Netrunner who is using Interface on the card Brainwipe is attached to and has lower Power than that card's E-Sec. Put a Brainwiping counter on that Netrunner. This counter

Hit the Bike Lot!

Ops 05 MS 20 ES 05

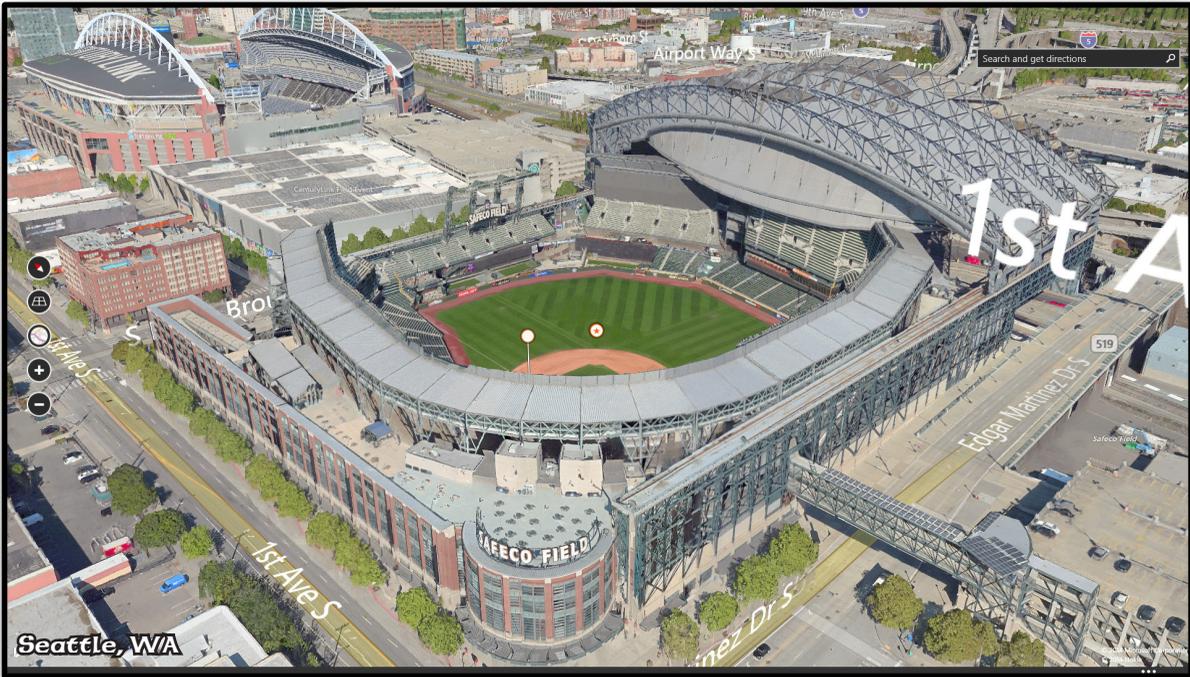


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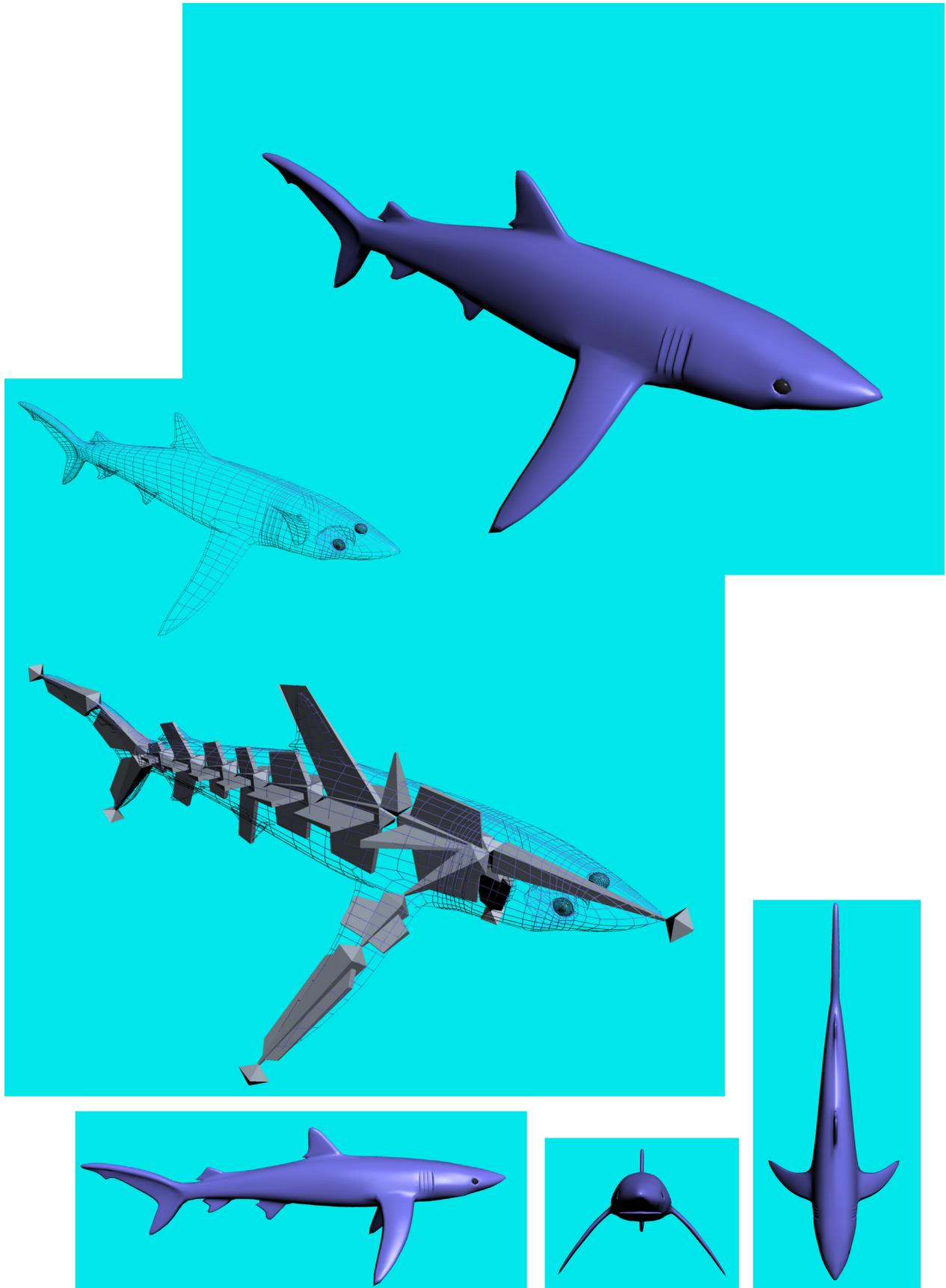
Theft

// When you complete this Operation, for each Street Faction Runner who ran this Operation, search your Gear deck for a Motorcycle with EB cost 5 or less and attach it to that Runner used at an FR cost.

Screenshots of 3D buildings in Microsoft's Maps App



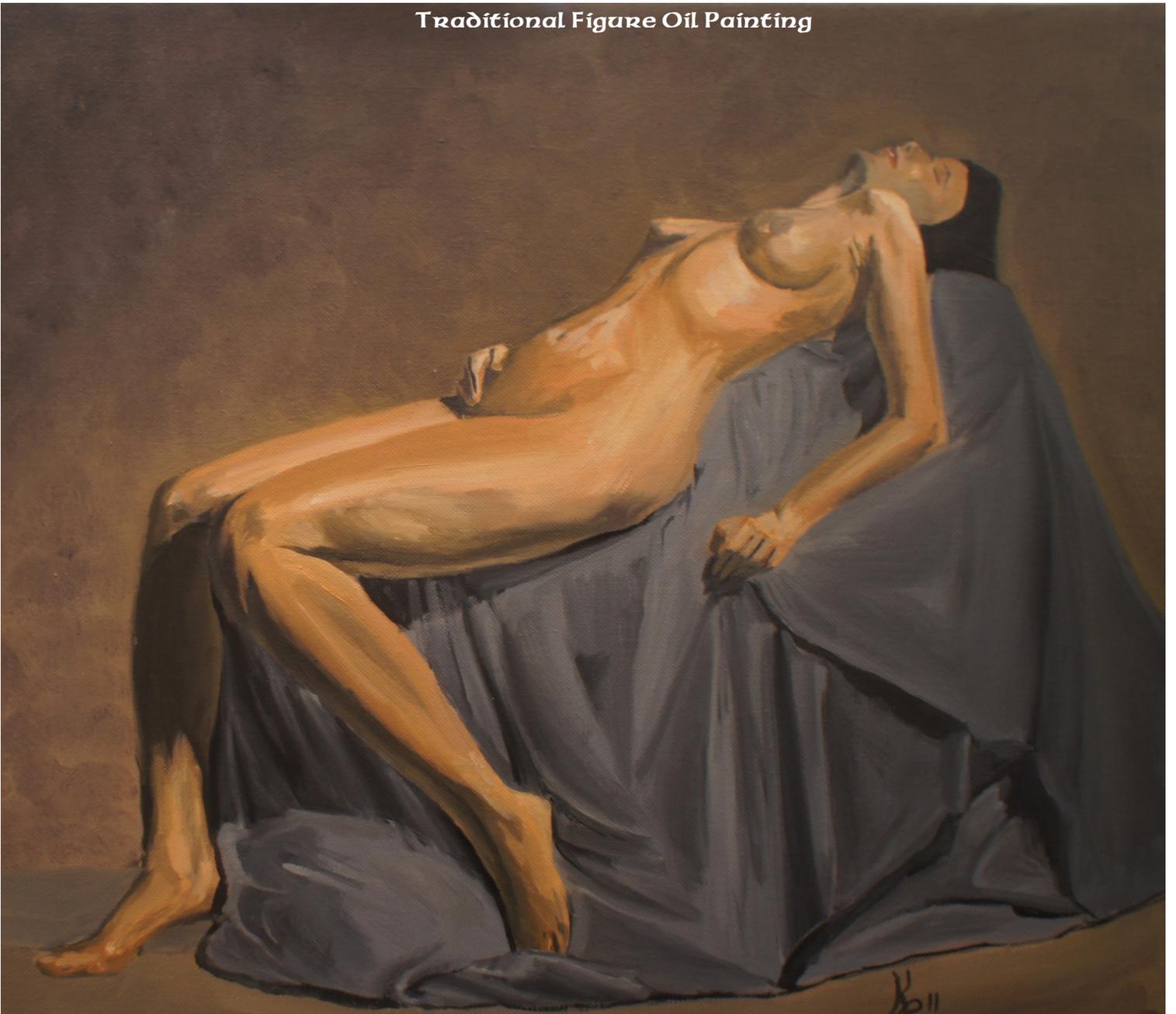
3D model of shark fully rigged and animated



Custom Texture and Lighting



Traditional Figure Oil Painting



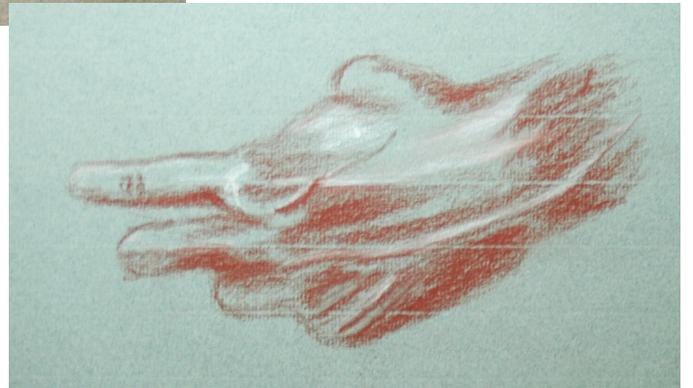
Traditional Oil Painting



Concept sketch of an environment



conte crayons life drawing sketches



pencil life drawing sketches

