# Enhanced eBooks: Bold new frontier or barren wasteland?

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# WHAT? WHY? HOW?









What is an "enhanced" eBook?

Enhanced ebooks are essentially multimedia books. They are available on devices like iPad and Kindle Fire, which are designed for watching video and listening to audio. This makes it possible for a book to have the written word accompanied by audio, video and interactive content.

November 25, 2012

https://www.commoncraft.com/what-enhanced-ebook



RESEARCH





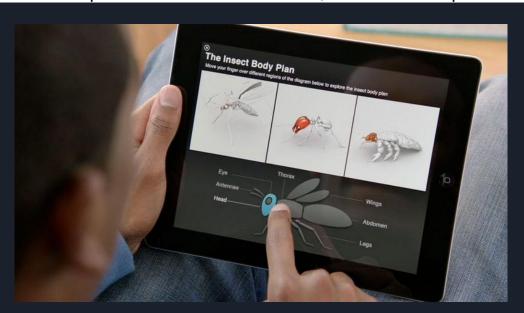
**RESEARCH** 



RESEARCH

90% of information transmitted to the brain is visual

Visuals are processed in the brain at 60,000 times the speed of text



The Raptor Center eBook

# Reconditioning Raptors

a training manual for the creance technique

**Lori Arent** 



# sample page

#### CHAPTER ONE

# Equipment

Several pieces of equipment are needed to exercise a raptor on a creance. They include a pair of jesses, creance, hood or towel, water bottle, and a large open space that is safe. In addition, a transport carrier and a creance extender (leash) might be needed depending on how a raptor is transported to the exercise area.

#### Jesses

One of two types of jess systems can be used: removable alymeri jesses or traditional jesses. The removable alymeri jess system consists of two parts: an anklet placed around the bird's lower leg and a separate jess strap that is placed through grommets at each end of the anklet to hold it in place (Figure 1). This system is more detailed to make, but if a bird escapes from a handler's control, it can remove the jesses itself. Information on how to make this type of jess system can be found in the Resources section. Traditional jesses are the most common type used for prerelease conditioning and are the system of choice discussed in this manual. This style of jess is relatively simple to make, requires fewer materials than the alymeri jess system, is easy for a handler to apply and remove, and works well when handling a high, varied caseload.

Each jess consists of a single piece of leather. One end is designed with two slits to form an anklet around the bird's lower leg. Once the anklet is shaped around the lower leg, a strap of leather hangs down from the anklet for easy attachment of the creance (or creance extender). Traditional jesses can be made using the same width leather for the entire length of the jess or by modifying the width as shown in Figure 2. It is important to remove jesses after each flight session to prevent a bird from becoming injured or entrapped by the straps while it is in its enclosure.

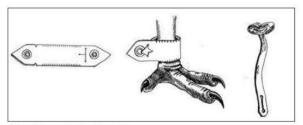


Figure 1. Removable alymeri jess system

# video placement



Figure 14a. Bench scale for weighing medium-sized and large raptors

#### Medium-sized and large raptors

To weigh a medium-sized or large raptor (Figure 15a-e, Video 3):

 Place the bird on its back on the scale and gently push it against the backstop of the scale tray. Cover its head with the towel, unless a hood has been applied or the bird struggles more with its head covered than uncovered. (Many



#### Figure 14b. Scales for weighing small raptors

bald eagles fall into the latter category.) Rest your hand on its chest.

- Make sure all activity around the scale is suspended until you are finished.
- Slowly release the bird's legs, keeping your hands nearby in case the bird moves. Lift the hand resting on the bird's chest a short distance.



Video 3. Weighing a medium-sized or large raptor





















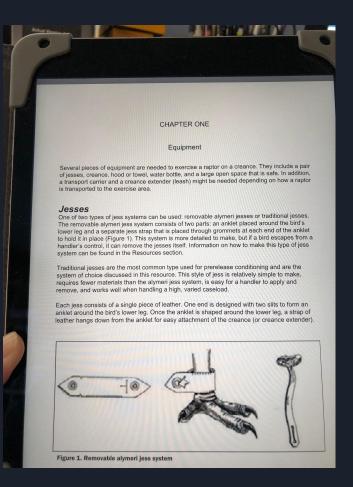


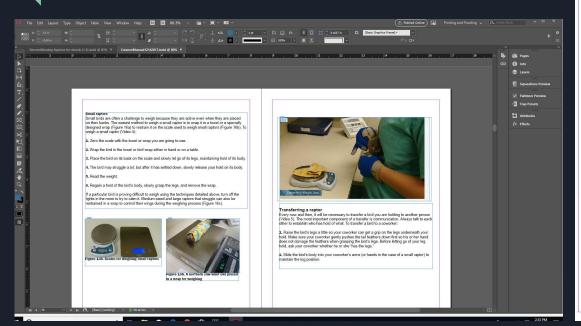
I have added links to the websites for these





# Reconfigured for eBook





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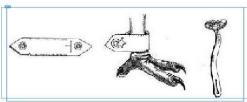
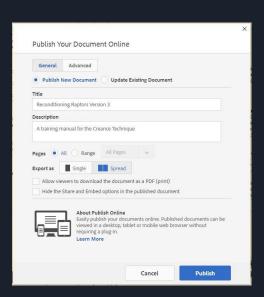
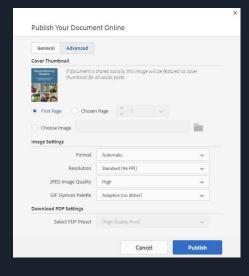
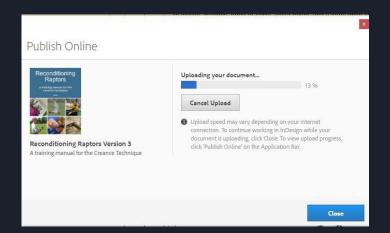
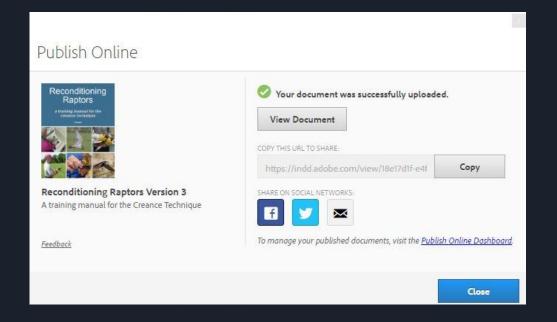


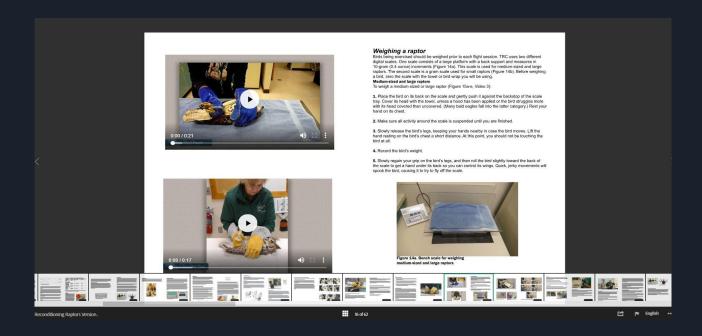
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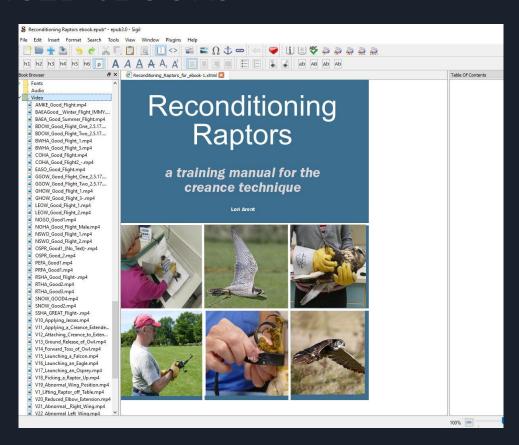


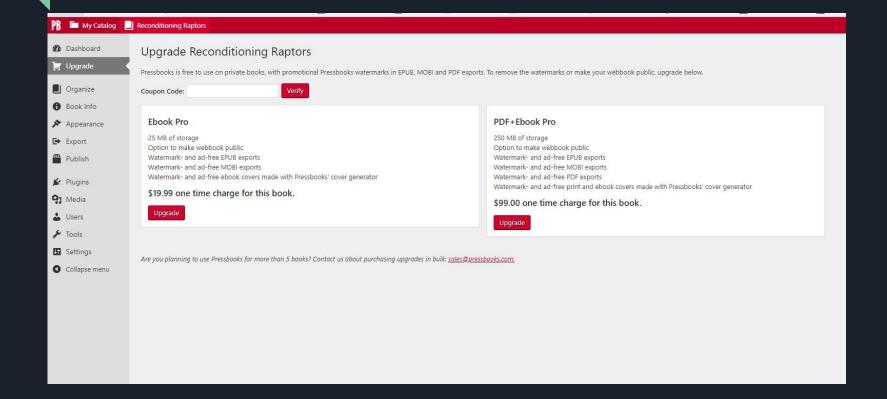


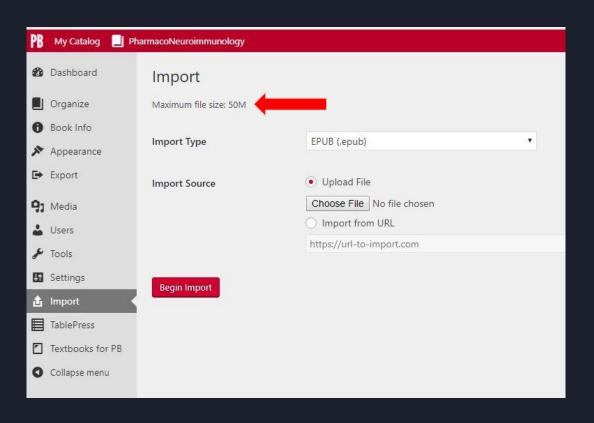


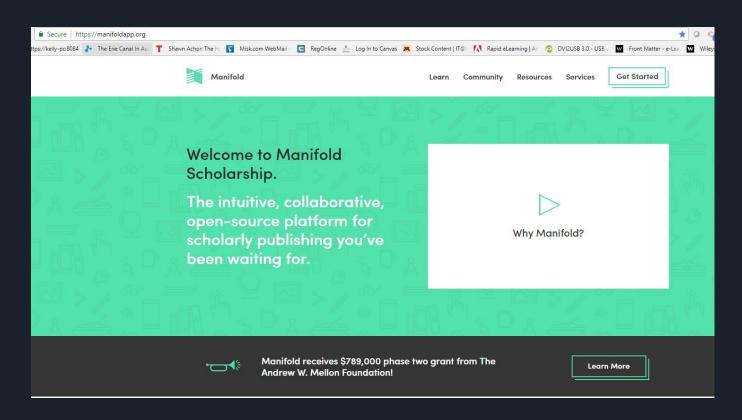


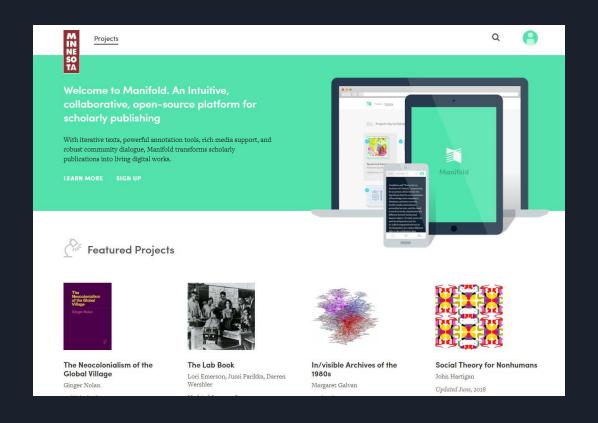
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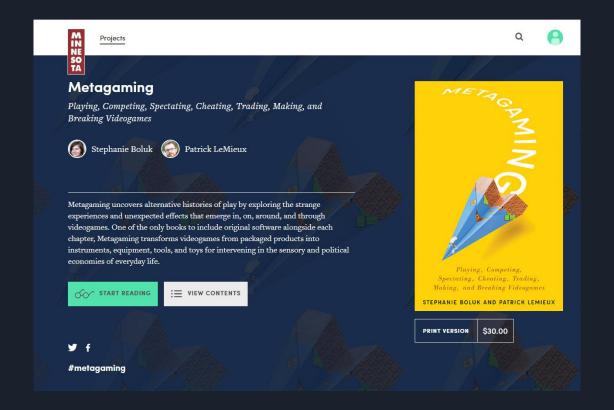


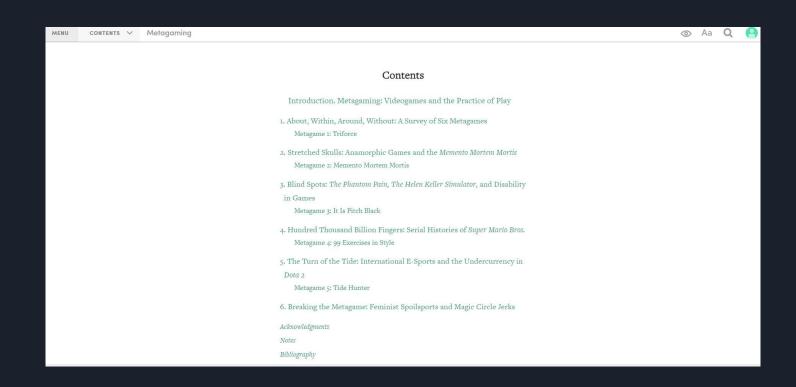








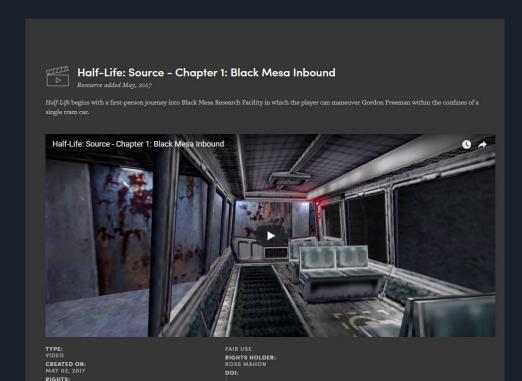




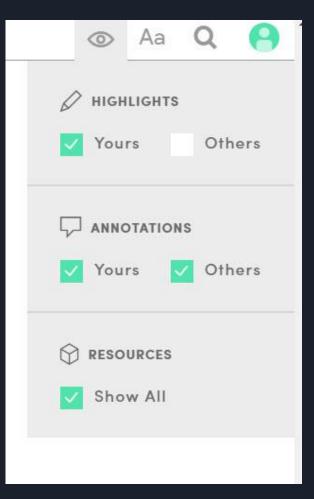
these games, aiming and firing a gun stands in for the point-and-click interface of a computer mouse. Ballistics are reduced to the path of a ray traced from the first-person camera to the geometry of the game's polygonal environment. [4] But, in the same way that the objects in Bogost's New Mexico infinitely withdraw from the domain of experience, the red planets carefully rendered in first-person shooters are always, in some way, just out of reach (or out of sight). Even before Gordon Freeman pushed the G-Man's anomalous materials into the anti-mass spectrometer in Lab X and triggered the resonance cascade linking planet Earth and dimension Xen, Black Mesa Research Facility was full of xenomorphs. [5]

Half-Life begins with Freeman's commute from the Level 3 dormitories to the Sector C test labs and control facilities via the company's automated tram. As he arrives late to work on that fateful day, a public service announcement calmly intones, "The time is 8:47 a.m. Current topside temperature is 93 degrees with an estimated high of 105. The Black Mesa compound is maintained at a pleasant 68 degrees at all times" (Valve 1998). Twenty-seven years old with a Ph.D. in theoretical physics from MIT, the player's silent cipher must wait. Unable to exit the tram, for the next five or so minutes [6] Freeman is subjected to a series of ominous vignettes occurring behind the scenes at Black Mesa that foreshadow the events of Half-





# Manifold features



it within the sphere of human perception. There is a certain irony to the fact that skulls maintains a kind of functionality despite its anamorphic tilts, shifts, twists, and turns. The fact that viewers cannot fix their gaze on a stable optical regime only intensifies the skulls' role as a memento mortem mortis. Technically, skulls does what it is supposed to do—it enables philosophical, aesthetic, and contemplative work.

Despite their physical status and oblique reference to the history of the memento mori in painting, in a chapter titled "The Affective Topology of New Media," Hansen (2006b, 202) argues that Lazzarini's sculptures are "exemplary of digital media art." Lazzarini's sculptures exist physically within three-dimensional space and yet, no matter what angle the distorted objects are viewed from, they fail to visually resolve in a satisfying way. Looming in life-scale and cast in bone, the digitally modeled skulls renders one of the most visually recognizable parts of human anatomy strange and uncanny. Their hollow eyes refuse to stare back. If an observer closed her eyes and held Lazzarini's stretched skulls, the contours would resolve to the haptic touch, but as Hansen (2006b, 202) writes, skulls "makes sense' visually—only within the weird logic and topology of the computer." Because of their technical status as digital media art, skulls becomes a means through which Hansen describes the incommensurable ontology of a computer. Lazzarini offers an optical distortion designed to disrupt, rather than pacify, the senses. The sculptures produce a bodily experience that Hansen labels the "digital any-space-whatever" [18] (digital ASW), a proprioceptive sense akin to nausea or vertigo as the body fails to orient itself—a category of play that Roger Caillois (2001, 12) calls "flinx." Hansen (2006b, 198-99) writes that in the face of skulls "you feel the space around you begin to ripple, to bubble, to infold... and you notice an odd tensing in your gut, as if your viscera were itself trying to adjust to this warped space."

Hansen (2006b, 205) concludes his analysis with the suggestion that "what skulls affords is, consequently, not a direct apprehension of an alien space that is digital, but a bodily apprehension of just how radically alien the formal field of the computer is" (emphasis original). In this sense the memento mortem mortis and the digital ASW go hand in hand—reminders of an expanded, nonhuman terrain driven by a necessarily incomplete (or anamorphic) apprehension of the speeds and scales of technical media. In an artwork like skulls, which is nat psychologically unsettling as it is proprioceptively disruptive, experiential strangeness quickly transforms into existential thinking when confronted not with mortal remains, but with the irresolvable and indigestible remainder of the memento mortem mortis. Though Hansen's concept begins as an embodied, affective sensation, the digital ASW gestates within the same inclement ontological spaces conceptualized by the memento mortem mortis.



