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Marco Paolini

Kinect Hacks Jared St. Jean,2012 Reveals hacks for building interfaces that mimic the capabilities of the Kinect, which responds to body gestures, movements, and voice.

Creative Titling with Final Cut Pro Diannah Morgan,2004 Final Cut Pro has revolutionized the world of desktop video editing. Now it's set to do the same for title sequences.

Inside LightWave v9 Dan Ablan,2007-03-30 You hold in your hands the best-selling guide to NewTek's LightWave 3D animation software, completely updated for LightWave v9 by award-winning animator and trainer Dan Ablan. Rather than rehash the documentation like other books, this down-to-earth, easy-to-follow guide offers an invaluable set of project tutorials that teach you the ins and outs of LightWave and show you the techniques you need to master this powerful 3D software. Inside LightWave v9's accompanying DVD features hours of high- quality video training tutorials that will help you take the projects in the book to new heights. No other book has taught more LightWave 3D users than Inside LightWave. Featured tutorials cover: Insights into the new LightWave v9 workflow Powerful new surfacing with the Node Editor Character modeling Bones and rigging for character animation Particle animation Hard body and soft body dynamics Rendering concepts with the new Global Render options Advanced camera tools Accompanying DVD-ROM offers hours of unique training videos created just for this book, exclusively from 3DGarage.com (requires QuickTime); a demo of LightWave v9 for Mac OS and Windows; all of the projects from the book; royalty-free textures and reference images; and full-color screenshots from the book!

Human Interface and the Management of Information: Applications in Complex Technological Environments Sakae Yamamoto,Hirohiko Mori,2022-06-16 This two-volume set LNCS 13305 – 13306 constitutes the thoroughly refereed proceedings of the thematic area Human Interface and the Management of Information, HIMI 2022, which was held as part of HCI International 2022 and took place virtually during June 26-July 1, 2022. The total of 1271 papers and 275 poster papers included in the 39 HCII 2022 proceedings volumes was carefully reviewed and selected from 5487 submissions. The papers included in the HCII-HIMI volume set were organized in topical sections as follows: Part I: Human-centered design approaches; information design and quality; visual design; visualization and big data; Information, cognition and learning. Part II: Recommender systems; robots and avatars appearance and embodiment; information in virtual and augmented reality; information in complex technological environments.

Foundations of Computer Vision James F. Peters,2017-03-17 This book introduces the fundamentals of computer vision (CV), with a focus on extracting useful information from digital images and videos. Including a wealth of methods used in detecting and classifying image objects and their shapes, it is the first book to apply a trio of tools (computational geometry, topology and algorithms) in solving CV problems, shape tracking in image object recognition and detecting the repetition of shapes in single images and video frames. Computational geometry provides a visualization of topological structures such as neighborhoods of points embedded in images, while image topology supplies us with structures useful in the analysis and classification of image regions. Algorithms provide a practical, step-by-step means of viewing image structures. The implementations of CV methods in Matlab and Mathematica, classification of chapter problems with the symbols (easily solved) and (challenging) and its extensive glossary of key words, examples and connections with the fabric of CV make the book an invaluable resource for advanced undergraduate and first year graduate students in Engineering, Computer Science or Applied Mathematics. It offers insights into the design of CV experiments, inclusion of image processing methods in CV projects, as well as the reconstruction and interpretation of recorded natural scenes.

Embedded Signal Processing with the Micro Signal Architecture Woon-Seng Gan,Sen M. Kuo,2007-02-26 This is a real-time digital signal processing textbook using the latest embedded Blackfin processor Analog Devices, Inc (ADI). 20% of the text is dedicated to general real-time signal processing principles. The remaining text provides an overview of the Blackfin processor, its programming, applications, and hands-on exercises for users. With all the practical examples given to expedite the learning development of Blackfin processors, the textbook doubles as a ready-to-use user's guide. The book is based on a step-by-step approach in which readers are first introduced to the DSP systems and concepts. Although, basic DSP concepts are introduced to allow easy referencing, readers are recommended to complete a basic course on Signals and Systems before attempting to use this book. This is also the first textbook that illustrates graphical programming for embedded processor using the latest LabVIEW Embedded Module for the ADI Blackfin Processors. A solutions manual is available for adopters of the book from the Wiley editorial department.

ROS Robotics By Example Carol Fairchild,Dr. Thomas L. Harman,2017-11-30 Learning how to build and program your own robots with the most popular open source robotics programming framework About This Book Get to know the fundamentals of ROS and apply its concepts to real examples Learn how to write robotics applications without getting bogged down in hardware problems Learn to implement best practices in ROS development Who This Book Is For This book is for robotic enthusiasts, researchers and professional robotics engineers who would like to build robot applications using ROS. It gives the robotics beginner and the ROS newbie an immensely practical introduction to robot building and robotics application coding. Basic knowledge of GNU/Linux and the ability to write simple applications is assumed, but no robotics knowledge, practical or theoretical, is needed. What You Will Learn Control a robot without requiring a PhD in robotics Simulate and control a robot arm Control a flying robot Send your robot on an independent mission Learning how to control your own robots with external devices Program applications running on your robot Extend ROS itself Extend ROS with the MATLAB Robotics System Toolbox In Detail ROS is a robust robotics framework that works regardless of hardware architecture or hardware origin. It standardizes most layers of robotics functionality from device drivers to process control and message passing to software package management. But apart from just plain functionality, ROS is a great platform to learn about robotics itself and to simulate, as well as actually build, your first robots. This does not mean that ROS is a platform for students and other beginners; on the contrary, ROS is used all over the robotics industry to implement flying, walking and diving robots, yet implementation is always straightforward, and never dependent on the hardware itself. ROS Robotics has been the standard introduction to ROS for potential professionals and hobbyists alike since the original edition came out; the second edition adds a gradual introduction to all the goodness available with the Kinetic Kame release. By providing you with step-by-step examples including manipulator arms and flying robots, the authors introduce you to the new features. The book is intensely practical, with space given to theory only when absolutely necessary. By the end of this book, you will have hands-on experience on controlling robots with the best possible framework. Style and approach ROS Robotics By Example, Second Edition gives the robotics beginner as well as the ROS newbie an immensely practical introduction to robot building and robotics application coding. ROS translates as robot operating system; you will learn how to control a robot via devices and configuration files, but you will also learn how to write robot applications on the foundation of this operating system.

Nuke Compositing |Volume-1| (2021) Vinod Bathula,2021-04-17 his Book offers critical lessons in compositing theory, including working in 2.5D and stereoscopic 3D. Through a tutorial-based approach, this book will have you up and running in Nuke in just hours. As well as an entire chapter dedicated to real-world Nuke case studies. This book is designed in such a way that you will get all the concepts related to the Nuke Compositing are at one Place in a organic way so that after completions of this book you no need to look for other platform for learning This book will teach you the concepts of 2D and 3D Compositing in Nuke, Tracking techniques. Render Passes, and how to work on Stereo Conversion. By the end of the completion of this Book, you will successfully be able to composite what would be

considered a Pro Compositor.

Imageviewer I-Scheng Max Chuang,1998

Professional Digital Compositing Lee Lanier,2010-05-11 Learn professional secrets of digital compositing with this detailed guide After filming is done, digital compositors move in to manipulate color, retouch, and perform other behind-the-scenes tricks that are necessary to improve or finalize movies, games, and commercials. Now you can learn their secrets with this one-of-a-kind guide to digital compositing. Professional animator and author Lee Lanier not only draws upon his own experience, he has also combed some of Hollywood's most active post-production houses in search of the best solutions. Learn valuable techniques, tricks, and more. Covers techniques for digital compositing including transformations, plate preparation, rotoscoping, advanced render passes, particle integration, 2.5D painting, HDRI, stereoscopy and more Shows you digital compositing techniques that can be applied to a variety of software tools, including After Effects and Nuke Includes a DVD with scenes, sample bitmaps, image sequences, and more Start your animation career right with the solid instruction in postproduction you'll find in this practical guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

LEAP II Ajith H. Perera,David J. B. Baldwin,Frank Schnekenburger,Ontario Forest Research Institute,1997 The Landscape Ecological Analysis Package version 2.0 (LEAP II) designed for the Unix computer platform as a spatial decision support tool for forest & other land managers. The software lets the user explore, monitor, and assess a landscape for its ecological status once the management objectives are in place. The ecological concepts analyzed include patchiness, shape, isolation, edge, interior, connectivity, and material or organism movement. This guide introduces the user to landscape ecological concepts, describes how to install the software, presents several case study examples, and provides step by step instructions for using LEAP II.

An Introduction to Object-Oriented Programming in C++ Graham M. Seed,2012-12-06 Why Another Book on c++ and why Programming and Graphics? Anyone who has browsed through the 'Computing' section of a bookshop (assuming it has one) will not need much convincing that there are a lot of C++ books out there. So why add yet another to the shelf! This book attempts to introduce you to the C++ language via computer graphics because the object-oriented programming features of C++ naturally lend themselves to graphics. Thus, this book is based around a central theme: computer graphics and the development of 'real' object-oriented tools for graphical modelling. This approach is adopted (as opposed to learning by small, unrelated, often hypothetical, examples) because I didn't want to introduce C++ as a collection oflanguage features. While introducing the syntax and features of C++, it is just as important to demonstrate simultaneously the reason for such features and when to apply them - in otherwords,language and design are given equal priority. Also, a key objective in writing this book is to present you with a comprehensive introductory text on programming in the C++ language.

Apple Pro Training Series Marco Paolini,2005-10-25 Talk about making an impact: Apple's Shake compositing and visual effects software has been used in every Academy Award-winning film for visual effects since its debut. It's no wonder that trained Shake artists are in high demand, and there's nowhere better to begin getting that training than with this fully updated (for Shake 4) and comprehensive Apple-approved guide (which includes a free 30-day trial version of this multi-thousand dollar software) Using step-by-step, hands-on instruction, Hollywood effects wizard Marco Paolini takes you through Shake's interface and features, including its color correction tools, tracking and stabilization capabilities, integrated procedural paint, powerful new floating point technology, advanced keyframing, blue and green screen techniques, rotoscoping tools, and more. As with the other titles in the Apple Pro Training series each chapter in this guide represents a complete lesson, with a project to complete, a review section, and bonus exercises to help test what you've learned. The accompanying DVD includes the lesson files needed to complete the book's projects. You can work through the book from cover to cover to get an entire course or you can go straight to the lessons that interest you most. Either way, you'll find the coverage you need to confront even the most daunting compositing and effects tasks with Shake.

Medical Imaging 2000 G. James Blaine,Eliot L. Siegel,2000

PC Mag ,1988-03-15 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

International Conference on Advancements of Medicine and Health Care through Technology; 23 - 26 September 2009 Cluj-Napoca, Romania Simona Vlad,Radu V. Ciupa,Anca I. Nicu,2010-02-01 Projections for advances in medical and biological technology will transform medical care and treatment. This in great part is due to the result of the interaction and collaboration between medical sciences and engineering. These advances will result in substantial progress in health care and in the quality of life of the population. Frequently however, the implications of technologies in terms of increasing recurrent costs, additional required support services, change in medical practice and training needs are underestimated. As a result, the widespread irrational use of te- nologies leads to a wastage of scarce resources and weakens health systems performance. To avoid such problems, a syst- atic and effective Health Technology System must be developed and introduced, requiring the support and commitment of decision makers of all levels of the health system. The MediTech2009 conference aims to provide a special opportunity for the Romanian professionals involved in basic - search, R&D, industry and medical applications to exchange their know-how and build up collaboration in one of the most human field of science and techniques. The conference is intended to be an international forum for researchers and practit- ners interested in the advance in, and applications of biomedical engineering to exchange the latest research results and ideas in the areas covered by the topics (and not only!). We believe the reader will find the proceedings an impressive document of progress to date in this rapidly changing field.

Topology of Digital Images James F. Peters,2014-01-28 This book carries forward recent work on visual patterns and structures in digital images and introduces a near set-based a topology of digital images. Visual patterns arise naturally in digital images viewed as sets of non-abstract points endowed with some form of proximity (nearness) relation. Proximity relations make it possible to construct uniform topologies on the sets of points that constitute a digital image. In keeping with an interest in gaining an understanding of digital images themselves as a rich source of patterns, this book introduces the basics of digital images from a computer vision perspective. In parallel with a computer vision perspective on digital images, this book also introduces the basics of proximity spaces. Not only the traditional view of spatial proximity relations but also the more recent descriptive proximity relations are considered. The beauty of the descriptive proximity approach is that it is possible to discover visual set patterns among sets that are non-overlapping and non-adjacent spatially. By combining the spatial proximity and descriptive proximity approaches, the search for salient visual patterns in digital images is enriched, deepened and broadened. A generous provision of Matlab and Mathematica scripts are used in this book to lay bare the fabric and essential features of digital images for those who are interested in finding visual patterns in images. The combination of computer vision techniques and topological methods lead to a deep understanding of images.

Fundamentals of Image, Audio, and Video Processing Using MATLAB® Ranjan Parekh,2021-04-16 Fundamentals of Image, Audio, and Video Processing Using MATLAB® introduces the concepts and principles of media processing and its applications in pattern recognition by adopting a hands-on approach using program implementations. The book covers the tools and techniques for reading, modifying, and writing image, audio, and video files using the data analysis and visualization tool MATLAB®. Key Features:

Covers fundamental concepts of image, audio, and video processing Demonstrates the use of MATLAB® on solving problems on media processing Discusses important features of Image Processing Toolbox, Audio System Toolbox, and Computer Vision Toolbox MATLAB® codes are provided as answers to specific problems Illustrates the use of Simulink for audio and video processing Handles processing techniques in both the Spatio-Temporal domain and Frequency domain This is a perfect companion for graduate and post-graduate students studying courses on image processing, speech and language processing, signal processing, video object detection and tracking, and related multimedia technologies, with a focus on practical implementations using programming constructs and skill developments. It will also appeal to researchers in the field of pattern recognition, computer vision and content-based retrieval, and for students of MATLAB® courses dealing with media processing, statistical analysis, and data visualization. Dr. Ranjan Parekh, PhD (Engineering), is Professor at the School of Education Technology, Jadavpur University, Calcutta, India, and is involved with teaching subjects related to Graphics and Multimedia at the post-graduate level. His research interest includes multimedia information processing, pattern recognition, and computer vision.

Fundamentals of Digital Image Processing Chris Solomon,Toby Breckon,2011-07-05 This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples) . Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike.

The Making of America II Testbed Project Bernard J. Hurley,1999

Rgb Viewer Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the ability of words has be much more evident than ever. They have the ability to inspire, provoke, and ignite change. Such could be the essence of the book **Rgb Viewer**, a literary masterpiece that delves deep to the significance of words and their impact on our lives. Published by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we shall explore the book is key themes, examine its writing style, and analyze its overall affect readers.

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