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Nathaniel T. Wheelwright, Bernd Heinrich

Planning Algorithms Steven M. LaValle,2006-05-29 Planning algorithms are impacting technical disciplines and industries around the world, including robotics, computer-aided design, manufacturing, computer graphics, aerospace applications, drug design, and protein folding. This coherent and comprehensive book unifies material from several sources, including robotics, control theory, artificial intelligence, and algorithms. The treatment is centered on robot motion planning, but integrates material on planning in discrete spaces. A major part of the book is devoted to planning under uncertainty, including decision theory, Markov decision processes, and information spaces, which are the 'configuration spaces' of all sensor-based planning problems. The last part of the book delves into planning under differential constraints that arise when automating the motions of virtually any mechanical system. This text and reference is intended for students, engineers, and researchers in robotics, artificial intelligence, and control theory as well as computer graphics, algorithms, and computational biology.

3D Scientific Visualization with Blender Brian R. Kent,2014-04-01 This is the first book written on using Blender (an open-source visualization suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts of 3D rendering that pertain to the sciences via step-by-step guided tutorials. Any time you see an awesome science animation in the news, you will now know how to develop exciting visualizations and animations with your own data. 3D Scientific Visualization with Blender takes you through an understanding of 3D graphics and modeling for different visualization scenarios in the physical sciences. This includes guides and tutorials for: understanding and manipulating the interface; generating 3D models; understanding lighting, animation, and camera control; and scripting data import with the Python API. The agility of Blender and its well organized Python API make it an exciting and unique visualization suite every modern scientific/engineering workbench should include. Blender provides multiple scientific visualizations including: solid models/surfaces/rigid body simulations; data cubes/transparent/translucent rendering; 3D catalogs; N-body simulations; soft body simulations; surface/terrain maps; and phenomenological models. The possibilities for generating visualizations are considerable via this ever growing software package replete with a vast community of users providing support and ideas.

Blender For Dummies Jason van Gumster,2011-04-04 The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your chance to jump in with both feet, free software, and a friendly guide at your side! Blender For Dummies, 2nd Edition is the perfect introduction to the popular, open-source, Blender 3D animation software, specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-access guide. Even if you're just beginning, you'll learn all the Blender 2.5 ropes, get the latest tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking interface, new event system, and other exciting new features Covers how to create 3D objects with meshes, curves, surfaces, and 3D text; add color, texture, shades, reflections and transparency; set your objects in motion with animations and rigging; render your objects and animations; and create scenes with lighting and cameras If you want to start creating your own 3D animations with Blender, Blender For Dummies, 2nd Edition is where you need to start!

The Unfeathered Bird Katrina van Grouw,2013 A richly illustrated look at bird anatomy There is more to a bird than simply feathers. And just because birds evolved from a single flying ancestor doesn't mean they are structurally all the same. With over 385 stunning drawings depicting 200 species, The Unfeathered Bird is a richly illustrated book on bird anatomy that offers refreshingly original insights into what goes on beneath the feathered surface. Each exquisite drawing is made from an actual specimen and reproduced in sumptuous large format. The birds are shown in lifelike positions and engaged in behavior typical of the species: an underwater view of the skeleton of a swimming loon, the musculature of a porpoising penguin, and an unfeathered sparrowhawk plucking its prey. Jargon-free and easily accessible to any reader, the lively text relates birds' anatomy to their lifestyle and evolution, examining such questions as why penguins are bigger than auks, whether harrier hawks really have double-jointed legs, and the difference between wing claws and wing spurs. A landmark in popular bird books, The Unfeathered Bird is a must for anyone who appreciates birds or bird art. A unique book that bridges art, science, and history Over 385 beautiful drawings, artistically arranged in a sumptuous large-format book Accessible, jargon-free text—the only book on bird anatomy aimed at the general reader Drawings and text all based on actual bird specimens Includes most anatomically distinct bird groups Many species never illustrated before

Living and Working in Space William David Compton,Charles D. Benson,2013-05-13 The official record of America's first space station, this book from the NASA History Series chronicles the Skylab program from its planning during the 1960s through its 1973 launch and 1979 conclusion. Definitive accounts examine the project's achievements as well as its use of discoveries and technology developed during the Apollo program. 1983 edition.

Practical 3D Printers Brian Evans,2012-09-25 Desktop or DIY 3D printers are devices you can either buy preassembled as a kit, or build from a collection of parts to design and print physical objects including replacement household parts, custom toys, and even art, science, or engineering projects. Maybe you have one, or maybe you're thinking about buying or building one. Practical 3D Printers takes you beyond how to build a 3D printer, to calibrating, customizing, and creating amazing models, including 3D printed text, a warship model, a robot platform, windup toys, and arcade-inspired alien invaders. You'll learn about the different types of personal 3D printers and how they work; from the MakerBot to the RepRap printers like the Huxley and Mendel, as well as the whiteAnt CNC featured in the Apress book Printing in Plastic. You'll discover how easy it is to find and design 3D models using web-based 3D modeling, and even how to create a 3D model from a 2D image. After learning the basics, this book will walk you through building multi-part models with a steampunk warship project, working with meshes to build your own action heroes, and creating an autonomous robot chassis. Finally, you'll find even more bonus projects to build, including wind-up walkers, faceted vases for the home, and a handful of useful upgrades to modify and improve your 3D printer.

Aerospace Environment John C. Evvard,1968

Apple Augmented Reality by Tutorials (Second Edition) raywenderlich Tutorial Team,Chris Language,2022-02-23 Learn Augmented Reality!Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket.Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform.Topics Covered in Apple AR by TutorialsAR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers.Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences.Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view, customize and create USDZ content.RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app.Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes.ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit.Raycasting & Physics: Learn about

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The Naturalist's Notebook Nathaniel T. Wheelwright, Bernd Heinrich, 2017-10-17 Become a more attentive observer and deepen your appreciation for the natural world. The unique five-year calendar format of *The Naturalist's Notebook* helps you create a long-term record and point of comparison for memorable events, such as the first songbird you hear in spring, your first monarch butterfly sighting of summer, or the appearance of the northern lights. Biologist Nathaniel T. Wheelwright and best-selling author Bernd Heinrich teach nature lovers of all ages what to look for outdoors no matter where you live, using Heinrich's classic illustrations as inspiration. As you jot down one observation a day, year after year, your collected field notes will serve as a valuable record of your piece of the planet. This deluxe book, with a three-piece case, gilt edges, a burgundy ribbon bookmark, and a belly band with gold foil stamping, is a perfect gift for all nature lovers.

The Enchanted Tarot Amy Zerner, Monte Farber, 1990-10-15 Enter an enchanted realm, a world of myth and magic. The *Enchanted Tarot* is for everyone who loves fantasy and fairytales. The 78 cards, specially designed by award-winning artist Amy Zerner, are richly detailed, each one a miniature work of visionary art. Based on the ancient traditions of the Tarot, this contemporary Oracle is a remarkable system for self-counseling and understanding. Used with the accompanying book by Monte Farber, *The Enchanted Tarot* can illuminate and inspire our innermost being and will allow any seeker of guidance direct access to the wisdom of his or her Higher Self. Contents: -22 Major Arcana cards -56 Minor Arcana cards -192 page book illustrated in color

Orthostatic Tolerance Tavares Strachan, MIT List Visual Arts Center, 2010 Since 2006, Tavares Strachan has been working on a body of work investigating orthostatic tolerance--our capacity to withstand deep-sea and outer-space pressure. Strachan's films, examined here, show the artist in training for his experiments with gravitational stress. The book also is a record of Strachan's artists' residence at MIT.

Designing Purpose-Built Drones for Ardupilot Pixhawk 2.1 Ty Audronis, 2017-12-29 Design and build land, air, and sea drones using Ardupilot with Pixhawk 2.1 About This Book Explore the best practices used by the top industry professionals that will not only help you build drones in time, but also build effective solutions to cater to. Navigate through the complexities of Ardupilot to put together a complete functional UAV and assemble your drone Learn through practical examples that help you build robust UAV flight and ground control components Who This Book Is For The primary audience for this book is anyone (enthusiasts and hobbyists) who dream of building their own drones. It will also help those who are trying to build UAVs for commercial purposes. Some prior experience with microcontrollers and electronics would be useful. What You Will Learn Kitbash dumb objects into smart ones Program Pixhawk for your drones Fabricate your own parts out of different materials Integrate Pixhawk into different types of drones Build and understand the significant difference between land, sea, and air drones Adapt old Pixhawk sensors to the new Pixhawk 2.1 plugs Become familiar with procedures for testing your new drones In Detail The Ardupilot platform is an application ecosystem that encompasses various OS projects for drone programming, flight control, and advanced functionalities. The Ardupilot platform supports many Comms and APIs, such as DroneKit, ROS, and MAVLink. It unites OS drone projects to provide a common codebase. With the help of this book, you will have the satisfaction of building a drone from scratch and exploring its many recreational uses (aerial photography, playing, aerial surveillance, and so on). This book helps individuals and communities build powerful UAVs for both personal and commercial purposes. You will learn to unleash the Ardupilot technology for building, monitoring, and controlling your drones. This is a step-by-step guide covering practical examples and instructions for assembling a drone, building ground control unit using microcontrollers, QgroundControl, and MissionPlanner. You can further build robotic applications on your drone utilizing critical software libraries and tools from the ROS framework. With the help of DroneKit and MAVLink (for reliable communication), you can customize applications via cloud and mobile to interact with your UAV. Style and approach Step-by-step instructions to help assemble your first drone with the Ardupilot platform.

Demystifying Climate Models Andrew Gettelman, Richard B. Rood, 2016-04-09 This book demystifies the models we use to simulate present and future climates, allowing readers to better understand how to use climate model results. In order to predict the future trajectory of the Earth's climate, climate-system simulation models are necessary. When and how do we trust climate model predictions? The book offers a framework for answering this question. It provides readers with a basic primer on climate and climate change, and offers non-technical explanations for how climate models are constructed, why they are uncertain, and what level of confidence we should place in them. It presents current results and the key uncertainties concerning them. Uncertainty is not a weakness but understanding uncertainty is a strength and a key part of using any model, including climate models. Case studies of how climate model output has been used and how it might be used in the future are provided. The ultimate goal of this book is to promote a better understanding of the structure and uncertainties of climate models among users, including scientists, engineers and policymakers.

LEGO DC Comics Super Heroes Character Encyclopedia Simon Hugo, Cavan Scott, 2016 Presents the LEGO action figures based on the DC universe, describing each figure and vehicle, their variations, when they were made, and the playsets in which they appear.

The Brand Innovation Manifesto John Grant, 2006-05-12 The days of the image brands are over, and 'new marketing' has gone mainstream. The world's biggest companies are pursuing a post-advertising strategy, moving away from advertising and investing in leading edge alternatives. In the vanguard of the revolution has been John Grant, co-founder of the legendary agency St. Luke's and author of *The New Marketing Manifesto*, whose radical thinking has informed a generation. Now Grant is set to stun the industry again. In *The Brand Innovation Manifesto*, he redefines the nature of brands, showing why old models and scales no longer work and revealing that the key to success today is impacting people's lifestyles (think Starbucks, iPod and eBay). At the heart of the book is the concept of the 'brand molecule' to which new cultural ideas can be constantly added to keep pace with change. Cataloguing 32 classes of idea, Grant presents a practical approach to mixing and matching them within your own market to develop new brand ideas - and new ideas for existing brands.

Negative Space Manny Farber, 2009-06-16 Manny Farber, one of the most important critics in movie history, championed the American action film--the bravado of Howard Hawks, the art brut styling of Samuel Fuller, the crafty, sordid entertainments of Don Siegel--at a time when other critics dismissed the genre. His witty, incisive criticism later worked exacting language into an exploration of the feelings and strategies that went into low-budget and radical films as diverse as Michael Snow's *Wavelength*, Werner Herzog's *Fata Morgana*, and Chantal Akerman's *Jeanne Dielman*. Expanded with an in-depth interview and seven essays written with his wife, artist Patricia Patterson, *Negative Space* gathers Farber's most influential writings, making this an indispensable collection for all lovers of film.

Genetic Algorithms in Search, Optimization, and Machine Learning David Edward Goldberg, 1989 A gentle introduction to genetic algorithms. Genetic algorithms revisited: mathematical foundations. Computer implementation of a genetic algorithm. Some applications of genetic algorithms. Advanced operators and techniques in genetic search. Introduction to genetics-based machine learning. Applications of genetics-based machine learning. A look back, a glance ahead. A review of

combinatorics and elementary probability. Pascal with random number generation for fortran, basic, and cobol programmers. A simple genetic algorithm (SGA) in pascal. A simple classifier system(SCS) in pascal. Partition coefficient transforms for problem-coding analysis.

The Robot Builder's Bonanza Gordon McComb,2001 Provides instructions for building 99 inexpensive robots.

Bartholomew and the Oobleck Dr. Seuss,2013-11-05 Join Bartholomew Cubbins in Dr. Seuss's Caldecott Honor-winning picture book about a king's magical mishap! Bored with rain, sunshine, fog, and snow, King Derwin of Didd summons his royal magicians to create something new and exciting to fall from the sky. What he gets is a storm of sticky green goo called Oobleck—which soon wreaks havoc all over his kingdom! But with the assistance of the wise page boy Bartholomew, the king (along with young readers) learns that the simplest words can sometimes solve the stickiest problems.

NewMedia ,1999

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