

Uv Position

Phillip A. Laplante

Computer Vision - ECCV 2020 Andrea Vedaldi, Horst Bischof, Thomas Brox, Jan-Michael Frahm, 2020-11-03 The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation.

Encyclopedia of Computer Science and Technology Phillip A. Laplante, 2017-10-02 With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology.

Autodesk Maya 2019 Basics Guide Kelly Murdock, 2018-10 Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2019 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learn How to create models using curves, NURBS, Polygons and more How to assign materials and textures to make realistic-looking models How to use Paint Effects to paint on and quickly create complex 3D Models How to use lights, cameras, and depth of field to render captivating scenes How to use keyframes, motion paths and the Graph Editor to create animations How to use character rigging, skinning, and inverse kinematics to animate realistic movements How to add influence objects, skin weights and hair to a character for a more realistic look How to use dynamics to create fire, smoke, lightning, explosions,

cloth and ocean effectsHow to enable raytracing, motion blur, and fog effects for increased realismHow to render stills and animations using Maya Vector and Mental Ray for different looksHow to use the Command Line and MEL Scripting to work fasterAbout Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Pediatric Anesthesia Bruno Bissonnette,2014-05-14 No longer merely a subspecialty, pediatric anesthesia is now a professional entity in its own right, as is amply demonstrated in this comprehensive addition to the medical and surgical literature. Pediatric Anesthesia: Basic Principles-State of the Art-Future comprises the contributions of 150 experts in the field from all over the world, providing this book with a truly global perspective. This textbook will help anesthesiologists already interested in pediatric anesthesia to the knowledge and skills inherent to the safe practice of anesthesia for infants and children.

Game Development and Simulation with Unreal Technology Alireza Tavakkoli,2015-08-18 Game Development and Simulation with Unreal Technology explores the use of Unreal Engine 4 (UE4) for the development of real-time digital interactive contents to be used in computerized games or simulations. The engine is considered in three main iterations: from the basic use of the engine to build games and simulation content out of the box, to i

3D Math Primer for Graphics and Game Development Fletcher Dunn,Ian Parberry,2011-11-02 This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for

Mastering Autodesk Maya 2014 Todd Palamar,2013-06-12 Hands-on intermediate-to-advanced coverage of the leading 3D software Autodesk Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, and other genres. If you already know the basics of Maya and are ready to elevate your skills, then this book is for you. Nearly 1,000 pages are packed with organized, professional, and valuable insight on the leading 3D application on the market, enabling you to unlock the software's more complex features. Ideal as both a tutorial and study guide for the Autodesk Maya exam, this Autodesk Official Press book gets you up to speed on Maya's latest features and expands your skills with advanced instruction on cloth, fur, and fluids. Features challenging tutorials and real-world scenarios from some of the leading professionals in the industry Provides you with valuable insight into the entire CG production pipeline Covers the very latest Maya 2014 tools and features, including updates to dynamics, Maya muscle, stereo cameras, assets, rendering with mental ray, and more Helps you gain proficiency in high-level techniques for film, television, game development, and more If you've been looking for a complete, professional quality Maya resource to turn to again and again, look no further than Mastering Autodesk Maya 2104.

Game Development and Simulation with Unreal Technology, Second Edition Alireza Tavakkoli,2018-12-17 Dr. Alireza Tavakkoli's Game Development and Simulation with Unreal Technology covers the latest version of Unreal Technology. Since the 1990s Epic Games, Inc. has been leading the revolution of gaming graphics and Artificial Intelligence. Now, unreal technology is one of the most potent and prominent engines that is currently used in games. Its influence can be spotted in classic triple A titles like, Fortnite, Gears of War 2, Borderlands 2, and XCOM: Enemy Unknown. Tavakkoli goes into detail concerning the creation of game level designs, blueprint coding, shader programing, as well as artificial intelligence concepts to help readers in creating their own games. Game Development also includes a number of practice friendly extensions and concept modules to help

solidify the reader's understanding of concepts and techniques. The book is divided into three sections that act as building blocks in order to facilitate the comprehension of the material. Key Features: Provides beginner level through advanced concepts in blueprint programming with the Unreal Engine 4.18 Hundreds of small/mid-scale projects developed as concept examples throughout the book which can be utilized in more comprehensive entertaining interactive computer simulations and games Chapter exercises will take the readers' understanding of Unreal Engine to the next level.

Publications of the Yerkes Observatory of the University of Chicago Yerkes Observatory,1917

Publications ... Yerkes Observatory,1928

Interferometry and Synthesis in Radio Astronomy A. Richard Thompson,James M. Moran,George W. Swenson Jr.,2017-02-22 This book is open access under a CC BY-NC 4.0 license. The third edition of this indispensable book in radio interferometry provides extensive updates to the second edition, including results and technical advances from the past decade; discussion of arrays that now span the full range of the radio part of the electromagnetic spectrum observable from the ground, 10 MHz to 1 THz; an analysis of factors that affect array speed; and an expanded discussion of digital signal-processing techniques and of scintillation phenomena and the effects of atmospheric water vapor on image distortion, among many other topics. With its comprehensiveness and detailed exposition of all aspects of the theory and practice of radio interferometry and synthesis imaging, this book has established itself as a standard reference in the field. It begins with an overview of the basic principles of radio astronomy, a short history of the development of radio interferometry, and an elementary discussion of the operation of an interferometer. From this foundation, it delves into the underlying relationships of interferometry, sets forth the coordinate systems and parameters to describe synthesis imaging, and examines configurations of antennas for multielement synthesis arrays. Various aspects of the design and response of receiving systems are discussed, as well as the special requirements of very-long-baseline interferometry (VLBI), image reconstruction, and recent developments in image enhancement techniques and astrometric observations. Also discussed are propagation effects in the media between the source and the observer, and radio interference, factors that limit performance. Related techniques are introduced, including intensity interferometry, optical interferometry, lunar occultations, tracking of satellites in Earth orbit, interferometry for remote Earth sensing, and holographic measurements of antenna surfaces. This book will benefit anyone who is interested in radio interferometry techniques for astronomy, astrometry, geodesy, or electrical engineering.

Innovative Technologies for Vertical Farming Jung Eek Son,Eiji Goto,Murat Kacira,Francesco Orsini,2022-06-16

Stellar Parallaxes Derived from Photographs Made with the Forty-inch Refractor Yerkes Observatory,1928

Unity 2018 Shaders and Effects Cookbook John P. Doran,Alan Zucconi,2018-06-29 Bring realism to your games by mastering post-processing effects and advanced shading techniques in Unity 2018 Key Features Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy-to-follow examples Create stunning visual effects that can be used in 3D games Book Description Since their introduction to Unity, shaders have been seen as notoriously difficult to understand and implement in games. Complex mathematics has always stood in the way of creating your own shaders and attaining the level of realism you crave. Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe-based guide to creating shaders using Unity. It will show you everything you need to know about vectors, how lighting is constructed with them, and how textures are used to create complex effects without the heavy math. This book starts by teaching you how to use shaders without writing code with the post-processing stack. Then, you'll learn how to write shaders from scratch, build up essential lighting, and finish by creating stunning screen effects just like those in high-quality 3D and mobile games. You'll discover techniques, such as normal mapping, image-based lighting, and animating your models inside a shader. We'll explore how to use physically based rendering to treat light the way it behaves in the real world. At the end, we'll even look at Unity 2018's new Shader Graph system. With this book, what seems like a dark art today will be second nature by

tomorrow. What you will learn Understand physically based rendering to fit the aesthetic of your game Write shaders from scratch in ShaderLab and HLSL/Cg Combine shader programming with interactive scripts to add life to your materials Design efficient shaders for mobile platforms without sacrificing their realism Use state-of-the-art techniques, such as volumetric explosions and fur shading Master the math and algorithms behind the most used lighting models Understand how shader models have evolved and how you can create your own Who this book is for Unity Shaders and Effects Cookbook is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required to get the most from this book.

Soft Computing Approach for Mathematical Modeling of Engineering Problems Ali Ahmadian, Soheil Salahshour, 2021-09-02 This book describes different mathematical modeling and soft computing techniques used to solve practical engineering problems. It gives an overview of the current state of soft computing techniques and describes the advantages and disadvantages of soft computing compared to traditional hard computing techniques. Through examples and case studies, the editors demonstrate and describe how problems with inherent uncertainty can be addressed and eventually solved through the aid of numerical models and methods. The chapters address several applications and examples in bioengineering science, drug delivery, solving inventory issues, Industry 4.0, augmented reality and weather forecasting. Other examples include solving fuzzy-shortest-path problems by introducing a new distance and ranking functions. Because, in practice, problems arise with uncertain data and most of them cannot be solved exactly and easily, the main objective is to develop models that deliver solutions with the aid of numerical methods. This is the reason behind investigating soft numerical computing in dynamic systems. Having this in mind, the authors and editors have considered error of approximation and have discussed several common types of errors and their propagations. Moreover, they have explained the numerical methods, along with convergence and consistence properties and characteristics, as the main objectives behind this book involve considering, discussing and proving related theorems within the setting of soft computing. This book examines dynamic models, and how time is fundamental to the structure of the model and data as well as the understanding of how a process unfolds • Discusses mathematical modeling with soft computing and the implementations of uncertain mathematical models • Examines how uncertain dynamic systems models include uncertain state, uncertain state space and uncertain state's transition functions • Assists readers to become familiar with many soft numerical methods to simulate the solution function's behavior This book is intended for system specialists who are interested in dynamic systems that operate at different time scales. The book can be used by engineering students, researchers and professionals in control and finite element fields as well as all engineering, applied mathematics, economics and computer science interested in dynamic and uncertain systems. Ali Ahmadian is a Senior Lecturer at the Institute of IR 4.0, The National University of Malaysia. Soheil Salahshour is an associate professor at Bahcesehir University.

Maya 5 Savvy John Kundert-Gibbs, Peter Lee, Dariush Derakhshani, Eric Kunzendorf, 2006-07-14 Savvy—n. Practical know-how. Maya, the premier high-end 3D application, is so powerful that no one masters it without help. Maya 5 Savvy—a thorough update to Maya 4.5 Savvy—is written for the Maya user looking to boost their skills to the next level. Running throughout this book is a completely new, cohesive, expertly organized animation project that teaches specific Maya skills and, at the same time, gives you valuable hands-on exposure to the entire animation production process. Staged support files mean that you can begin and end work on this project anywhere you like—which in turn means you can read this book cover to cover or use it as a reference, dipping in wherever you need information on or practice with specific modeling, animation, and rendering techniques. Everywhere you turn, you'll find expert advice on the latest Maya features, time-saving shortcuts, and advanced capabilities. Coverage includes: Core Maya: interface briefing, plus planning, writing, and storyboarding your animation. Modeling: NURBS, polygons and subdivision surfaces, character modeling. Animation: paths and bones, deformers, binding, Trax, rigid body dynamics, MEL scripting, particle animation, expression-driven animation.

Output: rendering architecture, rendering, shading and texturing, lighting, special light effects. Advanced Tools and Techniques: Paint Effects, ramps and volumes, soft body dynamics, Fluid Effects, Fur, Cloth. Note:CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

NASA Authorization for Fiscal Year 1975 United States. Congress. Senate. Committee on Aeronautical and Space Sciences,1974

Apr. 2 and 4, 1974 United States. Congress. Senate. Committee on Aeronautical and Space Sciences,1974

Unity 2021 Shaders and Effects Cookbook John P. Doran,2021-10-15 Overcome the challenges and complexities involved in creating your own shaders with high-level realism using practical solutions, best practices, and the latest features of Unity 2021 Key Features Discover practical recipes for mastering post-processing effects and advanced shading techniques Learn the secrets of creating AAA quality shaders without writing long algorithms Create visually stunning effects for your games using Unity's VFX Graph Book Description Shaders enable you to create powerful visuals for your game projects. However, creating shaders for your games can be notoriously challenging with various factors such as complex mathematics standing in the way of attaining the level of realism you crave for your shaders. The Unity 2021 Shaders and Effects Cookbook helps you overcome that with a recipe-based approach to creating shaders using Unity. This fourth edition is updated and enhanced using Unity 2021 features and tools covering Unity's new way of creating particle effects with the VFX Graph. You'll learn how to use VFX Graph for advanced shader development. The book also features updated recipes for using Shader Graph to create 2D and 3D elements. You'll cover everything you need to know about vectors, how they can be used to construct lighting, and how to use textures to create complex effects without the heavy math. You'll also understand how to use the visual-based Shader Graph for creating shaders without any code. By the end of this Unity book, you'll have developed a set of shaders that you can use in your Unity 3D games and be able to accomplish new effects and address the performance needs of your Unity game development projects. So, let's get started! What you will learn Use physically based rendering to fit the aesthetic of your game Create spectacular effects for your games by testing the limits of what shaders can do Explore advanced shader techniques for your games with AAA quality Use Shader Graph to create 2D and 3D elements for your games without writing code Master the math and algorithms behind the commonly used lighting models Get to grips with the Post-Processing Stack to tweak the appearance of your game Who this book is for This book is for game developers who want to start creating their first shaders in Unity 2021 and take their game to a whole new level by adding professional post-processing effects. The book assumes intermediate-level knowledge of Unity.

Introducing Autodesk Maya 2016 Dariush Derakhshani,2015-07-08 Start modeling right away with this hands-on guide to learning Autodesk Maya 2016 Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins Begin building simple animations right away Explore modeling, rendering, animation, and cloth motion Add lighting, rendering, dynamics, simulations, and effects If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

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