

# **VISCOM Video BroadCast ActiveX SDK**

**Karin Nielsen-Saines**

Advanced Training Technologies and Learning Environments  
,1999

About Face 3 Alan Cooper,Robert Reimann,David Cronin,2007  
Aimed at software developers, this book proposes the creation of a new profession of software design. The examples in the text are updated to reflect new platforms along with additional case studies where appropriate.

Digital Content Creation Rae Earnshaw,John Vince,2012-12-06  
The very word digital has acquired a status that far exceeds its humble dictionary definition. Even the prefix digital, when associated with familiar sectors such as radio, television, photography and telecommunications, has reinvented these industries, and provided a unique opportunity to refresh them with new start-up companies, equipment, personnel, training and working practices - all of which are vital to modern national and international economies. The last century was a period in which new media stimulated new job opportunities, and in many cases created totally new sectors: video competed with film, CDs transformed LPs, and computer graphics threatened traditional graphic design sectors. Today, even the need for a physical medium is in question. The virtual digital domain allows the capture, processing, transmission, storage, retrieval and display of text, images, audio and animation without familiar materials such as paper, celluloid, magnetic tape and plastic. But moving from these media to the digital domain introduces all sorts of problems, such as the conversion of analog archives, multimedia databases, content-based retrieval and the design of new content that exploits the benefits offered by digital systems. It is this issue of digital content creation that we address in this book. Authors from around the world were invited to comment on different aspects of digital content creation, and their contributions form the 23 chapters of this volume.

**Simulating Humans** Norman I. Badler,Cary B.

Phillips,Bonnie Lynn Webber,1993-09-02 The area of simulated human figures is an active research area in computer graphics, and Norman Badler's group at the University of Pennsylvania is one of the leaders in the field. This book summarizes the state of the art in simulating human figures, discusses many of the interesting application areas, and makes some assumptions and predictions about where the field is going.

**Software Quality - ECSQ 2002** Jyrki Kontio,Reidar Conradi,2003-08-01 Software professionals and companies live in a new world today. Increasingly complex systems need to be built faster and cheaper. While many of the established approaches in software quality are still valid, the software quality community is going through a paradigm shift that requires a re-assessment of our current method and tool portfolio, as well as creating new and more effective solutions. We have selected two themes for this conference to highlight this paradigm shift. Our first theme, "production of attractive and reliable software at Internet speed" sums up the dilemma many software organisations face. In order to be competitive, software should contain advanced features and run reliably - yet it should be developed quickly and cost effectively for the right market window. Finding the right balance between these objectives is a critical question that will determine business success in the years to come. Our second theme, "production of software with a dynamic partnership network" highlights the current trend of using partnerships and subcontractors as integral players in the software development process. Partnerships sometimes need to be created quickly to respond to a market opportunity, yet the costs and speed of cooperation must be competitive. Different companies have different processes, quality tools and cultures, yet they should cooperate seamlessly for the best result.

About Face Alan Cooper,Robert Reimann,David Cronin,Christopher Noessel,2014-09-02 The essential interaction design guide, fully revised and updated for the mobile age About

Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect design as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Designing Interfaces Jenifer Tidwell, 2005-11-21 Provides information on designing easy-to-use interfaces.

*Streaming Media Bible* Steve Mack, 2002-05-20 The Streaming Media Bible is the authoritative and comprehensive guide for producing professional-quality streaming media over the Internet. It provides an overview of what streaming media is, how it can be used and the tools and software programs available to consumers and businesses alike. It covers all aspects of streaming media, from the capturing, creation and optimization of source media files, to encoding and serving files over sites using the

primary available technologies. Throughout the book, the streaming process is dissected and separated into its component pieces: original media creation, encoding, and serving. All three major streaming media systems (RealNetworks' RealSystem, Apple QuickTime and Microsoft Windows Media) are covered. ABOUT THE CD-ROM Includes a cross-platform CD-ROM with software and examples: RealPlayer, RealProducer, RealServerBasic Windows Media Technologies, Windows Media Player 8, Windows Media On Demand Encoder, Apple QuickTime Player, QuickTime Encoder, SoundForge XP or CoolEdit, sample audio clips, sample video clips, video tutorials, and sample code libraries.

**Map-based Mobile Services** Lijiu Meng,Alexander Zipf,Stephan Winter,2008-02-20 This book reports the newest research and technical achievements on the following theme blocks: Design of mobile map services and its constraints, typology and usability of mobile map services, visualization solutions on small displays for time-critical tasks, mobile map users, interaction and adaptation in mobile environments and applications of map-based mobile services.

**Advances in Modelling, Animation and Rendering** John Vince,Rae Earnshaw,2002-06-27 Advances in computer technology and developments such as the Internet provide a constant momentum to design new techniques and algorithms to support computer graphics. Modelling, animation and rendering remain principal topics in the field of computer graphics and continue to attract researchers around the world. This volume contains the papers presented at Computer Graphics International 2002, in July, at the University of Bradford, UK. These papers represent original research in computer graphics from around the world and cover areas such as: - Real-time computer animation - Image based rendering - Non photo-realistic rendering - Virtual reality - Avatars - Geometric and solid modelling - Computational geometry - Physically based modelling

- Graphics hardware architecture - Data visualisation - Data compression The focus is on the commercial application and industrial use of computer graphics and digital media systems.

### **Business Intelligence in Microsoft SharePoint 2013**

Norm Warren, Mariano Neto, Stacia Misner, Ivan Sanders, Scott A. Helmers, 2013-05-15 Dive into the business intelligence features in SharePoint 2013—and use the right combination of tools to deliver compelling solutions. Take control of business intelligence (BI) with the tools offered by SharePoint 2013 and Microsoft SQL Server 2012. Led by a group of BI and SharePoint experts, you'll get step-by-step instructions for understanding how to use these technologies best in specific BI scenarios—whether you're a SharePoint administrator, SQL Server developer, or business analyst. Discover how to: Manage the entire BI lifecycle, from determining key performance indicators to building dashboards Use web-based Microsoft Excel services and publish workbooks on a SharePoint Server Mash up data from multiple sources and create Data Analysis Expressions (DAX) using PowerPivot Create data-driven diagrams that provide interactive processes and context with Microsoft Visio Services Use dashboards, scorecards, reports, and key performance indicators to monitor and analyze your business Use SharePoint to view BI reports side by side, no matter which tools were used to produced them

*Geoinformatics* A. Krishna Sinha, 2006-01-01 The science of informatics in the broadest sense has been several thousands of years in the making. With the recent emergence of large storage devices and high-speed processing of data, it has become possible to organize vast amounts of data as digital products with ontologic tags and concepts for smart queries. Coupling this computational capability with earth science data defines the emerging field of geoinformatics. Since the science of geology was established several centuries ago, observations led to conclusions that were integrative in concept and clearly had profound implications for the birth of geology. As disciplinary

information about Earth becomes more voluminous, the use of geoinformatics will lead to integrative, science-based discoveries of new knowledge about planetary systems. Twenty one research papers, co-authored by 96 researchers from both earth and computer sciences, provide the first-ever organized presentation of the science of informatics as it relates to geology. Readers will readily recognize the vast intellectual content represented by these papers as they seek to address the core research goals of geoinformatics.--Publisher's website.

*Mobile Cartography* Tumasch Reichenbacher, 2004 It established new concepts for mobile cartography and showed the differences, but also the similarities towards traditional cartography and web cartography. The main focus is on the elaboration of adaptive methods for visualisation of geographic information for mobile usage, i.e. on mobile devices. Adaptation takes place in the components such as the mobile user, his/her activities with associated goals, as well as the situation they are placed in. The usage scenarios described were helpful for the implementation of a rudimentary, prototypical adaptive geovisualisation service for mobile users. The service for the example of point symbol maps was implemented based on open-standard formats and served as a proof of concept. It basically demonstrates how a mobile client can send as Simple Object Access Protocol (SOAP) encoded context parameters to a web service

*Soft Computing Applications and Techniques in Healthcare* Ashish Mishra, G. Suseendran, Trung-Nghia Phung, 2020-10-10 This book provides insights into contemporary issues and challenges in soft computing applications and techniques in healthcare. It will be a useful guide to identify, categorise and assess the role of different soft computing techniques for disease, diagnosis and prediction due to technological advancements. The book explores applications in soft computing and covers empirical properties of artificial neural network (ANN), evolutionary

computing, fuzzy logic and statistical techniques. It presents basic and advanced concepts to help beginners and industry professionals get up to speed on the latest developments in soft computing and healthcare systems. It incorporates the latest methodologies and challenges facing soft computing, examines descriptive, predictive and social network techniques and discusses analytics tools and their role in providing effective solutions for science and technology. The primary users for the book include researchers, academicians, postgraduate students, specialists and practitioners. Dr. Ashish Mishra is a professor in the Department of Computer Science and Engineering, Gyan Ganga Institute of Technology and Sciences, Jabalpur, Madhya Pradesh, India. He has contributed in organising the INSPIRE Science Internship Camp. He is a member of the Institute of Electrical and Electronics Engineers and is a life member of the Computer Society of India. His research interests include the Internet of Things, data mining, cloud computing, image processing and knowledge-based systems. He holds nine patents in Intellectual Property, India. He has authored four books in the areas of data mining, image processing and LaTeX. Dr. G. Suseendran is an assistant professor, Department of Information Technology, School of Computing Sciences, Vels Institute of Science, Technology & Advanced Studies (VISTAS), Chennai, Tamil Nadu, India. His research interests include ad-hoc networks, the Internet of Things, data mining, cloud computing, image processing, knowledge-based systems, and Web information exploration. He has published more than 75 research papers in various international journals such as Science Citation Index, Springer Book Chapter, Scopus, IEEE Access and UGC-referred journals. Prof. Trung-Nghia Phung is an associate professor and Head of Academic Affairs, Thai Nguyen University of Information and Communication Technology (ICTU). He has published more than 60 research papers. His main research interest lies in the field of speech, audio, and biomedical signal



processing. He serves as a technical committee program member, track chair, session chair, and reviewer of many international conferences and journals. He was a co-Chair of the International Conference on Advances in Information and Communication Technology 2016 (ICTA 2016) and a Session Chair of the 4th International Conference on Information System Design and Intelligent Applications (INDIA 2017).

Microsoft Windows User Experience ,1999 It also includes information about supporting international users and users with disabilities.--BOOK JACKET.

**Microsoft Office FrontPage 2003 Inside Out** Jim Buyens,2004 Hey, you know your way around the Web—so now dig into FrontPage 2003 and really put your Web design skills to work! This supremely organized reference packs hundreds of timesaving solutions, troubleshooting tips, and handy workarounds in concise, fast-answer format. It's all muscle and no fluff. Discover the best and fastest ways to perform everyday tasks, and challenge yourself to new levels of FrontPage mastery! From site planning to production, drill deep into core and advanced FrontPage techniques Get expert design tips—from editing text and pictures to using colors, themes, and style sheets Animate page objects and add sound, video, Flash files, and plug-ins Add text search, registration forms, and other data-driven features Set up and run your own Web server Write your own macros and scripts and tweak HTML, XML, and program code Develop data-driven portal sites that run on Microsoft Windows SharePoint ServicesCD features: Complete eBook Insider Extras—sample Web components, scripts, Microsoft ASP.NET-based tools, macros, and code, plus the full Web site example used in the book Catalog of select FrontPage resources with links to third-party tools and demos Microsoft add-ins, demos, and trials, including Insider's Guide to Microsoft Office OneNote eBook Microsoft Computer Dictionary, Fifth Edition, eBook—10,000+ entries A Note Regarding the CD or DVD The

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**UML Applied** Martin Shoemaker, 2014-01-15

**Physics Galaxy 2020-21** Ashish Arora, 2020-11-24 Advanced Illustrations in Physics by seasoned expert Ashish Arora is a valuable asset for the Advanced Illustrations in Physics by seasoned expert Ashish Arora is a valuable asset for the aspirants of JEE Advanced examination. The book covers more than 700 advanced problems with illustrations. Detailed explanations have been included with video solutions so that students are able to grasp the fundamental examination edge of JEE Advanced. Every illustration is based on specific experimental analysis and practical situations from real life, so that students can understand how questions are framed in competitive exams. All illustrations are divided in several topics covering the syllabus of Advanced Physics for JEE. Features 700+ advanced problems illustrated with explanations Practical problems included from real life Video solutions included to help students grasp concepts better

*Intelligent Systems Technologies and Applications* Stefano Berretti, Sabu M. Thampi, Soura Dasgupta, 2015-09-03 This book contains a selection of refereed and revised papers from three special tracks: Ad-hoc and Wireless Sensor Networks, Intelligent Distributed Computing and, Business Intelligence and Big Data Analytics originally presented at the International Symposium on Intelligent Systems Technologies and Applications (ISTA), August

10-13, 2015, Kochi, India.

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 Essay - 2724 Words  
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 give  
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provide  
 justification ...  
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