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Lev Manovich

Openscenegraph 3.0 Rui Wang,Xuelei Qian,2010-12-14 Create high-performance virtual reality applications with OpenSceneGraph, one of the best 3D graphics engines.

Dictionary of Computer and Internet Terms John C. Rigdon,2016-08-25 This dictionary contains over 32,000 terms that are specific to Computers and the Internet. Each term includes a definition / description. With more than 750 pages, this dictionary is one of the most comprehensive resources available.Terms relate to applications, commands, functions, operating systems, image processing and networking.No other dictionary of computing terms even comes close to the breadth of this one. It is designed to be used by everyone from the novice seeking the most basic information ... to the mainframe systems programmer and MIS professional looking for sophisticated and hard-to-find information that's not available in most reference books. It's all here in one indispensable reference source. * artificial intelligence. * computer-integrated manufacturing* data communication* databases* distributed data processing* fiber optics* fundamental terms* local area networks* multimedia* office automation* open systems interconnection* peripheral equipment* personal computing* processing units* programming* system development* text processing This dictionary is ideal not only for students of computing but for those studying the related fields of Information Technology, mathematics, physics, media communications, electronic engineering, and natural sciences.We also publish a companion volume (Vol.2) of Computer Acronyms and Abbreviations with an additional 4,500 terms. Volume 2 also includes a section on file name extensions showing the most commonly used extensions and their association with various software systems.This dictionary is available in more than 100 languages. See our website for pricing and availability.http://www.wordsrus.info/catalog/computer_dictionary.html

Head First Learn to Code Eric Freeman,2018-01-02 What will you learn from this book? ItÃ¢??s no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code youÃ¢??ll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, youÃ¢??ll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Multimedia Applications, Services and Techniques - ECMAST'99 Helmut Leopold,Narciso Garcia,1999-05-19 This book constitutes the refereed proceedings of the 4th European Conference on Multimedia Applications, Services and Techniques, ECMAST'99, held in Madrid, Spain in May 1999. The 37 revised full papers presented were carefully reviewed and selected from a total of 71 submissions. The book is divided in sections on services and applications, multimedia terminals, content creation, physical broadcast infrastructure, multimedia over the

Internet, metadata, 3D imaging, multicast protocols, security and protection, and mobility.

  Taking Your Talent to the Web Jeffrey Zeldman,2001 This is an explicit and detailed guide, an intelligent how-to book for professionals. It lays the groundwork and creates context by exploring essential concepts, defines terms that may be new or unfamiliar, and then moves forward with practical software techniques. All the while it is building on the existing knowledge and experience of its professional design audience. Taking Your Talent to the Web is based on the Populi Curriculum in Web Communications Design, developed by Jeffrey Zeldman in cooperation with Populi, Inc., (www.populi.com) and the Pratt Institute. The book's purpose is to guide traditional art directors and print designers as they expand their existing careers to include the new field of professional Web Design.

  Ubiquitous Computing Fundamentals John Krumm,2018-10-08 ...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field. -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John Krumm, an original ubicomp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise. Starting with a historical introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book examines: How to build an infrastructure that supports ubiquitous computing applications Privacy protection in systems that connect personal devices and personal information Moving from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and understand other sensor measurements While we needn't become expert in every sub-discipline of ubicomp, it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives. This is important, if we are to encourage future generations to be as successfully innovative as the field's originators.

  Solving PDEs in Python Hans Petter Langtangen,Anders Logg,2017-03-21 This book offers a concise and gentle introduction to finite element programming in Python based on the popular FEniCS software library. Using a series of examples, including the Poisson equation, the equations of linear elasticity, the incompressible Navier–Stokes equations, and systems of nonlinear advection–diffusion–reaction equations, it guides readers through the essential steps to quickly solving a PDE in FEniCS, such as how to define a finite variational problem, how to set

boundary conditions, how to solve linear and nonlinear systems, and how to visualize solutions and structure finite element Python programs. This book is open access under a CC BY license.

3D Printed Science Projects Joan Horvath,Rich Cameron,2016-05-11 Create 3D printable models that can help students from kindergarten through grad school learn math, physics, botany, chemistry, engineering and more. This book shows parents and teachers how to use the models inside as starting points for 3D printable explorations. Students can start with these models and vary them for their own explorations. Unlike other sets of models that can just be scaled, these models have the science built-in to allow for more insight into the fundamental concepts. Each of the eight topics is designed to be customized by you to create a wide range of projects suitable for science fairs, extra credit, or classroom demonstrations. Science fair project suggestions and extensive where to learn more resources are included, too. You will add another dimension to your textbook understanding of science. What You'll Learn Create (and present the science behind) 3D printed models. Use a 3D printer to create those models as simply as possible. Discover new science insights from designing 3D models. Who This Book Is For Parents and teachers

Real-World Flash Game Development Christopher Griffith,2012-11-12 Your deadline just got moved up. Your artist has never worked with Flash before. Your inner programmer is telling you that no OOP is a big Oops! Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: www.flashgamebook.com gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

PoC or GTFO Manul Laphroaig,2017-10-31 This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC||GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all

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  Effective Computation in Physics Anthony Scopatz,Kathryn D. Huff,2015-06-25 More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

  Cryptography and Network Security William Stallings,2016-02-18 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Principles and Practice of Cryptography and Network Security Stallings' Cryptography and Network Security, Seventh Edition, introduces the reader to the compelling and evolving field of cryptography and network security. In an age of viruses and hackers, electronic eavesdropping, and electronic fraud on a global scale, security is paramount. The purpose of this book is to provide a practical survey of both the principles and practice of cryptography and network security. In the first part of the book, the basic issues to be addressed by a network security capability are explored by providing a tutorial and survey of cryptography and network security technology. The latter part of the book deals with the practice of network security: practical applications that have been implemented and are in use to provide network security. The Seventh Edition streamlines subject matter with new and updated material — including Sage, one of the most important features of the book. Sage is an open-source, multiplatform, freeware package that implements a very powerful, flexible, and easily learned mathematics and computer algebra system. It provides hands-on experience with cryptographic algorithms and supporting homework assignments. With Sage, the reader learns a powerful tool that can be used for virtually any mathematical application. The book also provides an unparalleled degree of support for the reader to ensure a successful learning experience.

Visualizing Information Using SVG and X3D Vladimir Geroimenko,Chaomei Chen,2005-12-06 Correcting the Great Mistake People often mistake one thing for another. That's human nature. However, one would expect the leaders in a particular ?eld of endeavour to have superior ab- ities to discriminate among the developments within that ?eld. That is why it is so perplexing that the technology elite – supposedly savvy folk such as software developers, marketers and businessmen – have continually mistaken Web-based graphics for something it is not. The ?rst great graphics technology for the Web,VRML,has been mistaken for something else since its inception. Viewed variously as a game system,a format for architectural walkthroughs,a platform for multi-user chat and an augmentation of reality,VRML may qualify as the least understood invention in the history of inf- mation technology. Perhaps it is so because when VRML was originally introduced it was touted as a tool for putting the shopping malls of the world online,at once prosaic and horrifyingly mundane to those of us who were developing it. Perhaps those ?rst two initials,"VR",created expectations of sprawling,photorealistic f- tasy landscapes for exploration and play across the Web. Or perhaps the magnitude of the invention was simply too great to be understood at the time by the many, ironically even by those spending the money to underwrite its development. Regardless of the reasons,VRML suffered in the mainstream as it was twisted to meet unintended ends and stretched far beyond its limitations.

Cloud Computing Bible Barrie Sosinsky,2010-12-10 The complete reference guide to the hot technology of cloud computing Its potential for lowering IT costs makes cloud computing a major force for both IT vendors and users; it is expected to gain momentum rapidly with the launch of Office Web Apps later this year. Because cloud computing involves various technologies, protocols, platforms, and infrastructure elements, this comprehensive reference is just what you need if you?ll be using or implementing cloud computing. Cloud computing offers significant cost savings by eliminating upfront expenses for hardware and software; its growing popularity is expected to skyrocket when Microsoft introduces Office Web Apps This comprehensive guide helps define what cloud computing is and thoroughly explores the technologies, protocols, platforms and infrastructure that make it so desirable Covers mobile cloud computing, a significant area due to ever-increasing cell phone and smartphone use Focuses on the platforms and technologies essential to cloud computing Anyone involved with planning, implementing, using, or maintaining a cloud computing project will rely on the information in Cloud Computing Bible.

Mapping Travel Jordana Dym,2021-08-30 Drawing on a thousand years of European travel writing and mapmaking, Dym suggests that after centuries of text-based itineraries and on-the spot directions guiding travelers and constituting their reports, maps in the fifteenth century emerged as tools for Europeans to support and report the results of land and sea travel. With each succeeding generation, these linear journey maps have become increasingly common and complex, responding to changes in forms of transportation, such as air and motor car 'flight' and print technology, especially the advent of multi-color printing. This is their story.

Game Engine Architecture Jason Gregory,2017-03-27 Hailed as a must-have textbook (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of

game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the gameplay foundation layer delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

  Blown to Bits Harold Abelson,Ken Ledeen,Harry R. Lewis,2008 'Blown to Bits' is about how the digital explosion is changing everything. The text explains the technology, why it creates so many surprises and why things often don't work the way we expect them to. It is also about things the information explosion is destroying: old assumptions about who is really in control of our lives.

  The Language of New Media Lev Manovich,2002-02-22 A stimulating, eclectic accountof new media that finds its origins in old media, particularly the cinema. In this book Lev Manovich offers the first systematic and rigorous theory of new media. He places new media within the histories of visual and media cultures of the last few centuries. He discusses new media's reliance on conventions of old media, such as the rectangular frame and mobile camera, and shows how new media works create the illusion of reality, address the viewer, and represent space. He also analyzes categories and forms unique to new media, such as interface and database. Manovich uses concepts from film theory, art history, literary theory, and computer science and also develops new theoretical constructs, such as cultural interface, spatial montage, and cinegratography. The theory and history of cinema play a particularly important role in the book. Among other topics, Manovich discusses parallels between the histories of cinema and of new media, digital cinema, screen and montage in cinema and in new media, and historical ties between avant-garde film and new media.

  The Book of Wonder Lord Dunsany,2022-01-11 The Book of Wonder (1912) is a short story collection by Lord Dunsany. Published at the height of his career, The Book of Wonder would influence such writers as J. R. R.

Tolkein, Ursula K. Le Guin, and H. P. Lovecraft. Recognized as a pioneering author of fantasy and science fiction, Dunsany is a man whose work, in the words of Lovecraft, remains "unexcelled in the sorcery of crystalline singing prose, and supreme in the creation of a gorgeous and languorous world of incandescently exotic vision." The Book of Wonder, Dunsany's fifth collection of stories, contains fourteen of his finest tales of fantasy and adventure. In "The Hoard of the Gibbelins," originally published in London weekly The Sketch, is the story of Alderic, a Knight of the Order of the City. Courageous and strong, he ventures to the island realm of the Gibbelins, where a horde of treasure is rumored to be held at the base of a treacherous castle. In "Chu-Bu and Sheemish," two idols held in the same ancient temple compete for the adoration of their worshippers. As Chu-Bu and Sheemish attempt more and more astounding miracles, they risk striking fear in the hearts of their superstitious people. Humorous and inventive, Dunsany's tales of high fantasy continue to delight over a century after they first appeared in print. With a beautifully designed cover and professionally typeset manuscript, this edition of Lord Dunsany's The Book of Wonder is a classic of Irish fantasy fiction reimagined for modern readers.

Exploring Digital Design Ina Wagner,Tone Bratteteig,Dagny Stuedahl,2010-08-12 Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of the book Exploring Digital Design is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestøl, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practioners will also find the book useful. Overall, Exploring Digital Design provides an excellent introduction to, and resource for, research into digital design.

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