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**software.**

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graphics but also its  
meaningful implementation.**

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**Illustrates the concepts  
with numerous figures and  
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**Illustrates the core  
algorithms using platform-  
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**The book describes a system for visual surveillance using intelligent cameras. The camera uses robust techniques for detecting and tracking moving**

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**objects. The real time capture of the objects is then stored in the database. The tracking data stored in the database is analysed to study the camera view,**

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**detect and track objects,  
and study object behavior.  
These set of models  
provide a robust framework  
for coordinating the  
tracking of objects  
between overlapping and**

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**non-overlapping cameras, and recording the activity of objects detected by the system.**

**In this book the author stresses software as the most important topic in**

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**modern robotics. In particular the book concentrates on software for mobile robots, and the author demonstrates how inexpensive solutions can be constructed by mounting**

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**simulate driving, swimming, diving, and walking robots. The emphasis throughout is on algorithm development and all software assignments can run on real robot**

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hardware, as well as on the simulation system presented. The book is suitable for undergraduate and graduate courses in artificial intelligence and robotics, and also for

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software used in this  
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example programs, can be  
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**for MacOS, Windows, Linux,  
and Raspberry Pi.**

**This book constitutes the  
refereed proceedings of  
the 10th International  
Conference on E-Learning  
and Games, Edutainment**

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**2016, held in Hangzhou, China, in April 2016. The 36 full papers presented were carefully reviewed and selected from 60 submissions. They are organized in the following**

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**topical sections: E-  
learning and game;  
graphics, imaging and  
applications; intelligent  
data analytics and  
visualization.**

**[Second International](#)**

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Symposium, ISVC 2006, Lake  
Tahoe, NV, USA, November  
6-8, 2006, Proceedings  
Interactive Learning  
Through Visualization  
Fundamentals of Computer  
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Open GL: Pearson New  
International Edition  
Proceedings of the Section

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*This text combines the principles and major techniques in computer graphics with state-of-the-art examples that relate to things students and professionals see every day on the Internet and in*

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*computer-generated movies. The author has written a highly practical and exceptionally accessible text, thorough and integrated in approach. Concepts are carefully presented, underlying mathematics are explained, and the*

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*importance of each concept is highlighted. This book shows the reader how to translate the math into program code and shows the result. This new edition provides readers with the most current information in the field of*

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*computer graphics. \*NEW-Uses OpenGL as the supporting software- An appendix explains how to obtain it (free downloads) and how to install it on a wide variety of platforms. \*NEW-Uses C++ as the underlying programming language.*

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*Introduces useful classes for graphics but does not force a rigid object-oriented posture. \*NEW- Earlier and more in-depth treatment of 3D graphics and the underlying mathematics. \*NEW- Updates al content to reflect the*

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*advances in the field. \*NEW-  
Extensive case studies at the end of  
each chapter. graphics. \*NEW-A  
powerful Scene Design Language  
(SDL) is introduced and described;  
C++ code for the SDL interpreter is  
available on the book's Web site.*



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*\*NEW-An Appendix on the PostScript language shows how this powerful page layout language operates. \*Lays out the links between a concept, underlying mathematics, program coding, and the result. \*Includes an abundance*

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*of state-of-the-art worked  
examples. \*Provides a Companion  
Web site [http://www  
prenhall.com/hil](http://www.prenhall.com/hil)*

*This book gathers selected papers  
from the 8th International Field  
Exploration and Development*

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*Conference (IFEDC 2018) and  
addresses a broad range of topics,  
including: Reservoir Surveillance  
and Management, Reservoir  
Evaluation and Dynamic  
Description, Reservoir Production  
Stimulation and EOR, Ultra-Tight*

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*Reservoirs, Unconventional Oil  
and Gas Resources Technology, Oil  
and Gas Well Production Testing,  
and Geomechanics. In brief, the  
papers introduce readers to  
upstream technologies used in oil  
& gas development, the main*

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*principles of the process, and various related design technologies. The conference not only provided a platform to exchange experiences, but also promoted the advancement of scientific research in oil & gas exploration and production. The*

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*book is chiefly intended for industry experts, professors, researchers, senior engineers, and enterprise managers.*

*This combination book and CD-ROM package shows Java 2D graphics API users how to create*

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*awesome graphics with step-by-step color graphics and dozens of detailed code examples. The author offers an exhaustive overview of the program features, components and key applications, and also introduces his exclusive Graphics*

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*Layer Framework, a high-level programming model that dramatically simplifies Java 2D programming and is included free on the CD-ROM.*

*Proceedings of the Artificial  
Neural Networks in Engineering*



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*Conference, November 9-12, 1997,  
St. Louis, Missouri. The papers  
compiled in this book focus on  
building smart components to  
engineering systems currently  
available. The term smart in this  
context indicates physical systems*

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*that can interact with their  
environment and adapt to changes  
in both space and time by their  
ability to manipulate the  
environment through self-  
awareness and perceived models of  
the world based on both*

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*quantitative and qualitative information. Recent technologies such as artificial neural networks, fuzzy logic, evolutionary programming, data mining wavelets, complex systems, and virtual reality form the basis of*

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*Smart Engineering System Design.  
In 1997, the Department of  
Engineering Management at the  
University of Missouri-Rolla  
organized the ANNIE'97  
conference, to advance the  
techniques of Smart Engineering*

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*Sustem Design in collaboration  
with the IEEE Neural Network  
Council. This was the seventh  
meeting held in St.*

*Louis, Missouri, U.S.A, since the  
founding of the conference in 1991.  
The conference attracted over 162*

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*papers from 20 countries, which, after being peer-reviewed and revised, have been included in this book.*

*Through many examples and real-world applications, Practical Linear Algebra: A Geometry*

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*tailoring the course for the primary interests: math, engineering, science, computer graphics, and geometric modeling. New to the Third Edition More exercises and applications Coverage of singular value decomposition and its*



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*application to the pseudoinverse,  
principal components analysis, and  
image compression More attention  
to eigen-analysis, including  
eigenfunctions and the Google  
matrix Greater emphasis on  
orthogonal projections and matrix*

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*decompositions, which are tied to repeated themes such as the concept of least squares To help students better visualize and understand the material, the authors introduce the fundamental concepts of linear algebra first in a*

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*two-dimensional setting and then revisit these concepts and others in a three-dimensional setting. They also discuss higher dimensions in various real-life applications.*

*Triangles, polygons, conics, and curves are introduced as central*

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*applications of linear algebra.  
Instead of using the standard  
theorem-proof approach, the text  
presents many examples and  
instructional illustrations to help  
students develop a robust, intuitive  
understanding of the underlying*

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*concepts. The authors' website also offers the illustrations for download and includes Mathematica® code and other ancillary materials.*

*Reflecting the rapid expansion of the use of computer graphics and*

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*of C as a programming language of choice for implementation, this new version of the best-selling Hearn and Baker text converts all programming code into the C language. Assuming the reader has no prior familiarity with computer*

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***Computer graphics is now  
used in various fields;  
for industrial,  
educational, medical and***

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*entertainment purposes.  
The aim of computer  
graphics is to visualize  
real objects and  
imaginary or other  
abstract items. In order  
to visualize various*

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***things, many technologies are necessary and they are mainly divided into two types in computer graphics: modeling and rendering technologies.***

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useful insights for  
researchers in computer  
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*This book presents the*

*outcomes of the 2020  
International Conference  
on Cyber Security  
Intelligence and  
Analytics (CSIA 2020),  
which was dedicated to  
promoting novel*

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*theoretical and applied  
research advances in the  
interdisciplinary field  
of cyber security,  
particularly those  
focusing on threat  
intelligence, analytics,*



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*and preventing cyber  
crime. The conference  
provides a forum for  
presenting and  
discussing innovative  
ideas, cutting-edge  
research findings, and*

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*novel techniques,  
methods, and  
applications concerning  
all aspects of cyber  
security intelligence  
and analytics. CSIA  
2020, which was held in*

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***Haikou, China on  
February 28–29, 2020,  
built on the previous  
conference in Wuhu,  
China (2019), and marks  
the series' second  
successful installment.***

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*This text not only covers all topics required for a fundamental course in computer graphics but also emphasizes a programming-oriented*

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*approach to computer  
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the students in  
understanding the basic  
principles for design of  
graphics and in  
developing skills in*

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*and gently paced, covering a range of essential and conceivable aspects of computer graphics, which will give students a solid background to*

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for their future work.  
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11 chapters, begins with  
a general introduction  
to the subject and ends  
with explaining some of*



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*the exciting graphics techniques such as animation, morphing, digital image processing, fractals and ray tracing. Along the way, all the concepts up*

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***to two-dimensional  
graphics are explained  
through programs  
developed in C. This  
book is intended to be a  
course text for the  
B.Tech/M.Tech students***

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covers the technical***

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applications. The reader  
can follow up the theory  
and then literally see  
the theory at work in*

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*and other illustrations,  
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6: Light and optics -  
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and control; 7: Military  
vehicles - Plant  
hormone; 8: Plastics -***

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Planning and  
Optimization Algorithms  
for Image-guided Medical  
Procedures  
A Dictionary of Terms  
and Concepts

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*Robot Adventures in  
Python and C  
Computer Graphics  
The Language of Computer  
Graphics  
Using Java 2D and 3D  
Drawing on an impressive*

*Page 109/135*

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**roster of experts in the field, Fundamentals of Computer Graphics, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on**

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**geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization. It covers topics common to an**

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**experienced graphics  
programmers to better  
understand and apply  
foundational principles to the  
development of efficient code  
in creating film, game, or web  
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**treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively, with numerous examples and pseudo-code Gives updated coverage of the graphics pipeline, signal processing,**

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**texture mapping, graphics hardware, reflection models, and curves and surfaces Uses color images to give more illustrative power to concepts This book contains a selection of papers presented at the Computer Graphics and**

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**Education '91 Conference,  
held from 4th to 6th  
April 1991, in Begur, Spain.  
The conference was organised  
under the auspices of the  
International Federation for  
Information Processing (IPIP)  
Working Group 5.10 on**

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**Computer Graphics. The goal of the organisers was to take a forward look at the impact on education of anticipated developments in graphics and related technologies, such as multimedia, in the next five years. We felt that at a time**



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**when many educational establishments are facing financial stringency and when major changes are taking place in patterns of education and training, this could be valuable for both educators and companies developing**

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**the technology: for educators, because they are often too bogged down in day-to-day problems to undertake adequate forward planning, and for companies, to see some of the problems faced by educators and to see what**

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**their future requirements  
might be.**

**"This book discusses  
advances in modern data  
mining research in today's  
rapidly growing global and  
technological  
environment"--Provided by**

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**publisher.**

**For junior- to graduate-level courses in computer graphics. Assuming no background in computer graphics, this junior- to graduate-level textbook presents basic principles for the design, use,**

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**and understanding of computer graphics systems and applications. The authors, authorities in their field, offer an integrated approach to two-dimensional and three-dimensional graphics topics. A comprehensive explanation**

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**of the popular OpenGL programming package, along with C++ programming examples illustrates applications of the various functions in the OpenGL basic library and the related GLU and GLUT packages.**

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**Computer Graphics with OpenGL, 4/e is appropriate for junior-to graduate-level courses in computer graphics. Assuming no background in computer graphics, this junior-to graduate-level course presents basic principles for**

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**the design, use, and understanding of computer graphics systems and applications. The authors, authorities in their field, offer an integrated approach to two-dimensional and three-dimensional graphics topics.**



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**A comprehensive explanation of the popular OpenGL programming package, along with C++ programming examples illustrates applications of the various functions in the OpenGL basic library and the related GLU**

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**and GLUT packages.**

**Advanced Communication  
Skills Laboratory Manual is  
the sequel to the acclaimed A  
Manual for English Language  
Laboratories , and addresses  
the specific needs of students  
and teachers in technical and**

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**other professional courses. It focuses on reading and writing skills, and integrates these with speaking, listening, and other intra- and inter-personal skills. Besides imparting communication and soft skills, the three-tier**

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**evaluation exercises (self-evaluation, peer group evaluation and teacher evaluation) will identify the students' communication skills and help in developing skill sets.**

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