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Google Pixel 2: Learning the Essentials *Google Pixel 2: Guide for Beginners* Industrial Communication Systems **The Remote Sensing Data Book** Image Analysis and Recognition **The Secret Guide to Computers Google Pixel Buds: Learning the Essentials 'A Nonlinear Dynamics Perspective of Wolfram''s New Kind of Science' Visual Effects Society Handbook Equalizer Programming and User Guide** A Search for Muon Neutrino to Electron Neutrino Oscillations in the MINOS Experiment **Computer Vision Metrics Satellite Remote Sensing of Natural Resources** Real Time Visual Effects for the Technical Artist **Optical Compressive Imaging** Equalizer 0.6 Programming Guide Low-Power Smart Imagers for Vision-Enabled Sensor Networks Articulated Motion and Deformable Objects *The VES Handbook of Visual Effects* **Video Field Production and Editing** Handbook Of Texture Analysis **Pentium Pro and Pentium II System Architecture Viking '75 Spacecraft Design and Test Summary: Orbiter design Intelligent Techniques and Applications in Science and Technology** Foundations and Advances in Data Mining Minor Bodies in the Outer Solar System **Computer Vision - ACCV 2010 Embedded Media Processing NASA Reference Publication DVD Players and Drives FPGAs: World Class Designs Python Tools for Data Scientists Pocket Primer** Viking '75 Spacecraft Design and Test Summary: Lander design **Editing with Final Cut Pro 4 Advances in Computing and Communications, Part II** *Advances in Visual Computing* Digital Video Processing for Engineers Digital Image Processing: Practical Approach **New Trends in Computational Vision and Bio-inspired Computing** Human, Information, Thing

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Real Time Visual Effects for the Technical Artist Sep 17 2021 Visual effects (VFX) are one of the most complicated components of feature film and television creation. With advancements in such technologies as Ray Tracing and Virtual Reality, the visual quality of the real-time rendering engine is now rivaling feature film. Real-time rendering requires years of programming experience with advanced understanding in math and physics. As the power of the real-time rendering engine improves, so too do the interfaces for VFX creation. With limited technical

understanding, artists can create VFX with the push of a button and tug of a slider. As powerful as the interfaces are, they can only expose a portion of the true potential of the rendering engine. Artists are limited by their understanding of the engine interface. Real Time Visual Effects for the Technical Artist is written for digital artists to explain the core concepts of VFX, common in all engines, to free them from interface bounds. Features: Introduces the reader to the technical aspects of real-time VFX Built upon a career of more than 20 years in the feature film VFX and the real-time video game industries and tested on graduate and undergraduate students Explores all real-time VFX in four categories: in-camera effects, in-material effects, simulations, and particles This book is written to complement undergraduate- or graduate-level courses focused on the fundamentals of modern real-time VFX. Chris Roda is a Technical Art instructor at the Florida Interactive Entertainment Academy (FIEA), a graduate degree program in interactive, real-time application development at the University of Central Florida. Early in his career, Chris was a visual effects artist in the film and television industries where he contributed visual effects for films such as Spider-Man, Titanic, and The Fifth Element. Before coming to FIEA, Chris was a CG Supervisor at Electronic Arts, where he worked on video game titles such as NCAA Football and Madden NFL Football. In addition to teaching, Chris works on generating tools and pipelines for the creation of immersive experiences: the amalgamation of the narrative of films, the interactivity of video games, and the immersion of theme parks.

Editing with Final Cut Pro 4 Dec 29 2019 Whether you've mastered the basics of Final Cut Pro and want to take your skills to the next level, or if you're a video editor new to Final Cut Pro and looking to put your own system together, this book is for you. Written by "chawla," a Final Cut Pro guru and veteran moderator on 2-Pop/Creative Cow, this book covers the interface basics and workflow but goes beyond to address intermediate techniques and timesaving tips for professional results. Roberts does not assume you have an IT staff on hand and therefore goes into crucial issues of set up, configuration, consumer advice on hardware purchasing, and troubleshooting. Equally valuable is coverage of working with formats such as standard definition, uncompressed, and FireWire DV.

Industrial Communication Systems Aug 29 2022 The Industrial Electronics Handbook, Second Edition, Industrial Communications Systems combines traditional and newer, more specialized knowledge that helps industrial electronics engineers develop practical solutions for the design and implementation of high-power applications. Embracing the broad technological scope of the field, this collection explores fundamental areas, including analog and digital circuits, electronics, electromagnetic machines, signal processing, and industrial control and communications systems. It also facilitates the use of intelligent systems—such as neural networks, fuzzy systems, and evolutionary methods—in terms of a hierarchical structure that makes factory control and supervision more efficient by addressing the needs of all production components. Enhancing its value, this fully updated collection presents research and global trends as published in the IEEE Transactions on Industrial Electronics Journal, one of the largest and most respected publications in the field. Modern communication systems in factories use many different—and increasingly sophisticated—systems to send and receive information. Industrial Communication Systems spans the full gamut of concepts that engineers require to maintain a well-designed, reliable communications system that can ensure successful operation of any production process. Delving into the subject, this volume covers: Technical principles Application-specific areas Technologies Internet programming Outlook, including trends and expected challenges Other volumes in the set: Fundamentals of Industrial Electronics Power Electronics and Motor Drives Control and Mechatronics Intelligent Systems

Video Field Production and Editing Mar 12 2021 Video Field Production and Editing concentrates on video techniques and technology appropriate for "small scale" single-camera electronic field production (EFP) and electronic news gathering (ENG). This book offers the latest material on new digital field recording and editing technologies and is written in a concise, non-technical, user-friendly format. Reorganized and updated throughout, with new sections dedicated to HDV (High Definition Video) videotape recording formats, and tapeless digital recording media including high capacity optical discs, solid-state memory cards, and computer hard drives, the book walks the reader through the video production process from initial planning through final editing.
Viking '75 Spacecraft Design and Test Summary: Orbiter design Dec 09 2020
Satellite Remote Sensing of Natural Resources Oct 19 2021 Satellite Remote Sensing of Natural Resources offers an introduction to digital remote sensing. This comprehensive text emphasizes the basics, with simple concepts presented in clear, easy-to-understand language. For those who are interested in practical remote sensing but do not have an extensive background in math and statistics, this primer is invaluable. The main topics covered include satellite images, image processing systems, spectral regions, radiometric and geometric corrections, supervised and unsupervised classification, and accuracy assessment. Each chapter concludes with a section of sample problems and list of additional readings.
A Search for Muon Neutrino to Electron Neutrino Oscillations in the MINOS Experiment Dec 21 2021 The centerpiece of the thesis is the search for muon neutrino to electron neutrino oscillations which would indicate a non-zero mixing angle between the first and third neutrino generations (θ13), currently the “holy grail” of neutrino physics. The optimal extraction of the electron neutrino oscillation signal is based on the novel “library event matching” (LEM) method which Ochoa developed and implemented together with colleagues at Caltech and at Cambridge, which improves MINOS’ (Main Injector Neutrino Oscillator Search) reach for establishing an oscillation signal over any other method. LEM will now be the basis for MINOS’ final results, and will likely keep MINOS at the forefront of this field until it completes its data taking in 2011. Ochoa and his colleagues also developed the successful plan to run MINOS with a beam tuned for antineutrinos, to make a sensitive test of CPT symmetry by comparing the inter-generational mass splitting for neutrinos and antineutrinos. Ochoa’s in-depth, creative approach to the solution of a variety of complex experimental problems is an outstanding example for graduate students and longtime practitioners of experimental physics alike. Some of the most exciting results in this field to emerge in the near future may find their foundations in this thesis.
The Remote Sensing Data Book Jul 28 2022 This book provides a unique resource of over 700 entries on all aspects of remote sensing for students and researchers.
Digital Video Processing for Engineers Sep 25 2019 Any device or system with imaging functionality requires a digital video processing solution as part of its embedded system design. Engineers need a practical guide to technology basics and design fundamentals that enables them to deliver the video component of complex projects. This book introduces core video processing concepts and standards, and delivers practical how-to guidance for engineers embarking on digital video processing designs using FPGAs. It covers the basic topics of video processing in a pictorial, intuitive manner with minimal use of mathematics. Key outcomes and benefits of this book for users include: understanding the concepts and challenges of modern video systems; architect video systems at a system level; reference design examples to implement your own high definition video processing chain; understand implementation trade-offs in video system designs. Video processing is a must-have skill for engineers working on products and solutions for rapidly growing markets such as video surveillance, video conferencing, medical imaging, military imaging, digital broadcast equipment, displays

and countless consumer electronics applications This book is for engineers who need to develop video systems in their designs but who do not have video processing experience. It introduces the fundamental video processing concepts and skills in enough detail to get the job done, supported by reference designs, step-by-step FPGA-examples, core standards and systems architecture maps Written by lead engineers at Altera Corp, a top-three global developer of digital video chip (FPGA) technology

Computer Vision - ACCV 2010 Aug 05 2020 The four-volume set LNCS 6492-6495 constitutes the thoroughly refereed post-proceedings of the 10th Asian Conference on Computer Vision, ACCV 2009, held in Queenstown, New Zealand in November 2010. All together the four volumes present 206 revised papers selected from a total of 739 Submissions. All current issues in computer vision are addressed ranging from algorithms that attempt to automatically understand the content of images, optical methods coupled with computational techniques that enhance and improve images, and capturing and analyzing the world's geometry while preparing the higher level image and shape understanding. Novel gemometry techniques, statistical learning methods, and modern algebraic procedures are dealt with as well.

Articulated Motion and Deformable Objects May 14 2021 This book constitutes the refereed proceedings of the Second International Workshop on Articulated Motion and Deformable Objects, AMDO 2002, held in Palma de Mallorca, Spain in November 2002.The 21 revised full papers presented were carefully reviewed and selected for inclusion in the book. Among the topics addressed are geometric and physical deformable objects, motion analysis, articulated models and animation, visualization of deformable models, 3D recovery from motion, single or multiple human motion analysis and synthesis, applications of deformable models and motion analysis, face tracking, recovery and recognition models.

Low-Power Smart Imagers for Vision-Enabled Sensor Networks Jun 14 2021 This book presents a comprehensive, systematic approach to the development of vision system architectures that employ sensory-processing concurrency and parallel processing to meet the autonomy challenges posed by a variety of safety and surveillance applications. Coverage includes a thorough analysis of resistive diffusion networks embedded within an image sensor array. This analysis supports a systematic approach to the design of spatial image filters and their implementation as vision chips in CMOS technology. The book also addresses system-level considerations pertaining to the embedding of these vision chips into vision-enabled wireless sensor networks. Describes a system-level approach for designing of vision devices and embedding them into vision-enabled, wireless sensor networks; Surveys state-of-the-art, vision-enabled WSN nodes; Includes details of specifications and challenges of vision-enabled WSNs; Explains architectures for low-energy CMOS vision chips with embedded, programmable spatial filtering capabilities; Includes considerations pertaining to the integration of vision chips into off-the-shelf WSN platforms.

Pentium Pro and Pentium II System Architecture Jan 10 2021 With nearly 50,000 copies sold since its 1997 release, "Pentium Pro Processor System Architecture" is now updated in a second edition to include the Pentium II processor and MMX technology. The Pentium II processor adds MMX technology, which consists of 57 new instructions designed to enrich and accelerate multimedia and communications.

Intelligent Techniques and Applications in Science and Technology Nov 07 2020 This book provides innovative ideas on achieving sustainable development and using green technologies to conserve our ecosystem. Innovation is the successful exploitation of a new idea. Through innovation, we can achieve MORE while using LESS. Innovations in science & technology will not only help mankind as a whole, but also contribute to the economic growth of individual countries. It is essential that the global problem of environmental

degradation be addressed immediately, and thus, we need to rethink the concept of sustainable development. Indeed, new environmentally friendly technologies are fundamental to attaining sustainable development. The book shares a wealth of innovative green technological ideas on how to preserve and improve the quality of the environment, and how to establish a more resource-efficient and sustainable society. The book provides an interdisciplinary approach to addressing various technical issues and capitalizing on advances in computing & optimization for scientific & technological development, smart information, communication, bio-monitoring, smart cities, food quality assessment, waste management, environmental aspects, alternative energies, sustainable infrastructure development, etc. In short, it offers valuable information and insights for budding engineers, researchers, upcoming young minds and industry professionals, promoting awareness for recent advances in the various fields mentioned above.

Google Pixel Buds: Learning the Essentials Apr 24 2022 With the continued movement of the technology sector, major technology firms such as Google Inc. have taken the move to create cutting edge and trendy features that are in keeping with this rapid movement. Within the last few months, Google Inc. has announced the launch and release of many modern and trendy devices. Among the new releases is Google's new version of earphones; the Google Pixel Buds. The new device, which is scheduled for release to the public in late 2017, was designed to complement the newly released Pixel 2 and Pixel XL smartphones. The new Buds have already received rave reviews which include commendations on its power, comfort –fit for the ear as well as its trendy appearance. The purpose of this book is to educate users on the facts and features of Google's new Pixel Buds. The hope is that the content shared will serve to provide the necessary instructions needed to effectively use and enjoy the basic features of the device.

Equalizer 0.6 Programming Guide Jul 16 2021

FPGAs: World Class Designs Mar 31 2020 All the design and development inspiration and direction a harware engineer needs in one blockbuster book! Clive "Max" Maxfield renowned author, columnist, and editor of PL DesignLine has selected the very best FPGA design material from the Newnes portfolio and has compiled it into this volume. The result is a book covering the gamut of FPGA design from design fundamentals to optimized layout techniques with a strong pragmatic emphasis. In addition to specific design techniques and practices, this book also discusses various approaches to solving FPGA design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary FPGA design issues. Contents Chapter 1 Alternative FPGA Architectures Chapter 2 Design Techniques, Rules, and Guidelines Chapter 3 A VHDL Primer: The Essentials Chapter 4 Modeling Memories Chapter 5 Introduction to Synchronous State Machine Design and Analysis Chapter 6 Embedded Processors Chapter 7 Digital Signal Processing Chapter 8 Basics of Embedded Audio Processing Chapter 9 Basics of Embedded Video and Image Processing Chapter 10 Programming Streaming FPGA Applications Using Block Diagrams In Simulink Chapter 11 Ladder and functional block programming Chapter 12 Timers *Hand-picked content selected by Clive "Max" Maxfield, character, luminary, columnist, and author *Proven best design practices for FPGA development, verification, and low-power *Case histories and design examples get you off and running on your current project

Visual Effects Society Handbook Feb 20 2022 Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital

intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From predproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

New Trends in Computational Vision and Bio-inspired Computing Jul 24 2019 This volume gathers selected, peer-reviewed original contributions presented at the International Conference on Computational Vision and Bio-inspired Computing (ICCVBIC) conference which was held in Coimbatore, India, on November 29-30, 2018. The works included here offer a rich and diverse sampling of recent developments in the fields of Computational Vision, Fuzzy, Image Processing and Bio-inspired Computing. The topics covered include computer vision; cryptography and digital privacy; machine learning and artificial neural networks; genetic algorithms and computational intelligence; the Internet of Things; and biometric systems, to name but a few. The applications discussed range from security, healthcare and epidemic control to urban computing, agriculture and robotics. In this book, researchers, graduate students and professionals will find innovative solutions to real-world problems in industry and society as a whole, together with inspirations for further research.

Google Pixel 2: Learning the Essentials Oct 31 2022 As the technology market continues its dynamic movement through the 21st century, major tech conglomerates like Google Inc. have undertaken to create new devices that model this thrust. In recent months, the company has announced the launch and release of many modern and trendy devices. Among the new releases is the new Google smartphone; the Google Pixel 2. The new device, which was announced in mid-2017 and released in early October 2017, has been lauded for its features. The Pixel 2 boasts many features modelled by its 2016 predecessor, the Pixel. It however, brings upgraded, user friendly features designed to fit the needs of both the savvy and the novice smartphone user. The purpose of this book is to educate users on the facts and features of Google’s new Pixel 2 smartphone. It is hoped that the content will also serve to provide the necessary instructions needed to effectively use and enjoy these basic features.

Image Analysis and Recognition Jun 26 2022 The two-volume set LNCS 4141, and LNCS 4142 constitutes the refereed proceedings of the Third International Conference on Image Analysis and Recognition, ICIAR 2006. The volumes present 71 revised full papers and 92 revised poster papers together with 2 invited lectures. Volume I includes papers on image restoration and enhancement, image segmentation, image and video processing and analysis, image and video coding and encryption, image retrieval and indexing, and more.

Minor Bodies in the Outer Solar System Sep 05 2020 This volume tries to summarize the status of observational knowledge of the Kuiper Belt. Its recent discovery has revitalized the astromomical study of the Solar System and is beginning to open new and unexpected windows on the physics of planetesimal accretion. With more and better observational data being obtained at the technological limit of current facilities, a new perception of the relationships that exist among the various classes of small Solar System bodies has emerged. The new observations have also motivated a number of fascinating theoretical studies in Solar System dynamics.

Python Tools for Data Scientists Pocket Primer Feb 29 2020 As part of the best-selling Pocket Primer series, this book is designed to provide a thorough introduction to numerous Python tools for data scientists. The book covers features of NumPy and Pandas, how to write regular expressions, and how to perform data cleaning tasks. It includes separate chapters on data visualization and working with Sklearn and SciPy. Companion files with source

code are available. FEATURES: Introduces Python, NumPy, Sklearn, SciPy, and awk Covers data cleaning tasks and data visualization Features numerous code samples throughout Includes companion files with source code

Advances in Visual Computing Oct 26 2019 The two volume set LNCS 4291 and LNCS 4292 constitutes the refereed proceedings of the Second International Symposium on Visual Computing, ISVC 2006, held in Lake Tahoe, NV, USA in November 2006. The 65 revised full papers and 56 poster papers presented together with 57 papers of ten special tracks were carefully reviewed and selected from more than 280 submissions. The papers cover the four main areas of visual computing.

NASA Reference Publication Jun 02 2020

Equalizer Programming and User Guide Jan 22 2022 The official reference for developing and deploying parallel, scalable OpenGL applications based on the Equalizer parallel rendering framework.

Embedded Media Processing Jul 04 2020 A key technology enabling fast-paced embedded media processing developments is the high-performance, low-power, small-footprint convergent processor, a specialized device that combines the real-time control of a traditional microcontroller with the signal processing power of a DSP. This practical guide is your one-stop shop for understanding how to implement this cutting-edge technology. You will learn how to: Choose the proper processor for an application. Architect your system to avoid problems at the outset. Manage your data flows and memory accesses so that they line up properly Make smart-trade-offs in portable applications between power considerations and computational performance. Divide processing tasks across multiple cores. Program frameworks that optimize performance without needlessly increasing programming model complexity. Implement benchmarking techniques that will help you adapt a framework to best fit a target application, and much more! Covering the entire spectrum of EMP-related design issues, from easy-to-understand explanations of basic architecture and direct memory access (DMA), to in-depth discussions of code optimization and power management, this practical book will be an invaluable aid to every engineer working with EMP, from the beginner to the seasoned expert. Comprehensive subject coverage with emphasis on practical application Essential assembly language code included throughout text Many real-world examples using Analog's popular Blackfin Processor architecture

Computer Vision Metrics Nov 19 2021 Based on the successful 2014 book published by Apress, this textbook edition is expanded to provide a comprehensive history and state-of-the-art survey for fundamental computer vision methods and deep learning. With over 800 essential references, as well as chapter-by-chapter learning assignments, both students and researchers can dig deeper into core computer vision topics and deep learning architectures. The survey covers everything from feature descriptors, regional and global feature metrics, feature learning architectures, deep learning, neuroscience of vision, neural networks, and detailed example architectures to illustrate computer vision hardware and software optimization methods. To complement the survey, the textbook includes useful analyses which provide insight into the goals of various methods, why they work, and how they may be optimized. The text delivers an essential survey and a valuable taxonomy, thus providing a key learning tool for students, researchers and engineers, to supplement the many effective hands-on resources and open source projects, such as OpenCV and other imaging and deep learning tools.

Viking '75 Spacecraft Design and Test Summary: Lander design Jan 28 2020

Digital Image Processing: Practical Approach Aug 24 2019 The SpringerBrief covers fundamentals of digital image processing including image concept, image file formats, creating user interfaces and many practical examples of processing images using C++ and Java. These practical examples include among other creating image histograms, performing lossless image compression, detecting change

in colors, similarity-based image retrieval and others. All practical examples are accompanied with an explanation how to create programs and the obtained results. This SpringerBrief can be very useful for the undergraduate courses on image processing, providing students with the basic tools in image analysis and processing. Practitioners and researchers working in this field will also find this research useful.

Optical Compressive Imaging Aug 17 2021 This dedicated overview of optical compressive imaging addresses implementation aspects of the revolutionary theory of compressive sensing (CS) in the field of optical imaging and sensing. It overviews the technological opportunities and challenges involved in optical design and implementation, from basic theory to optical architectures and systems for compressive imaging in various spectral regimes, spectral and hyperspectral imaging, polarimetric sensing, three-dimensional imaging, super-resolution imaging, lens-free, on-chip microscopy, and phase sensing and retrieval. The reader will gain a complete introduction to theory, experiment, and practical use for reducing hardware, shortening image scanning time, and improving image resolution as well as other performance parameters. Optics practitioners and optical system designers, electrical and optical engineers, mathematicians, and signal processing professionals will all find the book a unique trove of information and practical guidance. Delivers the first book on compressed sensing dealing with system development for a wide variety of optical imaging and sensing applications. Covers the fundamentals of CS theory, including noise and algorithms, as well as basic design approaches for data acquisition in optics. Addresses the challenges of implementing compressed sensing theory in the context of different optical imaging designs, from 3D imaging to tomography and microscopy. Provides an essential resource for the design of new and improved devices with improved image quality and shorter acquisition times. Adrian Stern, PhD, is associate professor and head of the Electro-Optical Engineering Unit at Ben-Gurion University of the Negev, Israel. He is an elected Fellow of SPIE.

Human, Information, Thing Jun 22 2019 An ambitious formulation of the goal with this book is to explore human behaviour, thinking, and limitations of thinking, by studying the structures and type of solutions it creates, i.e. by studying human society and technology. In a slightly less bombastic formulation this book should: · Learn about quality of life, and how interaction technology can and will support it. · Highlight general principles such as complexity, search, event, feedback, context, mobility, agent, action, memory, network, intelligence, and more · Favour rational thought and a scientific thinking, while still maintaining a humble approach to the intricacies of life. · Encourage the design stance, and creative thinking. · Focus on interaction technology and doing it. · The book should be usable, also in 5 years from anytime.

Advances in Computing and Communications, Part II Nov 27 2019 This volume is the second part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 72 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are organized in topical sections on database and information systems; distributed software development; human computer interaction and interface; ICT; internet and Web computing; mobile computing; multi agent systems; multimedia and video systems; parallel and distributed algorithms; security, trust and privacy.

DVD Players and Drives May 02 2020 Fawzi Ibrahim has used his background running courses on DVD technology and writing for Television magazine to prepare a book for engineers that is based on genuine hands-on experience with DVD equipment for video, PC and audio applications. His book is a guide to the technology and its application, with a special focus on design issues and pitfalls, maintenance and repair. The principles of DVD

technology are introduced from the basics, and DVD applications are illustrated by genuine technical information in the form of block diagrams and circuit schematics. All current forms of DVD player and writer are introduced, including equipment types that are only just appearing on the market. The straightforward approach of this book makes it ideal for engineers and technicians getting up to speed with the new technology, and students of consumer electronics. Ibrahim is well known for his ability to demystify TV and PC technology, in a range of popular titles including Digital Television, Television Receivers, and PC Operation and Repair. * The engineer's guide to DVD technology * Fully up-to-date coverage of video, PC and audio applications * Developed from the author's short courses and magazine articles on DVD

Handbook Of Texture Analysis Feb 08 2021 Texture analysis is one of the fundamental aspects of human vision by which we discriminate between surfaces and objects. In a similar manner, computer vision can take advantage of the cues provided by surface texture to distinguish and recognize objects. In computer vision, texture analysis may be used alone or in combination with other sensed features (e.g. color, shape, or motion) to perform the task of recognition. Either way, it is a feature of paramount importance and boasts a tremendous body of work in terms of both research and applications.Currently, the main approaches to texture analysis must be sought out through a variety of research papers. This collection of chapters brings together in one handy volume the major topics of importance, and categorizes the various techniques into comprehensible concepts. The methods covered will not only be relevant to those working in computer vision, but will also be of benefit to the computer graphics, psychophysics, and pattern recognition communities, academic or industrial./a

The VES Handbook of Visual Effects Apr 12 2021 The award-winning VES Handbook of Visual Effects remains the most complete guide to visual effects techniques and best practices available today. This new edition has been updated to include the latest, industry-standard techniques, technologies, and workflows for the ever-evolving fast paced world of visual effects. The Visual Effects Society (VES) tasked the original authors to update their areas of expertise, such as AR/VR Moviemaking, Color Management, Cameras, VFX Editorial, Stereoscopic and the Digital Intermediate, as well as provide detailed chapters on interactive games and full animation. Additionally, 56 contributors share their best methods, tips, tricks, and shortcuts developed through decades of trial and error and real-world, hands-on experience. This third edition has been expanded to feature lessons on 2.5D/3D Compositing; 3D Scanning; Digital Cinematography; Editorial Workflow in Animated and Visual Effects Features; Gaming updates; General Geometry Instancing; Lens Mapping for VFX; Native Stereo; Real-Time VFX and Camera Tracking; Shot/Element Pulls and Delivery to VFX; Techvis; VFX Elements and Stereo; Virtual Production; and VR/AR (Virtual Reality / Augmented Reality). A must-have for anyone working in or aspiring to work in visual effects, The VES Handbook of Visual Effects, Third Edition covers essential techniques and solutions for all VFX artists, producers, and supervisors, from pre-production to digital character creation, compositing of both live-action and CG elements, photorealistic techniques, and much more. With subjects and techniques clearly and definitively presented in beautiful four-color, this handbook is a vital resource for any serious VFX artist.

Google Pixel 2: Guide for Beginners Sep 29 2022 Google Pixel 2 is an Android smartphone that was produced by Google Corporation. This device was released on October 19 of the year 2017. If you are considering buying one of these smartphones, you have come to the right place. Here, we will check out all the major features and updates that have been made to the Google Pixel 2 since it was first released. It may interest you to know that the Google Pixel 2 was not released on its own. When the announcement was made on October 4 of 2017, the Google Pixel 2 XL was also announced. The Google Pixel 2 XL was released a few weeks later the

19th of October with the Google Pixel 2. While the Google Pixel 2 falls behind the leading brands in smartphones such as iPhones and Samsung Galaxy devices, there are ways in which this android device can match up to the leaders in the smartphone industry.

'A Nonlinear Dynamics Perspective of Wolfram''s New Kind of Science' Mar 24 2022 ' This novel book introduces cellular automata from a rigorous nonlinear dynamics perspective. It supplies the missing link between nonlinear differential and difference equations to discrete symbolic analysis. A surprisingly useful interpretations of cellular automata in terms of neural networks is also given. The book provides a scientifically sound and original analysis, and classifications of the empirical results presented in Wolfram''s monumental “New Kind of Science.” Readership: Graduate students, academics and researchers in nonlinear dynamics, computer science and complexity theory.Keywords:Cellular Automata;Nonlinear Dynamics;Wolfram;Neural Networks;Cellular Neural Networks;CNN;Universal Computation;Turing Machine;Chaos;Nonlinear Science;Complexity;Emergence "This book is a colourful presentation with fresh ideas and attractive illustrations ... those studying non-linear sciences, electronic engineering, mathematics and logics, complexity and emergent phenomena, and possibly even chemistry and biology will certainly discover exciting concepts, analogies and research tools in this refreshing text. Anyone from freshmen to elderly academics will find parts interesting to them. The volumes are somewhat special and exciting because they possess a unique ''Chua brand'' and show gradual development of ideas and concepts in an educational and entertaining hence mathematically rigorous manner." Journal of Cellular Automata "There is much of interest here, and in particular many interesting examples presented in novel ways." Zentralblatt MATH '

Foundations and Advances in Data Mining Oct 07 2020 With the growing use of information technology and the recent advances in web systems, the amount of data available to users has increased exponentially. Thus, there is a critical need to understand the content of the data. As a result, data-mining has become a popular research topic in recent years for the treatment of the "data rich and information poor" syndrome. In this carefully edited volume a theoretical foundation as well as important new directions for data-mining research are presented. It brings together a set of well respected data mining theoreticians and researchers with practical data mining experiences. The presented theories will give data mining practitioners a scientific perspective in data mining and thus provide more insight into their problems, and the provided new data mining topics can be expected to stimulate further research in these important directions.

The Secret Guide to Computers May 26 2022