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Applied Algorithms Prosenjit Gupta 2014-01-08 This book constitutes the refereed proceedings of the First International Conference on Applied Algorithms, ICAA 2014, held in Kolkata, India, in January 2014. ICAA is a new conference series with a mission to provide a quality forum for researchers working in applied algorithms. Papers presenting original contributions related to the design, analysis, implementation and experimental evaluation of efficient algorithms and data structures for problems with relevant real-world applications were sought, ideally bridging the gap between academia and industry. The 21 revised full papers presented together with 7 short papers were carefully reviewed and selected from 122 submissions.

Neuromorphic Engineering Systems and Applications André van Schaik 2015-07-05 Neuromorphic engineering has just reached its 25th year as a discipline. In the first two decades neuromorphic engineers focused on building models of sensors, such as silicon cochleas and retinas, and building blocks such as silicon neurons and synapses. These designs have honed our skills in implementing sensors and neural networks in VLSI using analog and mixed mode circuits. Over the last decade the address event representation has been used to interface devices and computers from different designers and even different groups. This facility has been essential for our ability to combine sensors, neural networks, and actuators into neuromorphic systems. More recently, several big projects have emerged to build very large scale neuromorphic systems. The Telluride Neuromorphic Engineering Workshop (since 1994) and the CapoCaccia Cognitive Neuromorphic Engineering Workshop (since 2009) have been instrumental not only in creating a strongly connected research community, but also in introducing different groups to each other's hardware. Many neuromorphic systems are first created at one of these workshops. With this special research topic, we showcase the state-of-the-art in neuromorphic systems.

Photon-Counting Image Sensors Eric R. Fossum 2018-07-06 This book is a printed edition of the Special Issue "Photon-Counting Image Sensors" that was published in *Sensors*

Drawing Futures Bob Sheil 2016-11-11 Drawing Futures brings together international designers and artists for speculations in contemporary drawing for art and architecture. Despite numerous developments in technological manufacture and computational design that provide new grounds for designers, the act of drawing still plays a central role as a vehicle for speculation. There is a rich and long history of drawing tied to innovations in technology as well as to revolutions in our philosophical understanding of the world. In reflection of a society now underpinned by computational networks and interfaces allowing hitherto unprecedented views of the world, the changing status of the drawing and its representation as a political act demands a platform for reflection and innovation. Drawing Futures will present a compendium of projects, writings and interviews that critically reassess the act of drawing and where its future may lie. Drawing Futures focuses on the discussion of how the field of drawing may expand synchronously alongside technological and computational developments. The book coincides with an international conference of the same name, taking place at The Bartlett School of Architecture, UCL, in November 2016. Bringing together practitioners from many creative fields, the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas.

Learning and Collaboration Technologies: Designing and Developing Novel Learning Experiences Panayiotis Zaphiris 2014-06-06 The two-volume set LNCS 8523-8524 constitutes the refereed proceedings of the First International Conference on Learning and Collaboration Technologies, LCT 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The

total of 93 contributions included in the LCT proceedings were carefully reviewed and selected for inclusion in this two-volume set. The 45 papers included in this volume are organized in the following topical sections: design of learning technologies; novel approaches in eLearning; student modeling and learning behavior; supporting problem-based, inquiry-based, project-based and blended learning.

Face and Facial Expression Recognition from Real World Videos Qiang Ji 2015-03-18 This book constitutes the thoroughly refereed conference proceedings of the International Workshop on Face and Facial Expression Recognition from Real World Videos in conjunction with the 22nd International Conference on Pattern Recognition held in Stockholm, Sweden, in August 2014. The 11 revised full papers were carefully reviewed and selected from numerous submissions and cover topics such as Face Recognition, Face Alignment, Facial Expression Recognition and Facial Images.

Geographic Information Systems (GIS) for Disaster Management Brian Tomaszewski 2020-10-27 Now in its second edition, Geographic Information Systems (GIS) for Disaster Management has been completely updated to take account of new developments in the field. Using a hands-on approach grounded in relevant GIS and disaster management theory and practice, this textbook continues the tradition of the benchmark first edition, providing coverage of GIS fundamentals applied to disaster management. Real-life case studies demonstrate GIS concepts and their applicability to the full disaster management cycle. The learning-by-example approach helps readers see how GIS for disaster management operates at local, state, national, and international scales through government, the private sector, non-governmental organizations, and volunteer groups. New in the second edition: a chapter on allied technologies that includes remote sensing, Global Positioning Systems (GPS), indoor navigation, and Unmanned Aerial Systems (UAS); thirteen new technical exercises that supplement theoretical and practical chapter discussions and fully reinforce concepts learned; enhanced boxed text and other pedagogical features to give readers even more practical advice; examination of new forms of world-wide disaster faced by society; discussion of new commercial and open-source GIS technology and techniques such as machine learning and the Internet of Things; new interviews with subject-matter and industry experts on GIS for disaster management in the US and abroad; new career advice on getting a first job in the industry. Learned yet accessible, Geographic Information Systems (GIS) for Disaster Management continues to be a valuable teaching tool for undergraduate and graduate instructors in the disaster management and GIS fields, as well as disaster management and humanitarian professionals. Please visit <http://gisfordisastermanagement.com> to view supplemental material such as slides and hands-on exercise video walkthroughs. This companion website offers valuable hands-on experience applying concepts to practice.

Advances and Trends in Engineering Sciences and Technologies Mohamad Ali 2015-10-06 The International Conference on Engineering Sciences and Technologies (ESaT 2015), organized under the auspices of the Faculty of Civil Engineering, Technical University in Koice Slovak Republic was held May 27-29, 2015 in the High Tatras, Slovak Republic. Facilitating discussions on novel and fundamental advances in the fields of Active Media Technology Dominik Slezak 2014-07-14 This book constitutes the proceedings of the 10th International Conference on Active Media Technology, AMT 2014, held in Warsaw, Poland, in August 2014, held as part of the 2014 Web Intelligence Congress, WIC 2014. The 47 full papers presented were carefully reviewed and selected from numerous submissions. The topics of these papers encompass active computer systems; interactive systems and applications of AMT-based systems; active media machine learning and data mining techniques; AMT for the semantic web; social networks and cognitive foundations.

Computer Graphics with An Introduction to Multimedia, 4th Edition Chopra Rajiv This well-written textbook discusses the concepts, principles and applications of Computer Graphics in a simple, precise and systematic manner. It explains how to manipulate visual and geometric information by using the computational techniques. It also incorporates several experiments to be performed in computer graphics and multimedia labs.

Human Behavior Understanding Hyun Soo Park 2014-09-03 This book constitutes the proceedings of the 5th International Workshop on Human Behavior Understanding, HBU 2014, held in Zurich, Switzerland, in September 2014. The 9 full papers presented in this volume were carefully reviewed and selected from 18 submissions. They are organized in topical sections named: social signals; face and affect; motion analysis; and multiparty interactions.

Hustle and Gig Alexandria J. Ravenelle 2019-03-12 Choose your hours, choose your work, be your own boss, control your own income. Welcome to the sharing economy, a nebulous collection of online platforms and apps that promise to transcend capitalism. Supporters argue that the gig economy will reverse economic inequality, enhance worker rights, and bring entrepreneurship to the masses. But does it? In *Hustle and Gig*, Alexandria J. Ravenelle shares the personal stories of nearly eighty predominantly millennial workers from Airbnb, Uber, TaskRabbit, and Kitchensurfing. Their stories underline the volatility of working in the gig economy: the autonomy these young workers expected has been usurped by the need to maintain algorithm-approved acceptance and response rates. The sharing economy upends generations of workplace protections such as worker safety; workplace protections around discrimination and sexual harassment; the right to unionize; and the right to redress for injuries. Discerning three types of gig economy workers—Success Stories, who have used the gig economy to create the life they want; Strugglers, who can't make ends meet;

and Strivers, who have stable jobs and use the sharing economy for extra cash—Ravenelle examines the costs, benefits, and societal impact of this new economic movement. Poignant and evocative, *Hustle and Gig* exposes how the gig economy is the millennial's version of minimum-wage precarious work.

Essential Principles of Image Sensors Takao Kuroda 2017-12-19 Providing a succinct introduction to the systemization, noise sources, and signal processes of image sensor technology, *Essential Principles of Image Sensors* discusses image information and its four factors: space, light intensity, wavelength, and time.

Featuring clarifying and insightful illustrations, this must-have text: Explains how image sensors convert optical image information into image signals Treats space, wavelength, and time as digitized built-in coordinate points in image sensors and systems Details the operational principles, pixel technology, and evolution of CCD, MOS, and CMOS sensors with updated technology Describes sampling theory, presenting unique figures demonstrating the importance of phase Explores causes for the decline of image information quality In a straightforward manner suitable for beginners and experts alike, *Essential Principles of Image Sensors* covers key topics related to digital imaging including semiconductor physics, component elements necessary for image sensors, silicon as a sensitive material, noises in sensors, and more.

Financial Cryptography and Data Security Nikita Borisov 2021-10-23 This double volume constitutes the thoroughly refereed post-conference proceedings of the 25th International Conference on Financial Cryptography and Data Security, FC 2021, held online due to COVID-19, in March 2021. The 47 revised full papers and 4 short papers together with 3 as Systematization of Knowledge (SoK) papers were carefully selected and reviewed from 223 submissions. The accepted papers were organized according to their topics in 12 sessions: Smart Contracts, Anonymity and Privacy in Cryptocurrencies, Secure Multi-Party Computation, System and Application Security, Zero-Knowledge Proofs, Blockchain Protocols, Payment Channels, Mining, Scaling Blockchains, Authentication and Usability, Measurement, and Cryptography.

Object-Based Image Analysis Thomas Blaschke 2008-08-09 This book brings together a collection of invited interdisciplinary perspectives on the recent topic of Object-based Image Analysis (OBIA). Its content is based on select papers from the 1 OBIA International Conference held in Salzburg in July 2006, and is enriched by several invited chapters. All submissions have passed through a blind peer-review process resulting in what we believe is a timely volume of the highest scientific, theoretical and technical standards. The concept of OBIA first gained widespread interest within the GIScience (Geographic Information Science) community circa 2000, with the advent of the first commercial software for what was then termed 'object-oriented image analysis'. However, it is widely agreed that OBIA builds on older segmentation, edge-detection and classification concepts that have been used in remote sensing image analysis for several decades. Nevert-

less, its emergence has provided a new critical bridge to spatial concepts applied in multiscale landscape analysis, Geographic Information Systems (GIS) and the synergy between image-objects and their radiometric characteristics and analyses in Earth Observation data (EO).

Intelligent Data Engineering and Automated Learning -- IDEAL 2014 Emilio Corchado 2014-08-13 This book constitutes the refereed proceedings of the 15th International Conference on Intelligent Data Engineering and Automated Learning, IDEAL 2014, held in Salamanca, Spain, in September 2014. The 60 revised full papers presented were carefully reviewed and selected from about 120 submissions. These papers provided a valuable collection of recent research outcomes in data engineering and automated learning, from methodologies, frameworks, and techniques to applications. In addition the conference provided a good sample of current topics from methodologies, frameworks, and techniques to applications and case studies. The techniques include computational intelligence, big data analytics, social media techniques, multi-objective optimization, regression, classification, clustering, biological data processing, text processing, and image/video analysis.

Advances in Measurements and Information Technologies Prasad Yarlagadda 2014-02-27 Collection of selected, peer reviewed papers from the 2014 International Conference on Sensors, Instrument and Information Technology (ICSIIIT 2014), January 18-19, 2014, Guangzhou, China. The 228 papers are grouped as follows: Chapter 1: Design and Research of Sensors, Chapter 2: Technologies of Measurements, Chapter 3: Equipment and Instruments for Measurements, Chapter 4: Testing, Monitoring, Detecting: Theory and Applications, Chapter 5: Signal and Data Processing, Computational Mathematics and Artificial Intelligence, Chapter 6: Communications and Network Technologies, Chapter 7: Database Systems, Chapter 8: Computer Software Engineering, Chapter 9: Computer Design and Researches in the Field of Engineering, Chapter 10: Robotics, Control and Automation Systems, Chapter 11: Electronic Devices and Embedded Systems, Chapter 12: Applied Information Technologies in Engineering Management

Advances in Physical Agents Raquel Fuentetaja Pizán 2018-11-20 The book reports on cutting-edge theories and methods aimed at the control and coordination of agents acting and moving in a dynamic environment. It covers a wide range of systems, including multiagent systems, domestic agents, robotic manipulators, soccer robots, autonomous and semiautonomous robots, as well as systems for industrial applications. Advances in software agents, sensors, computer visions and other related areas are also thoroughly discussed and presented in detail. Based on the 19th edition of the International Workshop of Physical Agents (WAF 2018), held on November 22-23, 2018, in Madrid, Spain, this book offers a snapshot of the state-of-the-art in the field of physical agents, with a special emphasis on autonomous systems such as mobile robots, industrial process

or other complex systems.

Teaching English to Young Learners Janice Bland 2015-09-24 Aimed at student teachers, educators and practitioners, *Teaching English Language to Young Learners* outlines and explains the crucial issues, themes and scenarios relating to this area of teaching. Each chapter by a leading international scholar offers a thorough introduction to a central theme of English as a foreign language (EFL) with preteens, with clear presentation of the theoretical background and detailed references for further reading, providing access to the most recent scholarship. Exploring the essential issues critically and in-depth, including the disadvantages as well as advantages of Teaching English as a Foreign Language (TEFL) with young learners, topics include: - task-based learning in the primary school; - storytelling; - drama; - technology; - vocabulary development; - intercultural understanding; - Content and Language Integrated Learning (CLIL) scenarios; - assessment. Innovative and rapidly emerging topics are covered, such as immersion teaching, picturebooks in the EFL classroom and English with pre-primary children.

Clueless Lesley Speed 2017-07-14 *Clueless: American Youth in the 1990s* is a timely contribution to the increasingly prominent academic field of youth film studies. The book draws on the social context to the film's release, a range of film industry perspectives including marketing, audience reception and franchising, as well as postmodern theory and feminist film theory to assert the cultural and historical significance of Amy Heckerling's film and reaffirm its reputation as one of the defining teen films of the 1990s. Lesley Speed examines how the film channels aspects of Anita Loos' 1925 novel *Gentlemen Prefer Blondes*, the 1960s television series *Gidget* and Jane Austen's *Emma*, to present a heightened, optimistic view of contemporary American teenage life. Although seemingly apolitical, Speed makes the case for *Clueless* as a feminist exploration of relationships between gender, comedy and consumer culture, centring on a contemporary version of the 'dumb blonde' type. The film is also proved to embrace diversity in its depiction of African American characters and contributing to an increase in gay teenagers on screen. Lesley Speed concludes her analysis by tracking the rise of the *Clueless* franchise and cult following. Both helped to cement the film in popular consciousness, inviting fans to inhabit its fantasy world through spinoff narratives on television and in print, public viewing rituals, revivalism and vintage fashion.

ICPMG2014 - Physical Modelling in Geotechnics Christophe Gaudin 2019-01-08 The 8th International Conference on Physical Modelling in Geotechnics (ICPMG2014) was organised by the Centre for Offshore Foundation Systems at the University of Western Australia under the auspices of the Technical Committee 104 for Physical Modelling in Geotechnics of the International Society of Soil Mechanics and Geotechnical Engineering. This quadrennial conference is the traditional focal point for the physical modelling community of

academics, scientists and engineers to present and exchange the latest developments on a wide range of physical modelling aspects associated with geotechnical engineering. These proceedings, together with the seven previous proceedings dating from 1988, present an inestimable collection of the technical and scientific developments and breakthroughs established over the last 25 years. These proceedings include 10 keynote lectures from scientific leaders within the physical modelling community and 160 peer-reviewed papers from 26 countries. They are organised in 14 themes, presenting the latest developments in physical modelling technology, modelling techniques and sensors, through a wide range of soil-structure interaction problems, including shallow and deep foundations, offshore geotechnics, dams and embankments, excavations and retaining structures and slope stability. Fundamental aspects of earthquake engineering, geohazards, ground reinforcements and improvements, and soil properties and behaviour are also covered, demonstrating the increasing complexity of modelling arising from state-of-the-art technological developments and increased understanding of similitude principles. A special theme on education presents the latest developments in the use of physical modelling techniques for instructing undergraduate and postgraduate students in geotechnical engineering.

The Role of Volatiles in the Genesis, Evolution and Eruption of Arc Magmas G.F. Zellmer 2015-03-17 The subduction zone volatile cycle is key to understanding the petrogenesis, transport, storage and eruption of arc magmas. Volatiles control the flux of slab components into the mantle wedge, are responsible for melt generation through lowering the solidi of mantle materials and influence the crystallizing phase assemblages in the overriding crust. Further, the rates and extents of degassing during magma storage and decompression affect magma rheology, ultimately control eruption style and have consequences for the environmental impact of explosive arc volcanism. This book highlights recent progress in constraining the role of volatiles in magmatic processes. Individual book sections are devoted to tracing volatiles from the subducting slab to the overriding crust, their role in subvolcanic processes and eruption triggering, as well as magmatic-hydrothermal systems and volcanic degassing. For the first time, all aspects of the overarching theme of volatile cycling are covered in detail within a single volume.

Information Processing in Computer-Assisted Interventions Danail Stoyanov 2014-05-17 This book constitutes the refereed proceedings of the 5th International Conference on Information Processing in Computer-Assisted Interventions, IPCAI 2014, held in Fukuoka, Japan, on June 28, 2014. The 28 papers presented were carefully reviewed and selected from 58 submissions. The papers are organized in topical sections on planning, simulation, patient specific models for computer assisted interventions, medical robotics and surgical navigation, interventional imaging and advanced intra-op visualization, cognition, modeling and context

awareness, clinical applications, systems, software, and validation.

Electronics, Communications and Networks IV Amir Hussain 2015-07-01 The 4th International Conference on Electronic, Communications and Networks (CECNet2014) inherits the fruitfulness of the past three conferences and lays a foundation for the forthcoming next year in Shanghai. CECNet2014 was hosted by Hubei University of Science and Technology, China, with the main objective of providing a comprehensive global forum

Tomorrow's Learning: Involving Everyone. Learning with and about Technologies and Computing Arthur Tatnall 2018-01-25 This book constitutes the refereed post-conference proceedings of the 11th IFIP TC 3 World Conference on Computers in Education, WCCE 2017, held in Dublin, Ireland, in July 2017. The 57 revised full papers and 10 short papers were carefully reviewed and selected from 116 submissions during two rounds of reviewing and improvement. The papers are organized in the following topical sections: futures of technology for learning and education; innovative practices with learning technologies; and computer science education and its future focus and development. Also included is "The Dublin Declaration" which identifies key aspects of innovation, development successes, concerns and interests in relation to ICT and education.

Collections Vol 12 N2 Juilee Decker 2016-09-15 *Collections: A Journal for Museum and Archives Professionals* is a multi-disciplinary peer-reviewed journal dedicated to the discussion of all aspects of handling, preserving, researching, and organizing collections. Curators, archivists, collections managers, preparators, registrars, educators, students, and others contribute.

Fans and Videogames Melanie Swalwell 2017-03-03 This anthology addresses videogames long history of fandom, and fans' important role in game history and preservation. In order to better understand and theorize video games and game playing, it is necessary to study the activities of gamers themselves. Gamers are active creators in generating meaning; they are creators of media texts they share with other fans (mods, walkthroughs, machinima, etc); and they have played a central role in curating and preserving games through activities such as their collective work on: emulation, creating online archives and the forensic archaeology of code. This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices. Contributors aim to historicize game fandom, recognize fan contributions to game history, and critically assess the role of fans in ensuring that game culture endures through the development of archives.

Life System Modeling and Simulation Shiwei Ma 2014-10-01 This book constitutes the first part of the refereed proceedings of the International Conference on Life System Modeling and Simulation, LSMS 2014, and of the International Conference on Intelligent Computing for Sustainable Energy and Environment, ICSEE

2014, held in Shanghai, China, in September 2014. The 159 revised full papers presented in the three volumes of CCIS 461-463 were carefully reviewed and selected from 572 submissions. The papers of this volume are organized in topical sections on biomedical signal processing, imaging, and visualization; computational methods and intelligence in modeling genetic and chemical networks and regulation; computational methods and intelligence in organism modeling; computational methods and intelligence in modeling and design of synthetic biological systems; computational methods and intelligence in biomechanical systems, tissue engineering and clinical bioengineering; intelligent medical apparatus and clinical applications; modeling and simulation of societies and collective behaviour; innovative education in systems modeling and simulation; data analysis and data mining of biosignals; feature selection; robust optimization and data analysis.

The Evolution of Forensic Psychiatry Dr Robert Sadoff 2015-06-15 Dr. Robert Sadoff's *The Evolution of Forensic Psychiatry* is extraordinarily unique in that it is not intended to be a textbook or a guide to forensic psychiatry. Instead, this book is a fascinating mix of historical beginnings, current developments, representative subspecialties of psychiatry, and several allied disciplines and their impact on forensic psychiatry. Furthermore, it also includes neuroscientific research and how it translates to civic and criminal case work. Judges, attorneys, law professors and a police scientist all weigh in on the influence of the interdisciplinary research these forensic scientists have had on the justice system. Featuring case examples and research conducted by the professionals who have had the greatest influence on the growth of the field of forensic psychiatry, they lead the discussion on the various aspects and issues of the discipline's impact on the criminal justice system. Dr. Sadoff and his team have set out to improve the phases of criminal procedures as they impact our community at large.

Mathematical Methods for Curves and Surfaces Michael Floater 2014-02-03 This volume constitutes the thoroughly refereed post-conference proceedings of the 8th International Conference on Mathematical Methods for Curves and Surfaces, MMCS 2012, held in Oslo, Norway, in June/July 2012. The 28 revised full papers presented were carefully reviewed and selected from 135 submissions. The topics range from mathematical analysis of various methods to practical implementation on modern graphics processing units. The papers reflect the newest developments in these fields and also point to the latest literature.

Material Science and MEMS Production Chang Hui Liu 2014-02-27 Collection of selected, peer reviewed papers from the 2014 Conference on MEMS and Nanotechnology (MEMS-NANO 2014), January 23-24, 2014, Shenzhen, China. The 19 papers are grouped as follows: Chapter 1: Materials Science, Processing and Application, Chapter 2: MEMS Design and Production

E-Business and Telecommunications Mohammad S. Obaidat 2015-12-29 This book constitutes the refereed proceedings of the 11th International Joint Conference on E-Business and Telecommunications, ICETE 2014, held in Vienna, Austria, in August 2014. ICETE is a joint international conference integrating four major areas of knowledge that are divided into six corresponding conferences: International Conference on Data Communication Networking, DCNET; International Conference on E-Business, ICE-B; International Conference on Optical Communication Systems, OPTICS; International Conference on Security and Cryptography, SECRIPT; International Conference on Wireless Information Systems, WINSYS; and International Conference on Signal Processing and Multimedia, SIGMAP. The 27 full papers presented were carefully reviewed and selected from 328 submissions. The papers cover the following key areas of e-business and telecommunications: data communication networking; e-business; optical communication systems; security and cryptography; signal processing and multimedia applications; wireless information networks and systems.

Conference proceedings. ICT for language learning Pixel 2015

The Routledge Companion to Entrepreneurship Ted Baker 2014-09-15 Research in entrepreneurship has been booming, with perspectives from a range of disciplines and numerous developing schools of thought. It can be difficult for young scholars and even long-time researchers to find their way through the lush garden of ideas we see before us. The purpose of this book is to map the research terrain of entrepreneurship, providing the perfect starting point for new and existing researchers looking to explore. Topics covered range from emerging perspective, through issues at the core of the field to innovative methodologies. Starting off with a preface by Bill Gartner, each section of the book brings together a world class set of established leading researchers and rising stars. This considered, comprehensive and conclusive companion integrates the recent debates in entrepreneurship research under one cover, to provide a resource which will be useful across disciplinary boundaries and for a whole range of students and researchers.

Graphics Interface 2014 Paul G. Kry 2014-05-06 This book is the proceedings of the 40th annual Graphics Interface conference—the oldest continuously scheduled conference in the field. The book includes high-quality papers on recent advances in interactive systems, human computer interaction, and graphics from around the world. It covers the following topics: shading and rendering, geometric modeling and meshing, image-based rendering, image synthesis and realism, computer animation, real-time rendering, non-photorealistic rendering, interaction techniques, human interface devices, augmented reality, data and information visualization, mobile computing, haptic and tangible interfaces, and perception.

From Pen to Pixel Patrizia Fortini 2021-01-31 Efforts to build, rebuild and maintain the Forum Romanum,

Rome's historic urban epicenter, are likely as old as the place it self - some 2800 years. As a result the historic significance and archaeological richness of the Forum cannot be overestimated. Despite its many changes the Forum Romanum's survival today represents an outstanding example of cultural heritage continuity. Its highest possible protection status among monuments conservation agencies in Italy and its early listing on UNESCO's World Heritage List in 1980 are testaments to this. Due to its remarkable physical survival, the Forum Romanum has been the object of extensive research, documentation, restoration and preservation efforts over the past two centuries especially. The sophistication of these measures evolved to include a wide range of expertise. Lay interest among antiquarians and architects in Rome's past from the Renaissance through the eighteenth century was supplanted by the emerging new disciplines of archaeology, architectural restoration and museology. From the late nineteenth century corresponding advancements in archaeological method and conservation theory and science were increasingly applied. From this time on as well, expectations for preserving and presenting the Forum Romanum were high, the famous site being a matter of intense Roman pride, political interest, and serving as a must see' destination for visitors to Rome. Leading historians, archaeologists and conservators have been central to the story of the Forum's survival and interpretation. While numerous noted antiquarians and historians preceded him the architect and archaeologist Giacomo Boni (1859-1925) was unusual, even prescient, in his approach and treatment of the place during his tenure as director of excavations of the Forum Romanum from 1898 until 1925. His combined talents as an architect, archaeologist and conservator set a standard at the time for careful research, thorough documentation, and responsible conservation measures. The sponsors of the DHARMA conference have wisely chosen to focus on archaeological research and conservation in the Forum during Giacomo Boni's tenure since his work reflects early best practices' in researching, preserving and interpreting such places. To frame the discussion some precedents and influences of the work of Giacomo Boni are offered.

Control Engineering and Information Systems Zhijing Liu 2015-01-19 Control Engineering and Information Systems contains the papers presented at the 2014 International Conference on Control Engineering and Information Systems (ICCEIS 2014, Yueyang, Hunan, China, 20-22 June 2014). All major aspects of the theory and applications of control engineering and information systems are addressed, including: Intelligent s
A Biography of the Pixel Alvy Ray Smith 2021-08-03 The pixel as the organizing principle of all pictures, from cave paintings to Toy Story. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel—a particular packaging of bits—conquered the world. Henceforward, nearly every picture in the world would be composed of pixels—cell phone pictures, app interfaces, Mars Rover

transmissions, book illustrations, videogames. In *A Biography of the Pixel*, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital--mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible--that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of Digital Light (his term for pictures constructed of pixels), and drawing on his decades of work in the field, Smith approaches his subject from multiple angles--art, technology, entertainment, business, and history. *A Biography of the Pixel* is essential reading for anyone who has watched a video on a cell phone, played a videogame, or seen a movie.

Gender, Age, and Digital Games in the Domestic Context Alison Harvey 2015-03-27 Western digital game play has shifted in important ways over the last decade, with a plethora of personal devices affording a range of increasingly diverse play experiences. Despite the celebration of a more inclusive environment of digital game play, very little grounded research has been devoted to the examination of familial play and the domestication of digital games, as opposed to evolving public and educational contexts. This book is the first study to provide a situated investigation of the site of family play-- the shared spaces and private places of gameplay

within the domestic sphere. It carries out an empirically grounded and critical analysis of what marketing and sales discourses about shifts in the digital games audience actually look like in the space of the home, as well as the social and cultural role these ludic technologies take in the everyday practices of the family in the domestic context. It examines the material realities of video game technologies in the home; including time management and spatial organization, as well as the discursive role these devices play in discussions of technological competence and its complex relationship to age, generational differences, and gender performance. Harvey's interdisciplinary approach and innovative methodology will hold great critical appeal for those studying digital culture, children's media, and feminist studies of new media, as well as critical theories of technology and leisure and sport theory.

Time-of-Flight Cameras Miles Hansard 2012-11-06 Time-of-flight (TOF) cameras provide a depth value at each pixel, from which the 3D structure of the scene can be estimated. This new type of active sensor makes it possible to go beyond traditional 2D image processing, directly to depth-based and 3D scene processing. Many computer vision and graphics applications can benefit from TOF data, including 3D reconstruction, activity and gesture recognition, motion capture and face detection. It is already possible to use multiple TOF cameras, in order to increase the scene coverage, and to combine the depth data with images from several colour cameras. Mixed TOF and colour systems can be used for computational photography, including full 3D scene modelling, as well as for illumination and depth-of-field manipulations. This work is a technical introduction to TOF sensors, from architectural and design issues, to selected image processing and computer vision methods.