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FUNDAMENTALS OF WEB DEVELOPMENT

Addison-Wesley *Fundamentals of Web Development covers the broad range of topics required for modern web development (both client- and server-side) and is appropriate for students who have taken a CS1 course sequence. The book guides students through the creation of enterprise-quality websites using current development frameworks, its comprehensive coverage of a modern internet development platform¿includes HTML5, CSS3, Javascript, and the LAMP stack (that is, Linux, Apache, MySQL, and PHP). Other important technologies covered include jQuery, XML, WordPress, Bootstrap, and a variety of third-party APIs that include Facebook, Twitter, and Google and Bing Maps. Coverage also includes the required ACM web development topics in a modern manner closely aligned with best practices in the real world¿of web development. ¿ Teaching and Learning Experience Help students master the fundamentals of web development:¿A true grasp of web development requires an understanding of both the foundations of the web and current web development practices. Support learning outcomes in various teaching scenarios:¿This book allows instructors to chart their own unique way through the topics that make up contemporary web development.*

FOUNDATIONS OF 3D GRAPHICS PROGRAMMING

USING JOGL AND JAVA3D

Springer Science & Business Media *OpenGL, which has been bound in C, is a seasoned graphics library for scientists and engineers. As we know, Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C/C++. Released by Sun Microsystems in June 2003, the recent OpenGL binding with Java, JOGL, provides students, scientists, and engineers a new venue of graphics learning, research, and applications. Overview This book aims to be a shortcut to graphics theory and programming in JOGL. Specifically, it covers OpenGL programming in Java, using JOGL, along with concise computer graphics theories. It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications. It also covers some basic concepts in Java programming for C/C++ programmers. It is designed as a textbook for students who know programming basics already. It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming. It is also a good reference for C/C++ graphics vi Preface programmers to learn Java and JOGL. This book is a companion to Guide to Graphics Software Tools (Springer-Verlag, New York, ISBN 0-387-95049-4), which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools. Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL.*

PROGRAMMING INTERACTIVITY

A DESIGNER'S GUIDE TO PROCESSING, ARDUINO, AND OPENFRAMEWORKS

"O'Reilly Media, Inc." *Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.*

REAL-TIME RENDERING

CRC Press *Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has*

been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

FORTHCOMING BOOKS

OPENGL

Addison-Wesley *OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive graphics. This boxed set contains OpenGL Programmers Guide, 3rd Edition, and the OpenGL Reference Manual, 3rd Edition.*

THE BRITISH NATIONAL BIBLIOGRAPHY

MODELING CREATIVITY

CASE STUDIES IN PYTHON

University Press Antwerp *Modeling Creativity (doctoral thesis, 2013) explores how creativity can be represented using computational approaches. Our aim is to construct computer models that exhibit creativity in an artistic context, that is, that are capable of generating or evaluating an artwork (visual or linguistic), an interesting new idea, a subjective opinion. The research was conducted in 2008–2012 at the Computational Linguistics Research Group (CLiPS, University of Antwerp) under the supervision of Prof. Walter Daelemans. Prior research was also conducted at the Experimental Media Research Group (EMRG, St. Lucas University College of Art & Design Antwerp) under the supervision of Lucas Nijs. Modeling Creativity examines creativity in a number of different perspectives: from its origins in nature, which is essentially blind, to humans and machines, and from generating creative ideas to evaluating and learning their novelty and usefulness. We will use a hands-on approach with case studies and examples in the Python programming language.*

OPENGL PROGRAMMING GUIDE

THE OFFICIAL GUIDE TO LEARNING OPENGL, VERSION 4. 5

Addison-Wesley Professional *Complete Coverage of OpenGL� 4.5--the Latest Version (Includes 4.5, 4.4, SPIR-V, and Extensions) The latest version of today's leading worldwide standard for computer graphics, OpenGL 4.5 delivers significant improvements in application efficiency, flexibility, and performance. OpenGL 4.5 is an exceptionally mature and robust platform for programming high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and shaders. OpenGL� Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code. This edition of the best-selling "Red Book" fully integrates shader techniques alongside classic, function-centric approaches, and contains extensive code examples that demonstrate modern techniques. Starting with the fundamentals, its wide-ranging coverage includes drawing, color, pixels, fragments, transformations, textures, framebuffers, light and shadow, and memory techniques for advanced rendering and nongraphical applications. It also offers discussions of all shader stages, including thorough explorations of tessellation, geometric, and compute shaders. New coverage in this edition includes Thorough coverage of OpenGL 4.5 Direct State Access (DSA), which overhauls the OpenGL programming model and how applications access objects Deeper discussions and more examples of shader functionality and GPU processing, reflecting industry trends to move functionality onto graphics processors Demonstrations and examples of key features based on community feedback and suggestions Updated appendixes covering the latest OpenGL libraries, related APIs, functions, variables, formats, and debugging and profiling techniques*

INTRODUCTION TO VISUAL COMPUTING

CORE CONCEPTS IN COMPUTER VISION, GRAPHICS, AND IMAGE PROCESSING

CRC Press *Introduction to Visual Computing: Core Concepts in Computer Vision, Graphics, and Image Processing covers the fundamental concepts of visual computing. Whereas past books have treated these concepts within the context of specific fields such as computer graphics, computer vision or image processing, this book offers a unified view of these core concepts, thereby providing a unified treatment of computational and mathematical methods for creating, capturing, analyzing and manipulating visual data (e.g. 2D images, 3D models). Fundamentals covered in the book include convolution, Fourier transform, filters, geometric transformations, epipolar geometry, 3D reconstruction, color and the image synthesis pipeline. The book is organized in four parts. The first part provides an exposure to different kinds of visual data (e.g. 2D images, videos and 3D geometry) and the core mathematical techniques that are required for their processing (e.g. interpolation and linear regression.) The second part of the book on Image Based Visual Computing deals with several fundamental techniques to process 2D images (e.g. convolution, spectral analysis and feature detection) and corresponds to the low level retinal image processing that happens in the eye in the human visual system pathway. The next part of the book on Geometric Visual Computing deals with the fundamental techniques used to combine the geometric information from multiple eyes creating a 3D interpretation of the object and world around us (e.g. transformations, projective and epipolar geometry, and 3D reconstruction). This corresponds to the higher level processing that happens in the brain combining information from both the eyes thereby helping us to navigate through the 3D world around us. The last two parts of the*

book cover Radiometric Visual Computing and Visual Content Synthesis. These parts focus on the fundamental techniques for processing information arising from the interaction of light with objects around us, as well as the fundamentals of creating virtual computer generated worlds that mimic all the processing presented in the prior sections. The book is written for a 16 week long semester course and can be used for both undergraduate and graduate teaching, as well as a reference for professionals.

FUNDAMENTALS OF MULTIMEDIA

Springer Science & Business Media This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

RAY TRACING GEMS

HIGH-QUALITY AND REAL-TIME RENDERING WITH DXR AND OTHER APIS

Apress This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for:Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

COMPUTER VISION

ALGORITHMS AND APPLICATIONS

Springer Science & Business Media Computer Vision: Algorithms and Applications explores the variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, http://szeliski.org/Book/. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision.

OPENGL INSIGHTS

CRC Press Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

IMAGE-BASED RENDERING

Springer Science & Business Media Focusing exclusively on Image-Based Rendering (IBR) this book examines the theory, practice, and applications associated with image-based rendering and modeling. Topics covered vary from IBR basic concepts and

representations on the theory side to signal processing and data compression on the practical side. One of the only titles devoted exclusively to IBR this book is intended for researchers, professionals, and general readers interested in the topics of computer graphics, computer vision, image process, and video processing. With this book advanced-level students in EECS studying related disciplines will be able to seriously expand their knowledge about image-based rendering.

CERTIFIED ETHICAL HACKER (CEH) FOUNDATION GUIDE

Apress *Prepare for the CEH training course and exam by gaining a solid foundation of knowledge of key fundamentals such as operating systems, databases, networking, programming, cloud, and virtualization. Based on this foundation, the book moves ahead with simple concepts from the hacking world. The Certified Ethical Hacker (CEH) Foundation Guide also takes you through various career paths available upon completion of the CEH course and also prepares you to face job interviews when applying as an ethical hacker. The book explains the concepts with the help of practical real-world scenarios and examples. You'll also work with hands-on exercises at the end of each chapter to get a feel of the subject. Thus this book would be a valuable resource to any individual planning to prepare for the CEH certification course. What You Will Learn Gain the basics of hacking (apps, wireless devices, and mobile platforms) Discover useful aspects of databases and operating systems from a hacking perspective Develop sharper programming and networking skills for the exam Explore the penetration testing life cycle Bypass security appliances like IDS, IPS, and honeypots Grasp the key concepts of cryptography Discover the career paths available after certification Revise key interview questions for a certified ethical hacker Who This Book Is For Beginners in the field of ethical hacking and information security, particularly those who are interested in the CEH course and certification.*

ADVANCED HIGH DYNAMIC RANGE IMAGING

CRC Press *This book explores the methods needed for creating and manipulating HDR content. HDR is a step change from traditional imaging; more closely matching what we see with our eyes. In the years since the first edition of this book appeared, HDR has become much more widespread, moving from a research concept to a standard imaging method. This new edition incorporates all the many developments in HDR since the first edition and once again emphasizes practical tips, including the authors' popular HDR Toolbox (available on the authors' website) for MATLAB and gives readers the tools they need to develop and experiment with new techniques for creating compelling HDR content. Key Features: Contains the HDR Toolbox for readers' experimentation on authors' website Offers an up-to-date, detailed guide to the theory and practice of high dynamic range imaging Covers all aspects of the field, from capture to display Provides benchmarks for evaluating HDR imagery*

GAME DEVELOPMENT WITH REN'PY

INTRODUCTION TO VISUAL NOVEL GAMES USING REN'PY, TYRANOBUILDER, AND TWINE

Apress *Get your feet wet in developing visual novels and take a guided tour through easy to follow tutorials using three of the most popular tools (Ren'Py, TyranoBuilder, and Twine). This book uses a two-pronged approach into the fine art of text-based games, showing you what makes for compelling writing as well as the programming logic and techniques needed to bring your visual novels to life. In this book, you will uncover the rich history of interactive fiction from the bare-bones 1970s games to the audiovisually rich modern output. You will take a detailed look at how to work with some of the most popular and exotic sub-genres and tropes of interactive fiction, such as nakige ("crying game"), dating sims, and horror. Once the stage is set, you will learn to use all-purpose programming logic and techniques in three mini tutorial games and also learn how to deploy your titles to both desktop and mobile platforms. Not solely relegated to the ancient historical period of the 1980s and 1990s, interactive fiction has again become appealing to developers as new tools became available. The visual novel is an increasingly popular and potentially lucrative genre of video game, being deployed for Windows, Mac, iOS, Android, and more. Game Development with Ren'Py reveals how multi-platform tools such as Ren'Py, TyranoBuilder, and Twine are becoming ever more plentiful for creating games in this genre. What You'll Learn Gain a working knowledge of Ren'Py, TyranoBuilder, and Twine Examine the basics of general programming logic Deploy to all available operating systems and platforms Review different approaches to fiction writing in the context of text-based games Who This Book Is For People with no programming experience who are interested in working in the genre of visual novels or interactive fiction.*

EMERGING TOPICS IN COMPUTER VISION

Prentice Hall *Gerard Medioni and Sing Bing Kang present advances in computer vision such as camera calibration, multi-view geometry, and face detection, and introduce important new topics such as vision for special effects and the tensor voting framework. They begin with the fundamentals, cover select applications in detail, and introduce two popular approaches to computer vision programming.*

PROGRAMMING THE MOBILE WEB

O'Reilly Media *Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies*

PRINCIPLES OF DIGITAL IMAGE SYNTHESIS

PROGRESS AND NEW TRENDS IN 3D GEOINFORMATION SCIENCES

Springer Science & Business Media *The integration of the 3rd dimension in the production of spatial representation is largely recognized as a valuable approach to comprehend our reality, that is 3D. During the last decade developments in 3D Geoinformation (GI) system have made substantial progress. We are about to have a more complete spatial model and understanding of our planet in different scales. Hence, various communities and cities offer 3D landscape and 3D city models as valuable source and instrument for sustainable management of rural and urban resources. Also municipal utilities, real estate companies benefit from recent developments related to 3D applications. In order to present recent developments and to discuss future trends, academics and practitioners met at the 7th International Workshop on 3D Geoinformation. This book comprises a selection of evaluated, high quality papers that were presented at this workshop in May 2012. The topics focus explicitly on the last achievements (methods, algorithms, models, systems) with respect to 3D GeoInformation requirements. The book is aimed at decision makers and experts as well at students interested in the 3D component of geographical information science including GI engineers, computer scientists, photogrammetrists, land surveyors, urban planners, and mapping specialists.*

RHUMB LINES AND MAP WARS

A SOCIAL HISTORY OF THE MERCATOR PROJECTION

University of Chicago Press *In Rhumb Lines and Map Wars, Mark Monmonier offers an insightful, richly illustrated account of the controversies surrounding Flemish cartographer Gerard Mercator's legacy. He takes us back to 1569, when Mercator announced a clever method of portraying the earth on a flat surface, creating the first projection to take into account the earth's roundness. As Monmonier shows, mariners benefited most from Mercator's projection, which allowed for easy navigation of the high seas with rhumb lines—clear-cut routes with a constant compass bearing—for true direction. But the projection's popularity among nineteenth-century sailors led to its overuse—often in inappropriate, non-navigational ways—for wall maps, world atlases, and geopolitical propaganda. Because it distorts the proportionate size of countries, the Mercator map was criticized for inflating Europe and North America in a promotion of colonialism. In 1974, German historian Arno Peters proffered his own map, on which countries were ostensibly drawn in true proportion to one another. In the ensuing "map wars" of the 1970s and 1980s, these dueling projections vied for public support—with varying degrees of success. Widely acclaimed for his accessible, intelligent books on maps and mapping, Monmonier here examines the uses and limitations of one of cartography's most significant innovations. With informed skepticism, he offers insightful interpretations of why well-intentioned clerics and development advocates rallied around the Peters projection, which flagrantly distorted the shape of Third World nations; why journalists covering the controversy ignored alternative world maps and other key issues; and how a few postmodern writers defended the Peters worldview with a self-serving overstatement of the power of maps. Rhumb Lines and Map Wars is vintage Monmonier: historically rich, beautifully written, and fully engaged with the issues of our time.*

BEGINNING HTML5 AND CSS3

THE WEB EVOLVED

Apress *Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3.*

COMPUTER APPLICATIONS IN FOOD TECHNOLOGY

USE OF SPREADSHEETS IN GRAPHICAL, STATISTICAL, AND PROCESS ANALYSIS

Elsevier *The Institute of Food Technologists (IFT) recently endorsed the use of computers in food science education. The minimum standards for degrees in food science, as suggested by IFT,"require the students to use computers in the solution of problems, the collection and analysis of data, the control processes, in addition to word processing."Because they are widely used in business, allow statistical and graphical of experimental data, and can mimic laboratory experimentation, spreadsheets provide an ideal tool for learning the important features of computers and programming. In addition, they are ideally suited for food science students, who usually do not have an extensive mathematical background. Drawing from the many courses he has taught at UC Davis, Dr. Singh covers the general basics of spreadsheets using examples specific to food science. He includes more than 50 solved problems drawn from key areas of food science, namely food microbiology, food chemistry, sensory evaluation, statistical quality control, and food engineering. Each problem is presented with the required equations and detailed steps necessary for programming the spreadsheet. Helpful hints in using the spreadsheets are also provided throughout the text. Key Features * The first book to integrate spreadsheets in teaching food science and technology * Includes more than 50 solved examples of spreadsheet use in food science and engineering * Presents a step-by-step introduction to spreadsheet use * Provides a food composition database on a computer disk*

COMPUTER VISION - ECCV 2000

6TH EUROPEAN CONFERENCE ON COMPUTER VISION DUBLIN, IRELAND, JUNE 26 - JULY 1, 2000 PROCEEDINGS, PART I

Springer *Ten years ago, the inaugural European Conference on Computer Vision was held in Antibes, France. Since then, ECCV has been held biennially under the auspices of the European Vision Society at venues around Europe. This year, the privilege of organizing ECCV 2000 falls to Ireland and it is a signal honour for us to host what has become one of the most important events in the calendar of the computer vision community. ECCV is a single-track conference comprising the highest quality, previously unpublished, contributed papers on new and original research in computer vision. This year, 266 papers were submitted and, following a rigorous double-blind review process, with each paper being reviewed by three referees, 116 papers were selected by the Programme Committee for presentation at the conference. The venue for ECCV 2000 is the University of Dublin, Trinity College. - unded in 1592, it is Ireland's oldest university and has a proud tradition of scholarship in the Arts, Humanities, and Sciences, alike. The Trinity campus, set in the heart of Dublin, is an oasis of tranquility and its beautiful squares, elegant buildings, and tree-lined playing- elds provide the perfect setting for any conference.*

QGIS PYTHON PROGRAMMING COOKBOOK

Packt Publishing Ltd *Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework About This Book Delve into the undocumented features of the QGIS API Get a set of user-friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This book has a complete code upgrade to QGIS 2.18 and 30 new, valuable recipes Who This Book Is For This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications. The short, reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain. What You Will Learn Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly-documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes Create, import, and edit geospatial data on disk or in-memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field input In Detail QGIS is a desktop geographic information system that facilitates data viewing, editing, and analysis. Paired with the most efficient scripting language—Python, we can write effective scripts that extend the core functionality of QGIS. Based on version QGIS 2.18, this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS. It will cover topics such as querying and editing vector data and using raster data. You will also learn to create, edit, and optimize a vector layer for faster queries, reproject a vector layer, reduce the number of vertices in a vector layer without losing critical data, and convert a raster to a vector. Following this, you will work through recipes that will help you compose static maps, create heavily customized maps, and add specialized labels and annotations. As well as this, we'll also share a few tips and tricks based on different aspects of QGIS. Style and approach This book follows a recipe-based problem-solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis.*

SAMS TEACH YOURSELF JQUERY MOBILE IN 24 HOURS

Sams Publishing *Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.*

OPENGL PROGRAMMING GUIDE

THE OFFICIAL GUIDE TO LEARNING OPENGL, VERSION 4.3

Addison-Wesley *Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance*

DIGITAL IMAGING FOR CULTURAL HERITAGE PRESERVATION

ANALYSIS, RESTORATION, AND RECONSTRUCTION OF ANCIENT ARTWORKS

CRC Press *This edition presents the most prominent topics and applications of digital image processing, analysis, and computer graphics in the field of cultural heritage preservation. The text assumes prior knowledge of digital image processing and computer*

graphics fundamentals. Each chapter contains a table of contents, illustrations, and figures that elucidate the presented concepts in detail, as well as a chapter summary and a bibliography for further reading. Well-known experts cover a wide range of topics and related applications, including spectral imaging, automated restoration, computational reconstruction, digital reproduction, and 3D models.

MASTERING SPACY

AN END-TO-END PRACTICAL GUIDE TO IMPLEMENTING NLP APPLICATIONS USING THE PYTHON ECOSYSTEM

Packt Publishing Ltd *Build end-to-end industrial-strength NLP models using advanced morphological and syntactic features in spaCy to create real-world applications with ease Key FeaturesGain an overview of what spaCy offers for natural language processingLearn details of spaCy's features and how to use them effectivelyWork through practical recipes using spaCyBook Description spaCy is an industrial-grade, efficient NLP Python library. It offers various pre-trained models and ready-to-use features. Mastering spaCy provides you with end-to-end coverage of spaCy's features and real-world applications. You'll begin by installing spaCy and downloading models, before progressing to spaCy's features and prototyping real-world NLP apps. Next, you'll get familiar with visualizing with spaCy's popular visualizer displaCy. The book also equips you with practical illustrations for pattern matching and helps you advance into the world of semantics with word vectors. Statistical information extraction methods are also explained in detail. Later, you'll cover an interactive business case study that shows you how to combine all spaCy features for creating a real-world NLP pipeline. You'll implement ML models such as sentiment analysis, intent recognition, and context resolution. The book further focuses on classification with popular frameworks such as TensorFlow's Keras API together with spaCy. You'll cover popular topics, including intent classification and sentiment analysis, and use them on popular datasets and interpret the classification results. By the end of this book, you'll be able to confidently use spaCy, including its linguistic features, word vectors, and classifiers, to create your own NLP apps. What you will learnInstall spaCy, get started easily, and write your first Python scriptUnderstand core linguistic operations of spaCyDiscover how to combine rule-based components with spaCy statistical modelsBecome well-versed with named entity and keyword extractionBuild your own ML pipelines using spaCyApply all the knowledge you've gained to design a chatbot using spaCyWho this book is for This book is for data scientists and machine learners who want to excel in NLP as well as NLP developers who want to master spaCy and build applications with it. Language and speech professionals who want to get hands-on with Python and spaCy and software developers who want to quickly prototype applications with spaCy will also find this book helpful. Beginner-level knowledge of the Python programming language is required to get the most out of this book. A beginner-level understanding of linguistics such as parsing, POS tags, and semantic similarity will also be useful.*

HIGH PERFORMANCE COMPUTING SYSTEMS AND APPLICATIONS

23RD INTERNATIONAL SYMPOSIUM, HPCS 2009, KINGSTON, ONTARIO, CANADA, JUNE 14-17, 2009, REVISED SELECTED PAPERS

Springer Science & Business Media *This book constitutes the thoroughly refereed post-conference proceedings of the 23rd International Symposium on High Performance Computing Systems and Applications, HPCS 2009, held in Kingston, Canada, in June 2009. The 29 revised full papers presented - fully revised to incorporate reviewers' comments and discussions at the symposium - were carefully selected for inclusion in the book. The papers are organized in topical sections on turbulence, materials and life sciences, bringing HPC to industry, computing science, mathematics, and statistics, as well as HPC systems and methods.*

GESTURE-BASED COMMUNICATION IN HUMAN-COMPUTER INTERACTION

5TH INTERNATIONAL GESTURE WORKSHOP, GW 2003, GENOVA, ITALY, APRIL 15-17, 2003, SELECTED REVISED PAPERS

Springer *Research on the multifaceted aspects of modeling, analysis, and synthesis of - man gesture is receiving growing interest from both the academic and industrial communities. On one hand, recent scienti?c developments on cognition, on - fect/emotion, on multimodal interfaces, and on multimedia have opened new perspectives on the integration of more sophisticated models of gesture in c- putersystems.Ontheotherhand,theconsolidationofnewtechnologiesenabling "disappearing" computers and (multimodal) interfaces to be integrated into the natural environments of users are making it realistic to consider tackling the complex meaning and subtleties of human gesture in multimedia systems, - abling a deeper, user-centered, enhanced physical participation and experience in the human-machine interaction process. The research programs supported by the European Commission and s- eral national institutions and governments individuated in recent years strategic ?elds strictly concerned with gesture research. For example, the DG Infor- tion Society of the European Commission (www.cordis.lu/ist) supports several initiatives, such as the "Disappearing Computer" and "Presence" EU-IST FET (Future and Emerging Technologies), the IST program "Interfaces & Enhanced Audio-Visual Services" (see for example the project MEGA, Multisensory - pressive Gesture Applications, www.megaproject.org), and the IST strategic - jective "Multimodal Interfaces." Several EC projects and other funded research are represented in the chapters of this book. Awiderangeofapplicationscanbene?tfromadvancesinresearchongesture, from consolidated areas such as surveillance to new or emerging ?elds such as therapy and rehabilitation, home consumer goods, entertainment, and aud- visual, cultural and artistic applications, just to mention only a few of them.*

3D STRUCTURE FROM IMAGES - SMILE 2000

SECOND EUROPEAN WORKSHOP ON 3D STRUCTURE FROM MULTIPLE IMAGES OF LARGE-SCALE ENVIRONMENTS DUBLIN, IRELAND, JULY 12, 2000, REVISED PAPERS

Springer *This volume contains the ?nal version of the papers originally presented at the second SMILE workshop 3D Structure from*

Multiple Images of Large-scale Environments, which was held on 1-2 July 2000 in conjunction with the Sixth European Conference in Computer Vision at Trinity College Dublin. The subject of the workshop was the visual acquisition of models of the 3D world from images and their application to virtual and augmented reality. Over the last few years tremendous progress has been made in this area. On the one hand important new insightshavebeenobtainedresultinginmore exibilityandnewrepresentations.Onthe other hand a number of techniques have come to maturity, yielding robust algorithms delivering good results on real image data. Moreover supporting technologies – such as digital cameras, computers, disk storage, and visualization devices – have made things possible that were infeasible just a few years ago. Opening the workshop was Paul Debevec s invited presentation on image-based modeling,rendering,andlighting.Hepresentedanumberoftechniquesforusingdigital images of real scenes to create 3D models, virtual camera moves, and realistic computer animations.Theremainderoftheworkshopwasdividedintothreesessions:Computation and Algorithms, Visual Scene Representations, and Extended Environments. After each session there was a panel discussion that included all speakers. These panel discussions were organized by Bill Triggs, Marc Pollefeys, and Tomas Pajdla respectively, who introduced the topics and moderated the discussion. Asubstantialpartoftheseproceedingsarethetranscriptsofthediscussionsfollowing each paper and the full panel sessions. These discussions were of very high quality and were an integral part of the workshop.

PROCEDURAL CONTENT GENERATION IN GAMES

Springer *This book presents the most up-to-date coverage of procedural content generation (PCG) for games, specifically the procedural generation of levels, landscapes, items, rules, quests, or other types of content. Each chapter explains an algorithm type or domain, including fractal methods, grammar-based methods, search-based and evolutionary methods, constraint-based methods, and narrative, terrain, and dungeon generation. The authors are active academic researchers and game developers, and the book is appropriate for undergraduate and graduate students of courses on games and creativity; game developers who want to learn new methods for content generation; and researchers in related areas of artificial intelligence and computational intelligence.*

THE NATURE OF CODE

Nature of Code *How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (http: //www.natureofcode.com), the examples run in the browser via Processing's JavaScript mode.*

SOLUTIONS MANUAL TO ACCOMPANY BREALEY/MYERS/MARCUS

FUNDAMENTALS OF CORPORATE FINANCE

McGraw-Hill/Irwin *The Solutions Manual, prepared by Bruce Swensen of Adelphi University, contains solutions to all end of chapter problems for easy reference.*

UNIX SYSTEMS PROGRAMMING FOR SVR4

Oreilly & Associates Incorporated *Provides the nitty gritty details on how UNIX interacts with applications. Inlcudes many extended examples on topics ranging from string manipulation to network programming*

RECENT ADVANCES IN INFORMATION SYSTEMS AND TECHNOLOGIES

VOLUME 3

Springer *This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies (WorldCIST'17), held between the 11st and 13th of April 2017 at Porto Santo Island, Madeira, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges involved in modern Information Systems and Technologies research, together with technological developments and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human–Computer Interaction; Ethics, Computers & Security; Health Informatics; Information Technologies in Education; and Information Technologies in Radiocommunications.*

OPENCV COMPUTER VISION WITH PYTHON

Packt Pub Limited *A practical, project-based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python.OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials. Some understanding of image data (for example, pixels and color channels) would be beneficial. At a minimum you will need access to at least one webcam. Certain exercises require additional hardware like a second webcam, a Microsoft Kinect or an OpenNI-compliant depth sensor such as the Asus Xtion PRO.*