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Motivation Enhancing Environments Martin L. Maehr 1989

Simulation, Modeling, and Programming for Autonomous Robots Davide Brugali 2014-09-19 This book constitutes the refereed proceedings of the 4th International Conference on Simulation, Modeling, and Programming for Autonomous Robots, SIMPAR 2014, held in Bergamo, Italy, in October 2014. The 49 revised full papers presented were carefully reviewed and selected from 62 submissions. The papers are organized in topical sections on simulation, modeling, programming, architectures, methods and tools, and systems and applications.

Digital and Traditional Epigraphy in Context Silvia Orlandi 2017-07-01 This volume collects the proceedings of the final conference of the European project EAGLE (Europeana network of Ancient Greek and Latin Epigraphy), held at the Sapienza University of Rome on January 28-30th 2016.

Ubuntu Server Cookbook Uday R. Sawant 2016-06-30 Arm yourself to make the most of the versatile, powerful Ubuntu Server with over 100 hands-on recipes About This Book Master the skills to setup secure and scalable web services with popular tools like Apache, Nginx, MySQL and HAProxy Set up your own cloud with Open Stack and quickly deploy applications with Docker or LXD Packed with clear, step-by-step recipes to let you protect you valuable data with your own chat servers, code hosting and collaboration tools. Who This Book Is For Ubuntu Server Cookbook is for system administrators or software developers with a basic understanding of the Linux operating system who want to set up their own servers. You are not required to have in-depth knowledge or hands-on experience with Ubuntu, but you should know the basics commands for directory navigation, file management, and the file editing tool. An understanding of computer networks is advisable What You Will Learn Set up high performance, scalable, and fault-tolerant back ends with web and database servers Facilitate team communication with a real-time chat service and collaboration tools Quickly deploy your applications to their own containers and scale your infrastructure as and when needed Find out how to set up your own cloud infrastructure for your internal use or rent it to the public Ensure quick and easy access for your users while also securing your infrastructure from intruders Set up a high performance private network with a personal VPN server and centralized authentication system Swiftly start a content streaming service Set up network storage for private data and source code and say good bye to costly and unreliable cloud services In Detail Ubuntu is one of the most secure operating systems and defines the highest level of

security as compared other operating system. Ubuntu server is a popular Linux distribution and the first choice when deploying a Linux server. It can be used with a \$35 Raspberry Pi to top-notch, thousand-dollar-per-month cloud hardware. Built with lists that there are 4 million + websites built using Ubuntu. With its easy-to-use package management tools and availability of well-known packages, we can quickly set up our own services such as web servers and database servers using Ubuntu. This book will help you develop the skills required to set up high performance and secure services with open source tools. Starting from user management and an in-depth look at networking, we then move on to cover the installation and management of web servers and database servers, as well as load balancing various services. You will quickly learn to set up your own cloud and minimize costs and efforts with application containers. Next, you will get to grips with setting up a secure real-time communication system. Finally, we'll explore source code hosting and various collaboration tools. By the end of this book, you will be able to make the most of Ubuntu's advanced functionalities. Style and approach This easy-to-follow guide contains a series of step-by-step recipes ranging from simple to complex. Each topic will start with basic introduction to each technology followed by a detailed step-by-step installation guide and then a detailed explanation of the approach taken during installation and the various advanced options available.

Information Technology Based Methods for Health Behaviours A.J. Maeder 2020-03-12 Understanding and modifying health behaviors plays an important part in healthcare. The need to change behaviors applies across a range of health contexts, from individual interventions to the clinically-delivered management of chronic diseases and rehabilitation. Telehealth or virtual care technology offers many possible advantages here, including cost-efficiency, scalability, personalization, and automated high volume data collection and analysis, but success will depend on the effectiveness of the design, implementation and deployment of IT-based methods. This book, which forms part of the Global Telehealth series, includes papers presented at Global Telehealth 2019 (GT2019), a National Symposium on the topic of IT-based Methods for Health Behaviours held in Adelaide, Australia on 5 July 2019. The 10 papers selected for inclusion here comprise only full-paper, blind peer-reviewed contributions received for the symposium and the subsequent call for further contributions. Topics range from the scientific theory of health behavior change, through technological approaches to active ageing and the implementation of the 10,000 steps project, to a discussion of digital infrastructure for the storing & sharing of internet of things, wearables and app-based research study data. The book will be of interest to all researchers, managers and healthcare practitioners working to bring about positive changes in health behavior.

Auralization Michael Vorländer 2007-10-27 This is the first focused and detailed textbook on acoustic virtual reality. Auralization is the creation of audible acoustic sceneries from computer-generated data. The term "auralization" is to be understood as being analogue to the well-known technique of "visualization". In visual illustration of scenes, data or any other meaningful information, in movie animation and in computer graphics, we describe the process of "making visible" as visualization. In acoustics, auralization is taking place when acoustic effects, primary sound signals or means of sound reinforcement or sound transmission, are processed to be presented by using electro-acoustic equipment. This book is organized as a comprehensive collection of basics, methodology and strategies of acoustic simulation and auralization.

Mobilizing the Past for a Digital Future Erin Walcek Averett 2016-10-19 Mobilizing the Past is a collection of 20 articles that explore the use and impact of mobile digital technology in archaeological field practice. The detailed case studies present in this volume range from drones in the Andes to iPads at Pompeii, digital workflows in the American Southwest, and examples of how bespoke, DIY, and commercial software provide solutions and craft novel challenges for field archaeologists. The range of projects and contexts ensures that Mobilizing the Past for a Digital Future is far more than a state-of-the-

field manual or technical handbook. Instead, the contributors embrace the growing spirit of critique present in digital archaeology. This critical edge, backed by real projects, systems, and experiences, gives the book lasting value as both a glimpse into present practices as well as the anxieties and enthusiasm associated with the most recent generation of mobile digital tools. This book emerged from a workshop funded by the National Endowment for the Humanities held in 2015 at Wentworth Institute of Technology in Boston. The workshop brought together over 20 leading practitioners of digital archaeology in the U.S. for a weekend of conversation. The papers in this volume reflect the discussions at this workshop with significant additional content. Starting with an expansive introduction and concluding with a series of reflective papers, this volume illustrates how tablets, connectivity, sophisticated software, and powerful computers have transformed field practices and offer potential for a radically transformed discipline.

Simulation, Modeling, and Programming for Autonomous Robots Noriako Ando 2010-11-05 Why are the many highly capable autonomous robots that have been promised for novel applications driven by society, industry, and research not available - day despite the tremendous progress in robotics science and systems achieved during the last decades? Unfortunately, steady improvements in specific robot abilities and robot hardware have not been matched by corresponding robot performance in real world environments. This is mainly due to the lack of advancements in robot software that master the development of robotic systems of ever increasing complexity. In addition, fundamental open problems are still awaiting sound answers while the development of new robotics applications suffers from the lack of widely used tools, libraries, and algorithms that are redesigned in a modular and performant manner with standardized interfaces. Simulation environments are playing a major role not only in reducing development time and cost, e. g. , by systematic software- or hardware-in-the-loop testing of robot performance, but also in exploring new types of robots and applications. However, their use may still be regarded with skepticism. Seamless migration of code using robot simulators to real-world systems is still a rare circumstance, due to the complexity of robot, world, sensor, and actuator modeling. These challenges drive the quest for the next generation of methodologies and tools for robot development. The objective of the International Conference on Simulation, Modeling, and Programming for Autonomous Robots (SIMPARG) is to offer a unique forum for these topics and to bring together researchers from academia and industry to identify and solve the key issues necessary to ease the development of increasingly complex robot software.

How to Fingerprint National Notary Association 1997-06-01

Weapons and Tools in Rock Art Ana M. S. Bettencourt 2021-03-31 Weapons and tools are frequently found depicted in rock art in many parts of the globe and different periods and in varying social contexts. This collection of papers by leading rock art specialists examines the subjective and metaphorical value of weapons and tools in art, the actions that created them, and their contexts. It also takes into account that such representations incorporate and transmit some kind of understanding about the world and the relationship between objects and humans. Contributors analyse objects and weapons as status symbols, as evidences of cultural contacts, as ideological devices, etc. Divided into regional sections which, for once, do not focus on Scandinavia, chapters deal with the representations of weapons and certain kinds of tools (such as axes and sickles) in different prehistoric, protohistoric and traditional community contexts all over the world. Attention focuses on rock art, but also looks at stelae and statue-menhirs, as well as other kinds of "container" or vehicle for this kind of depiction. The major concern is to discuss the possible meanings of these embodied signs in different areas and periods, since meanings are permeable both to time and space. Papers either centre their attention in broader approaches based on a specific area, region or people, or focus on particular case studies.

Trends in Spatial Analysis and Modelling Martin Behnisch 2017-10-24 This book is a collection of original research papers that focus on recent developments in Spatial Analysis and Modelling with direct relevance to settlements and infrastructure. Topics include new types of data (such as simulation data), applications of methods to support decision-making, and investigations of human-environment data in order to recognize significance for structures, functions and processes of attributes. Research incorporated ranges from theoretical through methodological to applied work. It is subdivided into four main parts: the first focusing on the research of settlements and infrastructure, the second studies aspects of Geographic Data Mining, the third presents contributions in the field of Spatial Modelling, System Dynamics and Geosimulation, and the fourth part is dedicated to Multi-Scale Representation and Analysis. The book is valuable to those with a scholarly interest in spatial sciences, urban and spatial planning, as well as anyone interested in spatial analysis and the planning of human settlements and infrastructure. Most of the selected papers were originally presented at the “International Land Use Symposium (ILUS 2015): Trends in Spatial Analysis and Modelling of Settlements and Infrastructure” November 11-13 2015, in Dresden, Germany.

Developing 2D Games with Unity Jared Halpern 2018-11-28 Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

The Technopolis Phenomenon David V. Gibson 1992 Leading experts from academia, government, and industry present information, ideas, programs and initiatives that accelerate the creation of smart cities, fast systems, and global networks.

Current and New Directions in Discourse and Dialogue Jan C.J. van Kuppevelt 2003-11-30 This volume covers key topics in the field from a variety of leading researchers. In one volume, readers gain exposure to several perspectives in the areas of corpus annotation and analysis, dialogue system construction, theoretical perspectives on communicative intention, context-based generation, and modeling of discourse structure. Based on the 2nd SIGdial workshop on Discourse and Dialogue held in conjunction with Eurospeech 2001, it is of interest to researchers and practitioners in dialogue and discourse

processing.

Getting Started with Couchbase Server M. C. Brown 2012 Do you know what to do if your web application goes viral and usage suddenly explodes? This concise guide introduces you to Couchbase Server, an extremely fast NoSQL database that automatically distributes data across a cluster of commodity servers or virtual machines. You'll learn hands-on how to build a Couchbase cluster without changing your application, and how to expand your database on the fly without interrupting service. Discover how this open source server can help your application gain scalability and performance. Learn how the server's architecture affects the way you build and deploy your database Store data without defining a data structure—and retrieve it without complex queries or query languages Use a formula to estimate your cluster size requirements Set up individual nodes through a browser, command line, or REST API Enable your application to read and write data with sub-millisecond latency through managed object caching Get a quick guide to building applications that integrate Couchbase's core protocol Identify problems in your cluster with the web console Expand or shrink your cluster, handle failovers, and back up data

Understanding the Digital World Brian W. Kernighan 2017-01-24 The basics of how computer hardware, software, and systems work, and the risks they create for our privacy and security Computers are everywhere. Some of them are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak vast amounts of personal data about us. Through computers, governments and companies increasingly monitor what we do. Social networks and advertisers know far more about us than we should be comfortable with, using information we freely give them. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? Understanding the Digital World explains how computer hardware, software, networks, and systems work. Topics include how computers are built and how they compute; what programming is and why it is difficult; how the Internet and the web operate; and how all of these affect our security, privacy, property, and other important social, political, and economic issues. This book also touches on fundamental ideas from computer science and some of the inherent limitations of computers. It includes numerous color illustrations, notes on sources for further exploration, and a glossary to explain technical terms and buzzwords. Understanding the Digital World is a must-read for all who want to know more about computers and communications. It explains, precisely and carefully, not only how they operate but also how they influence our daily lives, in terms anyone can understand, no matter what their experience and knowledge of technology.

Modern Perl Chromatic 2015-10-29 A Perl expert can solve a problem in a few lines of well-tested code. Now you can unlock these powers for yourself. Modern Perl teaches you how Perl really works. It's the only book that explains Perl thoroughly, from its philosophical roots to the pragmatic decisions that help you solve real problems--and keep them solved. You'll understand how the language fits together and discover the secrets used by the global Perl community. This beloved guide is now completely updated for Perl 5.22. When you have to solve a problem now, reach for Perl. When you have to solve a problem right, reach for Modern Perl. Discover how to scale your skills from one-liners to asynchronous Unicode-aware web services and everything in between. Modern Perl will take you from novice to proficient Perl hacker. You'll see which features of modern Perl will make you more productive, and which features of this well-loved language are best left in the past. Along the way, you'll take advantage of Perl to write well-tested, clear, maintainable code that evolves with you. Learn how the language works, how to take advantage of the CPAN's immense trove of time-tested solutions, and how to write clear, concise, powerful code that runs everywhere. Specific coverage explains how to use Moose, how to write testable

code, and how to deploy and maintain real-world Perl applications. This new edition covers the new features of Perl 5.20 and Perl 5.22, including all the new operators, standard library changes, bug and security fixes, and productivity enhancements. It gives you what you need to use the most up-to-date Perl most effectively, all day, every day. What You Need: Perl 5.16 or newer (Perl 5.20 or 5.22 preferred). Installation/upgrade instructions included.

Wireless Hacking 101 Karina Astudillo 2017-10-10 Wireless Hacking 101 - How to hack wireless networks easily! This book is perfect for computer enthusiasts that want to gain expertise in the interesting world of ethical hacking and that wish to start conducting wireless pentesting. Inside you will find step-by-step instructions about how to exploit WiFi networks using the tools within the known Kali Linux distro as the famous aircrack-ng suite. Topics covered: •Introduction to WiFi Hacking •What is Wardriving •WiFi Hacking Methodology •WiFi Mapping •Attacks to WiFi clients and networks •Defeating MAC control •Attacks to WEP, WPA, and WPA2 •Attacks to WPS •Creating Rogue AP's •MITM attacks to WiFi clients and data capture •Defeating WiFi clients and evading SSL encryption •Kidnapping sessions from WiFi clients •Defensive mechanisms

Introducing GitHub Peter Bell 2014-11-11 If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays. This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding work, and historic changes Create and edit files through GitHub without learning Git Suggest changes to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes Create a new GitHub repository to control who has access to your project

Named Entities for Computational Linguistics Damien Nouvel 2016-02-08 One of the challenges brought on by the digital revolution of the recent decades is the mechanism by which information carried by texts can be extracted in order to access its contents. The processing of named entities remains a very active area of research, which plays a central role in natural language processing technologies and their applications. Named entity recognition, a tool used in information extraction tasks, focuses on recognizing small pieces of information in order to extract information on a larger scale. The authors use written text and examples in French and English to present the necessary elements for the readers to familiarize themselves with the main concepts related to named entities and to discover the problems associated with them, as well as the methods available in practice for solving these issues.

Computer Animation Rick Parent 2007-11-01 Driven by the demands of research and the entertainment industry, the techniques of animation are pushed to render increasingly complex objects with ever-greater life-like appearance and motion. This rapid progression of knowledge and technique impacts professional developers, as well as students. Developers must maintain their understanding of conceptual foundations, while their animation tools become ever more complex and specialized. The second edition of Rick Parent's *Computer Animation* is an excellent resource for the designers who must meet this challenge. The first edition established its reputation as the best technically oriented animation text. This new edition focuses on the many recent developments in animation technology, including fluid animation, human figure animation, and soft body animation. The new edition revises and expands

coverage of topics such as quaternions, natural phenomenon, facial animation, and inverse kinematics. The book includes up-to-date discussions of Maya scripting and the Maya C++ API, programming on real-time 3D graphics hardware, collision detection, motion capture, and motion capture data processing. New up-to-the-moment coverage of hot topics like real-time 3D graphics, collision detection, fluid and soft-body animation and more! Companion site with animation clips drawn from research & entertainment and code samples Describes the mathematical and algorithmic foundations of animation that provide the animator with a deep understanding and control of technique

High Frequency Techniques Joseph F. White 2016-08-03 This textbook provides a fundamental approach to RF and microwave engineering. It is unusual for the thoroughness with which these areas are presented. The effect is that the reader comes away with a deep insight not only of the design formulation but answers to how and why those formulations work. This is especially valuable for engineers whose careers involve research and product development, wherein the applicability of the applied principles must be understood. The scope of this book extends from topics for a first course in electrical engineering, in which impedances are analyzed using complex numbers, through the introduction of transmission lines that are analyzed using the Smith Chart, and on to graduate level subjects, such as equivalent circuits for obstacles in hollow waveguides, analyzed using Green's Functions. This book is a virtual encyclopedia of circuit design methods. Despite the complexity, topics are presented in a conversational manner for ease of comprehension. The book is not only an excellent text at the undergraduate and graduate levels, but is as well a detailed reference for the practicing engineer. Consider how well informed an engineer will be who has become familiar with these topics as treated in High Frequency Techniques: (in order of presentation) Brief history of wireless (radio) and the Morse code U.S. Radio Frequency Allocations Introduction to vectors AC analysis and why complex numbers and impedance are used Circuit and antenna reciprocity Decibel measure Maximum power transfer Skin effect Computer simulation and optimization of networks LC matching of one impedance to another Coupled Resonators Uniform transmission lines for propagation VSWR, return Loss and mismatch error The Telegrapher Equations (derived) Phase and Group Velocities The Impedance Transformation Equation for lines (derived) Fano's and Bode's matching limits The Smith Chart (derived) Slotted Line impedance measurement Constant Q circles on the Smith Chart Approximating a transmission line with lumped L's and C's ABCD, Z, Y and Scattering matrix analysis methods for circuits Statist

3D Engine Design for Virtual Globes Patrick Cozzi 2011-06-24 Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics. Topics covered include: Rendering globes, planet-sized terrain, and vector data Multithread resource management Out-of-core algorithms Shader-based renderer design

Designing with Web Standards Jeffrey Zeldman 2009-10-15 Best-selling author, designer, and web standards evangelist Jeffrey Zeldman has revisited his classic, industry-shaking guidebook. Updated in collaboration with co-author Ethan Marcotte, this third edition covers improvements and challenges in the changing environment of standards-based design. Written in the same engaging and witty style, making even the most complex information easy to digest, Designing with Web Standards remains your essential guide to creating sites that load faster, reach more users, and cost less to design and maintain. Substantially revised—packed with new ideas How will HTML5, CSS3, and web fonts change your work? Learn new strategies for selling standards Change what "IE6 support" means "Occasionally (very

occasionally) you come across an author who makes you think, ‘This guy is smart! And he makes me feel smarter, because now I finally understand this concept.’” — Steve Krug, author of *Don’t Make Me Think and Rocket Surgery Made Easy* “A web designer without a copy of *Designing with Web Standards* is like a carpenter without a level. With this third edition, Zeldman continues to be the voice of clarity; explaining the complex in plain English for the rest of us.” — Dan Cederholm, author, *Bulletproof Web Design and Handcrafted CSS* “Jeffrey Zeldman sits somewhere between ‘guru’ and ‘god’ in this industry—and manages to fold wisdom and wit into a tale about WHAT web standards are, HOW standards-based coding works, and WHY we should care.” — Kelly Goto, author, *Web ReDesign 2.0: Workflow that Works* “Some books are meant to be read. *Designing with Web Standards* is even more: intended to be highlighted, dogeared, bookmarked, shared, passed around, and evangelized, it goes beyond reading to revolution.” — Liz Danzico, Chair, MFA Interaction Design, School of Visual Arts

Digital Personalized Health and Medicine L.B. Pape-Haugaard 2020-06-17 Digital health and medical informatics have grown in importance in recent years, and have now become central to the provision of effective healthcare around the world. This book presents the proceedings of the 30th Medical Informatics Europe conference (MIE). This edition of the conference, hosted by the European Federation for Medical Informatics (EFMI) since the 1970s, was due to be held in Geneva, Switzerland in April 2020, but as a result of measures to prevent the spread of the Covid19 pandemic, the conference itself had to be cancelled. Nevertheless, because this collection of papers offers a wealth of knowledge and experience across the full spectrum of digital health and medicine, it was decided to publish the submissions accepted in the review process and confirmed by the Scientific Program Committee for publication, and these are published here as planned. The 232 papers are themed under 6 section headings: biomedical data, tools and methods; supporting care delivery; health and prevention; precision medicine and public health; human factors and citizen centered digital health; and ethics, legal and societal aspects. A 7th section deals with the Swiss personalized health network, and section 8 includes the 125 posters accepted for the conference. Offering an overview of current trends and developments in digital health and medical informatics, the book provides a valuable information resource for researchers and health practitioners alike.

bookdown Yihui Xie 2016-12-12 **bookdown: Authoring Books and Technical Documents with R Markdown** presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

CAA2015 Stefano Campana 2016

[Handbook on the Economics of Cultural Heritage](#) Ilde Rizzo 2013-01-01 Cultural heritage is a complex and

elusive concept, constantly evolving through time, and combining cultural, aesthetic, symbolic, spiritual, historical and economic values. The Handbook on the Economics of Cultural Heritage outlines the contribution of economics to the design and analysis of cultural heritage policies and to addressing issues related to the conservation, management and enhancement of heritage. The Handbook takes a multidisciplinary approach, using cultural economics as a theoretical framework to illustrate how crucial and stimulating cross-disciplinary dialogue actually is. Contributors scrutinise the co-existence of cultural and economic values as well as the new challenges that arise from changes brought about by technology, and relationships between the different actors engaged in the production, distribution and consumption of heritage services. The roles of public, private and non-profit organizations are also explored. Case studies underpin the discussion, demonstrating the clear and vital link between theory and practice. This highly unique Handbook will prove a fascinating and informative read for academics, researchers, students and policymakers with an interest in cultural economics.

Earth Observation Open Science and Innovation Pierre-Philippe Mathieu 2018-01-23 This book is published open access under a CC BY 4.0 license. Over the past decades, rapid developments in digital and sensing technologies, such as the Cloud, Web and Internet of Things, have dramatically changed the way we live and work. The digital transformation is revolutionizing our ability to monitor our planet and transforming the way we access, process and exploit Earth Observation data from satellites. This book reviews these megatrends and their implications for the Earth Observation community as well as the wider data economy. It provides insight into new paradigms of Open Science and Innovation applied to space data, which are characterized by openness, access to large volume of complex data, wide availability of new community tools, new techniques for big data analytics such as Artificial Intelligence, unprecedented level of computing power, and new types of collaboration among researchers, innovators, entrepreneurs and citizen scientists. In addition, this book aims to provide readers with some reflections on the future of Earth Observation, highlighting through a series of use cases not just the new opportunities created by the New Space revolution, but also the new challenges that must be addressed in order to make the most of the large volume of complex and diverse data delivered by the new generation of satellites.

World Heritage Unesco 2002 This fully illustrated volume is devoted specifically to archaeological areas and urban centres, and focuses on forty-six emblematic instances of diverse geographic, cultural, and historic sites throughout the world, for example, Vatican City (Rome, Italy), Cracow (Poland), Angkor (Cambodia), Brasilia (Brazil), Machu Picchu (Peru).

Parergon: Japanese Art of the 1980s And 1990s Mika Yoshitake 2020-06-30 Focusing on the themes of object politics, transcending media, performativity, and satire and simulation, 'Parergon' presents the work of over twenty-five visual artists including Kodai Nakahara, Tatsuo Miyajima, Kazumi Nakamura, Yukie Ishikawa, Tsuyoshi Ozawa and Yukinori Yanagi in an array of media spanning painting, sculpture, duration performance, noise, video and photography. The title makes reference to the gallery in Tokyo (Gallery Parergon, 1981-1987) that introduced many artists associated with the New Wave phenomenon, its name attributed to Jacques Derrida's essay from 1978 which questioned the 'framework' of art, influential to artists and critics during the period. Parergon brings together some of the most enigmatic works that were first generated during a rich two-decade period that are pivotal to the way we perceive and understand contemporary Japanese art today. In the aftermath of the conceptual reconsideration of the object and relationality spearheaded by Mono-ha in the 1970s, this era opened up new critical engagements with language and medium where artists explored expansions in installation, performance, and experimental multi-genre practices. The book follows the exhibition at Blum & Poe which ran in two parts from February to May 2019 in Los Angeles.

Arduino-Based Embedded Systems Rajesh Singh 2017-11-22 Arduino is an open-source electronics platform based on easy-to-use hardware and software while LabVIEW is a graphical programming telling how to connect functions and work with a variety of datatypes when constructing applications. This book will help beginners to get started with Arduino-based embedded systems including essential know-how of the programming and interfacing of the devices. Book includes programming and simulation of Arduino-based projects and interfacing with LabVIEW, based on practical case studies. The book comprises of total twenty five chapters with description, working model of LabVIEW and programming with Arduino IDE.

Kotlin for Android Developers Antonio Leiva 2016-03-21 Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

Mediterranean Diet Donato F. Romagnolo 2016-02-29 This text is an especially timely new text as the number of studies focusing on the impact of the Mediterranean diet on disease prevention increases every year. The fundamental question addressed in this text is how food components and behavior of the Mediterranean diet reduce the risk of chronic diseases. In-depth chapters provide an overview of preclinical and clinical studies on Mediterranean dietary patterns, food components and lifestyle and their impact on health and disease. Large-scale "omic" approaches are highlighted to educate the reader about the molecular mechanisms through which specific components of the Mediterranean diet improves health and the opportunities and challenges for translating into practice the food recommendations of the Mediterranean pyramid. The volume concludes with information about the nutritional adequacy of Mediterranean foods and provides selected recipes. *Mediterranean Diet: Impact on Health and Disease* will be of great interest to students, clinicians, and scientists engaged in promoting health through nutrition and physical activity.

Advances in Motivation and Achievement Martin L. Maehr 1997-11-18 Covers chapters on different theoretical perspectives in motivation research. This work provides an overview of the social cognitive motivational theories and the issues that these models and perspectives are confronting at the edge of motivational science. It includes chapters such as self-efficacy theory, self-concept theory, and others.

Conversational Agents and Natural Language Interaction: Techniques and Effective Practices Perez-Marin, Diana 2011-06-30 "This book is a reference guide for researchers entering the promising field of conversational agents, providing an introduction to fundamental concepts in the field, collecting

experiences of researchers working on conversational agents, and reviewing techniques for the design and application of conversational agents"--

Advances on Mechanics, Design Engineering and Manufacturing II Francisco Cavas-Martínez 2019-04-27 This book contains the papers presented at the International Joint Conference on Mechanics, Design Engineering and Advanced Manufacturing (JCM 2018), held on 20-22 June 2018 in Cartagena, Spain. It reports on cutting-edge topics in product design and manufacturing, such as industrial methods for integrated product and process design; innovative design; and computer-aided design. Further topics covered include virtual simulation and reverse engineering; additive manufacturing; product manufacturing; engineering methods in medicine and education; representation techniques; and nautical, aeronautics and aerospace design and modeling. The book is divided into six main sections, reflecting the focus and primary themes of the conference. The contributions presented here will not only provide researchers, engineers and experts in a range of industrial engineering subfields with extensive information to support their daily work; they are also intended to stimulate new research directions, advanced applications of the methods discussed, and future interdisciplinary collaborations.

The Economics of Uniqueness Guido Licciardi 2012-10-01 In a world where half of the population lives in cities and more than 90 percent of urban growth is occurring in the developing world, cities struggle to modernize without completely losing their unique character, which is embodied by their historic cores and cultural heritage assets. As countries develop, cultural heritage can provide a crucial element of continuity and stability: the past can become a foundation for the future. This book collects innovative research papers authored by leading scholars and practitioners in heritage economics, and presents the most current knowledge on how heritage assets can serve as drivers of local economic development. What this book tries to suggest is a workable approach to explicitly take into account the cultural dimensions of urban regeneration in agglomerations that have a history and possess a unique character, going beyond an approach based solely on major cultural heritage assets or landmarks. The knowledge disseminated through this book will help stakeholders involved in preparation, implementation, and supervision of development investments to better assess the values of cultural heritage assets and incorporate them in urban development policies.

Open Data Exposed Bastiaan van Loenen 2018-10-25 The main objectives of this book are to expose key aspects that have a relevance when dealing with open data viewed from different perspectives and to provide appealing examples of how open data is implemented worldwide. The concept of open data as we know it today is the result of many different initiatives, both of a legislative and non-legislative nature, and promoted by a wide range of actors. Numerous regulatory antecedents to foster the concept of open data and embed it in national and international policy agendas have been undertaken on both sides of the Atlantic, as well as at a supranational level. The book highlights a number of the efforts made to promote open data in Europe, Asia and the United States. In addition to new insights, practical guidance and multiple disciplinary perspectives on open data, the book also addresses the transformation of current developments towards open data, which may be referred to as the democratisation of data. This book will support open data practitioners as well as open data scholars in their endeavours to promote open data implementation and research. Bastiaan van Loenen is associate professor and director of the Knowledge Centre Open Data at the Faculty of Architecture and The Built Environment of Delft University of Technology in the Netherlands, as is Glenn Vancauwenberghe, who is a post-doctoral researcher, and Joep Cromptvoets is a professor at the Public Governance Institute of the KU Leuven in Belgium.

Precise Geodetic Infrastructure National Research Council 2010-10-25 Geodesy is the science of

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accurately measuring and understanding three fundamental properties of Earth: its geometric shape, its orientation in space, and its gravity field, as well as the changes of these properties with time. Over the past half century, the United States, in cooperation with international partners, has led the development of geodetic techniques and instrumentation. Geodetic observing systems provide a significant benefit to society in a wide array of military, research, civil, and commercial areas, including sea level change monitoring, autonomous navigation, tighter low flying routes for strategic aircraft, precision agriculture, civil surveying, earthquake monitoring, forest structural mapping and biomass estimation, and improved floodplain mapping. Recognizing the growing reliance of a wide range of scientific and societal endeavors on infrastructure for precise geodesy, and recognizing geodetic infrastructure as a shared national resource, this book provides an independent assessment of the benefits provided by geodetic observations and networks, as well as a plan for the future development and support of the infrastructure needed to meet the demand for increasingly greater precision. Precise Geodetic Infrastructure makes a series of focused recommendations for upgrading and improving specific elements of the infrastructure, for enhancing the role of the United States in international geodetic services, for evaluating the requirements for a geodetic workforce for the coming decades, and for providing national coordination and advocacy for the various agencies and organizations that contribute to the geodetic infrastructure.