

Computergrafik Ein Anwendungsorientiertes Lehrbuc

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Kompendium Medieninformatik - Roland Schmitz 2007-07-12

Dieser Band beschäftigt sich mit der Medienpraxis: praktische Informatik, deren Anwendung in der Medientechnik wie z.B. die Entwicklung von Multimedia-Anwendungen, Grundlagen der Computergrafik, Theorie und Praxis von Mediendatenbanken. Zusätzlich mit ausgewählten Anwendungen: Content-Related-Technologien können mediale Informationen besonders effizient organisieren, strukturieren und an Empfänger verteilen. Zusammen mit dem Band "Medienetze" beschreibt das "Kompendium Medieninformatik" die komplette Wertschöpfungskette digitaler Mediendaten: Erzeugung, Kodierung, Transport durch drahtgebundene oder drahtlose Netze bis hin zum Endnutzer.

Numerical Computation in Science and Engineering - C. Pozrikidis 2008

Designed for the non-expert student, enthusiast, or researcher, this text provides an accessible introduction to numerical computation and its applications in science and engineering. It assumes no prior knowledge beyond undergraduate calculus and elementary computer programming. Fundamental and practical issues are discussed in a unified manner with a generous, but not excessive, dose of numerical analysis. Topics are introduced on a need to know basis to concisely illustrate the practical implementation of a variety of algorithms and demystify seemingly esoteric numerical methods. Algorithms that can be explained without too much elaboration and can be implemented within a few dozen lines of computer code are discussed in detail, and computer programs in Fortran, C++, and Matlab are provided. Algorithms whose underlying theories require long, elaborate explanations are discussed at the level of first principles, and references for further information are given. The book uses numerous schematic illustrations to demonstrate concepts and facilitate their understanding by providing readers with a helpful interplay between ideas and visual images. Real-world examples drawn from various branches of science and engineering are presented. Updated information on computer technology and numerical methods is included, many new and some original topics are introduced. Additional solved and unsolved problems are included.

Interactive Computer Graphics - Edward Angel 2009

Computer animation and graphics—once rare, complicated, and comparatively expensive—are now prevalent in everyday life from the computer screen to the movie screen. Interactive Computer Graphics is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after students learn to create graphics. This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals.

Image Processing & Communications Challenges 3 - Ryszard S. Choraś 2011-08-14

This book was written to inform prospective readers of current trends in image processing and communications area. Image processing and communications represent a dynamic part of computer science, playing increasingly important role in an information era. This book presents the new approaches, in: image processing and computer vision; telecommunications networks, Web-based information systems; mathematical methods for these applications. This book is a collection of carefully selected chapters presenting the fundamental theory and practice of various aspects of image data processing and communications. The book consists of two sections: Image processing und Communications. The image

processing section of this book provides an inside on mainly on theories and methodologies as well as the emerging applications of image processing. Various aspects of new trends and techniques in this field are discussed in the book, covering the following topics: Biometrics, Low level processing, Motion, stereo and tracking, Pattern Recognition, Video, Medical Image Analysis, Applications. The book summarises new developments in these topics.

3D-Computergrafische Darstellungen - Hermann Krallmann 2018-11-05

Computer Graphics Using Open Gl (3rd Ed.) - - F. S. Hill Jr.

Deutsche Nationalbibliographie und Bibliographie der im Ausland erschienenen deutschsprachigen Veröffentlichungen - 2006

Springer Handbook of Medical Technology - Rüdiger Kramme 2011-10-02

This concise, user-oriented and up-to-date desk reference offers a broad introduction to the fascinating world of medical technology, fully considering today's progress and further development in all relevant fields. The Springer Handbook of Medical Technology is a systemized and well-structured guideline which distinguishes itself through simplification and condensation of complex facts. This book is an indispensable resource for professionals working directly or indirectly with medical systems and appliances every day. It is also meant for graduate and post graduate students in hospital management, medical engineering, and medical physics.

Computer Graphics - James D. Foley 1996

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

From Computer Literacy to Informatics Fundamentals - Roland Mittermeir 2005-03-23

This book constitutes the refereed proceedings of the International Conference on Informatics in Secondary Schools - Evolution and Perspectives, ISSEP 2005, held in Klagenfurt, Austria in March/April 2005. The 21 revised full papers presented together with an introduction were carefully reviewed and selected for inclusion in the book. A broad variety of topics related to teaching informatics in secondary schools is addressed ranging from national experience reports to paedagogical and methodological issues.

Leonardo's Laptop - Ben Shneiderman 2003

Using the inspiration of Leonardo da Vinci to build a new, humanistic computing that focuses on users' needs and goals.

Visual Computing for Medicine - Bernhard Preim 2013-11-07

Visual Computing for Medicine, Second Edition, offers cutting-edge visualization techniques and their applications in medical diagnosis, education, and treatment. The book includes algorithms, applications, and ideas on achieving reliability of results and clinical evaluation of the techniques covered. Preim and Botha illustrate visualization techniques from research, but also cover the information required to solve practical clinical problems. They base the book on several years of combined teaching and research experience. This new edition includes six new chapters on treatment planning, guidance and training; an updated appendix on software support for visual computing for medicine; and a new global structure that

better classifies and explains the major lines of work in the field. Complete guide to visual computing in medicine, fully revamped and updated with new developments in the field Illustrated in full color Includes a companion website offering additional content for professors, source code, algorithms, tutorials, videos, exercises, lessons, and more

Leben wir in einer immer komplexer werdenden Welt? - Guido Strunk 2019-01-11

Komplexität scheint eines der zentralen Modeworte der letzten Jahre zu sein. Über vier Millionen Mal findet sich die Behauptung, dass wir es in verschiedenen Lebensbereichen mit einer zunehmenden Komplexität zu tun haben, im Internet. Dabei hat sich die Gesamtzahl der Treffer in den letzten Jahren immer wieder vervielfacht. Trotz der zentralen Bedeutung des Komplexitätsbegriffes bleibt eine Definition - auch in wissenschaftlichen Aufsätzen - häufig nebulös oder wird gar nicht angeboten. Dabei liegen seit einigen Jahren fundierte Arbeiten aus dem Gebiet der Theorien komplexer Systeme vor. Konkrete Forschungsergebnisse darüber, ob wir tatsächlich in einer komplexer werdenden Welt leben, sind selten. So fehlt es generell an einer empirischen Komplexitätsforschung. Das vorliegende Handbuch gibt einen Überblick über alle gängigen Verfahren zur Messung von Komplexität und stellt für jedes Verfahren Beispielberechnungen aus der Wirtschaftswissenschaft vor.

Interactive Computer Graphics - Edward Angel 2014

Interactive Computer Graphics with WebGL, Seventh Edition, is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals interested in computer animation and graphics using the latest version of WebGL. Computer animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL. This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. It will help: Engage Students Immediately with 3D Material: A top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own graphics. Introduce Computer Graphics Programming with WebGL and JavaScript: WebGL is not only fully shader-based—each application must provide at least a vertex shader and a fragment shader—but also a version that works within the latest web browsers.

Real-Time Rendering - Tomas Akenine-Möller 2019-01-18

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

Communication Yearbook 23 - Michael Roloff 2012-03-22

Communication Yearbook 23, originally published in 2000 includes discussions about the relationship between communication and the emotional processes. The authors do not confine the reviews to research

conducted in a single context, but instead draw upon scholarship that informs about shame and guilt in intimate, family, organizational and public discourse. Also explored is literature on compliance resistance and the emotional reactions that accompany resistance. Other reviews address issues involving communication about sexual harassment in the workplace, cross-cultural influences on management styles, and the mass media's role in encouraging change in body shape. Offering a tremendous variety of in-depth analyses of communication scholarship in a broad array of research areas, this is a vital sourcebook for researchers, teachers and students alike.

Multiskalenansatz zur virtuellen Abbildung mehrphasiger Fluidströmungen auf Gesamtfahrzeugebene (Band 20) - Frank Hermsdorf 2022-01-27

Für die effektive numerische Berechnung von Strömungsphänomenen im frühen Entwicklungsprozess wurde methodisch das Zusammenwirken verschiedener Berechnungstools hinsichtlich der Berechnungsdauer und Güte auf handelsüblichen Desktoprechnern untersucht. Dabei ist die Skalierbarkeit der Berechnungsmodelle auf unterschiedliche geometrische Skalen sowie die Umsetzungsmöglichkeit der Berechnung kombinierter Fluidphasen essenziell. Für die Umsetzung wurden erste Grundlagenuntersuchungen an einfachen Geometrien experimentell und virtuell durchgeführt sowie die Ergebnisse gegenübergestellt. Daraus konnten Anforderungen abgeleitet und bereits im Ausschlussverfahren für das Projekt ungeeignete Software detektiert werden. Weiterhin wurden die Simulationsparameter, aufbauend auf den Grundlagenuntersuchungen, an die komplexen Geometrien von Bauteilen/Baugruppen bis hin zum Viertelfahrzeug angepasst. Somit konnten für die jeweiligen Berechnungstools die Stärken hinsichtlich der Anforderungen an die Geometrie und die physikalischen Randbedingungen abgeleitet werden. Anschließend wurde eine Software entwickelt, welche automatisiert Ergebnisse unterschiedlicher Softwarelösungen und geometrischer Skalen verarbeitet, interpoliert und anschließend auf gewählten Schnittstellen bereitstellt. Somit lassen sich die effektivsten Berechnungsmethoden miteinander verknüpfen. Zudem konnte im Laufe der Bearbeitungszeit eine Software (PreonLab) zum Einsatz kommen, welche hinreichend genau und dennoch zeitlich effektiv komplexe Strömungsphänomene berechnen kann. Im Zuge der Projektbearbeitung konnten somit Anforderungen als auch Randbedingungen für die numerische Berechnung komplexer Strömungsphänomene am Gesamtfahrzeug beschrieben werden.

Virtual Reality in der Produktentwicklung - Martin H. Rademacher 2014-08-18

Die virtuelle Entwicklung ist als wesentlicher Bestandteil im Entwicklungsprozess neuer Produkte etabliert. Virtual Reality (VR) – ein Teilbereich der virtuellen Entwicklung – bietet die Möglichkeit, durch schnelle Visualisierung und freie Interaktion die Designfindung zu unterstützen, Ergonomie- und Montageuntersuchungen durchzuführen sowie Entwicklungsstände frühzeitig auf Fehler zu untersuchen. Martin Rademacher entwickelt ein Vorgehensmodell, mit dem sich die Einsatzfähigkeit der VR für Fragestellungen im automobilen Entwicklungsprozess in einem nutzer- und aufgabenzentrierten Kontext untersuchen lässt und wendet es auf den Aufgabenbereich „Absicherung der Anmutung und Qualität“ in einem Automobilunternehmen an.

Mathematik für Informatiker - Dirk Hachenberger 2008

Maschinenbau technik - 1986

Procedural Content Generation in Games - Noor Shaker 2016-10-18

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.

Everyone Loves Live Music - Fabian Holt 2021-01-27

For decades, millions of music fans have gathered every summer in parks and fields to hear their favorite bands at festivals such as Lollapalooza, Coachella, and Glastonbury. How did these and countless other festivals across the globe evolve into glamorous pop culture events, and how are they changing our relationship to music, leisure, and public culture? In *Everyone Loves Live Music*, Fabian Holt looks beyond the marketing hype to show how festivals and other institutions of musical performance have evolved in recent decades, as sites that were once meaningful sources of community and culture are increasingly subsumed by corporate giants. Examining a diverse range of cases across Europe and the United States, Holt upends commonly-held ideas of live music and introduces a pioneering theory of performance institutions. He explores the fascinating history of the club and the festival in San Francisco and New York, as well as a number of European cities. This book also explores the social forces shaping live music as small, independent venues become corporatized and as festivals transform to promote mainstream Anglophone culture and its consumerist trappings. The book further provides insight into the broader relationship between culture and community in the twenty-first century. An engaging read for fans, industry professionals, and scholars alike, *Everyone Loves Live Music* reveals how our contemporary enthusiasm for live music is more fraught than we would like to think.

Design Als Rhetorik - Gesche Joost 2013-02-12

Der Sammelband *-Design als Rhetorik* stellt die klassische Kommunikationslehre der Rhetorik als eine neue und umfassende Metatheorie des Designs vor. Sie betrifft prinzipiell alle Bereiche heutigen Designs vom Grafikdesign über die Architektur bis zur Interfacegestaltung."

Sehen und die Verarbeitung visueller Information - Hanspeter A. Mallot 2013-07-02

Sehen ist die Ermittlung von Informationen aus Bildern. Welche Informationsquellen dabei genutzt werden und wie die Auswertung im Einzelnen vorgenommen werden kann, ist Gegenstand dieses einführenden Lehrbuches. Es behandelt die sogenannte Kompetenztheorie des Sehens für die elementaren Wahrnehmungen, wie Kontrast, Farbe, Tiefe und Bewegung. Als visuell gesteuerte Verhaltensleistungen werden Augenbewegungen und die Navigation behandelt. Technisches Sehen (Computer vision) und die Wahrnehmungsmechanismen des Menschen werden wo immer möglich gemeinsam und vergleichend dargestellt. Die verwendeten mathematischen Verfahren werden im Text eingeführt und erläutert; ein Glossar wesentlicher Begriffe erleichtert das Verständnis.

Programmieren für Ingenieure und Naturwissenschaftler - Sebastian Dörn 2017-05-10

Ziel des Buches ist es, Studierenden der Ingenieur- oder Naturwissenschaften die Programmierung als Schlüsselqualifikation mit zahlreichen Anwendungsmöglichkeiten vorzustellen. Großer Wert wird auf eine praxisorientierte und verständliche Darstellung gelegt. Der Autor behandelt die Anwendungsbereiche des Operations Research, der Medizinischen Informatik und der Automatisierungstechnik. Neben der Darstellung objektorientierter Entwurfsmuster werden zentrale Programmierkonzepte und fortgeschrittene Datenstrukturen vorgestellt. Suchalgorithmen, Graphen, Automaten und reguläre Sprachen werden dem Leser praxisnah vermittelt. Die Grundlagen zur Bildverarbeitung im Bereich der Bildfilterung, Registrierung und Segmentierung runden das Buch ab.

Numerical Algorithms with C - Giesela Engeln-Müllges 2013-11-21

More scientists now use C than any other programming language. This book contains practical, computer-ready algorithms for many standard methods of numerical mathematics. It describes the principles of the various methods and provides support in choosing the appropriate method for a given task. Topics given special emphasis include converging methods for solving nonlinear equations, methods for solving systems of linear equations for many special matrix structures, and the Shepard method for multidimensional interpolation. The CD contains C-programs for almost all the algorithms given in the book and a compiler, together with software for graphical printing.

OpenGL Programming for the X Window System - Mark J. Kilgard 1996

SGI's X Windows graphics expert explains how to construct real and useful 3D applications using OpenGL and X, and how to tightly integrate OpenGL applications with the X Window System. Using the OpenGL Utility Toolkit (GLUT) to show how OpenGL programs can be quickly constructed, the book explores OpenGL features using examples written in GLUT.

SQL & NoSQL Databases - Andreas Meier 2019-07-05

This book offers a comprehensive introduction to relational (SQL) and non-relational (NoSQL) databases. The authors thoroughly review the current state of database tools and techniques, and examine coming innovations. The book opens with a broad look at data management, including an overview of information systems and databases, and an explanation of contemporary database types: SQL and NoSQL databases, and their respective management systems. The nature and uses of Big Data. A high-level view of the organization of data management. Data Modeling and Consistency. Chapter-length treatment is afforded Data Modeling in both relational and graph databases, including enterprise-wide data architecture, and formulas for database design. Coverage of languages extends from an overview of operators, to SQL and QBE (Query by Example), to integrity constraints and more. A full chapter probes the challenges of Ensuring Data Consistency, covering: Multi-User Operation Troubleshooting Consistency in Massive Distributed Data Comparison of the ACID and BASE consistency models, and more. System Architecture also gets from its own chapter, which explores Processing of Homogeneous and Heterogeneous Data; Storage and Access Structures; Multi-dimensional Data Structures and Parallel Processing with MapReduce, among other topics. Post-Relational and NoSQL Databases. The chapter on post-relational databases discusses the limits of SQL - and what lies beyond, including Multi-Dimensional Databases, Knowledge Bases and Fuzzy Databases. A final chapter covers NoSQL Databases, along with Development of Non-Relational Technologies, Key-Value, Column-Family and Document Stores XML Databases and Graphic Databases, and more. The book includes more than 100 tables, examples and illustrations, and each chapter offers a list of resources for further reading. SQL & NoSQL Databases conveys the strengths and weaknesses of relational and non-relational approaches, and shows how to undertake development for big data applications. The book benefits readers including students and practitioners working across the broad field of applied information technology. This textbook has been recommended and developed for university courses in Germany, Austria and Switzerland.

Bilder ohne Bildlichkeit? - Sarah Sandfort 2019-05-31

Computer- und magnetresonanztomografische Bilder gelten in der Medizin und in einigen kunst- und bildwissenschaftlichen Ansätzen als Bilder ohne Bildlichkeit: Als technisch hergestellte Werkzeuge der Diagnostik sollen sie auf den menschlichen Körper verweisen und so wenig »bildlich« sein wie möglich. Paradoxerweise nutzt die Radiologie jedoch mehrdeutige und unbestimmte Bilder, um möglichst eindeutige Aussagen zu erreichen. Sarah Sandfort zeigt in ihrer Analyse der radiologischen Bildproduktion und -rezeption auf, inwieweit es sich dabei doch um Bilder mit Bildlichkeit handelt. Die untersuchten Strategien des radiologischen Bildumgangs dienen dabei der Reflexion und Korrektur kunst- und bildwissenschaftlicher Annahmen.

Program Development in Java - Barbara Liskov 2000-06-06

Written by a world-renowned expert on programming methodology, and the winner of the 2008 Turing Award, this book shows how to build production-quality programs--programs that are reliable, easy to maintain, and quick to modify. Its emphasis is on modular program construction: how to get the modules right and how to organize a program as a collection of modules. The book presents a methodology effective for either an individual programmer, who may be writing a small program or a single module in a larger one; or a software engineer, who may be part of a team developing a complex program comprised of many modules. Both audiences will acquire a solid foundation for object-oriented program design and component-based software development from this methodology. Because each module in a program corresponds to an abstraction, such as a collection of documents or a routine to search the collection for documents of interest, the book first explains the kinds of abstractions most useful to programmers: procedures; iteration abstractions; and, most critically, data abstractions. Indeed, the author treats data abstraction as the central paradigm in object-oriented program design and implementation. The author also shows, with numerous examples, how to develop informal specifications that define these abstractions--specifications that describe what the modules do--and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance. Other topics discussed include: Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it, focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families

of related data abstractions Debugging, testing, and requirements analysis Program design as a top-down, iterative process, and design patterns The Java programming language is used for the book's examples. However, the techniques presented are language independent, and an introduction to key Java concepts is included for programmers who may not be familiar with the language.

Computergrafik - Michael Bender 2006

Life 3.0 - Max Tegmark 2017-08-29

New York Times Best Seller How will Artificial Intelligence affect crime, war, justice, jobs, society and our very sense of being human? The rise of AI has the potential to transform our future more than any other technology—and there's nobody better qualified or situated to explore that future than Max Tegmark, an MIT professor who's helped mainstream research on how to keep AI beneficial. How can we grow our prosperity through automation without leaving people lacking income or purpose? What career advice should we give today's kids? How can we make future AI systems more robust, so that they do what we want without crashing, malfunctioning or getting hacked? Should we fear an arms race in lethal autonomous weapons? Will machines eventually outsmart us at all tasks, replacing humans on the job market and perhaps altogether? Will AI help life flourish like never before or give us more power than we can handle? What sort of future do you want? This book empowers you to join what may be the most important conversation of our time. It doesn't shy away from the full range of viewpoints or from the most controversial issues—from superintelligence to meaning, consciousness and the ultimate physical limits on life in the cosmos.

Thinking In C++ (2Nd Edition) - MAHAPATRA P B 2000

Kartographische Oberflächen, 2. akt. und erw. Aufl. - Wolf-Dieter Rase 2021-07-20

Das Buch wendet sich an Anwender in der raumbezogenen Forschung, die aus unregelmäßig verteilten Punkten oder Po-Lygonen kontinuierliche Oberflächen interpolieren wollen. Die Mehrzahl der Anwender wird dafür die gängige GIS-Software nutzen, in diesem Text ArcGIS Desktop mit Erweiterungen oder das Programm Surfer. In anderen Software-Paketen sind eben-falls Optionen für die Interpolation und Visualisierung von Oberflächen enthalten, auch in Open-Source-Programmen, zum Beispiel QGIS mit den Erweiterungen GRASS und SAGA. Die Oberflächen können mit verschiedenen Techniken visualisiert werden. Für die Experten, die noch selbst programmieren und sich damit die Werkzeuge anfertigen, die in der Standard-Software fehlen, stellt der Text einige Grundlagen und weiter-führende Referenzen zur Verfügung. Für die zweite Auflage wurde der Text erweitert, neu gegliedert und auf den neuesten Stand der Technik gebracht.

Computergrafik - Michael Bender 2003

Boundless cyber world? - Nadia Kutscher 2007-07-12

Welche Bedeutung haben technische Ausstattung und soziale Zugangsorte für die Teilhabe im virtuellen Raum? Welchen Einfluss haben soziale Rahmenbedingungen auf Nutzungsdifferenzen und welche Ausprägungen finden sich in dieser Hinsicht bei Jugendlichen? In der Beantwortung dieser neuen Fragestellungen führt der Band international herausragende ExpertInnen aus verschiedenen Disziplinen zusammen. Zentrale Fragen der Bildungsteilhabe in der Informations- und Wissensgesellschaft gerade für die nachwachsende Generation, die häufig als DIE Mediengeneration schlechthin gilt, werden im Zusammenhang mit der Problematik der digitalen Spaltung thematisiert und systematisiert. Die erstmalige Zusammenführung dieser unterschiedlichen Blickwinkel führt zu neuen Erkenntnissen über die Bildungsherausforderungen des Internet.

Banksy - Ulrich Blanché 2016-01-18

About this Book / Bristol born Banksy is usually categorized as a Street Artist, although his art, in content and form, transcends a narrow understanding of this term. This publication primarily deals with Banksy as a contemporary Urban Artist and his relationship with consumer culture. It examines Banksy not only in light of his illicit work on the street, but also in regard to his gallery exhibitions. The study highlights representative works of his art, pieces which demonstrate his versatility, but also stand for different periods

of his oeuvre. This book presents the first academic study of Banksy's art in English; with a history and discussion of the terms Graffiti, Street Art and Urban Art and a rich array of biographical information. It will be of interest to academics and the general public as well. About this Edition / Street Artist Banksy and former Young British artist Damien Hirst are two of the most popular representatives of British contemporary art. Situated in a triangle of art, consumerism and pop culture their work is among the most well-known. A systematic academic study of their artistic viewpoints and references to consumer culture has long been missing, and Ulrich Blanché is finally closing this gap: He examines Hirst's and Banksy's art against the background of the London art scene since 1980. Blanché points out connections to Duchamp, Warhol and Koons, and reflects on the role of the observer, the meaning of location and, especially, the references between art, consumer culture and marketing in their pieces. This two volume edition is the translated and expanded version of the authors dissertational thesis.

3D Computer Graphics - Alan H. Watt 1993

This new edition of 3D Computer Graphics has been fully revised to take into account new developments in graphics. It features new material on modeling and representation, viewing systems, parametric representation, and scientific visualization. The book is richly illustrated with world-class graphics.

WebGL Programming Guide - Kouichi Matsuda 2013-07-04

Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes: • WebGL's origin, core concepts, features, advantages, and integration with other web standards • How and basic WebGL functions work together to deliver 3D graphics • Shader development with OpenGL ES Shading Language (GLSL ES) • 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective • Achieving greater realism through lighting and hierarchical objects • Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more • Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides and reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

Vulkan Programming Guide - Graham Sellers 2016-11-07

The Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics The next generation of the OpenGL specification, Vulkan, has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API lead Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The author introduces Vulkan, its goals, and the key concepts framing its API, and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power. You'll find authoritative coverage of

topics ranging from drawing to memory, and threading to compute shaders. The author especially shows how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility. Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for. Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new

memory system Thorough discussion of queues, commands, moving data, and presentation Full explanations of the SPIR-V binary shading language and compute/graphics pipelines Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary Example code can be found here: Example code can be found here: <https://github.com/vulkanprogrammingguide/examples>