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GARRETT MELINA

Advances in Chitin/Chitosan Characterization and Applications Springer Nature

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

Modern Hinduism Springer Nature

The book focuses on soft computing and its applications to solve real-world problems in different domains, ranging from medicine and health care, to supply chain management, image processing and cryptanalysis. It includes high-quality papers presented at the International Conference on Soft Computing: Theories and Applications (SoCTA 2018), organized by Dr. B. R. Ambedkar National Institute of Technology, Jalandhar, Punjab, India. Offering significant insights into soft computing for teachers and researchers alike, the book inspires more researchers to work in the field of soft computing.

Essential English Grammar 2/E Springer Nature

The Harmony Search Algorithm (HSA) is one of the most well-known techniques in the field of soft computing, an important paradigm in the science and engineering community. This volume, the proceedings of the 2nd International Conference on Harmony Search Algorithm 2015 (ICHSA 2015), brings together contributions describing the latest developments in the field of soft computing with a special focus on HSA techniques. It includes coverage of new methods that have potentially immense application in various fields. Contributed articles cover aspects of the following topics related to the Harmony Search Algorithm: analytical studies; improved, hybrid and multi-objective variants; parameter tuning; and large-scale applications. The book also contains papers discussing recent advances on the following topics: genetic algorithms; evolutionary strategies; the firefly algorithm and cuckoo search; particle swarm optimization and ant colony optimization; simulated annealing; and local search techniques. This book offers a valuable snapshot of the current status of the Harmony Search Algorithm and related techniques, and will be a useful reference for practising researchers and advanced students in computer science and engineering.

Springer

This volume constitutes the refereed proceedings of the Fourth International Conference on Contemporary Computing, IC3 2010, held in Noida, India, in August 2011. The 58 revised full papers presented were carefully reviewed and selected from 175 submissions.

Computer Graphics with An Introduction to Multimedia, 4th Edition Springer

This text offers complete coverage of computer graphics. As a textbook, it can be used effectively in senior-level computer graphics courses or in first year graduate-level courses. It features an emphasis on rendering and in-depth coverage of all classical computer graphics algorithms. Procedural Elements of Computer Graphics also contains more than 90 worked examples, and is suitable for use by professional programmers, engineers, and scientists.

COMPUTER GRAPHICS (With CD) Springer Science & Business Media

Market_Desc: Mumbai UniversityBE (Sem V), (Course: Computer Graphics with Virtual Reality Systems) B.Sc. (2nd year), (Course: Computer Science)UPTUTCS-501 (Course: Computer Graphics), JNTU3rd year, Sem 1 (Course: Computer Graphics)Anna UniversityCourse Code: CS1354 (Course: Graphics and Multimedia)VTUCourse Code: 06CS65, 06IS665 (Course: Computer Graphics and Visualization) Special Features: · Presents well-organized topics from elementary display systems to the most advanced animation.· Explains the topics with their theoretical, mathematical and programming perspectives.· Discusses topics such as scan conversion, 2D and 3D transformation, viewing and clipping, curve design and surface generation, and color models in great details. · Includes excellent pedagogy:ü 254 neatly-drawn illustrations and figuresü 44 solved examplesü 218 review questionsü 55 MCQsü 20 sample programs in C/C++ (on CD)ü 52 programming exercises (on CD)· Accompanying CD containsü 20 sample programs in C/C++ (on CD)ü 52 programming exercises (on CD)ü List of Abbreviationsü Bibliography About The Book: Computer Graphics is a comprehensive book for undergraduate students of computer science and information technology. The book is also useful to students, professionals and practitioners interested in object design, transformation, visualization, image analysis and modeling of real world. The topics in the book have been supplemented with adequate solved examples. Review questions and MCQs presented at the end of each chapter would help students sharpen their concepts. Topics on animation have been included along with the core graphics topics that are very relevant in modern visualization and animation industry. The companion CD contains Sample Programs in C/C++ to better understand the topic and Programming Exercises for skill assessment.

COMPUTER GRAPHICS WITH VIRTUAL REALITY SYSTEMS Orient Blackswan

This book presents best selected research papers presented at the First International Conference on Integrated Intelligence Enable Networks and Computing (IIENC 2020), held from May 25 to May 27, 2020, at the Institute of Technology, Gopeshwar, India (Government Institute of Uttarakhand Government and affiliated to Uttarakhand Technical University). The book includes papers in the field of intelligent computing. The book covers the areas of machine learning and robotics, signal processing and Internet of things, big data and renewable energy sources.

Environmental Degradation: Causes and Remediation Strategies MDPI

This book constitutes the thoroughly refereed proceedings of the second International Symposium on Intelligent Systems Technologies and Applications (ISTA'16), held on September 21–24, 2016 in Jaipur, India. The 80 revised papers presented were carefully reviewed and selected from 210 initial submissions and are organized in topical sections on image processing and artificial vision, computer networks and distributed systems, intelligent tools and techniques and applications using intelligent techniques.

Computational Intelligence Methods in COVID-19: Surveillance, Prevention, Prediction and Diagnosis Springer

This book includes high-quality, peer-reviewed papers from the International Conference on Recent Advancement in Computer, Communication and Computational Sciences (RACCCS-2017), held at Aryabhata College of Engineering & Research Center, Ajmer, India on September 2–3, 2017, presenting the latest developments and technical solutions in computational sciences. Data science, data- and knowledge engineering require networking and communication as a backbone and have a wide scope of implementation in engineering sciences. Keeping this ideology in mind, the book offers insights that reflect the advances in these fields from upcoming researchers and leading academicians across the globe. Covering a variety of topics, such as intelligent hardware and software design, advanced communications, intelligent computing technologies, advanced software engineering, the web and informatics, and intelligent image processing, it helps those in the computer industry and academia use the advances of next-generation communication and computational technology to shape real-world applications.

Recent Trends in Image Processing and Pattern Recognition Springer

This two-volume set constitutes the refereed proceedings of the Third International Conference on Recent Trends in Image Processing and Pattern Recognition (RTIP2R) 2020, held in Aurangabad, India, in January 2020. The 78 revised full papers presented were carefully reviewed and selected from 329 submissions. The papers are organized in topical sections in the two volumes. Part I: Computer vision and applications; Data science and machine learning; Document understanding and Recognition. Part II: Healthcare informatics and medical imaging; Image analysis and recognition; Signal processing and pattern recognition; Image and signal processing in Agriculture.

Procedural Elements for Computer Graphics McGraw-Hill Science, Engineering & Mathematics

This book describes the latest advances, innovations and applications in the field of waste management and environmental geomechanics as presented by leading researchers, engineers and practitioners at the International Conference on Sustainable Waste Management through Design (IC_SWMD), held in Ludhiana (Punjab), India on November 2-3, 2018. Providing a unique overview of new directions, and opportunities for sustainable and resilient design approaches to protect

infrastructure and the environment, it discusses diverse topics related to civil engineering and construction aspects of the resource management cycle, from the minimization of waste, through the eco-friendly re-use and processing of waste materials, the management and disposal of residual wastes, to water treatments and technologies. It also encompasses strategies for reducing construction waste through better design, improved recovery, re-use, more efficient resource management and the performance of materials recovered from wastes. The contributions were selected by means of a rigorous peer-review process and highlight many exciting ideas that will spur novel research directions and foster multidisciplinary collaboration among different waste management specialists.

Next Generation Computing Technologies on Computational Intelligence Springer

This book presents selected, high-quality research papers from the International Conference on Electronic Systems and Intelligent Computing (ESIC 2020), held at NIT Yupia, Arunachal Pradesh, India, on 2 – 4 March 2020. Discussing the latest challenges and solutions in the field of smart computing, cyber-physical systems and intelligent technologies, it includes papers based on original theoretical, practical and experimental simulations, developments, applications, measurements, and testing. The applications and solutions featured provide valuable reference material for future product development.

Proceedings of 2nd International Conference on Communication, Computing and Networking DIANE Publishing Inc.

This book presents select peer-reviewed proceedings of the International Conference on Advances in Mechanical Engineering (ICAME 2020). The contents cover latest research in several areas such as advanced energy sources, automation, mechatronics and robotics, automobiles, biomedical engineering, CAD/CAM, CFD, advanced engineering materials, mechanical design, heat and mass transfer, manufacturing and production processes, tribology and wear, surface engineering, ergonomics and human factors, artificial intelligence, and supply chain management. The book brings together advancements happening in the different domains of mechanical engineering, and hence, this will be useful for students and researchers working in mechanical engineering.

Virtual Reality Technology S. Chand Publishing

India today is a vibrant free-market democracy, a nation well on its way to overcoming decades of widespread poverty. The nation's rise is one of the great international stories of the late twentieth century, and in India Unbound the acclaimed columnist Gurcharan Das offers a sweeping economic history of India from independence to the new millennium. Das shows how India's policies after 1947 condemned the nation to a hobbled economy until 1991, when the government instituted sweeping reforms that paved the way for extraordinary growth. Das traces these developments and tells the stories of the major players from Nehru through today. As the former CEO of Proctor & Gamble India, Das offers a unique insider's perspective and he deftly interweaves memoir with history, creating a book that is at once vigorously analytical and vividly written. Impassioned, erudite, and eminently readable, India Unbound is a must for anyone interested in the global economy and its future.

Wise Guy Springer Nature

Silicon Valley icon and bestselling author Guy Kawasaki shares the unlikely stories of his life and the lessons we can draw from them. Guy Kawasaki has been a fixture in the tech world since he was

part of Apple's original Macintosh team in the 1980s. He's widely respected as a source of wisdom about entrepreneurship, venture capital, marketing, and business evangelism, which he's shared in bestselling books such as *The Art of the Start* and *Enchantment*. But before all that, he was just a middle-class kid in Hawaii, a grandson of Japanese immigrants, who loved football and got a C+ in 9th grade English. *Wise Guy*, his most personal book, is about his surprising journey. It's not a traditional memoir but a series of vignettes. He toyed with calling it *Miso Soup for the Soul*, because these stories (like those in the *Chicken Soup* series) reflect a wide range of experiences that have enlightened and inspired him. For instance, you'll follow Guy as he . . .

- Gets his first real job in the jewelry business--which turned out to be surprisingly useful training for the tech world.
- Disparages one of Apple's potential partners in front of that company's CEO, at the sneaky instigation of Steve Jobs.
- Blows up his Apple career with a single sentence, after Jobs withholds a pre-release copy of the Think Different ad campaign: "That's okay, Steve, I don't trust you either."
- Reevaluates his self-importance after being mistaken for Jackie Chan by four young women.
- Takes up surfing at age 62--which teaches him that you can discover a new passion at any age, but younger is easier!

Guy covers everything from moral values to business skills to parenting. As he writes, "I hope my stories help you live a more joyous, productive, and meaningful life. If *Wise Guy* succeeds at this, then that's the best story of all."

Soft Computing: Theories and Applications Packt Publishing Ltd

A book the government of India demands be ritually burned.

Electronic Systems and Intelligent Computing Anchor

□□□□□□:(□)Andries van Dam□(□)Steven K. Feiner□(□)John F. Hughes□

The Myth of the Holy Cow Springer Nature

This book examines the increasing popularity of creativity and play in tertiary learning, and how it can be harnessed to enhance the student experience at university. While play is often misunderstood as something 'trivial' and associated with early years education, the editors and contributors argue that play contributes to social and human development and relations at a

fundamental level. This volume invalidates the commonly held assumption that play is only for children, drawing together numerous case studies from higher education that demonstrate how researchers, students and managers can benefit from play as a means of liberating thought, overturning obstacles and discovering fresh approaches to persistent challenges. This diverse and wide-ranging edited collection unites play theory and practice to address the gulf in research on this fascinating topic. It will be of interest and value to educators, students and scholars of play and creativity, as well as practitioners and academic leaders looking to incorporate play into the curriculum.

Advances in Computer and Computational Sciences Penguin

Who were the Aryans? Where did they come from? Did they always live in India? The Aryan problem has been attracting fresh attention in academic, social and political arenas. This book identifies the main traits of Aryan culture and follows the spread of their cultural markers. Using the latest archaeological evidence and the earliest known Indo-European inscriptions on the social and economic features of Aryan society, the distinguished historian, R. S. Sharma, throws fresh light on the current debate on whether or not the Aryans were the indigenous inhabitants of India. This book is essential reading for those interested in the history of India and its culture.

Intelligent Communication, Control and Devices Oxford University Press, USA

This book is a collection of research papers and articles presented at the 3rd International Conference on Communications and Cyber-Physical Engineering (ICCCE 2020), held on 1-2 February 2020 at CMR Engineering College, Hyderabad, Telangana, India. Discussing the latest developments in voice and data communication engineering, cyber-physical systems, network science, communication software, image and multimedia processing research and applications, as well as communication technologies and other related technologies, it includes contributions from both academia and industry. This book is a valuable resource for scientists, research scholars and PG students working to formulate their research ideas and find the future directions in these areas. Further, it may serve as a reference work to understand the latest engineering and technologies used by practicing engineers in the field of communication engineering.