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Digital Imaging Primer

Springer Science & Business Media *Digital Imaging targets anyone with an interest in digital imaging, professional or private, who uses even quite modest equipment such as a PC, digital camera and scanner, a graphics editor such as PAINT, and an inkjet printer. Uniquely, it is intended to fill the gap between the highly technical texts for academics (with access to expensive equipment), and the superficial introductions for amateurs. The four-part treatment spans theory, technology, programs and practice. Theory covers integer arithmetic, additive and subtractive color, greyscales, computational geometry, and a new presentation of discrete Fourier analysis; Technology considers bitmap file structures, scanners, digital cameras, graphic editors, and inkjet printers; Programs develops several processing tools for use in conjunction with a standard Paint graphics editor and supplementary processing tools; Practice discusses 1-bit, greyscale, 4-bit, 8-bit, and 24-bit images for the practice section. Relevant QBASIC code is supplied an accompanying CD and algorithms are listed in the appendix. Readers can attain a level of understanding and the practical insights to obtain optimal use and satisfaction from even the most basic digital-imaging equipment.*

Developing C# Apps for iPhone and iPad using MonoTouch

iOS Apps Development for .NET Developers

Apress *Developing C# Applications for iPhone and iPad using MonoTouch shows you how to use your existing C# skills to write apps for the iPhone and iPad. Fortunately, there's MonoTouch, Novell's .NET library that allows C# developers to write C# code that executes in iOS. Furthermore, MonoTouch allows you to address all the unique functions of the iPhone, iPod Touch, and iPad. And the big plus: You needn't learn any Objective-C to master MonoTouch! Former Microsoft engineer and published app-store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C# and the .NET Base Class Libraries. The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch. You'll master the same elegant and rich Cocoa environment, but without the need to learn a new programming language. Developing C# Applications for iPhone and iPad using MonoTouch takes you from your first "Hello, World" example through the major APIs and features of iOS. The coverage is comprehensive and makes use of frequent examples, complete with sample code you can download and reuse to create your own powerful and playful apps.*

Research and Development in Digital Media

Springer *This book presents an overview of the technical underpinnings in the field of digital media. This includes theory, imaging, big data, interaction, and the research and development that is needed in order to make digital media interfaces more natural and easy to use. Grant funding sources for R & D are detailed and current priority areas are summarized. Developments in the relevant commercial areas are also reviewed. This is Professor Earnshaw's fifth book in the series on digital media and its applications and creative uses. These books explain the significance and importance of digital media and how it has developed and advanced. They also explore the impact digital media is having on a range of domains including art and design, the creative industries, visual analytics, big data, and digital humanities. The convergence of IT, telecommunications and media is bringing about a revolution in the way information is being collected, stored, accessed and distributed. Digital media is expected to play an increasing role in these processes. State of the art digital technologies are increasingly utilized in order to deliver to the user requirements and also to be effective and efficient in this delivery, given the increasing demands by users and other third parties involved in the content creation and service delivery pipeline. Research and Development in Digital Media will be invaluable for readers that want a summary of the technical research and development aspects of digital media, how such work is being funded, and the kind of changes in digital media provision that may result.*

Display Interfaces

Fundamentals and Standards

John Wiley & Sons *Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT display applications. Focusing on the development of new industry standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications, measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPDI (Flat Panel Display Interface), P&D (Plug and Display) and Intel's Digital Video Interface (DVI) Compares and contrasts current and future developments of television and computer industry standards Describes the major new display system applications (HDTV, notebook computer, cellphone, cockpit instrumentation etc) and illustrates how user needs have dictated technological requirements (eg power, size and bistability) Provides an accessible treatment of current and future display device development, including guidance on selecting devices for particular applications Designed to meet the needs of professionals using and implementing display technologies and as a reference for those developing new display systems, this text is a valuable resource for display technology developers and system integrators, video graphics interface engineers and professionals. The comprehensive coverage of this leading edge topic makes it also of interest to postgraduate students in Computer Science and Electrical Engineering. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics*

High Resolution Imaging in Microscopy and Ophthalmology

New Frontiers in Biomedical Optics

Springer *This open access book provides a comprehensive overview of the application of the newest laser and microscope/ophthalmoscope technology in the field of high resolution imaging in microscopy and ophthalmology. Starting by describing High-Resolution 3D Light Microscopy with STED and RESOLFT, the book goes on to cover retinal and anterior segment imaging and image-guided treatment and also discusses the development of adaptive optics in vision science and ophthalmology. Using an interdisciplinary approach, the reader will learn about the latest developments and most up to date technology in the field and how these translate to a medical setting. High Resolution Imaging in Microscopy and Ophthalmology - New Frontiers in Biomedical Optics has been written by leading experts in the field and offers insights on engineering, biology, and medicine, thus being a valuable addition for scientists, engineers, and clinicians with technical and medical interest who would like to understand the equipment, the applications and the medical/biological background. Lastly, this book is dedicated to the memory of Dr. Gerhard Zinser, co-founder of Heidelberg Engineering GmbH, a scientist, a husband, a brother, a colleague, and a friend.*

Procedures for Testing Color Vision

Report of Working Group 41

National Academies Press

iPhone Open Application Development

Write Native Objective-C Applications for the iPhone

"O'Reilly Media, Inc." *Looks at the native environment of the iPhone and describes how to build software for the device.*

Webvision

The Organization of the Retina and Visual System

Digital Compositing for Film and Video

Taylor & Francis *This practical, hands-on guide addresses the problems and difficult choices that professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you to apply lessons learned to your compositing regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled 'CGI Compositing Techniques', covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book.*

Foundations of Cellular Neurophysiology

MIT Press *with simulations and illustrations by Richard Gray Problem solving is an indispensable part of learning a quantitative science such as neurophysiology. This text for graduate and advanced undergraduate students in neuroscience, physiology, biophysics, and computational neuroscience provides comprehensive, mathematically sophisticated descriptions of modern principles of cellular neurophysiology. It is the only neurophysiology text that gives detailed derivations of equations, worked examples, and homework problem sets (with complete answers). Developed from notes for the course that the authors have taught since 1983, Foundations of Cellular Neurophysiology covers cellular neurophysiology (also some material at the molecular and systems levels) from its physical and mathematical foundations in a way that is far more rigorous than other commonly used texts in this area.*

Feedback Systems

An Introduction for Scientists and Engineers, Second Edition

Princeton University Press *The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory*

Principles of Optics

Electromagnetic Theory of Propagation, Interference and Diffraction of Light

Elsevier *Principles of Optics: Electromagnetic Theory of Propagation, Interference and Diffraction of Light, Sixth Edition covers optical phenomenon that can be treated with Maxwell's phenomenological theory. The book is comprised of 14 chapters that discuss various topics about optics, such as geometrical theories, image forming instruments, and optics of metals and crystals. The text covers the elements of the theories of interference, interferometers, and diffraction. The book tackles several behaviors of light, including its diffraction when exposed to ultrasonic waves. The selection will be most useful to researchers whose work involves understanding the behavior of light.*

Mobile Unleashed

The Origin and Evolution of Arm Processors in Our Devices

Createspace Independent Publishing Platform *This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.*

Rhythms of the Brain

Oxford University Press *This book provides eloquent support for the idea that spontaneous neuron activity, far from being mere noise, is actually the source of our cognitive abilities. In a sequence of "cycles," György Buzsáki guides the reader from the physics of oscillations through neuronal assembly organization to complex cognitive processing and memory storage. His clear, fluid writing-accessible to any reader with some scientific knowledge-is supplemented by extensive footnotes and references that make it just as gratifying and instructive a read for the specialist. The coherent view of a single author who has been at the forefront of research in this exciting field, this volume is essential reading for anyone interested in our rapidly evolving understanding of the brain.*

Mapbox Cookbook

Packt Publishing Ltd *Over 35 recipes to design and implement uniquely styled maps using the Mapbox platform About This Book Design and develop beautifully styled maps using TileMill, MapBox Studio, and CartoCSS Get to grips with the mapbox.js and Leaflet to create visually stunning web and mobile applications An easy-to-follow, quick reference guide to integrate powerful APIs and services like Foursquare, Fusion Tables, Geoserver, and CartoDB to populate your maps Who This Book Is For If you are a web developer seeking for GIS expertise on how to create, style, and publish interactive and unique styled maps, then this book is for you. Basic knowledge of programming and javascripts is assumed. What You Will Learn Get accustomed to the MapBox Editor to visually style your maps Learn everything about CartoCSS, and how it will help you fine tune your styled maps Use MapBox Studio and Tilemill to generate your own tiles and vector maps Publish your maps using a variety of technologies like node.js, PHP, and Geoserver Integrate with third party APIs and services to populate your maps with public or private data Create many different map visualization styles like choropleth and heat maps, add interactivity, and even learn how to animate data over time Work with many different data formats and external services to create robust maps Learn to use MapBox GL to create a mobile application In Detail Maps are an essential element in today's location aware applications. Right from displaying earth surface information to creating thematic maps displaying plethora of information, most of the developers lack the necessary knowledge to create customizable maps with combination of various tools and libraries. The MapBox platform is one such platform which offers all the tools and API required to create and publish a totally customizable map. Starting with building your first map with the online MapBox Editor, we will take you all the way to building advanced web and mobile applications with totally customizable map styles. Through the course of chapters we'll learn CartoCSS styling language and understand the various components of MapBox platform and their corresponding JavaScript API. In the initial few chapters we will dive deeper into the TileMill and MapBox Studio components of MapBox and use them to generate custom styled map tiles and vector maps. Furthermore, we will publish these custom maps using PHP, node.js and third party tools like Geoserver. We'll also learn to create different visualizations and map styles like a choropleth map, a heat map and add user interactivity using a UFTGrid. Moving on, we dive into advanced concepts and focus on integration with third party services like Foursquare, Google FusionTables, CartoDB, and Torque to help you populate and even animate your maps. In the final chapter we'll learn to use the Mapbox SDK to create and publish interactive maps for the iOS platform. By the end of this book, you will learn about MapBox GL and how to create a fully functional, location-aware mobile app, using the maps styles created in the recipes. Style and approach An easy-to-use recipe driven book that will not just serve code samples, but also explains all the theory and concepts required to fully understand each recipe.*

The Winn Rosh Hardware Bible

Arthur Schopenhauer, His Life and Philosophy

Nutrition and Traumatic Brain Injury

Improving Acute and Subacute Health Outcomes in Military Personnel

National Academies Press *Traumatic brain injury (TBI) accounts for up to one-third of combat-related injuries in Iraq and Afghanistan, according to some estimates. TBI is also a major problem among civilians, especially those who engage in certain sports. At the request of the Department of Defense, the IOM examined the potential role of nutrition in the treatment of and resilience against TBI.*

Upgrading and Repairing PCs

Que Pub *Explains how to maintain or enhance systems running the Linux operating system*

Binocular Vision and Ocular Motility

Theory and Management of Strabismus

The Massively Parallel Processing System JUMP-1

John Wiley & Sons

Blindsight

Macmillan *Blindsight is the Hugo Award-nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since—until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find—but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

Jump Start Responsive Web Design

SitePoint *Get a Jump Start on Responsive Web Design today! Responsive Web Design is redefining the way websites are designed, enabling you to craft websites that deliver exceptional experiences to your users - whether they happen to be using a desktop PC, tablet or mobile device. In just one weekend with this SitePoint book, you'll learn how to: Use media queries to maximize website usabilityHarness the power of fluid gridsUse dynamic images to automatically scale and select appropriate images Plus you'll discover how to use responsive content and a mobile first approach.*

Internet and the Law: Technology, Society, and Compromises, 2nd Edition

Technology, Society, and Compromises

ABC-CLIO *The world of Internet law is constantly changing and is difficult to follow, even for those for whom doing so is a full-time job. This updated, everything-you-need-to-know reference removes the uncertainty. • Explains complex legal and technical concepts clearly and understandably through entries that range from 500 to 5,000 words • Covers a wide range of topics, including censorship, copyright, domain name disputes, file-sharing, hacking, patents, spam, malware, international law, tax issues, trademarks, and viruses • Features an introductory guide to the U.S. legal system, including how to find, read, and understand sources of law • Includes cases, statutes, and international treaties relevant to the law of information technology and the Internet*

Digital Minds (2)

12 Things Every Business Owner Needs to Know About Digital Marketing (Second Edition)

FriesenPress *The progression of the Internet hasn't slowed down one bit; in fact, it's only just begun. And with capabilities like visitor tracking, geo-targeting and personalized marketing, the business competition on the digital playing field has become more aggressive than ever. The advancements are rapid; adaptation is vital. And yet, business owners are either too tentative to dive in or want to get started but just don't know where to begin. In the 2nd edition of WSI's Digital Minds, we provide a map (literally!) that's designed to help professionals navigate through the complexities of the digital marketing realm. Fourteen of WSI's thought-leaders explore how online strategies like web design, marketing automation, eCommerce, SEO, reputation management, email marketing and more have been shaped by online consumers and their mobile device du jour! By evolving alongside the growing trends, your brand will be equipped to leave the competition far behind.*

Augmented Reality

Where We Will All Live

Springer *This book provides an in-depth exploration of the field of augmented reality (AR) in its entirety and sets out to distinguish AR from other inter-related technologies like virtual reality (VR) and mixed reality (MR). The author presents AR from its initial philosophies and early developments, to its current technologies and its impact on our modern society, to its possible future developments; providing readers with the tools to understand issues relating to defining, building, and using our perception of what is represented in our perceived reality, and ultimately how we assimilate and react to this information. Augmented Reality: Where We Will All Live can be used as a comprehensive guide to the field of AR and provides valuable insights for technologists, marketers, business managers, educators and academics who are interested in the field of augmented reality; its concepts, history, practices and the science behind this rapidly advancing field of research and development.*

Precision Photoshop

Creating Powerful Visual Effects

CRC Press *The Essentials of Photoshop for Creative Professionals There are plenty of books on Photoshop for photographers; for everyone else, there's Precision Photoshop: Creating Powerful Visual Effects. In clear, conversational language using extensive images and screenshots, this book gives you in-depth guidance on learning how to use Photoshop. The author shares her practical knowledge and insider tips gleaned from years working on visual effects in the entertainment business. Requiring no prior experience, the book first offers a step-by-step beginner's tutorial on the main features of Photoshop, with the tutorial files available on the book's CRC Press web page. It next shows you how to manage various assets, such as text, 3D, or HDRI files, and provides solutions to the most common questions asked by new Photoshop users. The author explains how to work with camera raw files and describes how to unlock your artistic potential through Photoshop's powerful tools. She also covers more advanced tutorials involving higher concepts and specific source images, such as creating panoramas, high-contrast images, 3D effects, and motion. Illustrating key techniques with examples of production-quality work, this book delves deep into aspects most important to creative professionals. Whether you're a beginner or more experienced user, you will find precise instruction on critical elements of the workflow.*

The Quest for Artificial Intelligence

Cambridge University Press *Artificial intelligence (AI) is a field within computer science that is attempting to build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries.*

Ghostwritten

Clipper Audio *An apocalyptic cult member, a jazz buff in Tokyo, a woman on a holy mountain, a burnt-out lawyer, a Mongolian gangster, a redundant spy, a despondent 'zookeeper', a nuclear scientist, a ghostwriter, a ghost, and a New York DJ are all tenuously connected. All of them have tales to tell, and all must play their part as they are caught up in the inescapable forces of cause and effect.*

Medicine Meets Virtual Reality

Art, Science, Technology: Healthcare (r)evolution

IOS Press *Medicine is Art Medicine is supported by Science Medicine is enabled by Technology One will learn how leading-edge technology will affect the future of medical and surgical practice by improving access, quality, and continuity of care, while reducing cost. Contributors to the book are the world's leading researchers and developers in the field. Readers: Physicians, Surgeons, Information Scientists, Biomedical Professionals, Corporate Futurists, Biomechanical Engineers, Educators, Roboticists, Medical Technologists, Rehabilitation Specialists, Systems Integrators/Engineers, Psychotherapists/Behaviourists.*

Innate

How the Wiring of Our Brains Shapes Who We Are

Princeton University Press *A leading neuroscientist explains why your personal traits are more innate than you think What makes you the way you are—and what makes each of us different from everyone else? In Innate, leading neuroscientist and popular science blogger Kevin Mitchell traces human diversity and individual differences to their deepest level: in the wiring of our brains. Deftly guiding us through important new research, including his own groundbreaking work, he explains how variations in the way our brains develop before birth strongly influence our psychology and behavior throughout our lives, shaping our personality, intelligence, sexuality, and even the way we perceive the world. Compelling and original, Innate will change the way you think about why and how we are who we are.*

OCT and Imaging in Central Nervous System Diseases

The Eye as a Window to the Brain

Springer Nature *The second edition of OCT and Imaging in Central Nervous System Diseases offers updated state-of-the-art advances using optical coherence tomography (OCT) regrading neuronal loss within the retina. Detailed information on the OCT imaging and interpretation is provided for the evaluation of disease progression in numerous neurodegenerative disorders and as a biological marker of neuroaxonal injury. Covering disorders like multiple sclerosis, Parkinson's disease, Alzheimer's disease, intracranial hypertension, Friedreich's ataxia, schizophrenia, hereditary optic neuropathies, glaucoma, and amblyopia, readers will gain insights into effects on the retina and the optic nerve. Individual chapters are also devoted to OCT technique, new OCT technology in neuro-ophthalmology, OCT and pharmacological treatment, and the use of OCT in animal models. Similar to the first edition, this book is an excellent and richly illustrated reference for diagnosis of many retinal diseases and monitoring of surgical and medical treatment. OCT allows to study vision from of the retina to the optic tracts. Retinal axons in the retinal nerve fiber layer (RNFL) are non-myelinated until they penetrate the lamina cribrosa. Hence, the RNFL is an ideal structure for visualization of any process of neurodegeneration, neuroprotection, or regeneration. By documenting the ability of OCT to provide key information on CNS diseases, this book illustrates convincingly that the eye is indeed the "window to the brain".*

Virtual Reality Technology

John Wiley & Sons *A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans can interface and interact with computer-generated environments in a way that mimics real life and engages all the senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration and the military, to name just a few. Through virtual reality scientists can triple the rate of oil discovery, pilots can dogfight numerically-superior "bandits," and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on the subject of virtual reality provides updated and expanded coverage of the technology--where it originated, how it has evolved, and where it is going. The authors cover all of the latest innovations and applications that are making virtual reality more important than ever before, including: * Coverage on input and output interfaces including touch and force feedback * Computing architecture (with emphasis on the rendering pipeline and task distribution) * Object modeling (including physical and behavioral aspects) * Programming for virtual reality * An in-depth look at human factors issues, user performance, and * sensorial conflict aspects of VR * Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus it includes definitions, review questions, and a Laboratory Manual with homework and programming assignments. The accompanying CD-ROM also contains video clips that reinforce the topics covered in the textbook. The Second Edition will serve as a state-of-the-art resource for both graduate and undergraduate students in engineering, computer science, and other disciplines. GRIGORE C. BURDEA is a professor at Rutgers-the State University of New Jersey, and author of the book Force and Touch Feedback for Virtual Reality, also published by Wiley. PHILIPPE COIFFET is a Director of Research at CNRS (French National Scientific Research Center) and Member of the National Academy of Technologies of France. He authored 20 books on Robotics and VR translated into several languages.*

OpenGL Shading Language

Addison-Wesley Professional *"As the 'Red Book' is known to be the gold standard for OpenGL, the 'Orange Book' is considered to be the gold standard for the OpenGL Shading Language. With Randi's extensive knowledge of OpenGL and GLSL, you can be assured you will be learning from a graphics industry veteran. Within the pages of the second edition you can find topics from beginning shader development to advanced topics such as the spherical harmonic lighting model and more." —David Tommeraasen, CEO/Programmer, Plasma Software "This will be the definitive guide for OpenGL shaders; no other book goes into this detail. Rost has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. The book includes great examples and details, and good additional coverage of 2.0 changes!" —Jeffery Galinovsky, Director of Emerging Market Platform Development, Intel Corporation "The coverage in this new edition of the book is pitched just right to help many new shader-writers get started, but with enough deep information for the 'old hands.'" —Marc Olano, Assistant Professor, University of Maryland "This is a really great book on GLSL—well written and organized, very accessible, and with good real-world examples and sample code. The topics flow naturally and easily, explanatory code fragments are inserted in very logical places to illustrate concepts, and all in all, this book makes an excellent tutorial as well as a reference." —John Carey, Chief Technology Officer, C.O.R.E. Feature Animation OpenGL® Shading Language, Second Edition, extensively updated for OpenGL 2.0, is the experienced application programmer's guide to writing shaders. Part reference, part tutorial, this book thoroughly explains the shift from fixed-functionality graphics hardware to the new era of programmable graphics hardware and the additions to the OpenGL API that support this programmability. With OpenGL and shaders written in the OpenGL Shading Language, applications can perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit. In this book, you will find a detailed introduction to the OpenGL Shading Language (GLSL) and the new OpenGL function calls that support it. The text begins by describing the syntax and semantics of this high-level programming language. Once this foundation has been established, the book explores the creation and manipulation of shaders using new OpenGL function calls. OpenGL® Shading Language, Second Edition, includes updated descriptions for the language and all the GLSL entry points added to OpenGL 2.0; new chapters that discuss lighting, shadows, and surface characteristics; and an under-the-hood look at the implementation of RealWorldz, the most ambitious GLSL application to date. The second edition also features 18 extensive new examples of shaders and their underlying algorithms, including Image-based lighting with spherical harmonics Ambient occlusion Shadow mapping Volume shadows using deferred lighting Ward's BRDF model The color plate section illustrates the power and sophistication of the OpenGL Shading Language. The API Function Reference at the end of the book is an excellent guide to the API entry points that support the OpenGL Shading Language. Also included is a convenient Quick Reference Card to GLSL.*

18 BPP

IBM Power 520 Technical Overview

IBM Redbooks *This IBM Redpaper publication is a comprehensive guide covering the IBM Power 520 server, machine type model 8203-E4A. The goal of this paper is to introduce this innovative server that includes IBM System i and IBM System p and new hardware technologies. The major hardware offerings include: - The POWER6 processor, available at frequencies of 4.2 GHz and 4.7 GHz. - Specialized POWER6 DDR2 memory that provides greater bandwidth, capacity, and reliability. - The 1 Gb or 10 Gb Integrated Virtual Ethernet adapter that brings native hardware virtualization to this*

server. - EnergyScale technology that provides features such as power trending, power-saving, capping of power, and thermal measurement. - PowerVM virtualization technology. - Mainframe continuous availability brought to the entry server environment. This Redpaper expands the current set of IBM Power System documentation by providing a desktop reference that offers a detailed technical description of the Power 520 system. This Redpaper does not replace the latest marketing materials and tools. It is intended as an additional source of information that, together with existing sources, can be used to enhance your knowledge of IBM server solutions.

Mobile Displays

Technology and Applications

Wiley The mobile display industry has witnessed rapid growth, in both volume and diversification, in recent years. This trend is expected to persist with continued consumer demand for mobile communications and computing applications. Mobile displays are now integral to a wide range of devices such as MP3 players, digital cameras, PDAs, GPS map readers, portable DVD players, and electronic books, as well as the ubiquitous mobile phone and laptop computers. This proliferation of products has fuelled a significant investment into the research and development of the mobile display, with key research laboratories across the display industry and academia producing many exciting technological advancements. With contributions from well-known experts, in both industry and academia, this book presents a comprehensive coverage of the mobile display in a single volume. Ranging from an in-depth analysis of the requirements that the displays must meet, through current devices, to emerging technologies, the text features: mobile environment and human-factor considerations for the display; advances in the incumbent active matrix liquid crystal display (AMLCD) technologies; backlighting and light manipulation techniques; mobile display driver electronics and interface technologies; emerging technologies including active matrix organic light emitting diode (AMOLED), electronic paper displays, and system-on-glass (SOG) developments; application developments in eyewear, mobile projector, and 3D displays. *Mobile Displays: Technology and Applications* presents, in addition to the fundamentals, a detailed update on state-of-the-art advancements. It is an invaluable resource for practicing electronics and display engineers working on the development of mobile displays and their applications. It is also an extensive reference for graduates taking special courses in display technologies. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics

Drawing Futures

Speculations in Contemporary Drawing for Art and Architecture

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

The Little Black Book of Neuropsychology

A Syndrome-Based Approach

Springer Science & Business Media From translating the patient's medical records and test results to providing recommendations, the neuropsychological evaluation incorporates the science and practice of neuropsychology, neurology, and psychological sciences. *The Little Black Book of Neuropsychology* brings the practice and study of neuropsychology into concise step-by-step focus—without skimping on scientific quality. This one-of-a-kind assessment reference complements standard textbooks by outlining signs, symptoms, and complaints according to neuropsychological domain (such as memory, language, or executive function), with descriptions of possible deficits involved, inpatient and outpatient assessment methods, and possible etiologies. Additional chapters offer a more traditional approach to evaluation, discussing specific neurological disorders and diseases in terms of their clinical features, neuroanatomical correlates, and assessment and treatment considerations. Chapters in psychometrics provide for initial understanding of brain-behavior interpretation as well as more advanced principals for neuropsychology practice including new diagnostic concepts and analysis of change in performance over time. For the trainee, beginning clinician or seasoned expert, this user-friendly presentation incorporating 'quick reference guides' throughout which will add to the practice armamentarium of beginning and seasoned clinicians alike. Key features of *The Black Book of Neuropsychology*: Concise framework for understanding the neuropsychological referral. Symptoms/syndromes presented in a handy outline format, with dozens of charts and tables. Review of basic neurobehavioral examination procedure. Attention to professional issues, including advances in psychometrics and diagnoses, including tables for reliable change for many commonly used tests. Special "Writing Reports like You Mean It" section and guidelines for answering referral questions. Includes appendices of practical information, including neuropsychological formulary. *The Little Black Book of Neuropsychology* is an indispensable resource for the range of practitioners and scientists interested in brain-behavior relationships. Particular emphasis is provided for trainees in neuropsychology and neuropsychologists. However, the easy to use format and concise presentation is likely to be of particular value to interns, residents, and fellows studying neurology, neurological surgery, psychiatry, and nurses. Finally, teachers of neuropsychological and neurological assessment may also find this book useful as a classroom text. "There is no other book in the field that covers the scope of material that is inside this comprehensive text. The work might be best summed up as being a clinical neuropsychology postdoctoral residency in a book, with the most up to date information available, so that it is also an indispensable book for practicing neuropsychologists in addition to students and residents...There is really no book like this available today. It skillfully brings together the most important foundations of clinical neuropsychology with the 'nuts and bolts' of every facet of assessment. It also reminds the more weathered neuropsychologists among us of the essential value of neuropsychological assessment...the impact of the disease on the patient's cognitive functioning and behavior may only be objectively quantified through a neuropsychological assessment." *Arch Clin Neuropsychol* (2011) first published online June 13, 2011 Read the full review acn.oxfordjournals.org

Internet and the Law

Technology, Society, and Compromises

ABC-CLIO Focusing on laws relating to intellectual property and freedom of expression, this book covers legal issues relating to information technology and the Internet. Exploring such legal battles as *A & M Records v Napster* and *Apple Computer v Franklin Computer*, it allows readers a look into stories of trade secrets, music theft, and industrial espionage.