Stereobot

Michael Botur

California Dreaming Neil Spiller,2023-05-15 California has historically provided a fertile breeding ground for radical modes of architectural thinking, practice and building, which from the 1920s onwards was sparked by the presence of eminent émigré architects. It was also central to the birth of 'cool' mid-century Modernism – all in parallel with the intense concentration of design and experimentation in the film, aerospace and tech industries. This AD issue explores the influential formal tropes generated in the nexus between Los Angeles and the Bay Area, as well as the thriving theoretical preoccupations that have brought California's architects global attention. Between Hollywood and the Silicon Valley, this unique context has nurtured and become the platform for those who not only build buildings around the world, but have also founded and directed schools and educated emergent generations of architects. Contributors: Frances Anderton, Jasmine Benyamin, Blaine Brownell, Courtney Coffman, Heather Flood and Aaron Gensler, David Freeland and Brennan Buck, Craig Hodgetts, Max Kuo, Eva Menuhin, Nicole Meyer, Jill Stoner, and Grace Mitchell Tada. Featured architects: Atelier Manferdini, Ball-Nogues Studio, Faulders Studio, FreelandBuck, Hood Design Studio, Oyler Wu Collaborative, Preliminary Research Office, Stereobot, and Synthesis Design + Architecture.

AI 2008: Advances in Artificial Intelligence Wayne Wobcke,Mengjie Zhang,2008-11-13 This book constitutes the refereed proceedings of the 21th Australasian Joint Conference on Artificial Intelligence, AI 2008, held in Auckland, New Zealand, in December 2008. The 42 revised full papers and 21 revised short papers presented together with 1 invited lecture were carefully reviewed and selected from 143 submissions. The papers are organized in topical sections on knowledge representation, constraints, planning, grammar and language processing, statistical learning, machine learning, data mining, knowledge discovery, soft computing, vision and image processing, and AI applications.

Virtual World Design Ann Latham Cudworth,2014-07-15 Learn How to Create Immersive Virtual Environments Written by an award-winning designer with 20 years of experience designing virtual environments for television and online communities, Virtual World Design explores the intertwining disciplines of 2D graphics, 3D models, lighting, sound, and storytelling. It illustrates how these disciplines come together by design in the creation of an accessible virtual environment for teaching, research, and entertainment. The book gives anyone the tools and techniques to design virtual environments that support their message and are accessible by all. With 200 illustrations and 12 step-by-step projects, the book delivers hours of creative challenges for people working in public virtual worlds or on private grids. Using the modular components available for download on the author's website, readers learn by building such things as a virtual classroom, an all-access terrain, and a sound-based game. This book can be the foundation for class work in distance learning, simulation, and other learning technologies that use virtual environments. It shows both novices and advanced users how 3D composition, color, lighting, and sound design are used in the creation of an immersive virtual environment.

Architectures of Refusal Jill Stoner,Ozayr Saloojee,2023-01-30 Guest-edited by Jill Stoner and Ozayr Saloojee Over the past decade, and in a more concentrated form over the past two years, there has been increasing recognition of architecture's systemic complicity in constructing and upholding hierarchies of race and class, and privileging colonial paradigms that perpetuate spatial and economic inequity. This AD issue reveals how designers, practitioners, scholars and architects are participating in dismantling the major canons of Western architecture. The work is both literal and figural: taking buildings apart and reconstituting them, and challenging mythologies that include drawing-as-analogue, building-as object, architect-as-hero and nature-as-other. Architecture has both potential and responsibility for political agency in the public realm. The contributions to this issue foreground emancipatory spatial ideas and practices from around the world, demonstrating that refusal is no longer just absence and denial, but a constructive mode of resistance and action that needs to be approached through subversive urban works, design pedagogy and alliances across multiple disciplines. Contributors: Piper Bernbaum, Carwil Bjork-James, Thiresh Govender, Lucia Jalón Oyarzun, Jennifer Newsom and Tom Carruthers, Cong Chi Nguyen, Quilian Riano, Hannah Le Roux, Alberto de Salvatierra, Cathy Smith, Chat Travieso, and Ilze Wolff.

Swift Game Programming for Absolute Beginners Arjan Egges,2015-08-03 Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean. William Fahle, Computing Review, May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

Urban Dystopias Jane Burry,Marcus White,2023-01-19 Guest-edited by Marcus White and Jane Burry Cities are facing several coinciding global crises. There is the dominant existential narrative of the impact of and adaptation to climate change, itself powered by cities. In a time of unprecedented urbanisation and growth, resilient architecture and urbanism is needed in response. New modes of transport, renewed anxiety about robots taking jobs, AI, and the humbling recent experience of a global pandemic are all challenging norms and expectations. All of these are forces of social division, all are changing life experience, evoking strong-arm politics, and giving a sense of teetering between radically different possible futures. This is a story about reclaiming the urban design narrative and being alert to the potential impacts of socio-technical decision-making and design in cities. It is a story for its time. The issue explores the dichotomy of idealised visions for the design of urban settlements and the potentially shocking realities that may emerge from the same impulses and intentions. It examines the slippery territory between utopias and some of the ensuing dystopias that may unfold. Contributors: Tridib Banerjee, Daniele Belleri and Carlo Ratti, Steve Glackin, Justyna Karakiewicz, Nano Langenheim and Kongjian Yu, Mehrnoush Latifi, Andong Lu, Dan Nyandega, Jordi Oliveras, Kas Oosterhuis, Claudia Pasquero and Marco Poletto, Ian Woodcock, and Tianyi Yang. Featured architects: Carlo Ratti Associati, ecoLogicStudio, Harrison and White, Turenscape, and Anton Markus Pasing, Remote Control Studio.

Building JavaScript Games Arjan Egges,2014-09-30 Building JavaScript Games teaches game programming through a series of engaging, arcade-style games that quickly expand your JavaScript and HTML5 skills. JavaScript is in the top ten most-used programming languages world wide, and is the basis for applications that can run in any modern browser, on any device from smart phone to tablet to PC. Especial emphasis is given to touch-based interface, but all games also run using a regular mouse and keyboard setup. The four games you'll develop from reading this book are: Painter Jewel Jam Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, puzzle, maze, and platform styles of game play. The approach in Building JavaScript Games follows the basic structure of a game rather than the syntax of a language. From almost the very first chapter you are building games to run on your phone or other device and show to your friends. Successive projects teach about handling player input, manipulating game objects, designing game worlds, managing levels, and realism through physics. All told, you'll develop four well-designed games,

making Building JavaScript Games one of the most enjoyable ways there is to learn about programming browser-based games. The final chapters in the book contain a very nice bonus of sorts. In them you will find excerpts from interviews with two prominent people from the game industry: Mark Overmars, who is CTO of Tingly Games and creator of GameMaker, and Peter Vesterbacka, the CMO of Rovio Entertainment - the creators of the Angry Birds franchise. Their insight and perspective round off what is already a fun and valuable book.

Automation ,1988

Monthly Weather Review ,1902

Stereo Review ,1968

Raise the Titanic! Clive Cussler,2004-02-03 On orders from the Pentagon, marine explorer Dirk Pitt must salvage crucial material from the world's most infamous maritime disaster in this novel in the #1 New York Times-bestselling series. The President's secret task force has developed an unprecedented defensive weapon that relies on an extremely rare radioactive element—and Dirk Pitt has followed a twisted trail to a secret cache of the substance. Now, racing against brutal storms, Soviet spies, and a ticking clock, Pitt begins his most thrilling mission—to raise from its watery grave the shipwreck of the century...

Payback Michael Botur,2022-09-02 A tribe of brave teens. A dome filled with enemies. And a machine watching humankind destroy itself. Freed from prison in 2041, Eden Shepherd is ready to return to her family and work out what went wrong in Moneyland. Mum is here to help – but Eden's dad has disappeared, leaving a trail of questions about his role in the rise of an all-powerful artificial intelligence. As Eden and her mum venture into an urban wasteland to try find Dad, the duo are ambushed by a militia led by a man intent on killing Eden – before a whole new biodome descends upon the hapless humans. Eden finds herself trapped and fighting for her life with a tribe of brave teen guerillas who occupy an abandoned shopping mall – until devastating secrets emerge about the tribe's leader as Eden starts to lose her chance at payback, her family – and her life.

Robotics, a User-friendly Introduction Ernest L. Hall,Bettie C. Hall,1985

<u>Successful Small Business Management</u> Leon C. Megginson,Charles R. Scott,William L. Megginson,1991

<u>General Psychology 2W Examinations</u> University of Minnesota. Department of Psychology,1933

Serious Fun Samantha Hardingham,2022-11-21 Guest-edited by Samantha Hardingham This issue of AD celebrates the extraordinary life and work of British architect Will Alsop (1947–2018) – a career and portfolio that is both literally and metaphorically steeped in colour. Characterised as a maverickarchitect, Alsop was in truth an individualist who was all for the collective, and a non-conformist. His design aim was to replace 'a little misery in the world with a little joy and delight'. Far from diminutive in ambition, many of his built projects caused big shifts in thinking about ways for citizens to perceive, occupy and enjoy their cities. He believed deeply in the active participation of clients to explore their architectural ideas, involving them in workshops and the making of films to help them to see and better understand what design could positively do for them. His buildings and artworks are as contentious as they have been highly acclaimed, but never fail to amaze and inspire. His continuous engagement in teaching, lecturing and exhibiting throughout his career, with academic posts held in the UK, Germany, Austria, Australia and the US, meant he always remained in touch and was a consistent source of encouragement to new generations of architects entering the profession. This AD aims to harness that creative energy, commitment and camaraderie. Contributors: Ollie Alsop, Thomas Aquilina, Nigel Coates, Peter Cook, Paul Finch, Mark Garcia, Clare Hamman, John Lyall, Bruce McLean, Will McLean, Kester Rattenbury, Marcos Rosello, and Neil Thomas.

Popular Electronics ,1973

<u>The Working Press of the Nation</u> ,1981

Vorzeit, Antike, Mittelalter Hans Weigert,2019-05-20 Keine ausführliche Beschreibung für Vorzeit, Antike, Mittelalter verfügbar.

Guida Pratica al Music Licensing - Come trasformare la tua passione per la produzione musicale in una fonte di guadagno Andrea Bellina,2016-01-08 Una guida pratica e concreta per tutti gli artisti, producers ed appassionati di produzione musicale, che vogliono trasformare la propria passione in una fonte di guadagno. Come? Grazie ai siti di music licensing, che vendono musica ai professionisti del video making. Se volete guadagnare grazie alla vostra musica, non potete perdere questa importante guida operativa, ricca di osservazioni e consigli utili, così come di un'ampia lista di siti web e società che operano in questo importante settore musicale.

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and does not replace the Australian Curriculum: English. Each sub-element has been mapped to the year level ... Australian Curriculum Mathematics Assessment Checklists ... Progression Point by the end of the term/year. Each checklist is broken up into the ACARA Australian Curriculum Mathematics Content Strands and Sub Strands ... Australian curriculum assessment checklist ... assessment checklist linked to AusVELs progression points for reading and viewing. Subjects: Reading. Grades: 2nd - 6th. Types: Assessment. Year 4 Maths National Curriculum Assessment Checklist Track pupil knowledge against the Maths National Curriculum for year 4 with this handy checklist, which includes Ready-to-Progress criteria on a separate ... National Literacy Learning Progression The progression amplifies the literacy skills in the. Australian Curriculum: English, particularly in the Language and Literacy strands, and is organised by ... Australian Curriculum Mathematics Assessment Checklists Australian Curriculum ~ Australian Assessment: These Australian Curriculum Mathematics Checklists are designed to make your assessment A LOT easier! Pages - Literacy learning progressions The need to develop national Literacy and Numeracy Progressions was identified by all Australian education ministers in December 2015. The Australian Curriculum ...

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