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Soumen Banerjee,Jyotsna Kumar Mandal

Code as Creative Medium Golan Levin,Tega Brain,2021-02-02 An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

High Performance Visualization E. Wes Bethel,Hank Childs,Charles Hansen,2012-10-25 Visualization and analysis tools, techniques, and algorithms have undergone a rapid evolution in recent decades to accommodate explosive growth in data size and complexity and to exploit emerging multi- and many-core computational platforms. High Performance Visualization: Enabling Extreme-Scale Scientific Insight focuses on the subset of scientific visualization concerned with algorithm design, implementation, and optimization for use on today's largest computational platforms. The book collects some of the most seminal work in the field, including algorithms and implementations running at the highest levels of concurrency and used by scientific researchers worldwide. After introducing the fundamental concepts of parallel visualization, the book explores approaches to accelerate visualization and analysis operations on high performance computing platforms. Looking to the future and anticipating changes to computational platforms in the transition from the petascale to exascale regime, it presents the main research challenges and describes several contemporary, high performance visualization implementations. Reflecting major concepts in high performance visualization, this book unifies a large and diverse body of computer science research, development, and practical applications. It describes the state of the art at the intersection of scientific visualization, large data, and high performance computing trends, giving readers the foundation to apply the concepts and carry out future research in this area.

OpenGL 4 Shading Language Cookbook David Wolff,2018-09-28 Over 70 recipes that cover advanced techniques for 3D programming such as lighting, shading, textures, particle systems, and image processing with OpenGL 4.6 Key FeaturesExplore techniques for implementing shadows using shadow maps and shadow volumesLearn to use GLSL features such as compute, geometry, and tessellation shadersUse GLSL to create a wide variety of modern, realistic visual effectsBook Description OpenGL 4 Shading Language Cookbook, Third Edition provides easy-to-follow recipes that first walk you through the theory and background behind each technique, and then proceed to showcase and explain the GLSL and OpenGL code needed to implement them. The book begins by familiarizing you with beginner-level topics such as compiling and linking shader programs, saving and loading shader binaries (including SPIR-V), and using an OpenGL function loader library. We then proceed to cover basic lighting and shading effects. After that, you'll learn to use textures, produce shadows, and use geometry and tessellation shaders. Topics such as particle systems, screen-space ambient occlusion, deferred rendering, depth-based tessellation, and physically based rendering will help you tackle advanced topics. OpenGL 4 Shading Language Cookbook, Third Edition also covers advanced topics such as shadow techniques (including the two of the most common techniques: shadow maps and shadow volumes). You will learn how to use noise in shaders and how to use compute shaders. The book provides examples of modern shading techniques that can be used as a starting point for programmers to expand upon to produce modern, interactive, 3D computer-graphics applications. What you will learnCompile, debug, and communicate with shader programsUse compute shaders for physics, animation, and general computingLearn about features such as shader storage buffer objects and image load/storeUtilize noise in shaders and learn how to use shaders in animationsUse textures for various effects including cube maps for reflection or refractionUnderstand physically based reflection models and the SPIR-V

Shader binaryLearn how to create shadows using shadow maps or shadow volumesCreate particle systems that simulate smoke, fire, and other effectsWho this book is for If you are a graphics programmer looking to learn the GLSL shading language, this book is for you. A basic understanding of 3D graphics and programming experience with C++ are required.

GPU Pro 360 Guide to Rendering Wolfgang Engel,2018-04-27 Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers real-time rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

Real-Time Rendering, Fourth Edition Tomas Akenine-Möller,Eric Haines,Naty Hoffman,2018-08-06 Thoroughly updated, this fourth 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. New to this edition: new chapter on VR and AR as well as expanded coverage of Visual Appearance, Advanced Shading, Global Illumination, and Curves and Curved Surfaces.

OpenGL Programming Guide Dave Shreiner,Graham Sellers,John Kessenich,Bill Licea-Kane,2013-03-19 Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

Official Gazette of the United States Patent and Trademark Office ,1999

Biometric Recognition Zhisheng You,Jie Zhou,Yunhong Wang,Zhenan Sun,Shiguang Shan,Weishi Zheng,Jianjiang Feng,Qijun Zhao,2016-10-07 This book constitutes the refereed proceedings of the 11th Chinese Conference on Biometric Recognition, CCBR 2016, held in Chengdu, China, in October

2016. The 84 revised full papers presented in this book were carefully reviewed and selected from 138 submissions. The papers focus on Face Recognition and Analysis; Fingerprint, Palm-print and Vascular Biometrics; Iris and Ocular Biometrics; Behavioral Biometrics; Affective Computing; Feature Extraction and Classification Theory; Anti-Spoofing and Privacy; Surveillance; and DNA and Emerging Biometrics.

Rendering Techniques 2000 B. Peroche,H. Rushmeier,2013-11-11 This book contains the proceedings of the 11th Eurographics Workshop on Rendering, which took place from the 26th to the 28th of June, 2000, in Brno, Czech Republic. Over the past 10 years, the Workshop has become the premier forum dedicated to research in rendering. Much of the work in rendering now appearing in other conferences and journals builds on ideas originally presented at the Workshop. This year we received a total of 84 submissions. Bachpaper was carefully reviewed by two of the 25 international programme committee members, as weil as external reviewers, selected by the co-chairs from a pool of 121 individuals (The programme committee and external reviewers are listed following the contents pages). In this review process, all submissions and reviews were handled electronically, with the exception of videos submitted with a few of the papers (however, some mpeg movies were also sent electronically). The overall quality of the submissions was exceptionally high. Space and time constraints forced the committee to make some difficult decisions. In the end, 33 papers were accepted, and they appear here. Almost all papers are accompanied by color images, which appear at the end of the book. The papers treat the following varied topics: radiosity, ray tracing, methods for global illumination, visibility, reftectance, filtering, perception, hardware assisted methods, real time rendering, modeling for effi cient rendering and new image representations.

Algorithm Handbook Mark Thompson,

Computational Vision and Bio-Inspired Computing S. Smys,João Manuel R. S. Tavares,Valentina Emilia Balas,Abdullah M. Iliyasu,2020-01-06 This proceedings book presents state-of-the-art research innovations in computational vision and bio-inspired techniques. Due to the rapid advances in the emerging information, communication and computing technologies, the Internet of Things, cloud and edge computing, and artificial intelligence play a significant role in the computational vision context. In recent years, computational vision has contributed to enhancing the methods of controlling the operations in biological systems, like ant colony optimization, neural networks, and immune systems. Moreover, the ability of computational vision to process a large number of data streams by implementing new computing paradigms has been demonstrated in numerous studies incorporating computational techniques in the emerging bio-inspired models. The book reveals the theoretical and practical aspects of bio-inspired computing techniques, like machine learning, sensor-based models, evolutionary optimization, and big data modeling and management, that make use of effectual computing processes in the bio-inspired systems. As such it contributes to the novel research that focuses on developing bio-inspired computing solutions for various domains, such as human–computer interaction, image processing, sensor-based single processing, recommender systems, and facial recognition, which play an indispensable part in smart agriculture, smart city, biomedical and business intelligence applications.

Interactive Image Processing for Machine Vision Bruce G. Batchelor,Frederick Waltz,2012-12-06 Machine vision systems offer great potential in a large number of areas of manufacturing industry and are used principally for Automated Visual Inspection and Robot Vision. This publication presents the state of the art in image processing. It discusses techniques which have been developed for designing machines for use in industrial inspection and robot control, putting the emphasis on software and algorithms. A comprehensive set of image processing subroutines, which together form the basic vocabulary for the versatile image processing language IIPL, is presented. This language has proved to be extremely effective, working as a design tool, in solving numerous practical inspection problems. The merging of this language with Prolog provides an even more powerful facility which retains the benefits of human and machine intelligence. The authors bring together the practical experience and the picture material from a leading industrial research laboratory and the mathematical foundations necessary to understand and apply concepts in image processing. Interactive

Image Processing is a self-contained reference book that can also be used in graduate level courses in electrical engineering, computer science and physics.

Computer Vision Ron Kimmel,Reinhard Klette,Akihiro Sugimoto,2011-03-14 The four-volume set LNCS 6492-6495 constitutes the thoroughly refereed post-proceedings of the 10th Asian Conference on Computer Vision, ACCV 2009, held in Queenstown, New Zealand in November 2010. All together the four volumes present 206 revised papers selected from a total of 739 Submissions. All current issues in computer vision are addressed ranging from algorithms that attempt to automatically understand the content of images, optical methods coupled with computational techniques that enhance and improve images, and capturing and analyzing the world's geometry while preparing the higher level image and shape understanding. Novel gemometry techniques, statistical learning methods, and modern algebraic procedures are dealt with as well.

Handbook of Image Engineering Yu-Jin Zhang,2021-01-04 Image techniques have been developed and implemented for various purposes, and image engineering (IE) is a rapidly evolving, integrated discipline comprising the study of all the different branches of image techniques, and encompassing mathematics, physics, biology, physiology, psychology, electrical engineering, computer science and automation. Advances in the field are also closely related to the development of telecommunications, biomedical engineering, remote sensing, surveying and mapping, as well as document processing and industrial applications. IE involves three related and partially overlapping groups of image techniques: image processing (IP) (in its narrow sense), image analysis (IA) and image understanding (IU), and the integration of these three groups makes the discipline of image engineering an important part of the modern information era. This is the first handbook on image engineering, and provides a well-structured, comprehensive overview of this new discipline. It also offers detailed information on the various image techniques. It is a valuable reference resource for R&D professional and undergraduate students involved in image-related activities.

Game Engine Architecture Jason Gregory,2017-03-27 Hailed as a must-have textbook (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the gameplay foundation layer delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Digital Image Processing Wilhelm Burger,Mark J. Burge,2016-03-25 This revised and expanded new edition of an internationally successful classic presents an accessible introduction to the key methods in digital image processing for both practitioners and teachers. Emphasis is placed on practical

application, presenting precise algorithmic descriptions in an unusually high level of detail, while highlighting direct connections between the mathematical foundations and concrete implementation. The text is supported by practical examples and carefully constructed chapter-ending exercises drawn from the authors' years of teaching experience, including easily adaptable Java code and completely worked out examples. Source code, test images and additional instructor materials are also provided at an associated website. Digital Image Processing is the definitive textbook for students, researchers, and professionals in search of critical analysis and modern implementations of the most important algorithms in the field, and is also eminently suitable for self-study.

Advances in Smart Communication Technology and Information Processing Soumen Banerjee,Jyotsna Kumar Mandal,2021-02-15 This book is a collection of best selected research papers presented at the 6th International Conference on Opto-Electronics and Applied Optics (OPTRONIX 2020) organized by the University of Engineering & Management, Kolkata, India, in June 2020. The primary focus is to address issues and developments in optoelectronics with particular emphasis on communication technology, IoT and intelligent systems, information processing and its different kinds. The theme of the book is in alignment with the theme of the conference "Advances in Smart Communication Technology and Information Processing." The purpose of this book is to inform the scientists and researchers of this field in India and abroad about the latest developments in the relevant field and to raise awareness among the academic fraternity to get them involved in different activities in the years ahead – an effort to realize knowledge-based society.

State of the Art in Computer Graphics David F. Rogers,Rae Earnshaw,1991-06-03 Today one of the hardest parts of computer aided design or analysis is first modeling the design, then recording and verifying it. For example, a typical vehicle such as a tank, automobile, ship or aircraft might be composed of tens of thousands of individual parts. Many of these parts are composed of cylinders, flats, and simple conic curves and surfaces such as are amenable to modeling using a constructive solid geometry (CSG) approach. However, especially with the increasing use of composite materials, many parts are designed using sculp tured surfaces. A marriage of these two techniques in now critical to continued development of computer aided design and analysis. Further, the graphical user interfaces used in most modeling systems are at best barely adequate to the required task. Critical work on these interfaces is required to continue pushing back the frontiers. Similarly, once the design is modeled, how are the varied and diverse pieces stored, retrieved, and modified? How are physical interferences prevented or eliminated? Although considerable progress has been made, there are still more questions and frustrations than answers. One of the fundamental problems of the 1990s is and will continue to be modeling. The second problem is interpretation. With the ever increasing computational power available, our ability to generate data far exceeds our ability to interpret, understand, and utilize that data.

Data Structures & Algorithm Analysis in C++ Clifford A. Shaffer,2011-01-01 A comprehensive treatment focusing on the creation of efficient data structures and algorithms, this text explains how to select or design the data structure best suited to specific problems. It uses C++ as the programming language and is suitable for second-year data structure courses and computer science courses in algorithmic analysis.

Data Structures and Algorithm Analysis in Java, Third Edition Clifford A. Shaffer,2012-09-06 Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

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