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Victoria Henshaw,Kate McLean,Dominic Medway,Chris Perkins,Gary Warnaby

Energiya-Buran Bart Hendrickx,Bert Vis,2007-12-05 This absorbing book describes the long development of the Soviet space shuttle system, its infrastructure and the space agency's plans to follow up the first historic unmanned mission. The book includes comparisons with the American shuttle system and offers accounts of the Soviet test pilots chosen for training to fly the system, and the operational, political and engineering problems that finally sealed the fate of Buran and ultimately of NASA's Shuttle fleet.

The Art & Craft of Handmade Paper Vance Studley,2014-05-05 DIVProfusely illustrated guide clearly outlines procedure for making attractive and useful paper in vast number of sizes, shapes, textures and colors—all from vegetable fibers. /div

Personal Fabrication Patrick Baudisch,Stefanie Mueller,2017-05-08 While fabrication technologies have been in use in industry for several decades, expiring patents have recently allowed the technology to spill over to technology-enthusiastic makers. Personal Fabrication looks at the massive, disruptive changes that are likely to be seen in interactive computing, as well as to computing as a whole. It discusses six main challenges that need to be addressed for this change to take place, and explains researchers in HCI will play a key role in tackling these challenges.

The Interventionists Massachusetts Museum of Contemporary Art,2004 Published in connection with an exhibition held at the Massachusetts Museum of Contemporary Art, MASS MoCA, May 2004-Mar., 2005.

Face Recognition Across the Imaging Spectrum Thirimachos Bourlai,2016-02-12 This authoritative text/reference presents a comprehensive review of algorithms and techniques for face recognition (FR), with an emphasis on systems that can be reliably used in operational environments. Insights are provided by an international team of pre-eminent experts into the processing of multispectral and hyperspectral face images captured under uncontrolled environments. These discussions cover a variety of imaging sensors ranging from state-of-the-art visible and infrared imaging sensors, to RGB-D and mobile phone image sensors. A range of different biometric modalities are also examined, including face, periocular and iris. This timely volume is a mine of useful information for researchers, practitioners and students involved in image processing, computer vision, biometrics and security.

Futureproof Kevin Roose,2021-03-09 A practical, deeply reported survival guide for the age of AI, written by the New York Times tech columnist who has introduced millions to the promise and pitfalls of artificial intelligence. "Artificial intelligence can be terrifying, but Kevin Roose provides a clear, compelling strategy for surviving the next wave of technology with our jobs—and souls—intact."—Charles Duhigg, author of The Power of Habit It's time to get real about AI. After decades of hype and sci-fi fantasies, AI—artificial intelligence—is leaping out of research labs and into the center of our lives. Millions of people now use tools like ChatGPT and DALL-E 2 to write essays, create art and finish coding projects. AI programs are already beating humans in fields like law, medicine and entertainment, and they're getting better every day. But AI doesn't just threaten our jobs. It shapes our entire human experience, steering our behavior and influencing our choices about which TV shows to watch, which clothes to buy, and which politicians to vote for. And while many experts argue about whether a robot apocalypse is near, one critical question has gone unanswered: In a world where AI is ascendant, how can humans survive and thrive? In Futureproof: 9 Rules for Humans in the Age of Automation, New York Times technology columnist Kevin Roose shares the secrets of people and organizations that have successfully navigated waves of technological change, and explains what skills are necessary to stay ahead of the curve today, with lessons like • Be surprising, social, and scarce • Resist machine drift • Leave handprints • Demote your devices • Treat AI like a chimp army Roose rejects the conventional wisdom that in order to compete with AI, we have to become more like robots ourselves—hyper-efficient, data-driven workhorses. Instead, he says, we should focus on being more human, and doing the kinds of creative, inspiring, and meaningful things even the most advanced algorithms can't do.

The Makerspace Workbench Adam Kemp,2013-09-10 Create a dynamic space for designing and building DIY electronic hardware, programming, and manufacturing projects. With this illustrated guide, you'll learn the benefits of having a Makerspace—a shared space with a set of shared tools—that attracts fellow makers and gives you more resources to work with. You'll find clear explanations of the tools, software, materials, and layout you need to get started—everything from basic electronics to rapid prototyping technology and inexpensive 3D printers. A Makerspace is the perfect solution for many makers today. While you can get a lot done in a fully-decked out shop, you'll always have trouble making space for the next great tool you need. And the one thing you really miss out on in a personal shop is the collaboration with other makers. A Makerspace provides you with the best of both worlds. Perfect for any maker, educator, or community, this book shows you how to organize your environment to provide a safe and fun workflow, and demonstrates how you can use that space to educate others.

The Critical Makers Loes Bogers,2019

Super Scratch Programming Adventure! (Scratch 3) The LEAD Project,2019-08-27 Comics! Games! Programming! Now updated to cover Scratch 3. Scratch is the wildly popular educational programming language used by millions of first-time learners in classrooms and homes worldwide. By dragging together colorful blocks of code, kids can learn computer programming concepts and make cool games and animations. The latest version, Scratch 3, features an updated interface, new sprites and programming blocks, and extensions that let you program things like the micro:bit. In Super Scratch Programming Adventure!, kids learn programming fundamentals as they make their very own playable video games. They'll create projects inspired by classic arcade games that can be programmed (and played!) in an afternoon. Patient, step-by-step explanations of the code and fun programming challenges will have kids creating their own games in no time. This full-color comic book makes programming concepts like variables, flow control, and subroutines effortless to absorb. Packed with ideas for games that kids will be proud to show off, Super Scratch Programming Adventure! is the perfect first step for the budding programmer. Covers Scratch 3

Der Mond: The Art of Neon Genesis Evangelion Yoshiyuki Sadamoto,2006-10-10 Part of the Neon Genesis Evangelion phenomenon--the most talked-about anime series of last ten years! New look, a hard cover version for Der Mond! Stylish, delicate, and consistently edgy, Der Mond collects the color illustrations of Yoshiyuki Sadamoto, perhaps the most acclaimed manga and anime artist of all time. The book includes 74 pages of paintings and designs devoted to Neon Genesis Evangelion, plus another 50 pages from The Wings of Honneamise, Nadia--The Secret of Blue Water, Blue Uru, and other works--including Sadamoto's cover to Eric Clapton's 1998 album, Pilgrim.

Robot Wars Extreme Penguin Books, Limited,2001 Sir Killalot, Matilda and the rest of the gang are back This is the official guide to the new series of Robot Wars: Robot Wars Extreme. Guide includes rules, robot specs and history, behind-the-scenes info and gossip, plus a guide to the Second World Championships.

Dumbing Down America James R. Delisle,2021-09-03 At a time when the U.S. education system consistently lags behind its international peers, Dumbing Down America shows exactly why America can't keep up by providing a critical look at the nation's schools through the eyes of the children whose minds are languishing in countless classrooms. Filled with specific examples of how gifted children are being shortchanged by a nation that believes smart kids will succeed on their own, Dumbing Down America packs a powerful message: If we want our nation to prosper, we must pay attention to its most intelligent youth. With more than 35 years of experience working with and for gifted children, author James R. Delisle provides a template of what can and must happen in America's schools if they are to fulfill their mission of educating every child to the fullest potential. Dumbing Down America is a must-read for any individual who believes that the unfulfilled promises to gifted children must begin to be met in America's schools today, not someday.

Institutional Ethnography Dorothy E. Smith,2005 Outlines a method of inquiry that uses everyday experience as a lens to examine social relations and social organization. This book is suitable for classes in sociology, ethnography, and women's studies.

Dragon Rampant Daniel Mersey,2015-12-20 Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary

sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

Fashioning Technology Syuzi Pakhchyan,2008 Provides instructions for creating a variety of home accents, accessories, and toys that combine crafting and technology.

Designing with Smell Victoria Henshaw,Kate McLean,Dominic Medway,Chris Perkins,Gary Warnaby,2017-10-05 Designing with Smell aims to inspire readers to actively consider smell in their work through the inclusion of case studies from around the world, highlighting the current use of smell in different cutting-edge design and artistic practices. This book provides practical guidance regarding different equipment, techniques, stages and challenges which might be encountered as part of this process. Throughout the text there is an emphasis on spatial design in numerous forms and interpretations – in the street, the studio, the theatre or exhibition space, as well as the representation of spatial relationships with smell. Contributions, originate across different geographical areas, academic disciplines and professions. This is crucial reading for students, academics and practitioners working in olfactory design.

Made by Dad Scott Bedford,2013-05-07 The Snail Soup Can Decoy to keep the candy stash safe. The Customizable "Keep Out" Sign to deter meddlesome siblings and parents. A Bunk Bed Communicator made from cardboard tubes ("Psst! Can you keep the snoring down?"). Clever, whimsical, and kind of genius, here are 67 unique projects that will turn any dad with DIY leanings into a mad scientist hero that his kid(s) will adore. No screens, no hi-tech gadgetry. Made by Dad combines the rough-edged, handmade ethos of a Boy Scout manual or The Dangerous Book for Boys with a sly sense of humor that kids love. Scott Bedford, a creative director by day and Webby Award–winning blogger by nights and weekends, wields an X-ACTO knife, magic marker, and prodigious imagination to create endlessly delightful projects for his two sons. He knows that kids like contraptions and gadgets, things that are surprising—a chair that appears to be balanced on eggshells. Things that are complex—a multilevel city, with buildings, tunnels, and roads, built from old boxes around the legs of a table. And especially things with humor—the Snappy Toast Rack, made to resemble a crocodile's gaping mouth. The projects are shown in full-color photographs, and the instructions are illustrated in detailed line drawings that exude personality. Some are quick and simple enough to be done in a coffee shop; others are more of an afternoon project— yielding hours and hours of rich, imaginative playtime.

From Cave Man to Cave Martian Manfred "Dutch" von Ehrenfried,2019-04-05 This book explores the practicality of using the existing subsurface geology on the Moon and Mars for protection against radiation, thermal extremes, micrometeorites and dust storms rather than building surface habitats at great expense at least for those first few missions. It encourages NASA to plan a precursor mission using this concept and employ a "Short Stay" Opposition Class mission to Mars as the first mission rather than the "Long Stay" concept requiring a mission that is too long, too dangerous and too costly for man's first missions to Mars. Included in these pages is a short history on the uses of caves by early humans over great periods of time. It then describes the ongoing efforts to research caves, pits, tunnels, lava tubes, skylights and the associated technologies that pertain to potential lunar and Mars exploration and habitation. It describes evidence for existing caves and lava tubes on both the Moon and Mars. The work of noted scientists, technologists and roboticists are referenced and described. This ongoing work is moreextensive than one would think and is directly applicable to longer term habitation and exploration of the Moon and Mars. Emphasis is also given to the operational aspects of working and living in lunar and Martian caves and lava tubes.

Intermediality in Theatre and Performance Freda Chapple,Chiel Kattenbelt,2006 Intermediality: the incorporation of digital technology into theatre practice, and the presence of film, television and digital media in contemporary theatre is a significant feature of twentieth-century performance. Presented here for the first time is a major collection of essays, written by the Theatre and Intermediality Research Group of the International Federation for Theatre Research, which assesses intermediality in theatre and performance. The book draws on the history of ideas to present a concept of intermediality as an integration of thoughts and medial processes, and it locates intermediality at the inter-sections situated in-between the performers, the observers and the confluence of media, medial spaces and art forms involved in performance at a particular moment in time. Referencing examples from contemporary theatre, cinema, television, opera, dance and puppet theatre, the book puts forward a thesis that the intermedial is a space where the boundaries soften and we are in-between and within a mixing of space, media and realities, with theatre providing the staging space for intermediality. The book places theatre and performance at the heart of the 'new media' debate and will be of keen interest to students, with clear relevance to undergraduates and post-graduates in Theatre Studies and Film and Media Studies, as well as the theatre research community.

Smart Clothes and Wearable Technology Jane McCann,David Bryson,2022-09-16 Smart Clothes and Wearable Technology, Second Edition focuses on the design process, material selection, garment construction, and new production techniques for smart clothing. Building on the success of the previous edition, this book brings wearable technologies ever closer to market with its design-led approach to the integration of technologies into textiles. This design-led, cross-disciplinary approach to the development of hybrid processes ensures that results are both attractive and usable to wider audiences. The book will also help designers adapt their product development processes in response to novel textile and garment manufacturing technologies. Case studies showing best practices and warning of pitfalls help the reader develop applications and products in the real world. The differences between testing and design for smart and traditional clothes are also discussed. Features new chapters on textile processes including knit, weave, print and embroidery for specialist Smart Clothing and footwear applications, as well as for personal protection Provides an update on current applications and investigates possible future developments in the integration of technology into clothing Raises important issues around end-of-life and disposal of smart clothing and wearable technologies

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