1. Record Nr. UNIBAS000005972

Autore	Aalto, Alvar
Titolo	Le biblioteche di Alvar Aalto / Alvar Aalto ; a cura di Florindo Fusaro
Pubbl/distr/stampa	Roma : Edizioni Kappa, c1981
Descrizione fisica	118 p. : ill. ; 30 cm.
Collana	Collana Architettura Costruita / a cura di Fabio Mariano
Disciplina	727.8092
Soggetti	Biblioteche Aalto Alvar
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNISA996466314603316

Titolo	Motion in Games [[electronic resource]] : 5th International Conference, MIG 2012, Rennes, France, November 15-17, 2012, Proceedings / / edited by Marcelo Kallmann, Kostas Bekris
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2012
ISBN	3-642-34710-X
Edizione	[1st ed. 2012.]
Descrizione fisica	1 online resource (XII, 384 p. 157 illus.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 7660
Disciplina	794.815
Soggetti	Optical data processing Artificial intelligence Computer simulation User interfaces (Computer systems) Computer graphics Computer Imaging, Vision, Pattern Recognition and Graphics Artificial Intelligence Simulation and Modeling User Interfaces and Human Computer Interaction Computer Graphics Image Processing and Computer Vision

	Conference proceedings.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Moving Path Planning Forward -- Environmental Effect on Egress Simulation -- Following a Group of Targets in Large Environments -- Realtime Performance Animation Using Sparse 3D Motion Sensors -- A Game System for Speech Rehabilitation -- Virtual Try-On Using Kinect and HD Camera -- Physics -- Modal Vibrations for Character Animation -- Modeling Physically Simulated Characters with Motion Networks -- A Unified Constraint Framework for Physical Animation of Articulated Rigid Bodies -- Appealing Virtual Humans -- Perception of Complex Emotional Body Language of a Virtual Character -- Conveying Real-Time Ambivalent Feelings through Asymmetric Facial Expressions -- Automating the Transfer of a Generic Set of Behaviors onto a Virtual Character -- A Crowd Modeling Framework for Socially Plausible Animation Behaviors -- Controlling Three Agents in a Quarrel: Lessons Learnt -- Virtual Humans -- What's Next? The New Era of Autonomous Virtual Humans -- Virtual Humans: Evolving with Common Sense -- Locomotion -- Principles and Observation: How Do People Move? -- Using Optimal Control Methods to Generate Human Walking Motions -- Interactive Quadruped Animation -- Capturing Close Interactions with Objects Using a Magnetic Motion Capture System and a RGBD Sensor -- An Analysis of Motion Blending Techniques -- Automatic Hand-Over Animation for Free-Hand Motions from Low Resolution Input -- A Perceptual Study of the Relationship between Posture and Gesture for Virtual Characters -- Walker Speed Adaptation in Gait Synthesis -- An Efficient Energy Transfer Inverse Kinematics Solution -- Motion Planning with Discrete Abstractions and Physics-Based Game Engines -- Calibrating a Motion Model Based on Reinforcement Learning for Pedestrian Simulation -- A*mbush Family: A* Variations for Ambush Behavior and Path Diversity Generation -- Fuzzy Logic Controlled Pedestrian Groups in Urban Environments -- Enhancing the Behavior of Virtual Characters with Long Term Planning, Failure Anticipation and Opportunism -- Realtime, Physics-Based Marker Following -- Fast Motion Retrieval with the Distance Input Space -- Machine Learning Approach for Gesture Recognition Based on Automatic Feature Selection -- Dealing with Variability When Recognizing User's Performance in Natural Gesture Interfaces -- Treating Phobias with Computer Games -- Analysis and Verification of Navigation Strategies by Abstract Interpretation of Cellular Automata.
Sommario/riassunto	This book constitutes the refereed proceedings of the 5th International Workshop on Motion in Games, held in Rennes, France, in November 2012. The 23 revised full papers presented together with 9 posters and 5 extended abstracts were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on planning, interaction, physics, perception, behavior, virtual humans, locomotion, and motion capture.

3.	Record Nr.	UNINA9910830164503321
	Titolo	Nitride semiconductor devices [[electronic resource]] : principles and simulation / / edited by Joachim Piprek
	Pubbl/distr/stampa	Weinheim, : Wiley-VCH [Chichester, : John Wiley [distributor]], c2007
	ISBN	1-280-92162-5 9786610921621 3-527-61072-3 3-527-61071-5
	Descrizione fisica	1 online resource (521 p.)
	Altri autori (Persone)	PiprekJoachim
	Disciplina	537.6223 621.38152
	Soggetti	Semiconductors Nitrides
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Nitride Semiconductor Devices: Principles and Simulation; Contents; Preface; List of Contributors; Part 1 Material Properties; 1 Introduction; 1.1 A Brief History; 1.2 Unique Material Properties; 1.3 Thermal Parameters; References; 2 Electron Bandstructure Parameters; 2.1 Introduction; 2.2 Band Structure Models; 2.3 Band Parameters; 2.3.1 GaN; 2.3.2 AlN; 2.3.3 InN; 2.3.4 AlGaN; 2.3.5 InGaN; 2.3.6 InAlN; 2.3.7 AlGaInN; 2.3.8 Band Offsets; 2.4 Conclusions; References; 3 Spontaneous and Piezoelectric Polarization: Basic Theory vs. Practical Recipes 3.1 Why Spontaneous Polarization in III-V Nitrides?3.2 Theoretical Prediction of Polarization Properties in AlN, GaN and InN; 3.3 Piezoelectric and Pyroelectric Effects in III-V Nitrides Nanostructures; 3.4 Polarization Properties in Ternary and Quaternary Alloys: Nonlinear Compositional Dependence and Order vs. Disorder Effects; 3.5 Orientational Dependence of Polarization; References; 4 Transport Parameters for Electrons and Holes; 4.1 Introduction; 4.2 Numerical Simulation Model; 4.2.1 Scattering in the Semi-Classical Boltzmann

Equation; 4.3 Analytical Models for the Transport Parameters
4.4 GaN Transport Parameters4.4.1 Electron Transport Coefficients; 4.4.2 Hole Transport Coefficients; 4.5 AlN Transport Parameters; 4.5.1 Electron Transport Coefficients; 4.5.2 Hole Transport Coefficients; 4.6 InN Transport Parameters; 4.6.1 Electron Transport Coefficients; 4.6.2 Hole Transport Coefficients; 4.7 Conclusions; References; 5 Optical Constants of Bulk Nitrides; 5.1 Introduction; 5.2 Dielectric Function and Band Structure; 5.2.1 Fundamental Relations; 5.2.2 Valence Band Ordering, Optical Selection Rules and Anisotropy; 5.3 Experimental Results; 5.3.1 InN; 5.3.2 GaN and AlN
5.3.3 AlGaN Alloys5.3.4 In-rich InGaN and InAlN Alloys; 5.4 Modeling of the Dielectric Function; 5.4.1 Analytical Representation of the Dielectric Function; 5.4.2 Calculation of the Dielectric Function for Alloys; 5.4.3 Influence of Electric Fields on the Dielectric Function; References; 6 Intersubband Absorption in AlGaN/GaN Quantum Wells; 6.1 Introduction; 6.2 Theoretical Model; 6.2.1 Spontaneous and Piezoelectric Polarization; 6.3 Numerical Implementation; 6.3.1 Achieving Self-consistency: The Under-Relaxation Method; 6.3.2 Predictor-Corrector Approach
6.4 Absorption Energy in AlGaN-GaN MQWs6.4.1 Numerical Analysis of Periodic AlGaN-GaN MQWs; 6.4.2 Numerical Analysis of Non-periodic AlGaN-GaN MQWs and Comparison with Experimental Results; 6.5 Conclusions; References; 7 Interband Transitions in InGaN Quantum Wells; 7.1 Introduction; 7.2 Theory; 7.2.1 Bandstructure and Wavefunctions; 7.2.2 Semiconductor Bloch Equations; 7.2.3 Semiconductor Luminescence Equations; 7.2.4 Auger Recombination Processes; 7.3 Theory-Experiment Gain Comparison; 7.4 Absorption/Gain; 7.4.1 General Trends; 7.4.2 Structural Dependence; 7.5 Spontaneous Emission
7.6 Auger Recombinations

Sommario/riassunto

This is the first book to be published on physical principles, mathematical models, and practical simulation of GaN-based devices. Gallium nitride and its related compounds enable the fabrication of highly efficient light-emitting diodes and lasers for a broad spectrum of wavelengths, ranging from red through yellow and green to blue and ultraviolet. Since the breakthrough demonstration of blue laser diodes by Shuji Nakamura in 1995, this field has experienced tremendous growth worldwide. Various applications can be seen in our everyday life, from green traffic lights to full-color outdoor dis