

1. Record Nr.	UNINA9910160820403321
Autore	Wilde Oscar
Titolo	Der Priester und der Messnerknabe
Pubbl/distr/stampa	Munchen : , : Liese, Andreas. OUTSIDE THE BOX, , 2015 ©2015
ISBN	3-95676-571-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (17 p.)
Collana	Erotics to Go Series
Soggetti	Irish literature Religious fiction
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Oscar Fingal O' Flahertie Wills Wilde (* 16. Oktober 1854 in Dublin; + 30. November 1900 in Paris) war ein irischer Schriftsteller. "Der Priester und der Messnerknabe", Erzählung („The Priest and the Acolyte“, 1894) wird Wilde zwar zugeschrieben, ist aber nicht nachgewiesen. Man geht heute davon aus, dass "Der Priester und der Messnerknabe" von dem Oxford-Studenten John Bloxam (1873-1928) verfasst wurde. (Auszug aus Wikipedia)

2. Record Nr.	UNINA9911049188903321
Autore	Giordano A (Andrea)
Titolo	Representation Across Boundaries : New Links with AI, AI-GEN, and XR Tools for Cultural Heritage and Innovative Design // edited by Andrea Giordano, Michele Russo, Roberta Spallone
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-04711-0
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (1053 pages)
Collana	Digital Innovations in Architecture, Engineering and Construction, , 2731-7277
Altri autori (Persone)	RussoMichele SpalloneRoberta
Disciplina	690
Soggetti	Buildings - Design and construction Image processing - Digital techniques Computer vision Building information modeling Cultural property Building Construction and Design Computer Imaging, Vision, Pattern Recognition and Graphics Building Information Modeling Cultural Heritage
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Representation Across Boundaries New Paradigms in the Age of AI and XR -- Revealing and Interpreting Complex Urban Patterns from Location Based Social Network Data An investigation into Chinese stadiums in the Global South -- Securing the Future Cybersecurity Challenges and approaches in Extended Reality and Interactive Experiences -- AR for understanding architectural drawings Gustavo Tognetti's plates -- Digital Echoes Revisiting the Venetian Church of Crociferi from the Perspective of Artificial Intelligence -- A reconstructed architecture as a meeting place and panoramic viewpoint -- Virtual Venice Exploring Miozzi's Floating Motorway Project Through 3D Models -- Augmented Reality Experiences for a Phygital Exhibition in the World of Catalan Polyhedra Polyhedra The Realm of Geometric

Beauty by Adriano Graziotti -- The VeNiss Infrastructure A Virtual Environment to Navigate the Venetian Lagoon through Space and Time -- Learning about pastoral settlements through interactive videos.

Sommario/riassunto

This book collects contributions that discuss the spread of AI, AI-GEN, and XR tools in the fields of cultural heritage and innovative design and their relationships with representation disciplines. Artificial intelligence, generative artificial intelligence, and extended reality tools, in their fruitful combination too, are today the main protagonists of the digital continuum that pervades contemporaneity. Methodologies and techniques are critically discussed, and tools and applications are originally experimented with in selected case studies. The book offers an updated panorama of international studies and provides new references aimed at improving the knowledge and technical skills of scholars, professionals, and academics.
