

1. Record Nr.	UNINA9910162764003321
Autore	Pearce Steven
Titolo	101 textures in graphite & charcoal // by Steven Pearce
Pubbl/distr/stampa	Lake Forest, CA : , : Walter Foster, , [2017] ©2017
ISBN	1-63322-410-4
Descrizione fisica	1 online resource (131 pages) : color illustrations
Soggetti	Pencil drawing Charcoal drawing Drawing - Technique Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNISA996465659303316
Titolo	Automated Deduction in Geometry [[electronic resource]] : 7th International Workshop, ADG 2008, Shanghai, China, September 22-24, 2008, Revised Papers / / edited by Thomas Sturm, Christoph Zengler
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-21046-5
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (IX, 225 p. 68 illus., 22 illus. in color.)
Collana	Lecture Notes in Artificial Intelligence ; ; 6301
Disciplina	006.3
Soggetti	Artificial intelligence Computer graphics Mathematical logic Computer logic Computer science—Mathematics Convex geometry Discrete geometry Artificial Intelligence Computer Graphics Mathematical Logic and Formal Languages Logics and Meanings of Programs Discrete Mathematics in Computer Science Convex and Discrete Geometry
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.
Sommario/riassunto	This book constitutes the thoroughly refereed post-workshop proceedings of the 7th International Workshop on Automated Deduction in Geometry, ADG 2008, held in Shanghai, China in September 2008. The 11 revised full papers presented were carefully reviewed and selected from numerous initial submissions for the workshop during two rounds of reviewing and improvement. The papers show the lively variety of topics and methods and the current

applicability of automated deduction in geometry to different branches of mathematics such as discrete mathematics, combinatorics, and numerics; symbolic and numeric methods for geometric computation, and geometric constraint solving. Further issues are the design and implementation of geometry software, special-purpose tools, automated theorem provers - in short applications of ADG to mechanics, geometric modeling, CAGD/CAD, computer vision, robotics and education.
