

1. Record Nr.	UNISA996247932703316
Autore	Brown Patricia Fortini <1936->
Titolo	Venice & antiquity [[electronic resource]] : the Venetian sense of the past // Patricia Fortini Brown
Pubbl/distr/stampa	New Haven, : Yale University Press, c1996
Descrizione fisica	1 online resource (xii, 361 p.) : ill. (some col.), maps (some col.) ;
Disciplina	945/31
Soggetti	Art and history - Italy - Venice Art, Italian - Italy - Venice - Foreign influences Art, Italian - Classical influences Classical antiquities - Conservation and restoration Civilization, Classical Art and history - Foreign influences - Venice - Italy Art, Italian - Classical influences - Italy - Venice Art, Italian - Conservation and restoration Classical antiquities Regions & Countries - Europe History & Archaeology Italy Venice (Italy) Civilization Foreign influences Venice (Italy) Civilization Classical influences Venice (Italy) History 697-1508 Venice (Italy) History 1508-1797
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 (p. 336-351) and index.

2. Record Nr.	UNINA9910220038003321
Autore	Hong Qiao
Titolo	Modeling of Visual Cognition, Body Sense, Motor Control and Their Integrations
Pubbl/distr/stampa	Frontiers Media SA, 2017
Descrizione fisica	1 online resource (134 p.)
Collana	Frontiers Research Topics
Soggetti	Neurosciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>The interdisciplinary studies between neuroscience and information science have greatly promoted the development of these two fields. The achievements of these studies can help humans understand the essence of biological systems, provide computational platforms for biological experiments, and improve the intelligence and performance of the algorithms in information science. This research topic is focused on the computational modeling of visual cognition, body sense, motor control and their integrations. Firstly, the modeling and simulation of vision and body sense are achieved by 1) understanding neural mechanism underlying sensory perception and cognition, and 2) mimicking accordingly the structures and mechanisms of their signal propagation pathways. The achievement of this procedure could provide neural findings for better encoding and decoding visual and somatosensory perception of humans, and help robots or systems build humanoid robust vision, body sensing, and various emotions. Secondly, the modeling and simulation of the motor system of the primate are achieved by mimicking the coordination of bones, muscles and joints and the control mechanisms of the neural system in the brain and spinal cord. This procedure could help robots achieve fast, robust and accurate manipulations and be used for safe human-computer interaction. Finally, by integrating them, more complete and intelligent systems/robots could be built to accomplish various tasks self-adaptively and automatically.</p>

