1. Record Nr.   UNINA9910427668303321

   Autore   Marques Oge

   Titolo   Image processing and computer vision in iOS / / Oge Marques

   Pubbl/distr/stampa Cham, Switzerland : , : Springer, , [2020]
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   ISBN   3-030-54032-4

   Edizione   [1st ed. 2020.]

   Descrizione fisica 1 online resource (X, 58 p. 12 illus., 4 illus. in color.)

   Collana   SpringerBriefs in Computer Science, , 2191-5768

   Disciplina   006.37

   Soggetti   Apple computer
                      Image processing
                      Mobile computing

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Sommario/riassunto This book presents the fundamentals of mobile visual computing in iOS development and provides directions for developers and researchers interested in developing iOS applications with image processing and computer vision capabilities. Presenting a technical overview of some of the tools, languages, libraries, frameworks, and APIs currently available for developing iOS applications Image Processing and Computer Vision in iOS reveals the rich capabilities in image processing and computer vision. Its main goal is to provide a road map to what is currently available, and a path to successfully tackle this rather complex but highly rewarding task. .

2.	Record Nr.	UNINA9910968567903321
	Autore	Diodato Roberto
	Titolo	Aesthetics of the Virtual / / Roberto Diodato ; Revised and Edited by Silvia Benso ; Translated by Justin L. Harmon ; Foreword by John Protevi
	Pubbl/distr/stampa	Albany, : State University of New York Press, 2012
	ISBN	9781438444376
		1438444370
	Descrizione fisica	1 online resource (172 p.)
	Collana	SUNY series in contemporary Italian philosophy
	Altri autori (Persone)	BensoSilvia
	Disciplina	776
	Soggetti	Art and technology
		Virtual reality in art
		Virtual reality - Philosophy
	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	""Aesthetics of the Virtual""; ""Contents""; ""Foreword by John Protevi""; ""Introduction""; ""Chapter 1: Aesthetics of the Virtual Body""; ""Chapter 2: My Body in the Virtual Environment""; ""Chapter 3: Forms of Expression""; ""Chapter 4: Toward the Image""; ""Chapter 5: Metaphors of the Virtual""; ""Chapter 6: The Concept of the Virtual""; ""Chapter 7: The Virtual Actor-Spectator""; ""Chapter 8: For an Aesthetics of the Hypertext""; ""Notes""; ""Bibliography""; ""Index""
	Sommario/riassunto	Arguing that the virtual body is something new—namely, an entity that from an ontological perspective has only recently entered the world—Roberto Diodato considers the implications of this kind of body for aesthetics. Virtual bodies insert themselves into the space opened up by the famous distinction in Aristotle's Physics between natural and artificial beings—they are both. They are beings that are simultaneously events; they are images that are at once internal and external; they are ontological hybrids that exist only in the interaction between logical-computational text and human bodies endowed with technological prostheses. Pursuing this line of thought, Diodato reconfigures classic aesthetic concepts such as mimesis, representation, the relation between illusion and reality, the nature of images and imagination, and the theory of sensory knowledge.