

1. Record Nr.	UNINA9910463019903321
Titolo	Working with alienated children and families : a clinical guidebook // edited by Amy J.L. Baker and S. Richard Sauber
Pubbl/distr/stampa	New York, N.Y. ; ; London : , : Routledge, , 2013
ISBN	0-203-12357-3 1-299-13700-8 1-136-34005-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (291 p.)
Altri autori (Persone)	BakerAmy J. L SauberS. Richard
Disciplina	362.82/86
Soggetti	Alienation (Social psychology) Parental alienation syndrome Children of divorced parents - Counseling of Family psychotherapy Electronic books.
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	Introduction / Amy J.L. Baker -- Clinical reasoning and decision-making in cases of child alignment : diagnostic and therapeutic issues / Steven G. Miller -- Custody evaluations in alienation cases / S. Richard Sauber and Abe Worenklein -- The essential role of the mental health consultant in parental alienation cases / J. Michael Bone and S. Richard Sauber -- Educating divorcing parents : taking them beyond the high road / Amy J.L. Baker and Paul Fine -- Psychotherapy with targeted parents / Bill and Lorna Goldberg -- Supporting targeted parents : the international support network for alienated families / Karen Lebow -- Psycho-educational work with children in loyalty conflict : the I don't want to choose program / Amy J.L. Baker and Katherine Andre -- Walking on thin ice : providing effective, systemically informed, child-centered psychotherapies for children of divorce / Benjamin D. Garber -- Reunification and the one-way mirror / Jack Weitzman -- The effectiveness of the application of structural family therapy to treatment of the pas family / Linda Gottlieb -- Family reunification in a

forensic setting / Jane Albertson-Kelly and Barbara Burkhard --
Working with adult children of parental alienation / Joe Rabiega and
Amy J.L. Baker.

Sommario/riassunto

This edited volume is written by and for mental health professionals who work directly with alienated children and their parents. The chapters are written by leaders in the field, all of whom know how vexing parental alienation can be for mental health professionals. No matter how the professional intersects with families affected by alienation, be it through individual treatment, reunification therapy, a school setting, or support groups, he or she needs to consider how to make proper assessments, how to guard against bias, and when and how to involve the court system, among other c

2. **Record Nr.**

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Titolo

Advances in Computer Graphics : 37th Computer Graphics International Conference, CGI 2020, Geneva, Switzerland, October 20–23, 2020, Proceedings // edited by Nadia Magnenat-Thalmann, Constantine Stephanidis, Enhua Wu, Daniel Thalmann, Bin Sheng, Jinman Kim, George Papagiannakis, Marina Gavrilova

Pubbl/distr/stampa

Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020

ISBN

3-030-61864-1

Edizione

[1st ed. 2020.]

Descrizione fisica

1 online resource (X, 556 p. 250 illus., 212 illus. in color.)

Collana

Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 12221

Disciplina

006.6

Soggetti

Application software
Artificial intelligence
Computer vision
Computer engineering
Computer networks
User interfaces (Computer systems)
Human-computer interaction
Pattern recognition systems
Computer and Information Systems Applications
Artificial Intelligence
Computer Vision
Computer Engineering and Networks
User Interfaces and Human Computer Interaction
Automated Pattern Recognition

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	<p>CGI'20 Full Papers -- Comparing Physical and Immersive VR Prototypes for Evaluation of an Industrial System User Interface -- Gaze-contingent Rendering in Virtual Reality -- Hierarchical Rendering System Based on Viewpoint Prediction in Virtual Reality -- Reinforcement Learning-Based Redirection Controller for Efficient Redirected Walking in Virtual Maze Environment -- Locality-Aware Skinning Decomposition Using Model-Dependent Mesh Clustering -- A New Volume-based Convexity Measure for 3D Shapes -- Deep Inverse Rendering for Practical Object Appearance Scan with Uncalibrated Illumination -- Application of the transfer matrix method to anti-reflective coating rendering -- Dynamic Shadow Rendering with Shadow Volume Optimization -- Adaptive Illumination Sampling for Direct Volume Rendering -- Musical Brush: Exploring Creativity through an AR-based Tool for Sketching Music and Drawings -- MR environments constructed for a large indoor physical space -- FIOU Tracker: An improved algorithm of IOU Tracker in video with a lot of background inferences -- An Approach of Short Advertising Video Generation Using Mobile Phone Assisted by Robotic Arm -- Forget the Forget Gate: Estimating Anomalies in Videos using Self-contained Long Short-Term Memory Networks -- An Improved Image stitching Method Based on Seed Region Growth and Poisson Fusion -- Illumination Harmonization with Gray Mean Scale -- An Unsupervised Approach for 3D Face Reconstruction from A Single Depth Image -- Fusing IMU Data into SfM for Image-based 3D Reconstruction -- Physics-Guided Sound Synthesis for Rotating Blades -- Elimination of Incorrect Depth Points for Depth Completion -- Pose Transfer of 2D Human Cartoon Characters -- Broad-classifier for Remote Sensing Scene Classification with Spatial and Channel-wise Attention -- GARNet: Graph Attention Residual Networks Based on Adversarial Learning for 3D Human Pose Estimation -- GPU-based Grass Simulation with Accurate Blade Reconstruction -- Flow Visualization with Density Control -- DbNet: Double-ball Model for Processing Point Clouds -- Evolving L-systems in a competitive environment -- ParaGlyder: Probe-driven Interactive Visual Analysis for Multiparametric Medical Imaging Data -- 3D Geology Scene Exploring Base on Hand-Track Somatic Interaction -- GHand: A Graph Convolution Network for 3D Hand Pose Estimation -- Bézier Curve as a Generalization of the Easing Function in Computer Animation -- Generating Orthogonal Voronoi Treemap for Visualization of Hierarchical Data -- CGI'20 Short Papers -- Preserving Temporal Consistency in Videos Through Adaptive SLIC -- Efficient non-fused Winograd on GPUs -- ENGAGE Full Papers -- Surface Fitting Using Dual Quaternion Control Points with Applications in Human Respiratory Modelling -- Deform, Cut and Tear a skinned model using Conformal Geometric Algebra -- The Forward and Inverse Kinematics of a Delta Robot -- Constrained Dynamics in Conformal and Projective Geometric Algebra -- Application of 2D PGA as a subalgebra of CRA in robotics -- Outline of tube elbow detection based on GAC -- Optimal Parenthesizing of Geometric Algebra Products -- Geometric algebra-based multilevel declassification method for geographical field data -- Homomorphic Data Concealment Powered by Clifford Geometric Algebra -- An Online Calculator for Qubits based on Geometric Algebra</p>

-- ENGAGE Short Papers -- On basis-free solution to Sylvester equation in geometric algebra -- Hyperwedge.

Sommario/riassunto

This book constitutes the refereed proceedings of the 37th Computer Graphics International Conference, CGI 2020, held in Geneva, Switzerland, in October 2020. The conference was held virtually. The 43 full papers presented together with 3 short papers were carefully reviewed and selected from 189 submissions. The papers address topics such as: virtual reality; rendering and textures; augmented and mixed reality; video processing; image processing; fluid simulation and control; meshes and topology; visual simulation and aesthetics; human computer interaction; computer animation; geometric computing; robotics and vision; scientific visualization; and machine learning for graphics.
