1. | | |
|---|---|
| Record Nr. | UNINA9910452681803321 |
| Titolo | Critical issues in taxation and development [[electronic resource] /] / edited by Clemens Fuest and George R. Zodrow |
| Pubbl/distr/stampa | Cambridge, MA, : MIT Press, 2013 |
| ISBN | 0-262-31419-3 |
| | 1-299-47015-7 |
| | 0-262-31418-5 |
| Descrizione fisica | 1 online resource (253 p.) |
| Collana | CESifo seminar series |
| Altri autori (Persone) | FuestClemens <1968-> |
| | ZodrowGeorge R |
| Disciplina | 336.2009172/4 |
| Soggetti | Taxation - Developing countries |
| | Tax evasion - Developing countries |
| | Economic development - Developing countries |
| | 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 | Contents; Series Foreword; I; 1 Introduction; 2 Taxation and Development-Again; II; 3 Do Companies View Bribes as a Tax? Evidence on the Tradeoff between Corporate Taxes and Corruption in the Location of FDI; 4 Do Corruption and Taxation Affect Corporate Investment in Developing Countries?; 5 Investment Treaties and Hydrocarbon Taxation in Developing Countries; III; 6 The Effect of a Low Corporate Tax Rate on Payroll Tax Evasion; 7 International Profit Shifting and Multinational Firms in Developing Countries; 8 Too Low to Be True: The Use of Minimum Thresholds to Fight Tax Evasion; IV 9 Fiscal Federalism and Foreign Transfers: Does Interjurisdictional Competition Increase the Effectiveness of Foreign Aid?10 Taxation and Democracy in Developing Countries; Contributors; Index |

2.	Record Nr.	UNIORUON00323961
	Autore	BULOVEC, Štefka
	Titolo	Prešernova bibliografija / Štefka Bulovec
	Pubbl/distr/stampa	Maribor, : Obzorja, 1975
	Descrizione fisica	759 p. ; 25 cm.
	Disciplina	891.84
	Soggetti	PREŠEREN FRANCE
	Lingua di pubblicazione	Sloveno
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
3.	Record Nr.	UNINA9910829830403321
	Titolo	3D videocommunication [[electronic resource]] : algorithms, concepts, and real-time systems in human centred communication / / edited by Oliver Schreer, Peter Kauff, Thomas Sikora
	Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : Wiley, 2005
	ISBN	1-280-24277-9
		9786610242771
		0-470-02273-6
		0-470-02272-8
	Descrizione fisica	1 online resource (366 p.)
	Altri autori (Persone)	SchreerOliver
		KauffPeter
		SikoraThomas
	Disciplina	006.7
		621.38833
	Soggetti	Telematics
		Three-dimensional imaging
		Videoconferencing
		Virtual reality
	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	3D Videocommunication; Contents; List of Contributors; Symbols; Abbreviations; Introduction; Section I Applications of 3D Videocommunication; 1 History of Telepresence; 1.1 Introduction; 1.2 The Art of Immersion: Barker's Panoramas; 1.3 Cinerama and Sensorama; 1.4 Virtual Environments; 1.5 Teleoperation and Telerobotics; 1.6 Telecommunications; 1.7 Conclusion; References; 2 3D TV Broadcasting; 2.1 Introduction; 2.2 History of 3D TV Research; 2.3 A Modern Approach to 3D TV; 2.3.1 A Comparison with a Stereoscopic Video Chain; 2.4 Stereoscopic View Synthesis; 2.4.1 3D Image Warping
	2.4.2 A 'Virtual' Stereo Camera2.4.3 The Disocclusion Problem; 2.5 Coding of 3D Imagery; 2.5.1 Human Factor Experiments; 2.6 Conclusions; Acknowledgements; References; 3 3D in Content Creation and Post-production; 3.1 Introduction; 3.2 Current Techniques for Integrating Real and Virtual Scene Content; 3.3 Generation of 3D Models of Dynamic Scenes; 3.4 Implementation of a Bidirectional Interface Between Real and Virtual Scenes; 3.4.1 Head Tracking; 3.4.2 View-dependent Rendering; 3.4.3 Mask Generation; 3.4.4 Texturing; 3.4.5 Collision Detection; 3.5 Conclusions; References
	4 Free Viewpoint Systems4.1 General Overview of Free Viewpoint Systems; 4.2 Image Domain System; 4.2.1 EyeVision; 4.2.2 3D-TV; 4.2.3 Free Viewpoint Play; 4.3 Ray-space System; 4.3.1 FTV (Free Viewpoint TV); 4.3.2 Bird's-eye View System; 4.3.3 Light Field Video Camera System; 4.4 Surface Light Field System; 4.5 Model-based System; 4.5.1 3D Room; 4.5.2 3D Video; 4.5.3 Multi-texturing; 4.6 Integral Photography System; 4.6.1 NHK System; 4.6.2 1D-II 3D Display System; 4.7 Summary; References; 5 Immersive Videoconferencing; 5.1 Introduction; 5.2 The Meaning of Telepresence in Videoconferencing
	5.3 Multi-party Communication Using the Shared Table Concept5.4 Experimental Systems for Immersive Videoconferencing; 5.5 Perspective and Trends; Acknowledgements; References; Section II 3D Data Representation and Processing; 6 Fundamentals of Multiple-view Geometry; 6.1 Introduction; 6.2 Pinhole Camera Geometry; 6.3 Two-view Geometry; 6.3.1 Introduction; 6.3.2 Epipolar Geometry; 6.3.3 Rectification; 6.3.4 3D Reconstruction; 6.4 N-view Geometry; 6.4.1 Trifocal Geometry; 6.4.2 The Trifocal Tensor; 6.4.3 Multiple-view Constraints; 6.4.4 Uncalibrated Reconstruction from N views
	6.4.5 Autocalibration6.5 Summary; References; 7 Stereo Analysis; 7.1 Stereo Analysis Using Two Cameras; 7.1.1 Standard Area-based Stereo Analysis; 7.1.2 Fast Real-time Approaches; 7.1.3 Post-processing; 7.2 Disparity From Three or More Cameras; 7.2.1 Two-camera versus Three-camera Disparity; 7.2.2 Correspondence Search with Three Views; 7.2.3 Post-processing; 7.3 Conclusion; References; 8 Reconstruction of Volumetric 3D Models; 8.1 Introduction; 8.2 Shape-from-Silhouette; 8.2.1 Rendering of Volumetric Models; 8.2.2 Octree Representation of Voxel Volumes
	8.2.3 Camera Calibration from Silhouettes
Sommario/riassunto	The migration of immersive media towards telecommunication applications is advancing rapidly. Impressive progress in the field of media compression, media representation, and the larger and ever increasing bandwidth available to the customer, will foster the introduction of these services in the future. One of the key components for the envisioned applications is the development from two-dimensional towards three-dimensional audio-visual communications.

With contributions from key experts in the field, 3D Videocommunication:provides a complete overview of existing systems and