

1. Record Nr.	UNINA9910453903903321
Titolo	Le defis de l'expansion de l'enseignement secondaire et de la formation a Madagascar [[electronic resource]]
Pubbl/distr/stampa	Washington, D.C., : Banque Mondiale, 2008
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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910404131703321
Autore	Wolfson Elliot R
Titolo	The Book of the Pomegranate: Moses de Leons Sefer H-Rimmon
Pubbl/distr/stampa	Brown Judaic Studies, 2020
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The Book of the Pomegranate is a Hebrew edition of an important work by the Spanish kabbalist Moses de Leon (ca. 1240-1305). Sefer Ha-Rimmon, which was written in 1287, is particularly significant for study of the Zohar and the development of a theory of the commandment (mitzvot) and why one should do them.
3. Record Nr.	UNINA9910483507303321
Titolo	Augmented Reality, Virtual Reality, and Computer Graphics : Third International Conference, AVR 2016, Lecce, Italy, June 15-18, 2016. Proceedings, Part I // edited by Lucio Tommaso De Paolis, Antonio Mongelli
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-40621-3
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XVIII, 517 p. 261 illus.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 9768
Disciplina	006.8
Soggetti	Optical data processing User interfaces (Computer systems) Application software Computer simulation Education—Data processing Computer Imaging, Vision, Pattern Recognition and Graphics User Interfaces and Human Computer Interaction Computer Applications Simulation and Modeling Computers and Education

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>Intro -- Preface -- Organization -- Contents -- Part I -- Contents --</p> <p>Part II -- Virtual Reality -- Simulation of Tsunami Impact upon Coastline -- 1 Introduction -- 2 Related Work -- 3 Proposed Framework -- 3.1 SPH Method -- 3.2 Implementation -- 4 Results -- 5 Conclusions -- References -- Design and Implementation of a Low Cost Virtual Rugby Decision Making Interactive -- Abstract -- 1 Introduction -- 2 Design -- 2.1 Egocentric Viewpoint -- 2.2 Immersion -- 2.3 Sense of Presence -- 2.4 Representative Design -- 2.5 Perception and Action -- 2.6 Functional Fidelity -- 2.7 System Design -- 3 User Testing -- 3.1 Motion Perception Using Parallax Motion -- 3.2 Sufficiently Accurate Body Segment Detection -- 3.3 Unexpected Actions -- 3.4 User Experience of Virtual Tackle -- 3.5 Level of Difficulty -- 3.6 Understanding Usability -- 3.7 System Robustness -- 3.8 User Engagement and Enjoyment -- 4 Discussion --</p> <p>Acknowledgements -- References -- Immersive Virtual Reality-Based Simulation to Support the Design of Natural Human-Robot Interfaces for Service Robotic Applications -- 1 Introduction -- 2 Related Work -- 3 Technologies -- 3.1 Unity -- 3.2 Oculus Rift DK2 -- 3.3 Microsoft Kinect -- 3.4 DualShock3 Controller -- 3.5 Virgil -- 4 Simulation Framework -- 5 The Virtual Environment -- 5.1 Modeling -- 5.2 Programming -- 6 User Interfaces -- 6.1 AR Interface -- 6.2 NAR Interface -- 7 Experimental Results -- 8 Conclusions and Future Work -- References -- Multi-Resolution Visualisation of Geographic Network Traffic -- 1 Introduction -- 2 Exposition -- 2.1 Dense Texture-Based Flow Visualization -- 2.2 Level of Detail -- 3 Flow Visualization for Geographic Networks -- 3.1 Line Integral Convolution -- 3.2 Unsteady Flow Line Integral Convolution - UFLIC -- 3.3 Path Generation -- 3.4 Value Scattering Process -- 3.5 Convolution Process.</p> <p>4 Level of Detail for Geographic Networks -- 5 Usability Study -- 5.1 Legibility of the Flow Visualization Technique -- 5.2 Identification of Locations with High Traffic Density -- 5.3 Recognition of Global Trends -- 5.4 Subjective Comments -- 6 Discussion and Results -- 7 Conclusions -- References -- Methodology for Efficiency Analysis of VR Environments for Industrial Applications -- Abstract -- 1 Introduction -- 2 Related Work -- 3 Efficiency Analysis of VR Environments for Industrial Applications -- 3.1 General Approach of the WAVE Methodology -- 4 Validation of the WAVE Methodology -- 5 Conclusion and Further Work -- References -- Unity3D Virtual Animation of Robots with Coupled and Uncoupled Mechanism -- Abstract -- 1 Introduction -- 2 Problem Formulation -- 3 Modeling 3D, CAD -- 4 Export the 3D Model to Unity3D -- 5 Simulation Experimental Results -- 5.1 Environment 3D Simulation -- 6 Conclusions -- Acknowledgment -- References -- A Scalable Cluster-Rendering Architecture for Immersive Virtual Environments -- 1 Introduction -- 2 Related Work -- 2.1 WireGL -- 2.2 Chromium -- 3 System Description -- 3.1 Network Driver -- 3.2 Slave Programs -- 3.3 Network Protocol -- 3.4 Per-Frame Synchronization -- 3.5 Cluster Configuration -- 3.6 Additional Features -- 3.7 Integration with XVR -- 4 Parallelism -- 4.1 Test-Bed IVE Setup -- 4.2 Test-Bed Applications -- 4.3 Method -- 4.4 Impact of the Architecture -- 5 Conclusion and Future Work -- References -- The Effect of Emotional Narrative Virtual Environments on User Experience</p>

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User Based Intelligent Adaptation of Five in a Row Game for Android Based on the Data from the Front Camera -- Abstract -- 1 Introduction -- 2 Problem Definition -- 2.1 Opponent Algorithm in the Game Five in a Row -- 2.2 Customization of the Game According to the Shots from the Front Camera -- 3 New Solution -- 3.1 Realized Tournament Selection -- 3.2 Tournament Results -- 4 Implementation -- 4.1 Implementation of the Five in a Row Algorithm -- 4.2 Implementation of the Technologies for the Face Recognition -- 4.3 The Implementation of the Game Five in a Row on the Android Platform -- 5 Testing of Developed Solution -- 5.1 Testing of the Newly Designed Algorithm -- 5.2 Comparison of the Technologies for the Face Detection in the Image -- 6 Discussion -- 7 Conclusions -- Acknowledgement -- References -- Modeling of Complex Taxonomy: A Framework for Schema-Driven Exploratory Portal -- Abstract -- 1 Introduction -- 2 Related Works -- 3 Modeling of Complex Taxonomy -- 4 Framework Development for Effective Building of Exploratory Portal -- 4.1 Framework Architecture -- 4.2 Implementation -- 5 Validation and Test -- 6 Conclusions -- Acknowledgements -- References -- Audio-Visual Perception - The Perception of Object Material in a Virtual Environment -- Abstract -- 1 Introduction -- 2 Background Work -- 3 Experiment Design -- 3.1 Methods -- 3.2 Selection of Materials, Audio and Shape -- 3.3 Virtual Environment -- 3.4 Procedure -- 4 Results -- 5 Discussion and Conclusion -- Acknowledgments -- References -- Facial Landmarks for Forensic Skull-Based 3D Face Reconstruction: A Literature Review -- Abstract -- 1 Introduction -- 2 Applications -- 3 Landmark Allocation -- 4 Outcomes -- 5 Conclusion -- References -- Virtual Reality Applications with Oculus Rift and 3D Sensors -- 1 Project Goals -- 2 Choice and Configuration of the 3D Sensor.

3 Choice and Configuration of the Game Engine -- 4 Implementing the Shared Memory Solution -- 5 Displaying the Kinect Data in the Engine -- 6 Oculus Rift Adaptation -- 7 3D Projector Adaptation -- 8 Making the Virtual Arms Scalable -- 9 Discussion and Future Work -- The Virtual Experiences Portals --- A Reconfigurable Platform for Immersive Visualization -- 1 Introduction -- 2 Design and Implementation -- 2.1 Hardware -- 2.2 Software and Services (SAGE2) -- 3 SmartSpace 3D -- 4 Other Applications -- 5 Related Work, Evaluation and Future Work -- 6 Conclusions -- References -- Virtual Reality for Product Development in Manufacturing Industries -- Abstract -- 1 Introduction -- 2 Background -- 3 Research Approach -- 4 Emerging Scenarios -- 4.1 Product Lifecycle Management (PLM) and Virtual Reality -- 4.2 Immersive Virtual Testing -- 4.3 Virtual Training for Maintenance -- 4.4 Collaborative Virtual Review in the Design Chain -- 4.5 Virtual Manufacturing Process Review -- 5 Conclusions -- References -- Virtual Reality Pave the Way for Better Understand Untouchable Research Results -- Abstract -- 1 Introduction -- 2 Virtual Reality Tool -- 2.1 Reading Data and Converting to the Uniform Format -- 2.2 Sorting Module -- 2.3 Scenes Module -- 2.4 Composing Module -- 2.5 Synchronization All Components -- 2.6 Final VR Scenes -- 3 Evaluation of Protoplanetary Disk - VR -- 4 VR Tool for Visualization Research Results from Underground Water Management -- 5 Conclusion -- Acknowledgements -- References -- Visualization of the Renewable Energy Resources -- Abstract -- 1 Introduction -- 2 Renewable Energy

Sources and Their Visualization -- 3 Data Sources -- 4 System Architecture -- 5 Conclusion -- Acknowledgment -- References -- Transparency of a Bilateral Tele-Operation Scheme of a Mobile Manipulator Robot -- Abstract -- 1 Introduction -- 2 Modeling and Control Scheme.

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2.3 mProd: Maintenance Production Application Developed.

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#### Sommario/riassunto

The 2-volume set LNCS 9768 and 9769 constitutes the refereed proceedings of the Third International Conference on Augmented Reality, Virtual Reality and Computer Graphics, AVR 2016, held in Lecce, Italy, in June 2016. The 40 full papers and 29 short papers presented were carefully reviewed and selected from 131 submissions. The SALENTO AVR 2016 conference intended to bring together researchers, scientists, and practitioners to discuss key issues, approaches, ideas, open problems, innovative applications and trends on virtual and augmented reality, 3D visualization and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, industrial and military sectors.

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