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Altri autori (Persone)	CozziPatrick RiccioChristophe
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Soggetti	Computer graphics Rendering (Computer graphics) Electronic books.
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	An A K Peters book.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Front Cover; Dedication; Contents; Foreword; Preface; Tips; I. Discovering; 1. Teaching Computer Graphics Starting with Shader-Based OpenGL; 2. Transitioning Students to Post-Deprecation OpenGL; 3. WebGL for OpenGL Developers; 4. Porting Mobile Apps to WebGL; 5. The GLSL Shader Interfaces; 6. An Introduction to Tessellation Shaders; 7. Procedural Textures in GLSL; 8. OpenGL SC Emulation Based on OpenGL and OpenGL ES; 9. Mixing Graphics and Compute with Multiple GPUs; II. Rendering Techniques; 10. GPU Tessellation: We Still Have a LOD of Terrain to Cover 11. Antialiased Volumetric Lines Using Shader-Based Extrusion 12. 2D Shape Rendering by Distance Fields; 13. Efficient Text Rendering in WebGL; 14. Layered Textures Rendering Pipeline; 15. Depth of Field with Bokeh Rendering; 16. Shadow Proxies; III. Bending the Pipeline; 17. Real-Time Physically Based Deformation Using Transform Feedback; 18. Hierarchical Depth Culling and Bounding-Box Management on the GPU; 19. Massive Number of Shadow-Casting Lights with Layered Rendering; 20. Efficient Layered Fragment Buffer Techniques; 21. Programmable Vertex Pulling 22. Octree-Based Sparse Voxelization Using the GPU Hardware Rasterizer IV. Performance; 23. Performance Tuning for Tile-Based

Architectures; 24. Exploring Mobile vs. Desktop OpenGL Performance; 25. Improving Performance by Reducing Calls to the Driver; 26. Indexing Multiple Vertex Arrays; 27. Multi-GPU Rendering on NVIDIA Quadro; V. Transfers; 28. Asynchronous Buffer Transfers; 29. Fermi Asynchronous Texture Transfers; 30. WebGL Models: End-to-End; 31. In-Game Video Capture with Real-Time Texture Compression; 32. An OpenGL-Friendly Geometry File Format and Its Maya Exporter VI. Debugging and Profiling 33. ARB debug output: A Helping Hand for Desperate Developers; 34. The OpenGL Timer Query; 35. A Real-Time Profiling Tool; 36. Browser Graphics Analysis and Optimizations; 37. Performance State Tracking; 38. Monitoring Graphics Memory Usage; VII. Software Design; 39. The ANGLE Project: Implementing OpenGL ES 2.0 on Direct3D; 40. SceneJS: A WebGL-Based Scene Graph Engine; 41. Features and Design Choices in SpiderGL; 42. Multimodal Interactive Simulations on the Web; 43. A Subset Approach to Using OpenGL and OpenGL ES; 44. The Build Syndrome; About the Contributors

Sommario/riassunto

Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design

2. Record Nr.	UNINA9910453541003321
Autore	Jamieson Barrie G. M
Titolo	Reproductive Biology and Phylogeny of Birds, Part A : Phylogeny, Morphology, Hormones and Fertilization
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Edizione	[First edition.]
Descrizione fisica	1 online resource (624 p.)
Collana	Reproductive biology and phylogeny Reproductive biology and phylogeny of birds
Disciplina	598
Soggetti	Birds -- Phylogeny Birds -- Reproduction Zoology Health & Biological Sciences Vertebrates Birds - Reproduction Birds - Phylogeny Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	""Preface to the Series""; ""Preface to this Volume""; ""Contents""; ""About the Series and Volume""; ""About the Series and Volume Editor""; ""1. Classification and Phylogeny OF Birds ""; ""1.1 INTRODUCTION ""; ""1.2 NON-PASSERINES ""; ""1.2.1 Basal Relationships ""; ""1.2.2 Palaeognathae ""; ""1.2.3 Galloanserae ""; ""1.2.3.1 Relationships within Gall iformes""; ""1.2.3.2 Relationships within Anseriformes ""; ""1.2.4 Neoaves ""; ""1.2.4.1 Monophyly of neoavian orders ""; ""1.2.4.2 Relationships between neoavian orders (or their monophyletic fragments) "" ""1.2.4.3 Relationships within neoavian orders (or their monophyletic

fragments) ""1.2.4.4 Monophyly of neoavian families ""; ""1.2.4.5 Relationships within neoavian families ""; ""1.2.4.6 Monophyly of neoavian genera ""; ""1.2.5 Classification of Non-passerines ""; ""1.3 PASSERINES ""; ""1.3.1 Monophyly of Passeriformes ""; ""1.3.2 Monophyly of Passerine Families and Genera ""; ""1.3.3 Basal Relationships within Passerines ""; ""1.3.4 Relationships within New World Suboscines ""; ""1.3.4.1 Furnarii ""; ""1.3.4.2 Tyranni ""; ""1.3.5 Relationships within the Corvidan grade ""
 ""1.3.5.1 Menuroidea and other near-basal groups """"1.3.5.2 Meliphagoidea and other groups outside Corvoidea ""; ""1.3.5.3 Corvoidea ""; ""1.3.6 Relationships within Passerida ""; ""1.3.6.1 Groups not within any superfamily ""; ""1.3.6.2 Sylvioidea ""; ""1.3.6.3 Certhioidea ""; ""1.3.6.4 Muscicapoidea ""; ""1.3.6.5 Passeroidea ""; ""1.4 CONCLUSION ""; ""1.5 ACKNOWLEDGMENTS ""; ""1.6 LITERATURE CITED ""; ""2. Anatomy of the Testis and Male Reproductive Tract ""; ""2.1 INTRODUCTION ""; ""2.1.1 Testis Shape, Asymmetry and Size ""; ""2.1.2 Body Temperature and Testis Function in Birds ""
 ""2.1.3 Consistency and Structure of the Testis """"2.1.4 The Excurrent Ducts of the Testis ""; ""2.1.5 Blood Supply to the Reproductive Organs ""; ""2.2 THE TESTIS ""; ""2.2.1 The Testicular Capsule ""; ""2.2.2 Seminiferous Tubules ""; ""2.2.3 Sertoli Cells ""; ""2.2.3.1 Functions of the Sertoli Cell ""; ""2.2.4 Interstitial Tissue of the Testis ""; ""2.2.4.1 The boundary (peritubular) tissue ""; ""2.2.4.2 The interstitium ""; ""2.2.4.3 The Leydig cell ""; ""2.2.4.4 Functions of the intertubular tissue ""; ""2.3 THE EXCURRENT DUCTS OF THE TESTIS ""; ""2.3.1 The Rete Testis""
 ""2.3.1.1 Surface features of the rete testis tubules/lacunae """"2.3.1.2 The histology and ultrastructure of the rete testis cells ""; ""2.3.1.3 Functions of the rete testis ""; ""2.3.2 The Efferent Ducts (Ductuli Efferentes) ""; ""2.3.2.1 Surface morphology of the efferent ducts ""; ""2.3.2.2 Histology and ultrastructure of the efferent duct epithelia ""; ""2.3.3 The Epididymal Duct Unit""; ""2.3.3.1 General organization and features ""; ""2.3.3.2 The ductus deferens and its modifications ""; ""2.3.3.3 Surface features of the epididymal duct unit ""
 ""2.3.3.4 Histology of the epididymal duct unit ""

Sommario/riassunto

"Aspects of reproduction covered in this volume include classification and phylogeny as revealed by molecular biology; anatomy of the male reproductive tract and organs; anatomy and evolution of copulatory structures; development and anatomy of the female reproductive tract; endocrinology of reproduction; ovarian dynamics and follicle development; spermatogenesis and testicular cycles; avian spermatozoa: structure and phylogeny; testis size, sperm size and sperm competition and lastly, fertilization."--Provided by publisher.