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Titolo	Unity 2018 Augmented Reality Projects : Build Four Immersive and Fun AR Applications Using ARKit, ARCore, and Vuforia
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Nota di contenuto	Cover -- Title Page -- Copyright and Credits -- Dedication -- Packt Upsell -- Contributors -- Table of Contents -- Preface -- Chapter 1: What AR is and How to Get Set up -- Available AR packages -- Defining AR -- An incomplete list of AR devices -- Advantages and disadvantages of the different AR toolkits available -- ARCore -- ARKit -- Vuforia -- ARToolKit -- Building our first AR applications -- Setting up Vuforia -- Setting up ARToolKit -- Setting up ARCore -- Setting up ARKit -- Building Hello World in ARKit -- Summary -- Questions -- Chapter 2: GIS Fundamentals - The Power of Mapping -- What is GIS? -- The history of GIS -- GIS techniques and technologies -- Ways to capture GIS -- Converting from raster to vector -- Projections and coordinate systems -- Spatial analysis with GIS -- Data analysis with GIS -- GIS modeling -- Geometric networks -- Hydrological modeling -- Cartographic modeling -- Map overlays -- Statistics used with GIS -- Geocoding -- Reverse geocoding -- Open Geospatial Consortium Standards -- Web mapping -- GIS and adding dimension of time -- Semantics -- The implications of GIS in society -- GIS in the real world -- GIS in education -- GIS in local governments -- GIS and augmented reality -- Applications of GIS -- Gaming and GIS -- Summary -- Questions -- Chapter 3: Censored - Various Sensor Data and Plugins -- Project overview -- Getting started -- Sensors -- Leveraging sensors with plugins -- Writing unity plugins -- C# language plugin -- C++ language plugin -- Swift language plugin -- Objective-C

language plugin -- Java language plugin -- Creating a sensor driver in Java -- Summary -- Have a go hero -- Questions -- Further reading -- Chapter 4: The Sound of Flowery Prose -- Project overview -- Getting started -- Conceptualizing the project -- Basic idea/concept -- Choosing the right programming language.
Choosing your release platform -- Choosing your game engine, libraries, and frameworks -- Developing the game design and application design document -- Bonus - UML design -- Prototyping -- Setting up the Unity project -- Code implementation details -- Working with XCode -- Summary -- Questions -- Further reading -- Chapter 5: Picture Puzzle - The AR Experience -- Project background -- Project overview -- Getting started -- Installing Vuforia -- Differences between macOS and Windows setups -- Windows project setup -- Building the Windows project -- macOS project setup -- Building the macOS Project -- Working with Xcode -- Summary -- Questions -- Chapter 6: Fitness for Fun - Tourism and Random Walking -- Background information on Mapbox -- Project overview -- Getting started -- Setting up Mapbox -- Important items to note -- Setting up the project -- Scripting the project -- Finalizing the project -- Summary -- Questions -- Further reading -- Chapter 7: Snap it! Adding Filters to Pictures -- Project overview -- Getting started -- What is OpenCV? -- Creating the project with paid assets -- Installing and building OpenCV -- Downloading OpenCV -- [Configuring the CMake and OpenCV source files] -- Configuring the CMake and OpenCV source files -- OpenCV with Unity -- OpenCV and Unity -- Summary -- Questions -- Further reading -- Chapter 8: To the HoloLens and Beyond -- What is Mixed Reality, and how does it work? -- Urban Hunt -- Smart Urban Golf -- XR applications in media -- XR with HoloLens -- Getting Mixed Reality ready -- Project overview -- Playing with Mixed Reality -- Setting up the camera -- Performance and quality control -- Targeting the Windows 10 SDK -- Do the robot -- Building and deploying from Visual Studio -- Summary -- Questions -- Further reading -- Other Books You May Enjoy -- Index.

Sommario/riassunto

Augmented Reality offers the magical effect of blending the physical world with the virtual world. On the other hand, Unity is now the leading platform to develop augmented reality experiences since it provides a great pipeline to work with 3D assets. This book will educate you about the specifics of augmented reality development in Unity 2018.

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Soggetti	Computational intelligence Electric power production Computational Intelligence Electrical Power Engineering Mechanical Power Engineering
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Sommario/riassunto	This book presents a collection of the latest studies on and applications for the sustainable development of urban energy systems. Based on the 20th International Scientific Conference on Energy Management of Municipal Facilities and Sustainable Energy Technologies, held in Voronezh and Samara, Russia from 10 to 13 December 2018, it addresses a range of aspects including energy modelling, materials and applications in buildings; heating, ventilation and air conditioning systems; renewable energy technologies (photovoltaic, biomass, and wind energy); electrical energy storage; energy management; and life cycle assessment in urban systems and transportation. The book is intended for a broad readership: from policymakers tasked with evaluating and promoting key enabling technologies, efficiency policies and sustainable energy practices, to researchers and engineers involved in the design and analysis of complex systems. .