1. Record Nr. UNINA9910533650603321

Autore	Duro Richard
Titolo	Advances in intelligent robotics and collaborative automation / / editors, Richard Duro, Yuriy Kondratenko
Pubbl/distr/stampa	Taylor & Francis, 2015 Aalborg, Denmark : , : River Publishers, , 2015 ©2015
ISBN	1-00-333711-2 1-003-33711-2 87-93237-04-9
Edizione	[1st ed.]
Descrizione fisica	1 online resource (363 pages) : illustrations (some color), charts, photographs, graphs, tables
Collana	River Publishers Series in Automation, Control and Robotics ; ; Volume 1
Disciplina	006.3
Soggetti	Artificial intelligence - Research
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Sommario/riassunto	This book provides an overview of a series of advanced research lines in robotics as well as of design and development methodologies for intelligent robots and their intelligent components. It represents a selection of extended versions of the best papers presented at the Seventh IEEE International Workshop on Intelligent Data Acquisition and Advanced Computing Systems: Technology and Applications IDAACS 2013 that were related to these topics. Its contents integrate state of the art computational intelligence based techniques for automatic robot control to novel distributed sensing and data integration methodologies that can be applied to intelligent robotics and automation systems. The objective of the text was to provide an overview of some of the problems in the field of robotic systems and intelligent automation and the approaches and techniques that relevant research groups within this area are employing to try to solve them.The contributions of the different authors have been grouped into four main sections:• Robots• Control and Intelligence• Sensing•

	Collaborative automationThe chapters have been structured to provide an easy to follow introduction to the topics that are addressed, including the most relevant references, so that anyone interested in this field can get started in the area.

2.

Record Nr.	UNINA9910793190203321
Autore	Thorn Alan
Titolo	How to cheat in blender 2.7x / / Alan Thorn
Pubbl/distr/stampa	Boca Raton, FL : , : CRC Press, , 2017
ISBN	1-315-15361-0 1-4987-6452-5
Edizione	[First edition.]
Descrizione fisica	1 online resource (ix, 269 pages)
Disciplina	777.7
Soggetti	Computer animation Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	chapter 1 Interface Cheats -- chapter 2 Selections -- chapter 3 Modeling -- chapter 4 UV Mapping Cheats -- chapter 5 Texturing and Materials -- chapter 6 Rigging and Animation Cheats -- chapter 7 Rendering Cheats -- chapter 9 Game Development Cheats -- chapter 10 Interoperability.
Sommario/riassunto	Blender is a vast and customizable 3D-modeling application used by many artists across creative industries, from television to games. This newest book, in Alan Thorn’s How to Cheat series, offers insightful and bite-sized power-tips to help you develop Blender mastery. More than five hundred figures illustrate interesting shortcuts and clever ways to improve your Blender workflow. A companion website at http://www.alanthorn.net provides bonus content, including videos and resources to help sharpen your skills further. How to Cheat in Blender 2.7x is for Blender users of all levels, offering time-saving tips and powerful techniques to increase your productivity.