1. Record Nr. UNISA996393619603316

Autore	Gouldman Francis <d. 1688?>
Titolo	A copious dictionary in three parts [[electronic resource]] : I. The English before the Latin, enriched with about ten thousand words more then any former dictionary contains. II. The Latin before the English, with correct and plentiful etymological derivations, philological observations, and phraseological explications. III. The proper names of persons, places, [and] other things necessary to the understanding of historians and po[ets.] To which are adjoined a table of authors names at large, which in this [book] are made use of, or mentioned: and also some lesser tractates. The whole being a comprisal of Thomasiu[s] and Rider's foundations, Holland's and Holyoak's superstructure and improvements: together with amendments and enlargements very considerable for number and nature; promoted and carried on by a diligent search into, and perusal of several other dictionaries, and many authours ancient and modern: [...]
Pubbl/distr/stampa	[England?, : s.n., 16--?]
Descrizione fisica	[1]+ p
Soggetti	English language - Latin Latin language - English English language Title pagesEngland
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Fragment: portion of the t.p. only. Reproduction of original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr. UNINA9910639891803321

Titolo	Advances in Computer Graphics : 39th Computer Graphics International Conference, CGI 2022, Virtual Event, September 12–16, 2022, Proceedings / / edited by Nadia Magnenat-Thalmann, Jian Zhang, Jinman Kim, George Papagiannakis, Bin Sheng, Daniel Thalmann, Marina Gavrilova
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2022
ISBN	9783031234736 3031234731
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (590 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13443
Disciplina	006.6869 006.6
Soggetti	Application software Computer and Information Systems Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	IMAGE ANALYSIS & PROCESSING -- Multi-granularity feature attention Fusion network for Image-Text Sentiment Analysis -- Toward efficient image denoising: A lightweight network with retargeting supervision driven knowledge distillation -- A pig pose estimation model for measuring pig's body size -- Topology-aware Learning for Semi-supervised Cross-domain Retinal Artery/Vein Classification -- Face Super-Resolution with Better Semantics and More Efficient Guidance -- GRAPHS & NETWORKS -- Layout and Display of Network Graphs on a Sphere -- Joint Matrix Factorization and Structure Preserving for Domain Adaptation -- Graph Adversarial Network with Bottleneck Adapter Tuning for Sign Language Production -- ESTIMATION & FEATURE MATCHING -- Facial Landmarks based Region-Level Data Augmentation for Gaze Estimation -- An Efficient Dense Depth Map Estimation Algorithm Using Direct Stereo Matching For Ultra-wide-angle Images -- Ad-RMS: Adaptive Regional Motion Statistics for Feature Matching Filtering -- 3D RECONSTRUCTION -- Mobile Augmented Realty Based Visual Indoor Navigation -- Cost Volume Pyramid Network with Multi-strategies Range Searching for Multi-view

Stereo -- Reconstructing the Surface Mesh Representation for Single Neuron -- WEmap: Weakness-enhancement mapping for 3D reconstruction with sparse image sequences -- RENDERING & ANIMATION -- Comparing Traditional Rendering Techniques to Deep Learning based Super-Resolution in Fire and Smoke Animations -- Real-Time Light Field Path Tracing -- Crowd Simulation with Detailed Body Motion and Interaction -- Towards Rendering the Style of 20th Century Cartoon Line Art in 3D Real-time -- DETECTION & RECOGNITION -- Face detection algorithm in classroom scene based on deep learning -- GRVT: Toward Effective Grocery Recognition via Vision Transformer -- A Transformer-based Cloth-irrelevant Patches Feature Extracting Method for Long-Term Cloth-Changing Person Re-identification -- Learning Unified Binary Feature Codes For Cross-illumination Palmprint Recognition -- COLORS, PAINTINGS & LAYOUT -- SemiPainter: Learning to draw semi-realistic paintings from the manga line drawings and flat shadow -- Hierarchical Bayesian Network Modeling and Layout of Huizhou Traditional Villages in Geographic Environment -- AE-GAN: Attention Embedded GAN For Irregular and Large-area Mask Face Image Inpainting -- SYNTHESIS & GENERATION -- Procedural Generation of Landscapes with Water Bodies Using Artificial Drainage Basins -- High-fidelity Dynamic Human Synthesis via UV-guided NeRF with Sparse Views -- Rec2Real: Semantics-Guided Photo-Realistic Image Synthesis Using Rough Urban Reconstruction Models -- 3D Digital City Structure Model Based on Image Modeling Technology -- AR & USER INTERFACES -- Augmented Reality-Based Home Interaction Layout and Evaluation -- LiteAR: A Framework to Estimate Lighting for Mixed Reality Sessions for Enhanced Realism -- Personalized User Interface Elements Recommendation System -- MEDICAL IMAGING -- A feature point extraction method for capsule endoscope localization -- Automated Diagnosis Of Retinal Neovascularization Pathologies From Color Retinal Fundus Images -- SEGMENTATION -- DDCNet: A lightweight network with variable receptive field for real-time portrait segmentation in complex environment -- A chromosome segmentation method based on corner detection and watershed algorithm -- Voxel-based 3D shape segmentation using deep volumetric convolutional neural networks -- OBJECT DETECTION -- Few-shot detection based on an enhanced prototype for outdoor small forbidden objects -- Research on real-time forestry pest detection based on improved YOLOv5 -- Power Line Detection Based on Feature Fusion Deep Learning Network -- IMAGE ATTENTION & PERCEPTION -- Wider and Higher: Intensive Integration and Global Foreground Perception for Image Matting -- Authenticity Identification of Qi Baishi’s Shrimp Painting with Dynamic Token Enhanced Visual Transformer -- MODELING & SIMULATION -- An Optimized Material Point Method for Soil-Water Coupled Simulation -- SlimFliud-Net: Fast Fluid Simulation Using Admm Pruning. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 39th Computer Graphics International Conference on Advances in Computer Graphics, CGI 2022, held Virtually, during September 12–16, 2022. The 45 full papers included in this book were carefully reviewed and selected from 139 submissions. They were organized in topical sections as follows: image analysis & processing; graphs & networks; estimation & feature matching; 3d reconstruction; rendering & animation; detection & recognition; colors, paintings & layout; synthesis & generation; ar & user interfaces; medical imaging; segmentation; object detection; image attention & perception; and modeling & simulation.