

1. Record Nr.	UNINA9910674010003321
Autore	Simoes Joao Carlos Caetano
Titolo	High-Yielding Dairy Cows / / Joao Carlos Caetano Simoes
Pubbl/distr/stampa	Basel, Switzerland : , : MDPI - Multidisciplinary Digital Publishing Institute, , 2022
Descrizione fisica	1 online resource (326 pages)
Disciplina	636.2142
Soggetti	Dairy cattle Medicine
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>The milk industry is largely based on dairy cattle production. After decades of great advancements in genetics, nutrition, and management, today, one cow can reach unprecedented levels of milk production. New challenges have been posed to preserving the health and welfare of these domestic animals. "High-Yielding Dairy Cows" is a collection of scientific papers focusing on three main areas: metabolic diseases, reproduction diseases, and herd (heath) management in confined and pasture production systems. This book aggregates knowledge from a molecular level to a more holistic approach on disease prevention and management, giving the reader an accurate overview of the current state of the art of this topic. It intends to contribute to ensuring the supply of ethical and responsible animal protein for about eight billion of people.</p>

2. Record Nr.	UNISA996465346003316
Autore	Earnshaw Rae A. <1944->
Titolo	Technology, Design and the Arts - Opportunities and Challenges [[electronic resource] /] / edited by Rae Earnshaw, Susan Liggett, Peter Excell, Daniel Thalmann
Pubbl/distr/stampa	Springer Nature, 2020 Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-42097-3
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXV, 387 p. 162 illus., 148 illus. in color.)
Collana	Springer Series on Cultural Computing, , 2195-9056
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Application software Multimedia systems User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities Media Design Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Section 1: A Panoramic View of the Field -- Technology and the Arts -- Positioning the Arts -- Section 2: Facilitating Communication between the Arts, Technology and Audiences -- Framing the Conversation -- Communication Tech -- Digital Holography -- Section 3: Interaction between the Arts and Data -- The Forever-do Game.: A Big Data Fishing Expedition -- Searching for New Aesthetics -- Interspecific Interactions -- Machine Vision -- Signs of Surveillance -- Section 4: Audio Visual Installations to Generate Collective Human Responses -- Coral Voices -- Cyberdreams -- Augmenting Virtual Spaces -- Section 5: The Convergence of Digital Design, the Arts, Computing and the Environment -- Chandinin -- Moving Image Installations -- Digital Naturalists -- Section 6: The Use of Virtual Reality and Augmented Reality to Extend Creativity, Reach and Engagement in the Arts -- VR

Sommario/riassunto

This open access book details the relationship between the artist and their created works, using tools such as information technology, computer environments, and interactive devices, for a range of information sources and application domains. This has produced new kinds of created works which can be viewed, explored, and interacted with, either as an installation or via a virtual environment such as the Internet. These processes generate new dimensions of understanding and experience for both the artist and the public's relationships with the works that are produced. This has raised a variety of interdisciplinary opportunities and issues, and these are examined. The symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed. Technology can provide continuity by making traditional methods and techniques more efficient and effective. It can also provide discontinuity by opening up new perspectives and paradigms. This can generate new ideas, and produce a greater understanding of artistic processes and how they are implemented in practice. Tools have been used from the earliest times to create and modify artistic works. For example, naturally occurring pigments have been used for cave paintings. What has been created provides insight into the cultural context and social environment at the time of creation. There is an interplay between the goal of the creator, the selection and use of appropriate tools, and the materials and representations chosen. Technology, Design and the Arts - Opportunities and Challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines.