1. Record Nr. UNINA9910689847703321

Titolo	Health informatics : what is the prescription for success in intergovernmental information sharing and emergency response? : hearing before the Subcommittee on Technology, Information Policy, Intergovernmental Relations and the Census of the Committee on Government Reform, House of Representatives, One Hundred Eighth Congress, second session, July 14, 2004
Descrizione fisica	1 online resource (iii, 157 p.) : ill
Soggetti	Medical informatics - United States Health services administration - Technological innovations - United States Information storage and retrieval systems - Medical care - United States Intergovernmental cooperation - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910974115303321

Autore	Wang Rui (Software engineer)
Titolo	Augmented reality with Kinect : develop your own hands-free and attractive augmented reality applications with Microsoft Kinect / / Rui Wang
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2013
ISBN	9781849694391 1849694397
Edizione	[1st ed.]
Descrizione fisica	1 online resource (122 p.)
Collana	Community experience distilled
Disciplina	006
Soggetti	Kinect (Microcontroller) - Programming Multimodal user interfaces (Computer systems)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Augmented Reality with Kinect -- Table of Contents -- Augmented Reality with Kinect -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code -- Errata -- Piracy -- Questions -- 1. Getting Started with Kinect -- Installation of Kinect -- Setting up your Kinect software on PCs -- Why did I do that? -- The idea of the AR-based Fruit Ninja game -- Summary -- 2. Creating Your First Program -- Preparing the development environment -- Building the Visual Studio project -- Starting the device -- Initializing and using Kinect in C++ -- Understanding the code -- Additional information -- Summary -- 3. Rendering the Player -- Choosing image stream types -- Obtaining color and depth images -- Drawing color and depth as textures -- Understanding the code -- An incorrect way to combine depth and color -- A traditional way for background subtraction -- Understanding the code -- Aligning color with depth -- Generating a color image from depth -- Understanding the code -- Additional information -- Using a green screen with Kinect -- Making a magic photographer --

Understanding the code -- Additional information -- Summary -- 4. Skeletal Motion and Face Tracking -- Understanding skeletal mapping -- Obtaining joint positions -- Drawing the skeleton -- Understanding the code -- Drawing the linetrails following the hands -- Drawing the path for specified joints -- Understanding the code -- Face tracking in Kinect -- Detecting a face from the camera -- Detecting and drawing the face rectangle -- Understanding the code -- Constructing the face model.
Drawing the parametric face model -- Understanding the code -- Summary -- 5. Designing a Touchable User Interface -- Multitouch systems -- Locating the cursors -- Drawing cursors from two hands -- Understanding the code -- Additional information -- Common touching gestures -- Recognizing holding and swiping gestures -- Drawing cursors using two hands -- Understanding the code -- Additional information -- Sending cursors to external applications -- Emulating Windows mouse with cursors -- Understanding the code -- Summary -- 6. Implementing the Scene and Gameplay -- Integrating the current code -- Integrating existing elements in a scene -- Understanding the code -- Cutting the fruits -- Adding and handling fruit objects -- Understanding the code -- Playing the game -- Adding simple game logic -- Understanding the code -- Additional information -- Summary -- A. Where to Go from Here -- libfreenect - the pioneer of Kinect middleware -- OpenNI - a complete and powerful Kinect middleware -- Free and open source resources -- Commercial products using Kinect -- Index.

Sommario/riassunto

This book is a mini tutorial with plenty of code examples and strategies to give you many options when building your own applications.This book is meant for readers who are familiar with C/C++ programming and want to write simple programs with Kinect. The standard template library can also be used as it is simple enough to understand.

3. Record Nr. UNINA9911004844303321

Autore	Drury Bill
Titolo	The control techniques drives and controls handbook / / Bill Drury
Pubbl/distr/stampa	Stevenage, : Institution of Engineering and Technology, 2009
ISBN	1-282-27517-8 9786612275173 1-61583-326-9 1-84919-101-8
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (765 p.)
Collana	Power and energy series ; ; 57
Disciplina	629.8 629.8043
Soggetti	Electric controllers Electric driving
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Previous ed.: 2001.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Preface; Acknowledgements; PART A: DRIVE TYPES AND CORE TECHNOLOGY; A1. Industrial motors; A2. Drive converter circuit topologies; A3. Power semiconductor devices; A4. Torque, speed and position control; A5. Position and speed feedback; A6. Motion control; A7. Voltage source inverter: four-quadrant operation; A8. Switched reluctance and stepper motor drives; PART B: THE DRIVE IN ITS ENVIRONMENT; B1. The a.c. supply; B2. Interaction between drives and motors; B3. Physical environment; B4. Thermal management; B5. Drive system power management: common d.c. bus topologies B6. Electromagnetic compatibility (EMC)B7. Protection; B8. Mechanical vibration, critical speed and torsional dynamics; B9. Installation and maintenance of standard motors and drives; PART C: PRACTICAL APPLICATIONS; C1. Application and drive characteristics; C2. Duty cycles; C3. Interfaces, communications and PC tools; C4. Typical drive functions; C5. Common techniques; C6. Industrial application examples; PART D: APPENDICES; D1. Symbols and formulae; D2. Conversion tables; D3. World industrial electricity supplies (<1 kV); Bibliography; Index
Sommario/riassunto	This book contains a great deal of practical information for drives and

industrial engineers who use motors and drives. It is a comprehensive guide to the technology underlying drives and motors. It contains sufficient theory to give both user and student an insight into the design of these components and thereby the constraints and opportunities that exist. It has been radically revised and expanded from the previous edition to contain much new information.