

1. Record Nr.	UNINA9910790263603321
Autore	Robinson Greg <1966->
Titolo	A tragedy of democracy [[electronic resource]] : Japanese confinement in North America // Greg Robinson
Pubbl/distr/stampa	New York, : Columbia University Press, c2009
ISBN	1-280-59974-X 9786613629586 0-231-52012-3
Descrizione fisica	1 online resource (408 pages)
Classificazione	NQ 5340
Disciplina	940.53/1773
Soggetti	Japanese Americans - Forced removal and internment, 1942-1945 Japanese Americans - Pacific States - Social conditions - 20th century Japanese Americans - Government policy - History - 20th century World War, 1939-1945 - Social aspects - United States Japanese - Government policy - Canada - History - 20th century World War, 1939-1945 - Social aspects - Canada Pacific States Race relations History 20th century United States Race relations History 20th century Canada Race relations History 20th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Background to confinement -- The decision to remove ethnic Japanese from the West Coast -- Removal from the West Coast and control of ethnic Japanese outside -- The camp experience -- Military service and legal challenges -- The end of confinement and the postwar readjustment of Issei and Nisei -- Redress and the bitter heritage.
Sommario/riassunto	The confinement of some 120,000 Japanese Americans during World War II, often called the Japanese American internment, has been described as the worst official civil rights violation of modern U. S. history. Greg Robinson not only offers a bold new understanding of these events but also studies them within a larger time frame and from a transnational perspective. Drawing on newly discovered material, Robinson provides a backstory of confinement that reveals for the first

time the extent of the American government's surveillance of Japanese communities in the years leading up to war and the construction of what officials termed "concentration camps" for enemy aliens. He also considers the aftermath of confinement, including the place of Japanese Americans in postwar civil rights struggles, the long movement by former camp inmates for redress, and the continuing role of the camps as touchstones for nationwide commemoration and debate. Most remarkably, *A Tragedy of Democracy* is the first book to analyze official policy toward West Coast Japanese Americans within a North American context. Robinson studies confinement on the mainland alongside events in wartime Hawaii, where fears of Japanese Americans justified Army dictatorship, suspension of the Constitution, and the imposition of military tribunals. He similarly reads the treatment of Japanese Americans against Canada's confinement of 22,000 citizens and residents of Japanese ancestry from British Columbia. *A Tragedy of Democracy* recounts the expulsion of almost 5,000 Japanese from Mexico's Pacific Coast and the poignant story of the Japanese Latin Americans who were kidnapped from their homes and interned in the United States. Approaching Japanese confinement as a continental and international phenomenon, Robinson offers a truly kaleidoscopic understanding of its genesis and outcomes. The confinement of some 120,000 Japanese Americans during World War II, often called the Japanese American internment, has been described as the worst official civil rights violation of modern U. S. history. Greg Robinson not only offers a bold new understanding of these events but also studies them within a larger time frame and from a transnational perspective. Drawing on newly discovered material, Robinson provides a backstory of confinement that reveals for the first time the extent of the American government's surveillance of Japanese communities in the years leading up to war and the construction of what officials termed "concentration camps" for enemy aliens. He also considers the aftermath of confinement, including the place of Japanese Americans in postwar civil rights struggles, the long movement by former camp inmates for redress, and the continuing role of the camps as touchstones for nationwide commemoration and debate. Most remarkably, *A Tragedy of Democracy* is the first book to analyze official policy toward West Coast Japanese Americans within a North American context. Robinson studies confinement on the mainland alongside events in wartime Hawaii, where fears of Japanese Americans justified Army dictatorship, suspension of the Constitution, and the imposition of military tribunals. He similarly reads the treatment of Japanese Americans against Canada's confinement of 22,000 citizens and residents of Japanese ancestry from British Columbia. *A Tragedy of Democracy* recounts the expulsion of almost 5,000 Japanese from Mexico's Pacific Coast and the poignant story of the Japanese Latin Americans who were kidnapped from their homes and interned in the United States. Approaching Japanese confinement as a continental and international phenomenon, Robinson offers a truly kaleidoscopic understanding of its genesis and outcomes.

2. Record Nr.	UNINA9910299664603321
Titolo	Novel 3D Media Technologies // edited by Ahmet Kondoz, Tasos Dagiuklas
Pubbl/distr/stampa	New York, NY : , : Springer New York : , : Imprint : Springer, , 2015
ISBN	1-4939-2026-X
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (254 p.)
Disciplina	004.24 004.6 006.6 620
Soggetti	Signal processing Image processing Speech processing systems Lasers Photonics Computer networks Computer graphics Computer system failures Signal, Image and Speech Processing Optics, Lasers, Photonics, Optical Devices Computer Communication Networks Computer Graphics System Performance and Evaluation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Introduction -- Novel approaches to Immersive Media: from enlarged field-of-view to multi-sensorial experiences -- 3D Video Representation and Coding -- Full Parallax 3D Video Content Compression -- 3D Holoscopic Video Representation and Coding Technology -- Visual Attention Modelling in a 3D Context -- Dynamic cloud resource migration for efficient 3D video processing in mobile

computing environments -- Cooperative Strategies for End-to-End Energy Saving and QoS Control -- Real-Time 3D QoE Evaluation of Novel 3D Media -- Visual discomfort in 3DTV: Definitions, causes, measurement, and modeling -- 3D Sound Reproduction by Wave Field Synthesis -- Utilizing social interaction information for efficient 3D immersive overlay communications.

Sommario/riassunto

This book describes recent innovations in 3D media and technologies, with coverage of 3D media capturing, processing, encoding, and adaptation, networking aspects for 3D Media, and quality of user experience (QoE). The contributions are based on the results of the FP7 European Project ROMEO, which focuses on new methods for the compression and delivery of 3D multi-view video and spatial audio, as well as the optimization of networking and compression jointly across the future Internet. The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved, diverse network characteristics and user terminal requirements, as well as the user's context such as their preferences and location. As the number of visual views increases, current systems will struggle to meet the demanding requirements in terms of delivery of consistent video quality to fixed and mobile users. ROMEO will present hybrid networking solutions that combine the DVB-T2 and DVB-NGH broadcast access network technologies together with a QoE aware Peer-to-Peer (P2P) distribution system that operates over wired and wireless links. Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location. This book is the second of a series of three annual volumes devoted to the latest results of the FP7 European Project ROMEO. The present volume provides state-of-the-art information on immersive media, 3D multi-view video, spatial audio, cloud-based media, networking protocols for 3D media, P2P 3D media streaming, and 3D Media delivery across heterogeneous wireless networks among other topics. Graduate students and professionals in electrical engineering and computer science with an interest in 3D Future Internet Media will find this volume to be essential reading. Describes the latest innovations in 3D technologies and Future Internet Media Focuses on research to facilitate application scenarios such as social TV and high-quality, real-time collaboration Discusses QoE for 3D Represents the last of a series of three volumes devoted to contributions from FP7 projects in the area of 3D and networked media.