

1. Record Nr.	UNINA9910792974003321
Titolo	Treatment of residual sodium and sodium potassium from fast reactors : review of resent accomplishments, challenges and technologies // International Atomic Energy Agency
Pubbl/distr/stampa	Vienna, [Austria] : , : International Atomic Energy Agency, , 2015 ©2015
ISBN	92-0-114719-8
Descrizione fisica	1 online resource (66 pages) : color illustrations
Collana	IAEA TECDOC Series, , 1011-4289 ; ; 1769
Disciplina	621.4834
Soggetti	Fast reactors - Safety measures Liquid metal cooled reactors - Safety measures Nuclear reactors - Decommissioning
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNISA996465581703316
Titolo	Smart Graphics : 10th International Symposium on Smart Graphics, Banff, Canada, June 24-26 Proceedings // edited by Robyn Taylor, Pierre Boulanger, Antonio Krüger, Patrick Olivier
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
ISBN	1-280-38705-X 9786613564979 3-642-13544-7
Edizione	[1st ed. 2010.]
Descrizione fisica	1 online resource (294 p. 170 illus.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 6133
Disciplina	006.69
Soggetti	User interfaces (Computer systems) Application software Optical data processing Computer simulation Arts User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities Computer Imaging, Vision, Pattern Recognition and Graphics Information Systems Applications (incl. Internet) Simulation and Modeling Banff <Alberta, 2010>
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Sketching 1 -- Sketch Based Volumetric Clouds -- Applying Mathematical Sketching to Sketch-Based Physics Tutoring Software -- A Sketch-and-Grow Interface for Botanical Tree Modeling -- Animated Volume Texture Mapping for Complex Scene Generation and Editing -- Physics and Simulation -- A Novel Three-Dimensional Collaborative Online Platform for Bio-molecular Modeling -- The Effects of Finger-Walking in Place (FWIP) for Spatial Knowledge Acquisition in Virtual

Environments -- Interactive Design and Simulation of Net Sculptures --  
A Cross-Platform Framework for Physics-Based Collaborative  
Augmented Reality -- Camera Planning 1 -- Accurately Measuring the  
Satisfaction of Visual Properties in Virtual Camera Control -- VEX-CMS:  
A Tool to Design Virtual Exhibitions and Walkthroughs That Integrates  
Automatic Camera Control Capabilities -- Automatic Speed Graph  
Generation for Predefined Camera Paths -- Sketching 2 -- Example-  
Based Automatic Font Generation -- Sketch-Based Interfaces:  
Exploiting Spatio-temporal Context for Automatic Stroke Grouping --  
A Method for Reconstructing Sketched Polyhedral Shapes with Rounds  
and Fillets -- Pressure-Based 3D Curve Drawing -- Imaging -- An  
Interactive Design System for Water Flow Stains on Outdoor Images --  
Automated Hedcut Illustration Using Isophotes -- Visual Analytics --  
Articulate: A Semi-automated Model for Translating Natural Language  
Queries into Meaningful Visualizations -- Visual Analysis of Time-  
Motion in Basketball Games -- Event Line View: Interactive Visual  
Analysis of Irregular Time-Dependent Data -- Camera Planning 2 --  
Automatic Blending of Multiple Perspective Views for Aesthetic  
Composition -- Focus and Context in Mixed Reality by Modulating First  
Order Salient Features -- An Interactive Interface for Lighting-by-  
Example -- Art -- Stroking a Cymbidium -- WAVO: An Interactive Ball  
to Express Light Waves with Wave Equation -- OverWatch: Real-Time  
Narrative Visuals from Live Performance -- Sticking Point --  
Phantasmagoria: Composing Interactive Content for the  
humanaquarium -- Self Portraits with Mandelbrot Genetics -- Art 101:  
Learning to Draw through Sketch Recognition -- ColourVision—  
Controlling Light Patterns through Postures -- Interaction with a Virtual  
Character through Performance Based Animation.

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