1. Record Nr. UNICAMPANIASUN0112590

Autore	Poggiani, Alessandra
Titolo	Marketing digitale / Alessandra Poggiani, Carlo Alberto Pratesi
Pubbl/distr/stampa	Milano : McGraw-Hill Education, 2016
ISBN	978-88-386-7510-2
Edizione	[2. ed]
Descrizione fisica	X, 134 p. : ill. ; 24 cm.
Altri autori (Persone)	Pratesi, Carlo A.
Disciplina	658.8
Soggetti	Internet - Marketing
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNISA996390811703316

Autore	Sparke Michael <d. 1653.>
Titolo	The poore orphans court, or Orphans cry. By M.S. Being a wel-wisher for a speedy helpe of their misery, and an eye-witnesse of their present calamitie [[electronic resource]]
Pubbl/distr/stampa	London, : Printed by A[nne] G[riffin] for M[ichael] S[parke] junior, 1636
Descrizione fisica	[16] p. : ill. (metal cut)
Soggetti	Orphans - England Great Britain Social conditions 17th century Early works to 1800
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	M.S. = Michael Sparke. Printer's and publisher's names from STC. Cf. Folger catalogue, which gives signatures: A-Bâ´.

	Running title reads: The orphans court. Identified as STC 21509 on UMI microfilm. Reproduction of the original in the Folger Shakespeare Library.
Sommario/riassunto	eebo-0055

3. Record Nr. UNINA9910554126903321

Titolo	2021 International Conference on Computer Technology and Media Convergence Design : CTMCD 2021 : proceedings : 23-25 April 2021, Sanya, China / / Institute of Electrical and Electronics Engineers
Pubbl/distr/stampa	Piscataway, New Jersey : , : IEEE, , [2021] ©2021
ISBN	1-66544-856-3
Descrizione fisica	1 online resource (xv, 325 pages) : illustrations
Disciplina	006.696
Soggetti	Computer animation Interactive multimedia - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Computers and information processing Computer applications Computer aided analysis Matlab Parallel programming Application security Analog computers Digital computers PSCAD Computer aided software engineering Professional communication Web design.

4. Record Nr. UNINA9910810721503321

Autore	Howse Joseph
Titolo	Android application programming with OpenCV : build Android apps to capture, manipulate, and track objects in 2D and 3D / / Joseph Howse ; cover image by Ankita Jha
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2013 ©2013
ISBN	1-84969-521-0
Descrizione fisica	1 online resource (130 p.)
Collana	Community experience distilled
Altri autori (Persone)	JhaAnkita
Disciplina	005.25
Soggetti	Application software - Development Open source software
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	""Cover""; ""Copyright""; ""Credits""; ""About the Author""; ""About the Reviewers""; ""www.PacktPub.com""; ""Table of Contents""; ""Preface""; ""Chapter 1: Setting Up OpenCV""; ""System requirements""; ""Setting up a development environment""; ""Getting a ready-made development environment: Tegra Android Development Pack (TAPD)""; ""Assembling a development environment piece-by-piece""; ""Getting the prebuilt OpenCV4Android""; ""Building OpenCV4Android from source""; ""Building the OpenCV samples with Eclipse""; ""Finding documentation and help""; ""Summary"" ""Chapter 2: Working with Camera Frames""""""Designing our app, Second Sight""; ""Creating the Eclipse project""; ""Enabling camera and disk access in the manifest""; ""Creating menu and string resources""; ""Previewing and saving photos in CameraActivity""; ""Deleting, editing, and sharing photos in LabActivity""; ""Summary""; ""Chapter 3: Applying Image Effects""; ""Adding files to the project""; ""Defining the Filter interface""; ""Mixing color channels""; ""Making subtle color shifts with curves""; ""Processing a neighborhood of pixels with convolution filters"" ""Adding the filters to CameraActivity""""""Summary""; ""Chapter 4: Recognizing and Tracking Images""; ""Adding files to the project""; ""Understanding image tracking""; ""Writing an image tracking filter"";

	""Adding the tracker filters to CameraActivity""; ""Summary""; ""Chapter 5: Combining Image Tracking with 3D Rendering""; ""Adding files to the project""; ""Defining the ARFilter interface""; ""Building projection matrices in CameraProjectionAdapter""; ""Modifying ImageDetectionFilter for 3D tracking""; ""Rendering the cube in ARCubeRenderer"" ""Adding 3D tracking and rendering to CameraActivity""""""Learning more about 3D graphics on Android""; ""Summary""; ""Index""
Sommario/riassunto	A step-by-step tutorial to help you master computer vision and mobile app development.This book is for Java developers who are new to computer vision and who would like to learn about how it is used in relation to application development. It is assumed that you have previous experience in Java, but not necessarily Android. A basic understanding of image data (for example pixels and color channels) would be helpful too. You are expected to have a mobile device running Android 2.2 (Froyo) or greater and it must have a camera