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Nota di contenuto	Introduction: Homogeneity and Diversity in the Pre-colonial Caribbean; The pan-Caribbean theory; Problems with categorization; Network concepts and network models; Hidden network models in Caribbean archaeology; Networks of "people" and networks of "pots"; Aims and questions; Outline; A Dynamic Island World: The Northeastern Caribbean; Geography; A diverse geology and ecology; Maritime technology and voyaging; Culture history; Foundation: 6000/4000 BC - 2000 BC; Development: 2000-800 BC; Continuity: 800-200 BC; Transition: 200 BC-AD 400 Waxing and waning of inter-regional interaction: AD 400-600/800 Increasing density and complexity: AD 600/800-1492; Cultural, linguistic and ethnic (self-)identification; Ontology ; Substrates and processes of pre-colonial networks; Archaeology as a Network Science: Basic Concepts and Measures; The embedding of network science in archaeology; Key concepts and operation; 2-mode networks and ego-networks; Measuring and visualizing networks;

Measures of the network as a whole; Subgraphs; Centrality; Network explorations

Ties that Matter, Matter that Ties: A Theoretical Framework for Socio-material Network StudiesSociety and material culture; Mind over matter?; The gift: a material total social fact; The interdependency of persons and gifts; Kula: from gift relations to socio-material network; Object perspectivism and socio-material interdependency; A Maussian and Amerindian ontological framework; A Heart of Stone: Lithic Networks from 3200 BC to AD 400; Nodes and ties; Period A: foundation ; Structure and subgraphs; Interpretation; Period B: growth; Structure and subgraphs; Interpretation

Period C: transitionStructure, subgraphs and centrality; Interpretation; Period D: robust networks; Structure, subgraphs and centrality;

Interpretation; Period E: emulation ; Structure, subgraphs and clique strength; Centrality; Interpretation; Longitudinal trajectories of lithic production and distribution networks; The dynamics of lithic networks; Remotely Local: Ego-networks of Late Pre-colonial (AD 1000-1450) Saba; Northeastern Caribbean geographic networks continued; Local, region and interregional ties at Kelbey's Ridge 2; The ego-network of Kelbey's Ridge 2

Relational models at Kelbey's Ridge 2Beyond the Ego; Caciques and their Collectives: An Ethnohistoric View of Political Networks; Cacical networks: a fragmentary archaeological view; Cacical networks: a view from ethnohistory; Cacical nodes and ties; Cacical network structure and strategy; Triadic roots of the cacical collective; The complexity of the cacicazgo; Familiar Faces: The Diverse Design of Guaizas and their Use as Gifts; Depictions of the face in the pre-colonial Caribbean; Guaizas as socio-cosmic nodes; Guaizas as gifts; Guaiza design as a network

Antillean political economies and face-depicting valuables

Sommario/riassunto

The modern-day Caribbean is a stunningly diverse but also intricately interconnected geo-cultural region, resulting partly from the islands' shared colonial histories and an increasingly globalizing economy.

Perhaps more importantly, before the encounter between the New and Old World took place, the indigenous societies and cultures of the pre-colonial Caribbean were already united in diversity. This work seeks to study the patterns of this pre-colonial homogeneity and diversity and uncover some of their underlying processes and dynamics. In contrast to earlier studies of its kind, this study a

2. Record Nr.	UNINA9910745586303321
Autore	Ivanov Vitalii (Manufacturing engineer)
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Disciplina	620.0042
Soggetti	Engineering design Virtual reality Augmented reality Industrial engineering Production engineering Engineering Design Virtual and Augmented Reality Industrial and Production Engineering
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Livello bibliografico	Monografia
Nota di contenuto	Major challenges in engineering education -- Product design -- Visualization of engineering products -- Software description of the AR mobile application -- Exercises.
Sommario/riassunto	This open access book offers a timely snapshot of Augmented Reality (AR) technology, with an emphasis on its application within the mechanical and manufacturing engineering domains, for both educational and industrial purposes. Reporting on the experience of the authors, the book introduces readers to the principles of product design, with an emphasis on modern strategies and approaches for user-centered design, creativity, and design for manufacturing and sustainability. It guides to the application augmented reality and visualization techniques in the design process. In turn, it describes an AR mobile application developed by the authors to transform 2D drawings into dynamic 3D objects. The book also includes exercises. All in all, this book offers a practice-oriented guide to Augmented Reality applications in mechanical engineering and education,

addressing advanced undergraduate students, lecturers, and professionals in the engineering field. This is an open access book.