

1. Record Nr.	UNISA996418440903316
Autore	Kitamura Keiichi
Titolo	Advancement of shock capturing computational fluid dynamics methods : numerical flux functions in finite volume method // Keiichi Kitamura
Pubbl/distr/stampa	Singapore : , : Springer, , [2020] ©2020
ISBN	981-15-9011-7
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XI, 136 p. 52 illus., 13 illus. in color.)
Disciplina	532.05
Soggetti	Fluid dynamics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction: Brief Review of Finite Volume Method (FVM) in Computational Fluid Dynamics -- Role and History of Numerical Flux Functions -- Numerical Flux Functions for Ideal Gases -- Numerical Flux Functions Extended to Real Fluids -- Reconstruction and Slope Limiters.
Sommario/riassunto	This book offers a compact primer on advanced numerical flux functions in computational fluid dynamics (CFD). It comprehensively introduces readers to methods used at the forefront of compressible flow simulation research. Further, it provides a comparative evaluation of the methods discussed, helping readers select the best numerical flux function for their specific needs. The first two chapters of the book reviews finite volume methods and numerical functions, before discussing issues commonly encountered in connection with each. The third and fourth chapter, respectively, address numerical flux functions for ideal gases and more complex fluid flow cases— multiphase flows, supercritical fluids and magnetohydrodynamics. In closing, the book highlights methods that provide high levels of accuracy. The concise content provides an overview of recent advances in CFD methods for shockwaves. Further, it presents the author's insights into the advantages and disadvantages of each method, helping readers implement the numerical methods in their own research.

2. Record Nr.	UNINA9910141361903321
Titolo	Astronomy and computing
Pubbl/distr/stampa	[Amsterdam] : , : Elsevier B. V., , c2012-
ISSN	2213-1345
Descrizione fisica	1 online resource
Soggetti	Astronomy - Data processing Information storage and retrieval systems - Astronomy Astronomy - Mathematics Astronomy - Information technology Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed

3. Record Nr.	UNINA9910878978903321
Autore	Hutson James
Titolo	Art and Culture in the Multiverse of Metaverses : Immersion, Presence, and Interactivity in the Digital Age // by James Hutson
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031663208 9783031663192
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (211 pages)
Collana	Springer Series on Cultural Computing, , 2195-9064
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Cultural property Art - History Virtual reality Augmented reality User Interfaces and Human Computer Interaction Cultural Heritage Art History Virtual and Augmented Reality Interfícies d'usuari (Sistemes d'ordinadors) Interacció persona-ordinador Patrimoni cultural Història de l'art Realitat virtual Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part 1: Location and immersion -- Introduction -- Microcosm of history: Everywhere. Everything. Everyone -- Part 2: Place and presence -- Art in the age of virtual reproduction -- Digital cultural heritage preservation -- Part 3: Identity and interactivity -- Embodiment in

avatars and technoculture -- From simulacra to reanimation:
Resurrecting the (un)dead -- Conclusion.

Sommario/riassunto

Drawing on the art historical framing of Location, Place, and Identity, this book will examine how the factors of Immersion, Presence, and Interactivity of XR are shaping our understanding of the world and our place within it. Location refers to the specific geographical or spatial context in which a work of art is created or experienced. Place refers to the social, cultural, and historical context of that location. Identity refers to the ways in which individuals and communities construct and express their sense of self and belonging within those contexts. Through case studies and theoretical analysis, *Art and Culture in the Multiverse of Metaverses - Immersion, Presence, and Interactivity in the Digital Age*, will explore how the factors of Immersion, Presence, and Interactivity of XR can be aligned with these art historical concepts, providing new opportunities for understanding and engaging with Location, Place, and Identity. For example, XR can be used to create immersive experiences of historical locations and cultural sites, allowing users to explore and engage with them in ways that would otherwise be impossible. Additionally, XR can be used to create interactive artworks that engage with issues of identity and belonging, creating new possibilities for self-expression and exploration. .
