

1. Record Nr.	UNINA9910453440003321
Autore	Rodriguez Jacobo
Titolo	GLSL essentials // Jacobo Rodriguez
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	1-84969-801-5
Edizione	[1st edition]
Descrizione fisica	1 online resource (116 p.)
Collana	Community experience distilled
Soggetti	Computer graphics Rendering (Computer graphics) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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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: The Graphics Rendering Pipeline; A brief history of graphics hardware; The Graphics Rendering Pipeline; Geometry stages (per-vertex operations); Fragment stages (per-fragment operations); External stages; Differences between fixed and programmable designs; Types of shaders; Vertex shaders; Fragment shaders; Geometry shaders; Compute shaders; GPU, a vectorial and parallel architecture; The shader environment; Summary; Chapter 2: GLSL Basics; The Language; Language basics InstructionsBasic types; Variable initializers; Vector and matrix operations; Castings and conversions; Code comments; Flow control; Loops; Structures; Arrays; Functions; Preprocessor; Shader input/output variables; Uniform variables; Other input variables; Shader output variables; Summary; Chapter 3 : Vertex Shaders; Vertex shader inputs; Vertex attributes; Uniform variables; Vertex shader outputs; Drawing a simple geometry sample; Distorting a geometry sample; Using interpolators; Simple lighting; Basic lighting theory; Lighting example code; Summary; Chapter 4: Fragment Shaders Execution modelTerminating a fragment shader; Inputs and outputs; Examples; Solid color mesh; Interpolated colored mesh; Using interpolators to compute the texture coordinates; Phong lighting; Summary; Chapter 5: Geometry Shaders; Geometry shaders versus

vertex shaders; Inputs and outputs; Interface blocks; Example - pass-thru shader; Example - using attributes in the interface blocks; Crowd of butterflies; Summary; Chapter 6: Compute Shaders; Execution model; Render to texture example; Raw data computations; Summary; Index

Sommario/riassunto This book is a practical guide to the OpenGL Shading Language, which contains several real-world examples that will allow you to grasp the core concepts easily and the use of the GLSL for graphics rendering applications. If you want upgrade your skills, or are new to shader programming and want to learn about graphic programming, this book is for you. If you want a clearer idea of shader programming, or simply want to upgrade from fixed pipeline systems to state-of-the-art shader programming and are familiar with any C-based language, then this book will show you what you need to know.

2. Record Nr.	UNINA9910919821503321
Autore	Zimmermann Ricardo
Titolo	Human-Centred Technology Management for a Sustainable Future : Volume 1: Human-Centred Technology Approaches, Proceedings of the 33rd IAMOT Conference, Porto, Portugal, 2024 // edited by Ricardo Zimmermann, José Coelho Rodrigues, Ana Simoes, Gustavo Dalmarco
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Altri autori (Persone)	RodriguesJosé Coelho SimoesAna DalmarcoGustavo
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Nota di contenuto

Chapter 1: Creating the human capital for the Fourth Industrial Revolution epoch and beyond: perspectives for the manufacturing companies -- Chapter 2: Enhancing learning engagement through creative design: a case on Chemical engineering training -- Chapter 3: Assessment of the Impact of the Deployment of Manual Accreditation Application Systems by Sector Education and Training Authorities Government Agency on Skills Development Providers.

Sommario/riassunto

This proceedings volume contains selected papers from the 33rd International Association for Management of Technology (IAMOT) Conference, held from July 8-11, 2024, in Porto, Portugal. It is the second volume of a three-volume set of conference proceedings focused on technologies for a sustainable future. The book explores the challenges and opportunities in today's social and business landscapes, delving into innovative and disruptive concepts. With a special emphasis on the role of technologies, it sheds light on how they enable novel approaches to address current issues. The volume demonstrates that, following the principles of Industry 5.0, technologies can go far beyond productivity and economic gains, contributing to the benefit and comfort of human workers. It also elucidates the necessity of adopting a human-centered approach in utilizing technology to adapt production processes to workers' needs, while ensuring that the implementation of new technologies does not infringe upon the fundamental rights of workers.
