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Autore	Olds C. D (Carl Douglas), <1912-1979.>
Titolo	The geometry of numbers [[electronic resource] /] / C.D. Olds, Anneli Lax, Giuliana P. Davidoff
Pubbl/distr/stampa	Washington, DC, : Mathematical Association of America, c2000
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Collana	The Anneli Lax new mathematical library ; ; v. 41
Altri autori (Persone)	LaxAnneli DavidoffGiuliana P
Disciplina	512/.75
Soggetti	Geometry of numbers Number theory Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	<p>""Cover""; ""Title Page""; ""Contents""; ""Preface""; ""Part I Lattice Points and Number Theory""; ""1 Lattice Points and Straight Lines""; ""1.1 The Fundamental Lattice""; ""1.2 Lines in Lattice Systems""; ""1.3 Lines with Rational Slope""; ""1.4 Lines with Irrational Slope""; ""1.5 Broadest Paths without Lattice Points""; ""1.6 Rectangles on Paths without Lattice Points""; ""Problem Set for Chapter 1""; ""References""; ""2 Counting Lattice Points""; ""2.1 The Greatest Integer Function, <math>[x]</math>""; ""Problem Set for Section 2.1""; ""2.2 Positive Integral Solutions of <math>ax + by = n</math>""; ""Problem Set for Section 2.2""; ""2.3 Lattice Points inside a Triangle""; ""Problem Set for Section 2.3""; ""References""; ""3 Lattice Points and the Area of Polygons""; ""3.1 Points and Polygons""; ""3.2 Pick's Theorem""; ""Problem Set for Section 3.2""; ""3.3 A Lattice Point Covering Theorem for Rectangles""; ""Problem Set for Section 3.3""; ""References""; ""4 Lattice Points in Circles""; ""4.1 How Many Lattice Points Are There?""; ""4.2 Sums of Two Squares""; ""4.3 Numbers Representable as a Sum of Two Squares""; ""Problem Set for Section 4.3""; ""4.4 Representations of Prime Numbers as Sums of Two Squares""; ""4.5 A Formula for <math>R(n)</math>""; ""Problem Set for Section 4.5""; ""References""; ""Part II An Introduction to the Geometry of Numbers""; ""5 Minkowski's Fundamental Theorem""; ""5.1 Minkowski's Geometric</p>

Approach"; ""Problem Set for Section 5.1""; ""5.2 Minkowski M-Sets""; ""Problem Set for Section 5.2""; ""5.3 Minkowski's Fundamental Theorem""; ""Problem Set for Section 5.3""; ""5.4 (Optional) Minkowski's Theorem in  $n$  Dimensions""; ""References""; ""6 Applications of Minkowski's Theorems""; ""6.1 Approximating Real Numbers""; ""6.2 Minkowski's First Theorem""""Problem Set for Section 6.2""; ""6.3 Minkowski's Second Theorem""; ""Problem for Section 6.3""; ""6.4 Approximating Irrational Numbers""; ""6.5 Minkowski's Third Theorem""; ""6.6 Simultaneous Diophantine Approximations""; ""Reading Assignment for Chapter 6""; ""References""; ""7 Linear Transformations and Integral Lattices""; ""7.1 Linear Transformations""; ""Problem Set for Section 7.1""; ""7.2 The General Lattice""; ""7.3 Properties of the Fundamental Lattice""; ""Problem Set for Section 7.3""; ""7.4 Visible Points""

""8 Geometric Interpretations of Quadratic Forms""""8.1 Quadratic Representation""; ""8.2 An Upper Bound for the Minimum Positive Value""; ""8.3 An Improved Upper Bound""; ""8.4 (Optional) Bounds for the Minima of Quadratic Forms in More Than Two Variables""; ""8.5 Approximating by Rational Numbers""; ""8.6 Sums of Four Squares""; ""References""; ""9 A New Principle in the Geometry of Numbers""; ""9.1 Blichfeldt's Theorem""; ""9.2 Proof of Blichfeldt's Theorem""; ""9.3 A Generalization of Blichfeldt's Theorem""; ""9.4 A Return to Minkowski's Theorem""

""9.5 Applications of Blichfeldt's Theorem""

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#### Sommario/riassunto

The Geometry of Numbers presents a self-contained introduction to the geometry of numbers, beginning with easily understood questions about lattice-points on lines, circles, and inside simple polygons in the plane. Little mathematical expertise is required beyond an acquaintance with those objects and with some basic results in geometry. The reader moves gradually to theorems of Minkowski and others who succeeded him. On the way, he or she will see how this powerful approach gives improved approximations to irrational numbers by rationals, simplifies arguments on ways of representing integers as sums of squares, and provides a natural tool for attacking problems involving dense packings of spheres. An appendix by Peter Lax gives a lovely geometric proof of the fact that the Gaussian integers form a Euclidean domain, characterizing the Gaussian primes, and proving that unique factorization holds there. In the process, he provides yet another glimpse into the power of a geometric approach to number theoretic problems.

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2. Record Nr.	UNISA996308846203316
Autore	Richter Sebastian
Titolo	Digitaler Realismus : Zwischen Computeranimation und Live-Action. Die neue Bildästhetik in Spielfilmen / Sebastian Richter
Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2015
ISBN	3-8394-0943-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (230)
Collana	Film
Classificazione	AP 45400
Soggetti	Film; Neue Medien; Animation; Realismus; Bild; Medien; Medienästhetik; Digitale Medien; Bildwissenschaft; Medienwissenschaft; Image; Media; Media Aesthetics; Digital Media; Visual Studies; Media Studies
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter 1 INHALT 5 PROLOG 9 EINLEITUNG 13 GRUNDZUGE EINER BILDWISSENSCHAFTLICHEN MEDIENANALYSE 23 FOTOGRAFISCHE UND COMPUTERGESTUTZTE BILDPRODUKTION 35 KINEMATOGRAPHISCHE BEWEGUNGSBILDER 37 VIDEOGRAFISCHE UND DIGITALE BEWEGUNGSBILDER 49 KONSTRUIERTE BEWEGUNGSBILDER 63 HYBRIDE BEWEGUNGSBILDER 79 TECHNIK UND ASTHETIK HYBRIDER BEWEGUNGSBILDER 85 UNUNTERSCHIEDBARE BILDEBENEN: DIGITALES COMPOSITING 93 KONTROLLIERTE PERSPEKTIVEN: VIRTUELLE KAMERA 107 GESPIELTE ANIMATIONEN: MOTION CAPTURE 133 DIGITALE DOPPELGÄNGER UND GEKLONTE SCHAUSPIELER 151 HERSTELLUNGSLOGIK, STIL UND WAHRNEHMUNG HYBRIDER BEWEGUNGSBILDER 171 AUSBLICK: HYBRIDISIERUNG UND WIRKLICHKEITSBEZUG 181 REALISMUS UND REALISMUSEFFEKTE: EINE UBERSICHT 191 ABBILDUNGEN 193 FILME 211 LITERATUR 215 Backmatter 228
Sommario/riassunto	Digitale Doppelgänger und animierte Hollywoodstars, Fahrten durch Nervenbahnen und Hautporen, unmögliche Kameraperspektiven und Bildräume, die sich unendlich fortsetzen - in aktuellen Spielfilmen sind gefilmte Bildanteile und Computeranimationen oft ununterscheidbar miteinander verschmolzen. Eine neue Kategorie von »hybriden Bewegungsbildern« ist entstanden, die eine Bildästhetik jenseits des

Effekt-Kinos hervorgebracht hat. Ihre Inszenierungsstrategien unterwandern unsere Vorstellung realistischer Darstellungen - sie beeinflussen unsere Wahrnehmung nachhaltig und pragen unsere Sicht auf die Welt mit. Das Buch verbindet die Darstellung der technischen Voraussetzungen dieser neuen Bildwelten mit einer eingehenden Untersuchung ihrer ästhetischen Implikationen. Es schließt damit eine Lücke in der wissenschaftlichen Auseinandersetzung mit der Digitalisierung der Bildproduktion.

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