1.	Record Nr.	UNISA996386041103316
	Autore	Wright Abraham <1611-1690.>
	Titolo	A practical commentary or exposition upon the Pentateuch [[electronic resource]] : viz. These five books of Moses Genesis, Exodus, Leviticus, Numbers, Deuteronomy. Wherein the text of every chapter is practically expounded, according to the doctrine of the Catholick Church, in a way not usually trod by commentators; and wholly applyed to the life and salvation of Christians. By Ab. Wright; sometime fellow of St. John's Colledge in Oxford
	Pubbl/distr/stampa	London, : printed by G. Dawson, for Tho. Johnson, at the Golden-Key in St. Pauls-Church-Yard, 1662
	Descrizione fisica	[4], 120, 117-158, 161-215, [1] p
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Text and register appear continuous despite pagination.
		Reproduction of the original in the Union Theological Seminary, New York.
	Sommario/riassunto	eebo-0160

2.	Record Nr.	UNINA9910962936003321
	Autore	Henderson Kathryn
	Titolo	On line and on paper : visual representations, visual culture, and computer graphics in design engineering / / Kathryn Henderson
	Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c1999
	ISBN	0-262-27525-2
		0-585-08739-3
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (249 p.)
	Collana	Inside technology
	Disciplina	620/.0042/0285
	Soggetti	Engineering design
		Computer graphics
		Visual communication
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references (p. [217]-227) and index.
	Nota di contenuto	On Line and On Paper -- Contents -- Preface -- On Line and On Paper -- Introduction -- Coding and Claiming: Codification and the Rise of Engineering as a Profession -- The Visual Culture of Engineers: Drawing, Seeing, and Standardizing Perception -- The Yellow Brick Road to Production: Development of a Turbine Engine Package -- The Political Career of a Prototype: Development of a Precision Medical Instrument -- Computer Graphics in Design Engineering: How and Why Changes in Visual Culture Cause Restructuring -- Mixed- Use Practices: Combining the Electronic World and the Paper World -- The Aura of "High Tech" in a World of Messy Practice: Standardization, Mystification, and Glamour -- The Power of Visual Representation: Mixed Practices, Multivisual Competencies, and Meta- Indexicals -- Notes -- References -- Index.
	Sommario/riassunto	The role of representation in the production of technoscientific knowledge has become a subject of great interest in recent years. In this book, sociologist and art critic Kathryn Henderson offers a new perspective on this topic by exploring the impact of computer graphic systems on the visual culture of engineering design. Henderson shows how designers use drawings both to organize work and knowledge and to recruit and organize resources, political support, and power.

Henderson's analysis of the collective nature of knowledge in technical design work is based on her participant observation of practices in two industrial settings. In one she follows the evolution of a turbine engine package from design to production, and in the other she examines the development of an innovative surgical tool. In both cases she describes the messy realities of design practice, including the mixed use of the worlds of paper and computer graphics. One of the goals of the book is to lay a practice-informed groundwork for the creation of more usable computer tools. Henderson also explores the relationship between the historical development of engineering as a profession and the standardization of engineering knowledge, and then addresses the question: Just what is high technology, and how does its affect the extent to which people will allow their working habits to be disrupted and restructured? Finally, to help explain why visual representations are so powerful, Henderson develops the concept of "metaindexicality"--the ability of a visual representation, used interactively, to combine many diverse levels of knowledge and thus to serve as a meeting ground (and sometimes battleground) for many types of workers.