1.	Record Nr.	UNISA996386858703316
	Titolo	His Majesties answer, to a printed book, intituled, A remonstrance, or the declaration of the Lords and Commons now assembled in Parliament, 26. May 1642 [[electronic resource]] : In answer to a declaration under His Majesties name, concerning the business of Hull
	Pubbl/distr/stampa	[London], : Printed at York : and re-printed at London for William Ley, 1642
	Descrizione fisica	16 p
	Altri autori (Persone)	Charles, King of England, <1600-1649.>
	Soggetti	Great Britain History Civil War, 1642-1649 Early works to 1800 Hull (England) History, Military Early works to 1800
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Reproduction of original in the William Andrews Clark Memorial Library.
	Sommario/riassunto	eebo-0189

2. Record Nr.	UNINA9910299461903321
Titolo	Mathematical Progress in Expressive Image Synthesis I : Extended and Selected Results from the Symposium MEIS2013 / / edited by Ken Anjyo
Pubbl/distr/stampa	Tokyo : , : Springer Japan : , : Imprint : Springer, , 2014
ISBN	4-431-55007-0
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (185 p.)
Collana	Mathematics for Industry, , 2198-350X ; ; 4
Disciplina	006.60151
Soggetti	Signal processing
	Image processing
	Speech processing systems
	Computer graphics
	Computer science—Mathematics
	Computer science - Mathematics
	Applied mathematics
	Engineering mathematics
	Signal, Image and Speech Processing
	Computer Graphics
	Mathematical Applications in Computer Science
	Mathematical and Computational Engineering
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 at the end of each chapters and index.
Nota di contenuto	Part I Mathematical approaches to computer graphics and vision.- The Power of Orthogonal Duals -- Mathematical Models of Visual Information Processing in the Human Brain and Applications to Visual Illusions and Image Processing -- Decomposition and clustering for the visualization of dynamical system -- Probable and Improbable Faces -- Part II Sound and scene rendering -- Progress in Digital Sound Synthesis for Physically Based Animation -- Efficient Image-based Rendering Method using Spherical Gaussian -- A Lie theoretic proposal on algorithms for spherical harmonic lighting -- Interactive Editing of Volumetric Objects by Using Feature-based Transfer Function --

Feature-based Approach for the Interactive Editing of Environmental Lighting Effects -- Ray Tracing of Quadratic Parametric Surface -- Part III Fluid and flow -- A Flexible Image Processing Approach to the Surfacing of Particle-Based Fluid Animation -- Inverse Approach for Visual Simulation of Clouds -- Generating Flow Fields Variations using Laplacian Eigenfunctions -- Blood flow analysis using medical imaging data and streamline visualization -- Part IV Deformation and locomotion -- Discrete Isoperimetric Deformation of Discrete Curves -- Mathematical Formulation of Motion and Deformation and its Applications -- Anti-commutative Dual Complex Number and 2D Rigid Transformation -- Phase Dynamics on the Modified Oscillators in Bipedal Locomotion -- Part V Image database and applications -- Single-view 3D Reconstruction by Learning 3D Game Scenes -- Facial Aging Simulation by Patch-based Texture Synthesis with Statistical Wrinkle Aging Pattern Model -- Animating images of cooking using video examples and image deformation -- Detection of inserted text in images.

Sommario/riassunto	This book presents revised versions of the best papers selected from the symposium "Mathematical Progress in Expressive Image Synthesis" (MEIS2013) held in Fukuoka, Japan, in 2013. The topics cover various areas of computer graphics (CG), such as surface deformation/editing, character animation, visual simulation of fluids, texture and sound synthesis, and photorealistic rendering. From a mathematical point of view, the book also presents papers addressing discrete differential geometry, Lie theory, computational fluid dynamics, function interpolation, and learning theory. This book showcases the latest joint efforts between mathematicians, CG researchers, and practitioners exploring important issues in graphics and visual perception. The book provides a valuable resource for all computer graphics researchers seeking open problem areas, especially those now entering the field who have not yet selected a research direction.